* TI PPC NOTES *

NEWSLETTER OF THE TI PERSONAL PROGRAMMABLE CALCULATOR CLUB.

9213 Lanham Severn Road, Lanham, Maryland, 20801.

IN MEMORIAM: JAMES DALLAS EGBERT III, (384) died on August 16, 1980. Old timers will remember Dallas Egbert as the youngest member of the 52-User's Club (14 years old) and as one of the most active contributors of SR-52 routines. Dallas died in Dayton Ohio before his eighteenth birthday from an apparently self-inflicted gunshot wound.

Don O'Grady, who wrote, among other software, the programs for the M/U and the RPN mods, surprised me with a last-minute solution to the "brain teasers" on page 5. His suggestion is: INV Σ + RAD INV COS + X:T GRAD INV COS + P/R 1/x INT = Follow this routine by either an INT or an INV INT, as needed.

He also sent me an SR-56 Mastermind program. As I had stated "Do not send me any more TI-58/59 Mastermine programs", this program, however, is an animal of a different kind. I will be happy to publish it in one of the future issues.

The September issue of Popular Science in the Calcu-letter column by Darrell Huff mentions the existence of our club. Thanks to this plug I am swamped once again with tens of letters asking for information. But I am not complaining. Thanks Darrell!

I received a long letter and all the newsletters that appeared since 1977 from the two editors of the Danish Programmeringsklub '77, Morton Jørgensen and Ib-Michael Martinsen. Their address is: Kanehaven 32, 8240 Risskov, Denmark. These fellas tell me I can write them in either "Danish, English, German, French, Norwegian, Swedish or anything, but unfortunately not Flemish, sorry." That is a real disappointment, friends. I will have to make English do in that case and continue to write in Flemish only to Tom Coppens in Kapellen, Belgium! Many thanks for the material! Luckily I found an able translator for Swedish and Danish in Dan Lufkin, a physicist working for the US government and living about 10 miles from Lanham in Rockville, Maryland.

Several members found a glitch in the BOWLING program of v5n6pl5. The cure for it is 1. Write RCL 39 in step 196.

2. Load reg 44 with .1 (NOT .0001) Record both changes permanently on the mag cards.

Copying the display into the t-reg (v5n6p4) illicited quite a lot of comment. Jeff Rose-dale has this gem, which runs faster, since the Y^X is rather time-consuming: ..+ X:T 0) Morton Matthew says:".. actually, doesn't X x:t 1 do it? In fact, if t is holding a 0, how about just + x:t? I want to add = to all of these, but depending on what follows,

Harald M. Otto, Lerchenweg 6, D-4502 Bad Rothenfelde, West Germany, the author of seve-

ral very good compilations of TI-59 Tricks, (see also v5n4/5p2) in my opinion, has become one of the most imaginative practioners of TI-59 programming. His latest "tricks" book is 112 pages long and so chock full of good programs and routines, that it will take me weeks to digest everything. I will try to bring you some of his jewels in the next issue.

no need maybe."

A special message to our friends of the HP PPC JOURNAL: the heat is on. See page 7 of this issue. Palmer Hansen has re-written Panos Galidas' 2 min 38.5 sec calendar program, such that it may be used in Martin Neef's FAST MODE. It now runs at the incredible speed of 1 min 32 sec per calendar year!!!!

Maurice E. T. Swinnen

CONVERSION TO ABSOLUTE ADDRESSES John Wortington 2 - 3
HEATING, PIPING, AIR CONDITIONING 4
NEW PDY PROGRAMS TEXTRAGE 0'Brien 4
SOLAR ENERGY SOFTWARE 4
OIL DRILLING TECHNOLOGY David Engle 4
FAST FOURIER TRANSFORM Robert Harrison 4
TI-59 MDS FET PROGRAM Ray Pinkham 4
PROGRAMING PUZILES George Vogel 5
BRAIN TEASERS STURITE COX 5
CASIO FX-501P/502P CALCULATOR CLUB 5
CACIDLATOR PROGRAM SOLVES SAS EQUATIONS Philip Rowley 5
CALCULATOR PROGRAM SOLVES SAS EQUATIONS Philip Rowley 5
TELEPHONE RATE TIMER Bob Baldassano 5
THE MU MIDDLE BOD Baldassano 5
SPEEDY FACTOR FINDER Bill Skillman 6
FAST-MODE CALENDAR Palmer Hansen 7 - 8
OP 40 PROGRAM ISTING WITHOUT PAPER MARTIN Neef 9
PROGRAM LISTING WITHOUT PAPER MARTIN Neef 9
AARTHHETIC EXERCISES ON THE SR-52 Dean Achans 10
BUILDING SYSTEMS DESIGN 10
BRANCHING FROM THE KEY BOARD DURING PGM EXECUTION MARTIN Neef 11
DEBRANCHING FROM THE KEY BOARD DURING PGM EXECUTION MARTIN Neef 11
TIME BOMBS RICHARD SWINNER 12
NEWCOMER'S CORNER MAURICE SWINNER 15
SORTING WITH DESCRIPTORS MERRIK TJENDERY 15
SORTING WITH DESCRIPTORS MERRIK TJENDERY 16
TI-59 KEY CODES Bill Skillman 16

CONVERSION TO ABSOLUTE ADDRESSES

The program will determine and list the locations of program steps needed to absolute address a program. The program is also suitable for determining the correct addresses for programs that have been modified.

- List the program to be absolute addressed [list] -
- List the labels of the program to be absolute addressed [OP 8]. 2.
- calculator and enter the conversion to absolute address program (2 Clear the э**.**
- Press "E'" to initialize, RST is printed.

4.

- each Both the 88 Enter the locations of each label to be deleted exactly appears in the OP 8 listing, pressing "A" for each label. location and "LBL" are printed. [see note 1] Š
- Enter the value of each absolute address in the program (if any), and "B". Both the location and "ADR" are printed. [see note 2]

ė

- Review the listing of the program to be absolute addressed and determine any locations where steps must be either inserted or deleted. 7.
- Where the insertion of ... **æ**
- a single step is required, enter that location and press "E" Both the location and "INS" are printed. a G
- 2 9 steps is required, enter the first location (xxx) along Both with the number of steps (y) as xxx.y and press "K". the number of steps and "INS" are printed. <u>۾</u>
- more than 9 steps is required, use multiple "E" entries, with the same location for each entry. [see note 3] ૽
- Deletions are handled as insertions, except that "D" is pressed instead of "E". Both the location and "DEL" are printed. [see note 4] 6
- Press "C" to compute and list the new locations. The new listing includes two numbers separated by a decimal point for each label or address entered. The three digits to the right of the decimal represent the location initially entered. The three digits to the left of the decimal represent the computed absolute address corresponding to that 10.
- may be pressed again to relist the locations, if desired
- compute all Steps 8 - 10 may be repeated as needed to enter and the required instructions. 12.

of the program, replace the label calls with the absolute addresses indicated. Delete the labels which have been replaced and perform any Reenter the program to be absolute addressed, and, starting at the other indicated INS or DEL operations. 13.

