

# creative computing software

APPLE II

CS-4201

## CAI PROGRAMS-1 (4 Programs)

Made in U.S.A.

CREATIVE COMPUTING SOFTWARE.  
Morristown, NJ 07960

### Apple II Loading Instructions

The four programs on this tape will load in a standard 16K Apple II with integer BASIC. Consult the Apple manual for information on what kind of cassette recorder to use, how to connect it to the computer, etc.

The first program on the tape (U.S. Map) is loaded from integer BASIC (> prompt) but if you have more than 16K of memory, you must type HIMEM: 16383. If you do not, the program will not work correctly. If you wish to SAVE a backup copy of the program, you must do it before you type RUN. This is because the program has high-resolution graphics subroutines and tables included, and adjusts the memory pointers after you RUN the program. If you try to SAVE after the pointers are changed, you will not get the graphics subroutines.

The second program on the tape (Spelling Test) must be loaded from Applesoft I BASIC ( ] prompt) which came with your Apple on cassette. Use Option 2, REM and LET. If you don't have it, check with your dealer. It won't load under Applesoft II because of incompatibilities between the two versions of Applesoft BASIC.

The other two programs load normally under integer BASIC (> prompt) using the command LOAD.

If you have trouble loading a program, be sure to try both copies (there's one on each side of the cassette). Try adjusting the volume control on your tape player. This is sometimes a critical factor in getting a good load. If you still can't load the programs, then send the tape back to Creative Computing for replacement.

### CREATIVE COMPUTING SOFTWARE

Many other software cassettes and floppy discs are available from Creative Computing Software. If your dealer does not carry the full line, send a self-addressed stamped envelope for the latest software releases flyer.

### CREATIVE COMPUTING MAGAZINE

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## U.S. Map

> HIMEM: 16383

> LOAD 3,6,8,30

by Verne Bauman

This program helps you to learn the names of each of the fifty states (and optionally, their capitals). A map of the United States is drawn on the screen, and a flashing green cursor is displayed within the state you are to identify. Blue cursors mark the states which were answered incorrectly. The program allows you to enter the first letter of the state and capital for your answer as an option, but we suggest entering the full name at first (better practice). *U.S. Map* repeats the states you missed the first time, until you've answered them all correctly.

31,35,38,41

## Spelling Test

] LOAD (Option 2)

by Verne Bauman

A list of words to be learned is entered as DATA statements between lines 600 and 700. To see how this is done, look at the DATA statements already there. When you enter your own list, be sure to erase the old words too. For example, to use the words Investigate, Superlative, Rapsallion, you'd type in:  
600 DATA INVESTIGATE,  
SUPERLATIVE, RAPSCALLION  
and also  
601

to erase the old line 601 in the program. Then RUN the program to start the spelling drill. The program keeps track of the words you've missed and even gives an approximate score. This program must be loaded from Applesoft I BASIC using Option 2.

48,53,54,83

## Math Drill

> LOAD

by David and John Cook

This is a simple math drill for addition, subtraction, multiplication and division. You may enter a maximum time for answering the problems. There are two types of drill you may select—one, in color, allows numbers up to 9; the other uses numbers up to 12 and is more difficult. Division problems are answered with a remainder instead of a decimal (see the running instructions in the program for more details). Cumulative totals are displayed at the end of the run. Load program under integer BASIC.

83,87,89,

## Add-With-Carry

> LOAD

Add-With-Carry is a tool for teaching addition of two and three-place numbers. It helps you work through a problem step-by-step, instead of asking for the entire answer at once, thus helping you to understand the methods involved. A problem is displayed, then the cursor appears in the position where the answer is to be filled in. Just type a single digit (0-9). If the digit you typed was correct, then the cursor is moved to the next position in sequence, until the entire problem is solved. The program automatically adjusts the level of difficulty of the problems to match your ability. Load program under integer BASIC.