

```
50 IF C$="F" THEN PRINT"CELSIUS: ";X
60 IF C$="C" THEN PRINT"FAHRENHEIT: ";Y
READY.
LIST 20-50
```

```
20 INPUT"ENTER UNIT";UNIT
30 X=(UNIT-32)*5/9
40 Y=(UNIT*9/5)+32
50 IF C$="F" THEN PRINT"CELSIUS: ";X

READY.
LIST
```

```
10 PRINT"---UNIT CONVERTER---"
15 INPUT"[F]AH-CEL OR [C]EL-FAH";C$
20 INPUT"ENTER UNIT";UNIT
30 X=(UNIT-32)*5/9
40 Y=(UNIT*9/5)+32
50 IF C$="F" THEN PRINT"CELSIUS: ";X
60 IF C$="C" THEN PRINT"FAHRENHEIT: ";Y
READY.
RUN
```

```
---UNIT CONVERTER---
[F]AH-CEL OR [C]EL-FAH? C
ENTER UNIT? 23
```

Commodore 64 Programming

RJ Shavelson



Commodore 64 Programming:

Programming the Commodore 64 Raeto Collin West,1985 **Mastering Machine Code On Your Commodore 64** Mark Greenshields,2022-03-31 First published in 1984 this highly rated guide written by 8 bit expert Mark Greenshields helped Commodore 64 users take their skills further than ever before It was designed to take bedroom coders from a point where they were comfortable with the commands and limitations of BASIC to having knowledge and experience of the home computer s far more powerful machine code In addition to explaining the concepts of this more advanced language the reader is provided with a number of example programs that not only help with learning but are also of great practical use for both games and utilities This book helped many a Commodore user with their first steps into the world of machine code and to this day remains an important reference for those interested in the world of retro games and programming As the original publisher Interface Publications wrote Now you can master machine code on the Commodore 64 quickly and easily Say goodbye to jerky slow moving graphics in BASIC and learn the secrets of professional incredibly swift graphic production in machine code You re holding the first complete tutorial on using assembly language on the Commodore 64 The book assumes that although you can program in BASIC you know little or nothing of 6502 6510 machine code Step by simple step the book progresses through the subject until the whole instruction set of the 6510 has been covered A large number of example programs which are explained in detail help make the learning simple In section two of the book you ll learn about practical applications of machine code use on the Commodore 64 High resolution graphics scrolling raster graphics using interrupts and adding commands to BASIC they re all here in a form you can readily understand and apply This section of the book contains programs which put 24 sprites on the screen at once programs to combine both text and high resolution images on the same screen function key programming and one key entry of commands Written by Mark Greenshields highly successful author of Mastering the Commodore 64 this book is your gateway into the exciting world of machine code programming on the Commodore 64 Acorn Books is proud to present its Retro Reproduction Series a collection of classic computing works from the 1980s and 90s lovingly reproduced in the 21st century From standards of programming reference no self respecting microcomputer user would want to be without to obscure works not found in print anywhere else these modern reprints are perfect for any connoisseur of retro computing *BASIC Programming for the Commodore 64 Computer* Robin D. Raygor,Robert Bateson,Gregory Bitz,1986-01-01 **BASIC Programming for the Commodore 64 Computer** Robin D. Raygor,Robert Bateson,1986-10-01 [An Introduction to the Commodore 64](#) N.B. Scrimshaw,2013-11-11 **Step-by-step Programming, Commodore 64. Book One** Phil Cornes,1984 [Using & Programming the Commodore 64, Including Ready-to-run Programs](#) John Herriott,1984-01-01 Explains how to program the Commodore 64 computer in the BASIC language for word processing graphics games and other applications **BASIC Programming on the Commodore 64** Gordon Davis,Fin Fahey,1984 [Commodore 64 Programming](#) Phil Cornes,1984-01-01 Serves as a Structured Course

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Commodore 64 Basics Ann Harris,1985-01-18 This inviting introductory self teaching guide shows you how to use and program the Commodore 64 computer It covers everything from turning on the machine and connecting the peripherals

through BASIC programming and structured programming even how to use the machine's music and graphics capabilities
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balancing and data files Programs become progressively more complex through useful and interesting examples **Easy**
Programming for the Commodore 64 Ian Stewart, Robin Jones, 1983

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