NOTES

- its function, all label and absolute address entries must be made before Step 10 (computation and listing) is begun by pressing "C". However, a previous computation. Therefore if the total number of instructions could conceivable exceed 65, all LBL entries should be made before any The program can store up to 65 labels and 65 instructions. If either
 of these limits is reached, the calculator will return a flashing display whenever additional entries are attempted. Every label entry automatically includes an instruction to delete two steps. For the program to perform additional INS and/or DEL instructions may be made and computed following of the INS or DEL instructions.
- 2. As a check, it is often convenient to enter the last step of the program as an address. After tabulation and modification of the program, it should coincide with the last step of the new absolute addressed program.
- 3. To insert 25 steps following step 100 in a program a. enter 100.9 and press "E".
 - b. enter 100.9 and press "E"
 - c. enter 100.7 and press "E".
- If an error is made in the entry of labels, addresses or instructions, 4. If an error is made in the char, -- it may be corrected in one of several ways;
 - a. If the error was the last entry and ...
- 1) was a label entry, decrement memories 00, 01,02 & 03 by 1.
- 2) was an address entry, decrement memories 00 & 02 by 1. 3) was an insert or delete instruction, decrement memories insert or delete instruction, decrement memories
- the error was not the last entry, If ء
- 1) make additional entries which cancel the erroneous insert or delete instructions (or press "E'" and reenter all data).

 An INS error at a particular location, for example, may be corrected by a DEL instruction at that same location.
- by the label operation must be restored by an two steps in the program which are automaticbut involved LBL, that label address call may be ignored. two steps at the location of the label, However, the ally deleted insertion of 7
- but involved only ADR, that address may simply be ignored. 3

CONVERSION TO ABSOLUTE ADDRESSES, John Worthington, Bowie, Maryland.

92 722 188 721 722 733 722 733 733 733 733 733 733 733	11 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2			
6 66666666666666666666666666666666666	0005 0002 0032 0011 0014 0014 0014			

 HEATING, PIPING, AIR CONDITIONING .-Three 1980 issues of the journal by that name contain some good TI-59 programs. Each program

is accompanied by extensive documentation:

March 1980: Heat Gain Calculations for Programmable Calculators. Harry C. Sutch, PE. April 1980: Indoor Swimming Pool Design Program. M.D. Syed & D.W. Strang, PE.

July 1980: Duct Weight Estimated by Programmable Calculator, H.C. Sutch, P.E.

NEW PPX PROGRAMS. - Terrence O'Brien, one of our more prolific programming members (he is also the head of the Department of Marketing at Kansas State U) has sent me copies of some of his latest contributions to PPX:

Register Roll, simulates INV LIST without the printer. All 100 registers can be dumped sequentially into display to quickly check their contents.

Packed Data, provides standardized, compact storage for data bases, 13 digits/reg. Bivariate Unpacking; this program is compatible with Packed Data.

Good programming combined with clear and concise documentation. I wish all the PPX submissions were done this way. Be on the look out for these programs in the next addendum of the PPX software catalog.

SOLAR ENERGY SOFTWARE. - The Sunshine Power Co, 1018 Lancer Drive, SanJose CA 95129, sells software with solar energy application for the HP-67/97 and the TI-59. For the 59, the programs are well written and are contained on prerecorded magnetic cards. The documentation contains instructions, formulas, definitions and references. The entire solar engineering library costs \$ 250.00 US, while individual programs costs between \$ 30.00 and \$ 60.00 US.

OIL DRILLING TECHNOLOGY. - Imco Services, a division of Halliburton Co, P.O Box 22605. Houston, TX 77027, sells a special module to be used with the TI-58/59 and intended to compute drilling parameters. One of the pricipal programmers is David Engle, a member of the TI PPC club. The module, known under the name of IMCO DRILLMOD, sells for \$ 150.00 US plus tax. It comes with extensive documentation. David tells me that he is working on a second module, intended to complement the first one. Drillers refer to their science as "mud technology."

FAST FOURIER TRANSFORM- Robert E. Harrison, one of our PPC members, who lives in Rancho Palos Verdes, California, had a program by that name in Electronics, May 10, 1980, p 223. If you have seen this program and wondered why it didn't work, blaim printer's error for your disappointment. Robert has these corrections:

Step 152 should be 78 and not 76

Step 165 should be STO and not STD

Step 204 should be C and O.

Incidentally, the program runs in RAD mode, but is should not be necessary to use the RAD command explicitly. The calculator is left in the RAD mode after the first pass through step 204.

Bill Skillman sent me an enhanced version of this program. If you send me a SASE I will send you a copy of this three-page enhancement. It contains only the program listing. For instructions how to use the program you still have to refer to Robert's original program in Electronics, which I am not allowed to copy. (copyrighted!)

<u>TI-59 MOS FET PROGRAM AIDS LSI DESIGNERS.- Ray Pinkham, Texas Instruments, Houston, TX</u> Electronics, July 17, 1980, pp 137-139.

I don't know Ray Pinkham, and I don't want to criticize his engineering ability. It is sound. His program works. But why he has 59 NOPs in a total of 453 steps is beyond me. And why magazines like Electronics continue publishing such obviously "not reviewed" programs is also a mistery to me. I hope enough members protest to those magazines and journals every time they see a glaring "blasphemy" of this kind. At least I do each time. Maybe we can get Ray Pinckham a free programming course in the TIPPP division of his own company.

PROGRAMMING PUZZLES- George Vogel is the author of these delightful puzzles. I will publish your solutions, provided they work. You have about twelve weeks to think about it, because I plan to give George's and anybody else's solution in issue 9. I don't intend to entertain long letters and other correspondence about it: either you have a workable solution or you don't. It is that simple. OK?

- 1. You design a program which stops in the middle of a subroutine and according to the value displayed, you plan to use your judgement to decide whether to press A or B to complete the computation. Let's say that labels A and B are both within the subroutine, e.g.,....R/S LBL A 2 + LBL B l = RTN.... But it doesn't work: the program always stops at the RTN and will not return to the main program. What is wrong? How can you make your idea work?
- 2. You have a program with a number of OP 06 comments. You want to keep your choice of FIX open for each calculation. You don't want to use FIX IND, or assemble codes via HIR 8. Can you think of a simple way of avoiding distortion of the comments, regardless of the FIX chosen?
- 3. Write a histogram program that will accumulate in separate bins (registers) the number of times x occurs in the following steps-of-five ranges: $x \le 60$, $60 \le x \le 65$, $65 \le x \le 70$, etc. Program should have 15 program steps or less.
- 4. Write a program of 14 steps or less that will store from cold start (CMS, RST, 0 X:T, CLR, R/S) say 0.7, 1.7, 2.7, 3.7,...8.7 in registers 0 through 8.
- 5. Try this on the keyboard: 9.999 EE +/- 87 STO 01 STO 02 1 EE +/- 99 SUM 02 0.1 PRD 01 PRD 02. You now have two small numbers in the two registers. Then, still from the keyboard, do RCL 01 X:T RCL 02 X=T. Why the flashing? And why do you have to press CE twice to stop the flashing?

