

```

7:POKE51,0:POKE55,0:AS=256*AZ:A=0
10 DATA32,115,0,32,209,225,160,0,196,183
,240,8,177,187,153,66,3,200,208
11 DATA244,169,0,153,66,3,200,192,16,144
,246,165,185,141,65,3,165,43,141,61
12 DATA3,165,44,141,62,3,165,45,141,63,3
,165,46,141,64,3,169,255,141,60,3
13 DATA32,77,248,134,172,132,173,169,132
,133,174,169,3,133,175,160,1,132,186
14 DATA32,251,27,165,43,133,172,165,44,1
33,173,165,45,133,174,165,46,133,175
15 DATA160,1,132,186,76,251,27,32,115,0,
32,209,225,160,1,132,186,32,77,248
16 DATA134,172,132,173,169,132,133,174,1
69,3,133,175,32,65,28,173,60,3,201
17 DATA255,208,227,160,99,32,230,241,160
,0,185,66,3,32,210,255,200,192,16
18 DATA208,245,160,0,196,183,240,10,177,
187,217,66,3,208,196,200,208,242,173
19 DATA65,3,201,0,240,21,234,234,162,0,1
89,61,3,149,172,232,224,4,208,246
20 DATA160,1,132,186,76,65,28,165,43,133
,172,165,44,133,173,160,1,132,186
21 DATA173,63,3,56,237,61,3,133,45,173,6
4,3,237,62,3,133,46,24,165,45,101
22 DATA43,133,174,133,45,165,46,101,44,1
33,175,133,46,76,65,28,32,183,248
23 DATA32,160,28,169,2,32,179,28,136,192
,9,208,246,152,32,179,28,162,8,136
24 DATA208,247,132,215,177,172,32,181,28
,162,5,230,172,208,4,230,173,202,202
25 DATA165,172,197,174,165,173,229,175,1
44,231,184,165,215,32,181,28,162,9
26 DATA136,208,246,200,132,192,88,76,8,2
53,32,148,248,32,160,28,132,215,169
27 DATA39,141,40,145,162,1,32,247,28,38,
189,165,189,201,2,208,245,160,9,32
28 DATA231,28,201,2,240,249,196,189,208,
232,32,231,28,136,208,246,145,172
29 DATA69,215,133,215,32,231,28,230,172,
208,2,230,173,165,172,197,174,165
30 DATA173,229,175,165,189,144,229,32,16
4,28,32,58,28,165,189,69,215,240,10
31 DATA165,175,234,201,3,240,3,76,156,22
5,96,201,0,240,12,160,0,132,192,202
32 DATA208,253,136,208,250,120,96,104,10
4,96,162,9,133,189,69,215,133,215
33 DATA169,8,133,163,234,6,189,173,32,14
5,41,247,32,217,28,162,19,184,9,8
34 DATA32,217,28,162,16,198,163,208,232,
96,202,208,253,144,5,162,11,202,208
35 DATA253,141,32,145,96,169,8,133,163,3
2,247,28,38,189,198,163,208,247,165
36 DATA189,96,169,2,44,45,145,240,251,17
3,45,145,142,41,145,44,33,145,10,10
37 DATA10,96,169,22,141,8,3,169,29,141,9
,3,96,32,115,0,240,4,201,33,240,3
38 DATA76,231,199,32,115,0,201,76,240,13
,201,83,208,6
39 DATA32,0,27,76,174,199,76,8,207,32,10
5,27,173,65,3,201,0,240,3,76,174,199
40 DATA169,118,160,195,32,30,203,76,42,1
97,-1
100 READB:IFB>-1THENPOKEAS+A,B:S=S+B:A=A
+1:GOTO100
110 IFS<>73742THENPRINT"DATA ERROR":END
120 POKEAS+81,AZ:POKEAS+104,AZ:POKEAS+13
2,AZ+1:POKEAS+201,AZ+1
130 POKEAS+250,AZ+1:POKEAS+256,AZ+1:POKE
AS+261,AZ+1:POKEAS+270,AZ+1
140 POKEAS+282,AZ+1:POKEAS+308,AZ+1:POKE
    
```

```

AS+326,AZ+1:POKEAS+338,AZ+1
150 POKEAS+351,AZ+1:POKEAS+362,AZ+1:POKE
AS+374,AZ+1:POKEAS+395,AZ+1
160 POKEAS+398,AZ+1:POKEAS+457,AZ+1:POKE
AS+465,AZ+1:POKEAS+493,AZ+1
170 POKEAS+529,AZ+2:POKEAS+559,AZ:POKEAS
+568,AZ
180 SYS(AS+523)
190 NEW
    
```

Listing »Fast Tape« (Basic-Lader)

READY.

Zeile	Operation
5	Setzt Basic-Ende um 768 Bytes nach unten
10-40	DATAs der Maschinensprache
100	Einleseroutine
110	Vergleich, ob alle DATAs korrekt eingetippt worden sind
120-170	Anpassung der Maschinensprache an den Adreßbereich
180	FAST TAPE einschalten
190	Programm löschen

Tabelle zum Programmablauf

Master Mind als Vierzeiler

Als Nebenprodukt meiner Einzeilerbemühungen entstand dieses Programm: Bei Master Mind geht es darum, eine Zahl, die sich der Computer »denkt«, zu erraten. Am Anfang gibt man die Stellenzahl der zu erratenden Zahl ein, sie darf maximal acht sein (man hat aber schon mit drei oder vier genug zu knobeln). In der ersten Spalte muß man nun jeweils eine Zahl eingeben, der Computer zeigt in den folgenden drei Spalten an:

1. Anzahl der richtigen Ziffern an der richtigen Stelle
2. Anzahl der richtigen Ziffern an der falschen Stelle
3. Anzahl der Versuche

Beispiel eines Spiels:

Stellen? 4			
?1123	1	0	1
?4456	0	0	2
?7789	2	1	3
?8989	1	0	4
?7979	1	1	5
?7187	4	0	6

Es geht natürlich darum, die Zahl mit möglichst wenig Versuchen zu erraten. Hier noch die Tabelle der Variablen:

S:	Anzahl der Stellen
E,E():	Eingabe, Ziffern der Eingabe
L():	Ziffern der Lösung
B(),C():	Belegungsvektoren für E bzw. L
R:	Richtige Ziffern an der richtigen Stelle
F:	Alle richtigen Ziffern
V:	Versuche
B,I,J:	Hilfs- und Laufvariablen

(Hans Haberl/aa)

```

1 INPUT"STELLEN":S:E=INT(1015*RND(0)):GOSUB2:FORI=1TOS:L(I)=E(I):NEXT:GOTO3
2 FORI=1TOS:E(I)=E-10*INT(E/10):E=INT(E/10):C(I)=0:B(I)=0:R=R-(L(I)=E(I)):NEXT
RETURN
3 V=V+1:INPUTE:R=0:F=0:GOSUB2:FORI=1TOS:FORJ=1TOS:B=(L(J)=E(I))ANDNOTB(I)ANDNOTC(J)
4 B(I)=B(I)+B:C(J)=C(J)+B:F=F+B:NEXTJ,I:PRINT"TAB(16)R" F-R V:IFR<STHENS
    
```