

K1NDERCOMP  
Programmed by Chris Read for the 2015 10-liners contest.

The code:

0 CLS:POKE 752,1:PRINT "K1NDERCOMP. 1-NUMBER,2-DRAW":GET A:IF A=50 THEN X=2:Y=2:CLS :GOTO 4
---

Clear the screen and the cursor. Type the title screen words. Wait for the response of what to do (variable A.) If the number 2 is pressed then get the drawing variables ready and go to it. If anything else is pressed, then go to the number game.
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1 CLS :D=4:C=4:INPUT "WHY NOT ENTER A THREE-DIGIT NUMBER AND PRESS ENTER";B
---

Clear screen and get the variables ready. I phrased the input this way because it automatically puts a ? after anything. So I phrased it in the form of a question. The program waits for input (variable B). If no input, then the line loops.
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2 POS. C,D:PRINT B:E=E+1:IF E>20 THEN E=0:D=D+1:C=D:SOUND 1,F,10,12:IF D>20 THEN DSOUND:GOTO 0
--

Variable E is the timer. C is the input's x pos. and D is the input's y pos. If E>20 then reset E, play the sound, and make the input B move down a line. If D reaches 21 then go back to the title screen.
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3 F=D+10:GOTO 2
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Get the value of variable F used in line 2. Go back to line 2.
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4 IF STRIG(0)=0 THEN GOTO 0
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This is the beginning of the drawing section. If the fire button is pressed on the controller, then go back to the title screen.
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5 REPEAT : I=I+1:POS. X,Y:PRINT " ":UNTIL I>10:I=0:POS. X,Y:PUT 160:S=STICK(0):IF S=7 AND X<37 THEN X=X+1
---

The first part slows down the program because it moves too fast. It basically does what the E function does in line 2 using the variable I. Print " "while I is less than 10, and if I is 0 then print a square. Get the joystick input information. If the joystick is right and if X is less than 37 then add 1 to the square's x position (variable X.)
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6 IF S=11 AND X<2 THEN X=X-1
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If left is pressed and X is greater than two, then move cursor left.
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7 IF S=14 AND Y>2 THEN Y=Y-1
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If up is pressed and Y is greater than two, then move cursor up.
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8 IF S=13 AND Y<20 THEN Y=Y+1
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If down is pressed and Y is less than 20 then move cursor down.
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K1NDERCOMP, made in 2015 by Chris Read for the Atari 800.

#### 9 GOTO 4

This looks like a tremendous waste of space, but it wouldn't let me do it any other way. Basically line 9 says go back to the beginning of the drawing portion.

The instructions:

K1nderc0mp consists of two things.

##### 1. Number

Type a three-digit number and watch it move down the screen with noise. When it's over, it goes back to the title screen.

##### 2. Draw

Draw a picture with a joystick. Pressing fire takes you back to the title screen.

Notes:

+It was very hard to fit what I wanted into just 10 lines. But since lines 0 and 1 behaved themselves, I finally did what I wanted to.

+If you attempt to put anything else into the number game, like a letter, it will return an error message. To re-start the program, simply type in RUN and then press ENTER and it will restart.

+Although you cannot save pictures to disk, you can hook up the TV to a recording device, like a VCR, and save it that way.

+The program's name is AUTORUN.BAS if you look into the disk file.

+special thanks go to the guys who made Kindercomp and Turbo-BASIC.