BRAIN TEASERS. Re-v5n4/5pl3. The object of Stuart Cox's contribution was to produce in the display the numbers 197 and .1415926536 by means of a routine or key stroke sequence of 13 steps or less. All keys, except the numerical ones, could be used. There seems to be some confusion as to what constitutes a numerical key. Many members sent in routines for the second puzzle, running something like:

INV INT ... That is a little too obvious, don't you think so?

So, here are the two routines proposed by Stuart:

For .141: INV LNX INV LNX INV LNX YX LNX X2 = LNX LNX RAD COS +/- INV COS

For 197: INV LNX INV LNX INV LNX YX LNX X2 = LNX LNX GRAD COS +/- INV COS

Can this be done in less steps?

CASIO FX-501P/502P CALCULATOR CLUB. - A new calculator club for the Casio programmable calculators has been formed. Six issues of the newsletter are planned. \$ 5.00 US and \$ 7.00 for those living outside the US. For more information write: Kiyoshi Akima, Casio Calculator Club, 2880 20th Street, Boulder, CO 80302, USA.

TELEPHONE RATE TIMER. - Re-v5n4/5p24. Bob Baldassano suggests the following enhance-

ment of the instructions:

"When you use the special rate and key D, the first minute usually carries a rate dif-

ferent than subsequent minutes. Thus, enter the starting rate and press D. Then enter the subsequent rate and press R/S. Now press E. Rates are always entered in CENTS."

The M/U MODULE. - Re-v5n4/5pll. Insert a CP between LBL B and INV EQ if you feel uneasy about the possiblity of something in the t-register. (In the program almost at the bottom of page 11) Suggestion by Bob Baldassano.

THE GREAT "SPEEDY FACTOR FINDER" CONTROVERSY. - In v5n6 we had a routine by that name, written by Bill Skillman.

Several members wrote in to tell me that the routine was not one hundred percent "kosher." It failed to test for factors 11, 31, 41, etc. What was worse, it called prime numbers such as 341 (11 x 31, 737 (11 x 67) or 4387 (41 x 107).

Several members proposed solutions, all involving rewriting the program starting with step 049. The most prolific was Nello Coda, who even gave two different solutions! I am sorry to say, even those proposed remedies did not cure the sick routine. Still some factors were skipped.

But the whole exercise showed that many members understood and had fun with the sieve of Eratosthenes, although some of the solutions produced an exorbitantly long sieve. So, what do you do in a case like this? You go directly to the horse's mouth, of course. The equine orifice in this case lives in nearby Baltimore, so consultation was easy. Bill revised the whole routine and offers the one reproduced below. It works, I can assure you! Just try the product $2 \times 3 \times 5 \times 7 \times 11 \times 13 \times 17 \times 19 \times 23 \times 29 \times 31 = .$ It will do the proper factors. And it is fast. The instructions are still:

- 1. Enter program, bank 1.
- 2. Enter N, press E. Factors will be printed, if PC100 is connected.

Last factor flashes. If handheld, use R/S as needed.

Examples: 987654321 = 3, 3, 17, 17, 379721 in 2 min 26 sec. MU-09 finds this in 3 min 30 sec in crom and in 7 min 37 sec downloaded.

103569859 = 463, 467, 479 in 1 min 53 sec.

Only registers 01 and 02 are used. Flag 7 is used in the printer sensing routine. As was stated in v5 n6, this program was originally written for the SR-52 by Mike Louder and modified by Dick Vanderburgh for the TI-59 (v3nllp4)

Columbia Columbia	0.04	054 35 CLF 06 055 14 21 06 055 14 2 CT 055 14 2 CT 055 15 2 CT 055 15 2 CT 061 14 2 CT 061 14 2 CT 061 19 2 CT	CONTROL OF THE CONTRO	# 30 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
---	------	--	--	--

Then Bill reworked the routine for the speedy Gonsalez among calculators, the SR-56. It does 103569859 in 1 min 31 sec and 987654321 in only 1 min 55 sec !!! This routine uses also registers 1 and 2. If you don't want to use it on the printer you may replace the PRT commands by R/S. The most elegant way would be to replace step 81 by an R/S and steps 48 and 49 by NOP +/- respectively. That will result in displaying the last factor as a negative number.

The instructions are: enter N, press RST, R/S. When the first factor is displayed, copy it down and press R/S, and so on, until the last factor shows up negative.

													1		٠;
•	00 012 023 04 05 067 09 10 12	56 8 9 9 1 1 1 1 5 1 1 1 5 1 1 1 5 1 1 1 5 1 1 1 1 5 1 1 1 1 5 1 1 1 1 5 1	04597-0000045 100000-000	06 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6	48 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	05 5 06 6 6 6 57 508 5 02 5 02 5 5 508 5 5 5 508 5 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6	900+2004566 004444444444444444444444444444444	48 FX	មានជាតិ ស្ថាន ស្ត្រាស់ ស្រាស់ ស្រាស់ ស្រាស់ សុស្តាស់ សុស្តាស់ សុស្តាស់ សុស្តាស់ សុស្តាស់ សុស្តាស់ សុស្តាស់ សុស	04 975 505 602 205 807 807 807 807 807 807 807 807 807 807	84567890.0***********************************	94	77778888888888888888888888888888888888	12 INV 30 PROI 01 X=1 04 4 08 PRT 56 GT 56 GT 56 GT 56 S	

Bill also wrote a program called SR-56 LISTING ON A TI-59, which was used to produce the above. I will publish it in one of the future issues.

This program is really an example of "friendliness towards the user". It can be run in FAST or in NORMAL mode. You can load the registers by means of long numbers or by key strokes. And you enter the year and the number of years as one, single number: YYYY.n Instructions to key in the program:

- 1. In 6 OP 17 partition, key in the program up to step 477.
- 2. Load registers 08 through 59 with the values shown at right. As a reminder, reg 08 is loaded as:
 - 2.51331 EE 06 +/- + 31 = STO 08.

to be called!

