



Interactive Computing in BASIC: An Introduction to Interactive Computing and a Practical Course in the BASIC Language

Peter C. Sanderson

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Interactive Computing in BASIC: An Introduction to Interactive Computing and a Practical Course in the BASIC Language provides a general introduction to the principles of interactive computing and a comprehensive practical guide to the programming language Beginners All-purpose Symbolic Instruction Code (BASIC).

The book starts by providing an introduction to computers and discussing the aspects of terminal usage, programming languages, and the stages in writing and testing a program. The text then discusses BASIC with regard to methods in writing simple arithmetical programs, control statements in the BASIC language, loops and subscripted variables, the RND function and subroutines, and further printing facilities and character manipulation. The matrix instructions and the different versions of BASIC are also considered. The book concludes by describing the transition from BASIC to FORTRAN.

Computer programmers, scientists, engineers, statisticians, and other research workers who wish to acquire knowledge of computer programming will find this book invaluable.

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