STUDY AIDE

(8K)

FOR APPLE II

Personal Computer Programs

INTRODUCTION TO MAGNEMEDIA

Thanks to the mass production of microcomputers there's a whole new world of computer fun, help and learning available to all who want it. Magnemedia makes it possible for you to have the programs you want at a price you can afford.

Magnemedia programs include: time and money saving routines, mind-building educational programs, and exciting games and entertainment. The programs all conform to a standard format - instructions follow the same pattern in each publication.

The prices follow a pricing structure based on the idea that you can as easily afford a Magnemedia computer program as you can your favorite music record or tape. The album format allows you to store your programs in a neat fashion on any standard bookshelf.

APPLICATION

This program is designed for use with the Apple II Computer. The program title indicates the user memory size (RAM) required to store and run the program.

FURTHER DOCUMENTATION

Lists and notes of all programs plus a complete print out are available from Magnemedia. Use the enclosed order blank to obtain these lists.

AVAILABLE FOR OTHER
POPULAR COMPUTERS ALSO

GUARANTEE

This program is guaranteed to function when used in the computer specified with sufficient memory. If the tape or program is found defective when new, Magnemedia will replace it. Send the tape and $1.00 handling charge to Magnemedia.

PURPOSE

STUDY AIDE is designed to help students review questions which require exact answers.

OPERATION

1. Type RUN and press "Return".
2. The computer asks your name. Type your name and press "Return".
3. Enter your questions and answers. You may enter 15 questions (or less)
   A.) Type your first question. Maximum length of questions is two lines (80 spaces). Press "Return".
   B.) Type your first answer. Answers should be short and exact. Maximum length of answers in one line (40 spaces).
   C.) Continue to enter questions and answers until you have given 15 of them, or until you have no more questions.
   D.) When you are ready to start your review, type DONE instead of the next question. Press "Return". If you have entered 15 questions you will not need to type DONE; the review will start automatically.
4. The computer picks a question at random. Each question will be printed on the left side of the screen. You answer answer will be given on the right side.
5. Answer the question. Type the answer exactly as you

entered it or the computer will not "think" it is correct. Press "Return".

A.) If your answer is correct, the computer tells you so, and picks another question.

B.) If your answer is not correct, the computer reminds you that it must be typed exactly as given. Then it asks you to try again.

C.) If your answer is incorrect the second time, the computer tells you the answer is wrong. Then it shows you what the correct answer is. That question will be given again later (or sometimes immediately) until you get it right.

6. After you have given the correct answer to every question, your score is given. The score is based on the percentage of questions you answer correctly on the first try.

7. The computer asks if you want to do it again. If you type YES the review will start again. If you type NO the review will end. Type YES or NO and press "Return".

To Have More Questions In the Review

Use the enclosed form to order the source listings and notes which will explain how to modify this program to include more questions.

Make A Game!

Take turns with a friend entering trivia questions, or other interesting facts.

SPECIAL USES

To Store Permanent Questions

1. Type DEL 250,950 and press "Return".

2. Starting at line 410, type your questions. Example: 410 Q1$="HOW MANY QUESTIONS CAN I INCLUDE IN THIS REVIEW PROGRAM?"

A.) First, type the line number (410).

B.) The first question will start with the expression Q1$= (Q for question, 1 for question #1, $ for string: the computer function which prints the words you want).

C.) Type the question. Enclose it in quotation marks. Maximum length of each question is 80 spaces.

D.) Press "Return".

E.) Enter the rest of your questions in the same way. Use line 420 for question #2. Type 420 Q2$= , and then the question in quotation marks. Use line 430 for question #3 (Q3$=), etc. Remember that the questions will not appear in the same order because the computer picks them at random.

3. Starting with line 810, enter your answers. Example: 810 A1$="FIFTEEN OR LESS"

A.) First, type the line number (810).

B.) Type the expression A1$=

C.) Type the answer. Enclose it in quotation marks. Maximum length of each answer is 40 spaces.

D.) Press "Return".

E.) Enter the rest of your answers the same way. Use line 820 for answer #2. Type A2$= , and then the answer in quotation marks. Use line 820 for answer #3 (A3$=), etc.

4. At line 120, type the total number of questions you have entered.

Example:

120 Q=15

Type the line number (120), then Q= , then the number of questions. Press "Return".

To Use As A Test

1. Follow all the steps above under To Store Permanent Questions.

2. Add this line (Use your name. The code number is 8448, but you may substitute any number you will remember.).

3120 PRINT "CALL MR. SMITH." : INPUT A : IF A # 8448 then 3120

This addition will require the student to call you. You can enter his score in your records, type in the code number, then the quiz may be ended so that another student may use it.

NOTE: The revised program may be saved for the convenience of the purchaser, but not for the use of others.

PROBLEMS?

You shouldn't have any, but in case you do check out the following for solving your problem:

1. Can't Load The Program
   - Check computer by trying another program.
   - Be sure computer has large enough memory for the program
   - Turn computer off, set tape up at beginning of tone and start over.

2. Program Stops
   - Use "Err Message" section of computer manual to determine the cause.
   - Reload program.

3. Accidentally hit "Reset" key.
   - Return to Basic by pressing "Control" and "C" key at the same time.

4. Can't Clear Screen To Restart Program
   - Enter these commands, and press "Return" after each one:
     - TEXT "Return" key
     - POKE 34,0 "Return" key
     - POKE 35,24 "Return" key
     - POKE 32,0 "Return" key
     - POKE 33,40 "Return" key
     - Type RUN "Return" key

Now your program should have started. If it doesn't we both have problems.

NOTES

AUDIO INSTRUCTIONS

Verbal instructions are on side one of the tape. You may find it helpful to listen to this before starting the program. You know - If all else fails . . . .

ARE YOU A PROGRAMMER?

Computer programmers seem to be coming out of the woodwork everywhere. Some are pros. Some are beginners. Some haven't even started yet, but it may not be long before they are making an important contribution with their ideas.

If you have a program worth marketing we invite you to do it through Magnemedia. The royalties may help you to buy bigger and better toys. Don't wait - Contact us now.

THE MAGNEMEDIA LIBRARY OF PERSONAL COMPUTER PROGRAMS

Leading the way in:

★ Simplicity -everyone can use the computer with these programs.

★ Usability -Audio explanations with every program, PLUS standardized instructions to take out the guesswork.

★ Economy -prices you can afford.

MAGNEMEDIA   Inc.
17845 Sky Park Circle, Suite H
Irvine, California 92714
(714) 549-9122