- 3. Record all four sides on two mag cards.
- OR, IF YOU PREFER THIS ALTERNATE METHOD:
- In 0 OP 17, key in steps 000 through 895.
 Some of the codes have to be synthesized, of course, such as 21 or 31. The way to do it is STO 21 BST BST DEL SST....
- 2. In 6 OP 17 partition, record all four sides on two mag cards. RUNNING THE PROGRAM IN FAST MODE: Instructions: (be very careful to follow these instructions, as any other sequence might cause the calculator to revert to NORMAL mode. Do not press RST nor CLR once the FAST mode has been acquired)
- 1. Enter bank 1. Display shows 1. Press RST R/S You are now in FAST mode.
- 2. Enter banks 1, 2, 3 and 4 in sequence. The printer will print each time the number of the bank entered. The display will always show a zero. So, DO NOT PRESS CLR before entering a bank.
- 3. To print out a calendar starting with January, enter YYYY.n with n equal to or smaller than 9. Press R/S.(n= number of years)
- 4. Print additional years after first printing is finished. Enter n and press R/S.
- 5. To print out a single month, enter M and press SBR 456. Display shows zero. Enter year YYYY and press R/S.
- 6. To print out a calendar starting at a month other than January, enter month M and press SBR 463. Enter first year and number of years as YYYY.n and press R/S.
- 7. To print out a calendar starting at January after steps 4, 5 or 6 have been used with n = < 9, enter YYYY.n and press SBR 051.

RUNNING THE PROGRAM IN NORMAL MODE: Instructions:

- 1. Load banks 1, 2, 3 and 4 in standard manner.
- 2. Clear any risidual modes such as FIX, ENG or EE and/or print registers. (OP 00) Initialize by pressing A. Printer prints a 1, display shows a zero.
- 3. To print out a calendar starting with January, enter YYYY.n and press B.
- 4. To print out a single month, enter month M and press C. Enter year YYYY and press R/S.
- 5. To print out a calendar starting with a month other than January, enter month M and press D. Enter first year and number of years as YYYY.n and press R/S.

 NOTE: in all the instructions above, n has to be equal or smaller than 9.

SOUR NOTE: One of the members once admonished me not to run "silly" calendar contests.

"I can get all the calendars I want at the bank" he wrote me. He obviously
missed the point by more than a mile! The calendar is only the vehicle by
which we try to get more out of our calculators.

31.00000251331 29.00000211714 31.00000301335 30.00000133335 31.00000133333 31.00000301345 30.00025413117 31.00025412745 31.00000134122 30.00036173337 31.00000321537 30.00000313242 31.00000161715 18 19 20 22 24 25 28.00000211714 98.99 1.00003600003 1.00000037 1.0043000037 1.000021000036 2.0100000000002 2.010002000003 2.010003000004 2.010004000005 2. 010005080006 2.010006000007 2.01000700001 2.010010000011 2.010011000012 2.010012000201 2.010201000202 2.010202000203 2.010203000204 2.010204000205 2.010205000206 2.010206000207 2.01020700021 2.010210000211 2.010211000212 2.010212000301 2.010301000302 2.010302000303 2.010303000304 2.010304000305 2.010305000306 2.010306000307 2.01030700031 2.010310000311 2.010311000312 2.010312000401 2.010401000402 2.010402

```
<mark>8981997, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, 1998, </mark>
ოლობოლობოლობის ანტების განტების განტების განტების განტების განტების განტების განტების განტების განტების განტებ
და და და ტების განტების განტები
და ტების განტების განტების
ԱՍԱՍԱՐԵՐԻ 1999

11 - 1999

12 - 1999

13 - 1999

13 - 1999

14 - 1999

15 - 1999

16 - 1999

17 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 - 1999

18 -
   9288782898888889898988888898898
   \frac{1}{2} \frac{1}
 らららった。
あっちゃった。
では、また、これでは、また、これでは、また、これでは、これでは、これでは、これでは、これでは、これでは、これできる。
```

OP 40.- Did you know that the TI-58C has an extra OP-code, OP 40 ? It sets flag 7 on printer. It is mentioned on page V-27 of the latest manual.

PROGRAM LISTING WITHOUT PAPER. - Martin Neef (ZEPRA, West Germany) passes along this useful trick:

With a program in banks 1 and/or 2 only, and with the ML-module installed, press:

8 STO 53 PGM 19 SBR 172 Then within the next second HOLD DOWN the GTO key.

The program will be listed in the display window, without it being printed. The listing speed is such that an experienced programmer may easily scan his/her own program and detect errors.

The attached printer will always print step 000, but nothing more. This trick will not work without the printer being attached, however.

Martin further says that, as a side quirk, this trick always deposits a code 85 (+) in step 000 of your program. I confirm this. But Martin also claims that a code 43 (RCL) will be deposited on the step the calculator will start the listing, that is at the number that happened to be in the display. That part I could not make my calculator do. It left the rest of my program entirely intact.

I found that, if you want to start the listing at the lowest step possible, it is wise to press a CLR after the "53" in the routine above. Then, enter the routine with your right hand, while holding one finger of your left hand on the GTO key, ready to depress that key right after entering the "2" in your routine.

South paws, please disregard my bias and read "right hand" where I say "left hand" and vice versa.

On steps 172-173 of PGM 19 there is an OP IND 53. By entering an "8", you actually perform an OP 08. But how that misterious ML-module interprets OP 08 (=list labels) to do a normal listing is beyond me!

Don't expect any mnemonics in this type of listing, of course.

One question: Is it possible to find something similar in other modules? Please let me know if you find something worthwhile.

TANH ANYONE? - Re-v5n4/5p25. Paul Berg says that, even it is true that the calculator will be in radian mode when done, the answer will NOT be in radians unless entry was also in radians.

MATH-UTILITY MODULE- Re-v5n4/5pll. Paul Berg did some more sleuthing and found the

following:
PGM 02 SBR 313 prints the word FLOW (and NOT SLOW as I stated)

PGM 02 SBR 144 READY READY (in two lines)

PGM 02 SBR 156 REPEAT REPEAT
PGM 02 SBR 172 RESULT RESULT

PGM 02 SBR 198 OPTION OPTION

PGM 02 SBR 224 BAD COMMAND BAD COMMAND

PGM 02 SBR 283 UNDERFLOW UNDERFLOW

PGM 02 SBR 297 OVERFLOW OVERFLOW

PGM 02 SBR 242 BAD MA

PGM 02 SBR 262 BAD

PGM 02 SBR 087 PRESS RST R/S

If the desired code, up to max 5 characters, is in the display at the time of call of PGM 02 SBR 262, you can print a two-word message, of which the first word is BAD. For example, enter 16171327 and press PGM 02 SBR 262, to see BAD DEAL printed.

