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
AUTO	**Done**
BEEP	**Done**
BLOAD	**Done**
BSAVE	**Done**
CHAIN (Dsk+)	**Done**
CLEAR	**Done**
COMMON (Dsk+)	**Done**
CONT	**Done**
DATA	**Done**
DEF FN	**Done**
DEF SEG	**Done**
DEFDBL	**Done**
DEFINT	**Done**
DEFSNG	**Done**
DEFSTR	**Done**
DEF USR	

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