



# 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 |
|-------------------------------|--------|
| <a href="#">AUTO</a>          | Done   |
| <a href="#">BEEP</a>          | Done   |
| <a href="#">BLOAD</a>         | Done   |
| <a href="#">BSAVE</a>         | Done   |
| <a href="#">CHAIN (Dsk+)</a>  | Done   |
| <a href="#">CLEAR</a>         | Done   |
| <a href="#">COMMON (Dsk+)</a> | Done   |
| <a href="#">CONT</a>          | Done   |
| <a href="#">DATA</a>          | Done   |
| <a href="#">DEF FN</a>        | Done   |
| <a href="#">DEF SEG</a>       | Done   |
| <a href="#">DEFDBL</a>        | Done   |
| <a href="#">DEFINT</a>        | Done   |
| <a href="#">DEFSNG</a>        | Done   |
| <a href="#">DEFSTR</a>        | Done   |
| <a href="#">DEFUSR</a>        |        |

| Name                                  | Status |
|---------------------------------------|--------|
| <a href="#">DELETE</a>                | Done   |
| <a href="#">DIM</a>                   | Done   |
| <a href="#">DRAW</a> (Adv+)           |        |
| <a href="#">EDIT</a>                  |        |
| <a href="#">END</a>                   | Done   |
| <a href="#">ERASE</a>                 | Done   |
| <a href="#">FIELD</a> (Dsk+)          | Done   |
| <a href="#">FOR/NEXT</a>              | Done   |
| <a href="#">GET</a> (Graphics) (Adv+) |        |
| <a href="#">GOSUB</a>                 | Done   |
| <a href="#">GOTO</a>                  | Done   |
| <a href="#">IF</a>                    | Done   |
| <a href="#">INPUT</a>                 | Done   |
| <a href="#">INPUT</a>                 | Done   |
| <a href="#">KEY</a>                   |        |
| <a href="#">KEY(N)</a> (Adv+)         |        |
| <a href="#">LET</a>                   | Done   |
| <a href="#">LINE</a>                  |        |
| <a href="#">LINE INPUT</a>            | Done   |
| <a href="#">LIST</a>                  | Done   |
| <a href="#">LLIST</a>                 | Done   |
| <a href="#">LOAD</a>                  | Done   |
| <a href="#">LPRINT</a>                | Done   |
| <a href="#">LSET</a> (Dsk+)           | Done   |
| <a href="#">MERGE</a>                 | Done   |
| <a href="#">MOTOR</a>                 |        |
| <a href="#">NAME</a> (Dsk+)           | Done   |
| <a href="#">NEW</a>                   | Done   |
| <a href="#">ON COM</a> (Adv+)         |        |
| <a href="#">ON ERROR</a>              | Done   |
| <a href="#">ON GOSUB</a>              | Done   |
| <a href="#">ON GOTO</a>               | Done   |
| <a href="#">ON KEY</a> (Adv+)         |        |
| <a href="#">ON PEN</a> (Adv+)         |        |
| <a href="#">ON STRIG</a> (Adv+)       |        |
| <a href="#">OPEN</a>                  | Done   |
| <a href="#">OPTION BASE</a>           | Done   |
| <a href="#">PAINT</a> (Adv+)          |        |
| <a href="#">PEN</a>                   |        |
| <a href="#">PLAY</a> (Adv+)           |        |
| <a href="#">PRINT</a>                 | Done   |
| <a href="#">PSET</a>                  |        |
| <a href="#">PRESET</a>                |        |
| <a href="#">PUT</a> (Graphics) (Adv+) |        |
| <a href="#">READ</a>                  | 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 |
|-------------------------------|--------|
| <a href="#">FIX</a>           | Done   |
| <a href="#">FRE</a>           | Done   |
| <a href="#">GET (Dsk+)</a>    | Done   |
| <a href="#">HEX\$</a>         | Done   |
| <a href="#">INKEY\$</a>       | Done   |
| <a href="#">INP</a>           |        |
| <a href="#">INPUT\$</a>       | Done   |
| <a href="#">INSTR</a>         | Done   |
| <a href="#">INT</a>           | Done   |
| <a href="#">KILL (Dsk+)</a>   | Done   |
| <a href="#">LEFT\$</a>        | Done   |
| <a href="#">LEN</a>           | Done   |
| <a href="#">LOC (Dsk+)</a>    | Done   |
| <a href="#">LOCATE</a>        | Done   |
| <a href="#">LOF (Dsk+)</a>    | Done   |
| <a href="#">LOG</a>           | Done   |
| <a href="#">LPOS</a>          | Done   |
| <a href="#">MID\$</a>         | Done   |
| <a href="#">MKD\$ (Dsk+)</a>  | Done   |
| <a href="#">MKI\$ (Dsk+)</a>  | Done   |
| <a href="#">MKS\$ (Dsk+)</a>  | Done   |
| <a href="#">OCT\$</a>         | Done   |
| <a href="#">OUT</a>           |        |
| <a href="#">PEEK</a>          |        |
| <a href="#">POINT</a>         |        |
| <a href="#">POKE</a>          |        |
| <a href="#">POS</a>           | Done   |
| <a href="#">PUT (Dsk+)</a>    | Done   |
| <a href="#">RANDOMIZE</a>     | Done   |
| <a href="#">RESET (Dsk+)</a>  | Done   |
| <a href="#">RIGHT\$</a>       | Done   |
| <a href="#">RND</a>           | Done   |
| <a href="#">SCREEN()</a>      |        |
| <a href="#">SGN</a>           | Done   |
| <a href="#">SIN</a>           | Done   |
| <a href="#">SPACE\$</a>       | Done   |
| <a href="#">SPC</a>           | Done   |
| <a href="#">SQR</a>           | Done   |
| <a href="#">STICK</a>         |        |
| <a href="#">STR\$</a>         | Done   |
| <a href="#">STRING\$</a>      | Done   |
| <a href="#">TAB</a>           | Done   |
| <a href="#">TAN</a>           | Done   |
| <a href="#">TIME\$ (Dsk+)</a> | Done   |
| <a href="#">TRON</a>          | 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 DATES\$ 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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