Fred Fish, whom you will remember as the author who unraveled all the misteries of the ML-module and wrote "the bible" on it, declined to become a member of our club. He says he will be very busy persuing a degree at Arizona State University. Maybe someone else among our large membership might want to write the bible on the M/U module? I am convinced he/she will become famous and make a lot of money in the process. Count on me to tell everybody about it, once it is written.

ARITHMETIC EXERCISES on the SR-52.- This program by Dean Athans allows you to exercise your arithmetic, by supplying random problems. It uses numbers in a range you can predetermine and it allows you to prescribe also the function:addition, subtraction, multiplication or division. The program gives you three chances to produce the correct answer, after which it judges you to be too dumb anyway and supplies the correct answer itself!!! This program demonstrates the use of dynamic code. That means, storing a number in a register (here 92) which is part of the user's memory. Each separate digit or pair of digits will then be executed as program step commands. The instructions are:

1. Initialize, press 2nd E'.

- 2. Enter the max value of n, the number you want to exercise with and press A. You will now see -4.385010043-71 in the display. Ignore this number.
- 3. For addition press B subtraction C multiplication D division E

You will now see the problem in the display in the form m.n This means "add m to n" or "multiply m with n", etc. depending on if you pressed B, C, D or E.

- 4. Enter your anwer and press RUN.

 If your answer is INCORRECT, the calculator will display m.n up to three times.

 After the third attempt it will display the correct answer itself.
- 5. To see the next problem, press RUN.

NOTES: The max value n (step 2) and/or the problem type (step3) may be changed only after the calculator displays the correct answer. (step 4)

The program needs to be initialized only once. DO NOT initialize again during or after an exercise. Only after reading in the program at the beginning.

000 85 + 001 56 RTN 002 65 × 003 56 RTN 004 46 LBL 005 19 D' 006 22 INV 007 37 BM3 008 23 INV 009 37 DMS 010 57 FIX 011 00 0 0 012 37 DMS 013 22 INV 015 56 RTN 016 43 PCL 017 17 B' 018 43 PCL 019 00 0 0 020 66 6 021 95 = 022 42 STD 024 06 6 025 55 + 026 01 1 027 00 0 028 52 EE 029 01 E 030 00 0	032 46 LBL 033 11 A 034 42 STD 035 900 0 036 07 7 037 28 LBG 038 85 + 039 01 1 040 44 SUM 041 00 0 042 07 7 043 95 = 044 19 D* 045 22 INV 046 28 LBG 047 42 STD 048 03 3 050 28 LBG 051 1 053 94 +/- 054 52 EE 055 94 +/- 054 52 EE 055 94 +/- 055 94 +/- 056 08 8 057 02 2 058 95 = 059 42 STD 060 09 9	064 09 9 065 44 SUM 066 09 9 067 02 12 068 81 HLT 069 46 LBL 070 12 B 071 22 INV 072 46 LBL 073 13 C 074 50 STF 075 00 0 077 42 STD 078 00 0 077 42 STD 078 00 0 077 42 STD 078 00 1 I 079 04 4 080 1 IS C* 082 46 LBL 083 14 D 084 22 INV 085 46 LBL 086 15 E 087 50 STF 089 02 2 090 04 42 STD 091 00 0 092 04 48 093 46 LBL 094 18 C* 095 02 2	096 42 STD 097 000 0 0 098 05 0 0 099 46 LB: 102 07 7× 102 07 7× 103 45 7× 104 09 0 105 65 7 8 = N 105 65 17 B = N 106 17 B = N 107 22 EE: 113 51 EE: 114 52 E 1 1 = -1 115 95 4 5 1 116 95 4 7 8 8 8 0 111 18 94 7 8 8 8 0 112 18 94 1 8 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	128 19 D. 129 36 IND 130 42 STD 131 00 0 132 00 0 133 90 IFZ 134 89 3. 135 75 - 136 07 7 7 138 97 7 7 140 80 IFZ 140 80 IFZ 141 89 3. 142 58 ISZ 143 80 IFZ 144 43 RCL 145 00 0 2 147 36 IND 148 51 SB 144 43 RCL 147 36 IND 148 51 SB 150 04 4 151 00 04 1 151 00 04 1 151 00 05 5 152 00 157 05 5 158 03 3TD	160 00 0 161 00 0 162 22 INV 163 60 IFF 164 01 1 165 16 A' 166 43 RCL 167 00 0 168 01 1 169 48 EXC 170 00 5 172 42 STD 173 00 0 174 01 1 175 46 LBL 176 16 A' 177 57 FIX 178 00 0 179 43 RCL 180 00 0 181 01 1 182 85 + 183 43 RCL 184 00 0 185 05 + 187 43 RCL 188 00 0 189 03 3 190 95 = 191 81 HLT	\$192 75 - 193 43 RCL 194 00 0 195 05 5 196 95 = 197 90 1FZ 199 58 BSZ 200 16 A' 201 46 LBL 202 67 7' 203 22 INV 204 57 FIX 205 43 RCL 206 00 0 207 05 5 208 81 HLT 209 41 GTD 210 46 LBL 211 46 LBL 212 10 RCL 214 09 9 215 02 2 216 42 STD 217 09 9 218 09 9 219 01 1 220 42 STD 221 00 0 222 06 6 223 81 HLT

BUILDING SYSTEMS DESIGN WITH PROGRAMMABLE CALCULATORS. - Sital Daryanani, Mc. Graw-Hill , New York NY, 10020. USA.

This book contains 22 programs that address commenly encountered problems in design of building systems including air, liquid and gas piping, lighting, solar shading and radiation systems. Available for \$ 29.50 US from the publisher.

Alan Morris, of Bethesda, MD, brought this book to my attention.

PRESSURE VESSEL PROGRAMS. - Prentex, P.O. Box 223583, Dallas TX. 75222, tel.214/748-7837, produced a series of programs applicable to the design and construction of pressure vessels, such as, e.g. Radiography and Joint Efficiency, Size of Welds, nozzle Reinforcement, and others. The programs come recorded on mag cards. One of our very active members, Clyde Durbin, collaborated on the development. Prices range from \$ 30.00 to \$ 60.00 US per individual program.

BRANCHING FROM THE KEY BOARD DURING PROGRAM EXECUTION. - Martin Neef, Zepra-club in West Germany, discovered this very useful trick. Here follows then a translation of what he writes. I have kept the wording as litteral as possible, at the risk of sounding too Germanic once in a while:

It is very well known that the R/S command will normally start and stop a program in user memory, except when you call a module program from the key board, when the next R/S command will start the module program, rather than the user program. When during program execution a call to a module with PGM xx is encountered, according to the manual, you have to have a SBR call with A through E', or a SBR N or SBR nnn. If you call anything else, the program goes automatically to PGM 00, that is the program in user memory.

