BASIC

Description

- BASIC is a Disk BASIC dialect, compatible with IBM Personal Computer BASIC.
- BASICA is a Advanced BASIC dialect, compatible with IBM Personal Computer BASIC.
- GWBASIC is a same as Advanced BASIC dialect, compatible with IBM Personal Computer BASIC.

BASIC and BASICA not depended on BIOS Cassete BASIC.

Target goal is a QBASIC 1.1 compatibility.

Keywords

For now only IBM Personal Computer BASIC 1.10 words checked

- Dsk - Disk BASIC (BASIC.COM)
- Adv - Advanced BASIC (BASICA.COM)

In plans:

- Gw - GW-BASIC 3.23

Commands/Statements

Name	Status
AUTO	Done
BEEP	Done
BLOAD	Done
BSAVE	
CHAIN (Dsk+)	Done
CLEAR	Done
COMMON (Dsk+)	Done
CONT	Done
DATA	Done
DEF FN	Done
DEF SEG	Done
DEFDBL	Done
DEFINT	Done
DEFSNG	Done
DEFSTR	Done
DEF USR	

Name	Status
DELETE	Done
DIM	Done
DRAW (Adv+)	
EDIT	
END	Done
ERASE	Done
FIELD (Dsk+)	Done
FOR/NEXT	Done
GET (Graphics) (Adv+)	
GOSUB	Done
GOTO	Done
IF	Done
INPUT	Done
INPUT	Done
KEY	
KEY(N) (Adv+)	
LET	Done
LINE	
LINE INPUT	Done
LIST	Done
LLIST	Done
LOAD	Done
LPRINT	Done
LSET (Dsk+)	Done
MERGE	Done
MOTOR	
NAME (Dsk+)	Done
NEW	Done
ON COM (Adv+)	
ON ERROR	Done
ON GOSUB	Done
ON GOTO	Done
ON KEY (Adv+)	
ON PEN (Adv+)	
ON STRIG (Adv+)	
OPEN	Done
OPTION BASE	Done
PAINT (Adv+)	
PEN	
PLAY (Adv+)	
PRINT	Done
PSET	
PRESET	
PUT (Graphics) (Adv+)	
READ	Done

Name	Status
REM	Done
RENUM	
RESTORE	Done
RESUME	Done
RETURN	Done
RSET (Dsk+)	Done
RUN	Done
SAVE	Done
SCREEN (Statement)	
SOUND	
STOP	Done
STRIG	
SWAP	Done
SYSTEM (Dsk+)	Done
WEND	Done
WHILE	Done
WRITE	Done

Functions

Name	Status
ABS	Done
ASC	Done
ATN	Done
CALL	
CDBL	Done
CHR$	Done
CINT	Done
CIRCLE (Adv+)	Done
CLOSE	Done
CLS	Done
COLOR	
COM(n) (Adv+)	
COS	Done
CSNG	Done
CSRLIN	
CVD (Dsk+)	Done
CVI (Dsk+)	Done
CVS (Dsk+)	Done
DATE$ (Dsk+)	Done
EOF	Done
ERL	Done
ERR	Done
ERROR	Done
EXP	Done
FILES (Dsk+)	Done

Name	Status
FIX	**Done**
FRE	**Done**
GET (Dsk+)	**Done**
HEX$	**Done**
INKEY$	**Done**
INP	
INPUT$	**Done**
INSTR	**Done**
INT	**Done**
KILL (Dsk+)	**Done**
LEFT$	**Done**
LEN	**Done**
LOC (Dsk+)	**Done**
LOCATE	**Done**
LOF (Dsk+)	**Done**
LOG	**Done**
LPOS	**Done**
MID$	**Done**
MKD$ (Dsk+)	**Done**
MKI$ (Dsk+)	**Done**
MKS$ (Dsk+)	**Done**
OCT$	**Done**
OUT	
PEEK	
POINT	
POKE	
POS	**Done**
PUT (Dsk+)	**Done**
RANDOMIZE	**Done**
RESET (Dsk+)	**Done**
RIGHT$	**Done**
RND	**Done**
SCREEN()	
SGN	**Done**
SIN	**Done**
SPACE$	**Done**
SPC	**Done**
SQR	**Done**
STICK	
STR$	**Done**
STRING$	**Done**
TAB	**Done**
TAN	**Done**
TIME$ (Dsk+)	**Done**
TRON	**Done**

Name	Status
TROFF	Done
USR	
VAL	Done
VARPTR	
VARPTR$ (Dsk+)	
WAIT	
WIDTH	Done

AUTO BEEP BLOAD BSAVE CHAIN CLEAR COMMON CONT DATA DEF FN DEF SEG DEFDBL DEFINT DEFSNG DEFSTR DEF USR DELETE DIM DRAW EDIT END ERASE FIELD FOR/NEXT GET (Graphics) GOSUB GOTO IF INPUT INPUT KEY KEY(N) LET LINE LINE INPUT LIST LLIST LOAD LPRINT LSET MERGE MOTOR NAME NEW ON COM ON ERROR ON GOSUB ON GOTO ON KEY ON PEN ON STRIG OPEN OPTION BASE PAINT PEN PLAY PRINT PSET PRESET PUT (Graphics) READ REM RENUM RESTORE RESUME RETURN RSET RUN SAVE SCREEN (Statement) SOUND STOP STRIG SWAP SYSTEM WEND WHILE WRITE ABS ASC ATN CALL CDBL CHR$ CINT CIRCLE CLOSE CLS COLOR COM(n) COS CSNG CSRLIN CVD CVI CVS DATE$ EOF ERL ERR ERROR EXP FILES FIX FRE GET HEX$ INKEY$ INP INPUT$ INSTR INT KILL LEFT$ LEN LOC LOCATE LOF LOG LPOS MID$ MKD$ MKI$ MKS$ OCT$ OUT PEEK POINT POKE POS PUT RANDOMIZE RESET RIGHT$ RND SCREEN() SGN SIN SPACE$ SPC SQR STICK STR$ STRING$ TAB TAN TIME$ TRON TROFF USR VAL VARPTR VARPTR$ WAIT WIDTH

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