One exception to this rule here is the R/S command, which provokes a starting of the module program, beginning at the step the program pointer happens to be at. These R/S calls have to be placed in the program immediately after the program call PGM xx.

By means of a trick it is now possible to avoid that the call to PGM xx would be cancelled by the subsequent commands. That means that the call to a SBR or R/S does not have to follow immediately after the PGM xx call. This also means that an R/S from the key board, during program execution, does not constitute a program interruption anymore of the user program, but it means the start of a module program.

The trick I am alluding to consists of placing immediately after the PGM xx call one of the codes 21, 41 or 51, with 51 being preferred for its lack of side effects. (21 is the code for 2nd 2nd, 41=SST and 51=BST, ed)

As long as after this call you have neither a SBR nor a RST, the R/S call from the key board, during program execution, will start the module program.

A practical application results from this sequence:

O STO 00 PGM 01 SBR 098 PGM 01 51LBL A.....(ML module)
After execution of ...PGM 01 51 ... you may branch to LBL A with a R/S. That means that you can make decisions without stopping the program, which constitutes a rather "friendly" style of programming. This trick would allow you to write a confortable reaction test program. Note, however, that each call opens up two more SBR levels.

It is clear that this method has so many new possiblities that it would be rather difficult to mention them all. I will leave it to the reader to do some further exploration. Happy searching. (Martin Neef) #

And this is exactly what Richard Snow did, searching. He writes:

- The results can be quite frustrating if you don't know what to expect. Please note the following:
- 1. Any subroutine call in user memory (SBR A through E') will call the subroutine in the library module.
- 2. If R/S is held down until the module routine is finished, then the user program will stop.
 - 3. A RTN in user memory will cancel the PGM xx 51 call.
- 4. A. R/S in the user program will not stop the program, but will start the module program instead.

As an example, steps 547 through 567 of ML-19 can be used to set a flag. (flags 1, 2, 3, 4, ed.) A user program can then be made to branch after the R/S key is pressed and the corresponding flag is checked. The problem, however, is that LBLs A' through D' (on steps 547 through 567, ed) are such short routines, that it is difficult not to stop the user program when R/S is pressed. >>

Richard then encloses an enhanced version of his brother's TIME BOMBS game. This program appeared originally as PPX # 918029B. The key board branching trick was added to reduce the possiblity of cheating. It should be noted that this program is intended only as a demonstration of the use of the key board branching trick. Press R/S to stop the program. Then change your mind about cutting a particular wire and press R/S again to continue. Unfortunately, if you hold down R/S a little too long, it stops the program for good. Perhaps a longer routine than LBL D' PGM 19 BST (see steps 028-032 of TIME BOMBS) can be found in one of the library modules which will do the job more reliably.

You will find TIME BOMBS somewhere is this issue.

	096 06 07 07 07 08 09 05 5	180 13 1NV 181 583 182 86 87F 183 69 69 69 69 69 69 69 69 69 69 69 69 69	#### STANDER OF THE PROPERTY O
--	----------------------------	--	--

NEWCOMER'S CORNER. POSTAL RATES. A nice vehicle to learn programming is trying to mechanize the tables of the Post Office.

We will attempt to put together a program on one mag card that computes:

- 1. Priority mail or first class, internal US, Canada and Mexico, max 12 ounces.
- 2. Third class (printed matter) US, Canada and Mexico, max 16 ounces.
- 3. Air mail first class, overseas, two different categories.
- 4. So-called AO mail, i.e. third class airmail, three different categories.

If we get all that on one single card, it will be quite an achievement. It is, of course, also possible to expand each type, like first class for example, and also cover weights larger than 12 ounces. This way you could make a special card for each type. In any case, this attempt will serve only as a basis to learn how to attack such a problem.

First class or priority mail.- The Post Office defines this type as weighing 12 ounces or less, except postal or post cards. The fee is \$ 0.15 for the first ounce or fraction of an ounce and \$ 0.13 for each additional or fraction of an ounce.

The algorithm for it would sound about like this:

- 1. Test to see if the entered weight in ounces is larger than 12. If YES, print an appropriate message. If NO, go to 2 below.
- 2. Print the number of ounces in FIX 2 format.
- 3. Always assume that there is at least one ounce or a fraction of an ounce. Thus charge at least \$ 0.15.
- 4. The total number of ounces to be charged is always equal to the integer part of the number of ounces entered plus one. Thus, 1.7 = 1 + 1 = 2 and 0.35 = 0 + 1 = 1. As we took already care of the one we added, by assuming at least one ounce and charging a minimum of \$ 0.15 in 3, above, it suffices to multiply the integer part of the number of ounces by \$ 0.13 and add this to the \$ 0.15 already charged, to obtain the complete charge.
- 5. Print charge with appropriate descriptor in the margin.
 In case the printer is not used, make sure that the final charge is in the display when the program halts, so that it may be read out.

A first attempt to program this algorithm could look as follows:
LBL B CMS X:T 12 INV GE PRT { X:T 32 46 OP 04 X:T STO 00 } { FIX 2 OP
06 }.15 { STO 01 RCL 00} INT X .13 { = SUM 01 16 27 OP 04 RCL 01} { OP
06} R/S LBL PRT 0 1/X 0 R/S

The special brackets { and } merely indicate subroutines used in the final program and can be ignored for now.

If you try this sequence you will see that it works, except for one border value: whole numbers. Thus, if we enter, for example 0.99 ounces it will compute correctly \$ 0.15. But if we enter 1.00 ounces we still should get \$ 0.15, because the rules say: first ounce or fraction...We can skirt around this difficulty easily by subtracting from the weight register, R00, a very small value, say 10^{-9} . This can be done in the program within the SBR brackets STO 01 RCL 00 - 9 INV LOG 1/x = 0 on line two. This way is shorter than writing - 1 EE 9 +/- = INV EE and surely shorter than 0.000 000 001 !!! So, press GTO 029 LRN and make 6 spaces by pressing INS 6 times. Then key in: - 9 INV LOG 1/x = 0

Third class or printed matter. The rates for this class are \$ 0.20 per two ounces up to four ounces. Then, with a max of sixteen ounces, \$ 0.13 each additional two ounces.

So, the first thing we have to do is, to test if it is over 16 ounces, the same way we did for first class over 12 ounces. Next we print the number of ounces, in FIX 2 format, with OZ in the margin. Again, we can assume that the charge will always be at least \$ 0.20 for the first two ounces. So, we store that value in RO1 and subtract 2 ounces from the weight in ROO by saying 2 INV SUM OO. Then we divide the number of remaining ounces in ROO by 2, add 1 to it and take the integer value. This will give us the correct whole "two-ounces" remaining to be charged at \$ 0.13 per two ounces.

Note that again we run in the trouble that whole number of ounces entered make the program skip to the next higher charge, when in reality the Post Office defined that this should not be the case, until the entered number exceeds the whole number, even by a slight margin. So, we resort again to the trick of subtracting a very small amount by keying: -9 INV LOG 1/x = . The following sequence does the trick. You will note that again I have used the special brackets to denote repeating sequences which are candidates for subroutines. Note also that we can make subroutines not only repeating sequences from this routine but also from first class routine B, so that the subroutines may be shared by both routines and possibly others following.

LBL E CMS X:T 16 INV GE PRT { 32 46 DP 04 X:T STD 00} { FIX 2 DP 06 }

{ - 9 INV LOG 1/X = DIV 2 + 1 = INT STD 00 2 { - 9 INV LOG 1/X = } X:T RCL 00

GE GTD X •2 { = SUM 01 16 27 DP 04 RCL 01} { DP 06 } ADV R/S

LBL GTD 2 INV SUM 00 •4 SUM 01 RCL 00 X •13 { = SUM 01 16 27 DP 04 RCL 01}

{ DP 06 } ADV R/S LBL PRT 0 1/X 0 R/S

Air mail.- The Post Office defines two categories here: letters to Central America, the Caribbian Islands and from Guam to the Philipines pay \$ 0.25 for the first half ounce through 2 ounces. Then \$ 0.21 for each additional half ounce. To all other countries, that is all the countries in Europe, to Africa, Australia, etc. the rate is \$ 0.31 for each half ounce up to 2 ounces, with \$ 0.26 for each additional half ounce above two ounces.

As you may observe, there is no maximum limit, so we can dispense with this test. For the rest, the sequence is going to be very similar to routine E above, with one exception: instead of counting in two-ounce steps we count in half-ounce steps. So, instead of DIVIDING by two,we MULTIPLY by two on line 2 of routine E. We also insert the proper numbers (.25, .21, .31 and .26) in the correct places. This way we would end up with a separate routine for each AIR-1 and AIR-2. But is also possible to set a flag when pressing one key and not when pressing the other. That way we can avoid a tremendous amount of duplication, as both routines are going to be identical, save for the numbers .25 and .21 or .31 and .26.

I am not going to list the routine here, as it would become unduly long without resorting to the use of subroutines. You know by now enough about the technique to be able to follow routines C and D in the finished program. LBL D sets flag 1, while LBL C doesn't. Then each time flag 1 is checked and the needed branch is made to insert the correct value. At the end of each routine and branch, flag 1 is reset.

All subroutines are conveniently grouped at the top of the program. This is not done out of an inherent sense of neatness, usually ascribed to programmers. The reason is speed: each time a subroutine is called, the program counter resets to location 000 and starts its search from there for the required LBL. Thus, by placing all the subroutine LBLs at the top we make this search short and speedy. If we later decide to take all the SBR labels out and replace them with direct addresses, this placing the labels at the top loses its advantage. Direct addresses do what their name implies: they reset the program counter DIRECTLY to the address indicated. That is the reason why they are so much speedier than labels.

AO-MAIL. This is a special third class air mail service. It consists of three different categories, rates depending on the distance mail is carried. The least expensive category is mail going to Central America: \$ 0.60 for the first two ounces or a fraction thereof and \$ 0.29 for each additional ounce. The next category comprises most of the countries in Europe and the charges are \$ 0.73 and \$ 0.29 respectively. Then, the last category is the most expensive: to Autralia, Asia, the Middle East, Africa, to the Sowjet Union, etc. with charges of \$ 0.86 and \$ 0.42.

It should be easy by now to device your own routines for these three categories. I wrote separate routines for each one and finding them almost identical I thought I could save lots of steps by setting two different flags, one for each of two categories and none for the third one. But I found out that the overhead of checking two flags is so enormous that it takes a total of 95 steps, even using all the subroutines available. Three separate routines on the other hand need, by coincidence, exactly 95 steps and each one executes much faster, without having to check all those flags.

Maurice E.T. Swinnen

Instructions: 1. First class: enter weight up to 12 ounce 2. Air mail 1: enter weight and press C. 3. Air mail 2: enter weight and press D. 4. Third class: enter weight up to 16 ounce 5. AO-mail 1: enter weight and press 2nd A 6. AO-mail 2: enter weight and press 2nd B 7. AO-mail 3: enter weight and press 2nd C NOTE: If the weight in grams only is known, and press A. Then press any one of the	RST CLASS: ENTER WEIGHT UP TO 12 OUNCES, PRESS B R MAIL 1: ENTER WEIGHT AND PRESS C. R MAIL 2: ENTER WEIGHT AND PRESS D. IRD CLASS: ENTER WEIGHT UP TO 15 OUNCES, PRESS E. -MAIL 1: ENTER WEIGHT AND PRESS D. HAIL 1: ENTER WEIGHT AND PRESS D. -MAIL 1: ENTER WEIGHT AND PRESS 2ND A'. -MAIL 2: ENTER WEIGHT AND PRESS 2ND B'. -MAIL 3: ENTER WEIGHT AND PRESS 2ND B'. -MAIL 3: ENTER WEIGHT AND PRESS 2ND C'. IF THE WEIGHT IN GRAMS ONLY IS KNOWN, ENTER GRAMS AND PRESS A. THEN PRESS ANY ONE OF THE OTHER KEYS. TO LEL 166 22 INV 240 01 01 167 58 FIX 241 71 SBR 242 22 INV 245 76 LBL 170 71 SBR 246 85 + 171 22 INV 245 76 LBL 171 22 INV 245 76 LBL 172 71 SBR 246 85 FIX 241 71 SBR 242 22 INV 245 76 LBL 173 49 PRD 247 04 4 30 4 30 66 6 31 77 71 SBR 31 FF 32 EE 350 00 00 30 AND PRESS A. THEN PRESS ANY ONE OF THE OTHER KEYS. 178 52 EE 352 01 01 179 93 . 253 65 XP 179 93 . 254 69 UP				379 69 GP 380 02 02 381 03 3 382 07 7 383 03 3 384 02 2 385 03 3 386 02 2 387 00 0 389 69 GP 390 03 03 391 02 2 392 03 3 391 02 2 392 03 3 393 02 2 394 04 4 395 02 2 396 02 2 397 02 2 398 03 0
001 28 LGG	106 01 1 107 03 3 108 71 SBR 71 SBR 1109 72 SBR 1110 72 SBR 1111 72 SBR 1114 76 LB 1115 16 SS FINS 1114 71 SBR 1114 71 SBR 1116 71 SBR 1117 71 SBR 1119 71 SBR	181 02 28 R SBR 182 71 8BR 183 44 8UM 184 71 9BR 185 22 188 8 76 LB 187 91 R LB 187 91 R LB 189 14 D F 191 192 76 LB L 192 77 LB L 189 14 77 SBR 192 77 LB L 193 13 LB L 194 47 CB LB L 194 47 CB LB L 195 71 SBR LB L 195 71 SBR LB L 195 72 SBR LB L 195 75 SBR LB	99 001 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	326 43 RCL 327 00 00 328 77 GE 329 61 GT × 329 61 GT × 331 93 . 332 02 2 333 71 SBR 334 44 SUR 335 71 SBR 336 61 GT × 337 98 ADVS 338 91 P.VS 338 91 P.VS 339 76 LEL 341 02 2 342 344 SUM 344 00 00 345 93 . 346 04 4 SUM 347 04 SUM 348 01 01 01 349 04 SUM 349 01 01 01 349 349 01 01 351 SBR 357 71 SBR 358 01 1 359 02 2 351 SBR 351 76 LEL 352 1HV 353 01 1 353 22 1HV 353 01 1 355 44 SUM 357 02 2 358 01 1 357 02 2 358 01 1 359 01 1	400 00 00 00 00 00 00 00 00 00 00 00 00

REMAINDER ROUTINE. With respect to the remainder routine on v5n4/5p13, Bob Patton, Arlington, TX, writes that he used a similar one: REMAINDER (N/D) = N - INT(N/D) \cdot D

One of the requirements for the program routine was, that no register, except t, be used. The routine he presents here seems bulkier than he would like, but it is the shortest one he could come up with. I think it is a rather elegant solution, though. Call the routine with N in the t-reg and D in the x-reg (display):

LBL E' (X:T - (CE DIV X:T (CP + X:T)) INT X X:T) RTN

QUADRATIC SOLUTION.Re v5n4/5pl3, Richard Vanderburgh says that he never saw such a solution in the PPC Journal, but he recalls being introduced to such a mechanization for the first programmable RPN, the HP-65, by John Herro. Richard wrote a similar one for the SR-56 in v2n2p2 of 52-Notes.

SORTING WITH DESCRIPTORS. - From Programbiten (Sweden) 79-3/4-p38/39 comes this unique sorting program written by Henrik Tjernberg. It permits the entry of up to 46 items consisting of a number with max 9 digits and a descriptor with up to max 4 characters, i.e. max 8 code digits. Then it will sort and print out the entered items with their respective descriptors in ascending order. You may pre-determine the number of decimals in the entries, so long as the sum of the digits in the integer part plus the fractional part is not larger than 9. To record the program on one side of a mag card, key in the program in 6 OP 17 partition and record the one side in that partition. During execution of the program that partition is automatically changed to 10 OP 17. Instructions to run the program:

- 1. Enter the number of digits in the fractional part of the numbers you intend to enter and press E. In the original program the entries were "times" in sport events. The descriptors were the names of the participants.
- 2. Enter the alpha code, max 8 digits, of the descriptor and press X:T.
- 3. Enter the corresponding number and press A. REPEAT X:T AND A AS MANY TIMES AS NEEDED, MAX 46 TIMES.

needed here.

4. To sort in ascending order and print out, press B. See example of print out at the beginning of the program listing. For those interested how it is done, take a peek at the registers (CLR INV LIST) and see, for example 1.572654. Suppose you asked for 4 decimals. The 1.5726 is your entry, the 54 is the number of the register it is stored in. According to the author, sorting is done by means of the "intervallhalveringsmetoden." No translation

Note: It is possible to obtain partial results. For example, you may press B after only a few entries and obtain a preliminary sorting, after which you enter more items and obtain a final listing. I suspect the special module used at Lake Placid last winter must have contained such a routine. I have not yet been able to lay my hands on one and I am not even sure that I will be able to download it. It might be a protected one.

The second secon						
8.1100 FRAM 3.4560 ANN 10.4560 LARS 11.2536 NARY 11.4565 JUBH 12.3655 JUBH 12.3655 JUBH 12.3655 GAFL 12.5344 AL 12.2238 SUZY 13.2578 CAFL 14.2211 RUN 000 42 STU 001 01 01 002 85 + 003 01 1 004 95 = 005 03 01 1 006 43 ROL 007 02 02 008 07 EQ 008 00 00 010 35 .39 011 85 +	012 43 RCL 013 01 01 014 95 = 015 55 + 016 02 2 017 95 = 018 59 INT 019 42 STD 020 03 03 021 42 RCL 022 00 00 023 32 N:T 024 73 RC+ 025 03 03 026 77 GE 027 00 00 028 36 36 029 43 FCL 020 03 03 031 42 STD 030 03 03 031 42 STD 030 03 RSL 032 03 RSL 032 03 RSL	036 43 R 04 037 03 81 R 804 038 81 R 804 041 042 04 041 175 R 01 042 042 00 044 044 43 R 01 044 044 63 E EX 044 044 64 63 E EX 044 044 64 64 047 051 00 00 00 051 00 00 00 051 00 00 00 051 00 00 00 053 00 00 00 055 00 00 00 00 00 00 055 00 00 00 00 00 00 055 00 00 00 00 00 00 00 00 055 00 00 00 00 00 00 00 00 00 00 00 00	061 48 RCL 062 06 06 063 65 × 064 43 RCL 065 05 05 066 95 = 067 42 STD 068 00 00 069 32 X:T 071 06 06 072 ST# 071 06 06 072 81 RST 074 43 RCL 075 04 04 076 42 STD 076 42 STD 077 02 6 078 81 RST 080 75 LBL 081 15 E 082 32 X:T 083 69 DP	086 17 17 17 087 22 21 17 089 42 8 19 099 85 + 061 02 2 2 103 099 85 42 2 104 09 099 42 8 104 04 04 04 04 04 04 04 04 04 04 04 05 105 105 105 105 105 105 105 105 105	111 02 02 112 75 - 112 75 - 114 95 = 115 42 STB 116 60 BP 118 32 S2 119 02 2 121 65 BP 122 65 BP 123 99 99 124 62 BP 125 95 INV 126 95 INV 127 65 BP 127 65 BP 128 95 INV 128 59 INV 129 65 INV 120 65 INV	. 136 95 = 137 138 42 STD 138 01 C1 141 141 142 04 PC+ 144 73 PC+ 144 73 PC+ 145 05 05 152 95 PC 155 01 155 91 PC 15

TI-59 KEY CODES. - Re Jared Weinberger's routine in v5n4/5p8 and Karl-Josef Meusch's one in v5n6pl2: There seems to be always one more way to skin that proverbial cat. Bill Skillman proves it by this routine:

9200.760869 STO 00 LBL A' 0 OP 17 SBR 955 6 OP 17 OP 20 LBL A 100 STO 01 DSZ 1 A' R/S (last step = 036)

Press A to have the printer produce all possible key codes and their respective mnemonics at step 958.

See you next time, framie