

30 b=300:' taille du buffer mini=300 caracteres	>BD
40 x=HIMEM-10-b	>GH
50 MEMORY x	>CF
60 POKE x+1,17	>PH
70 POKE x+2,(x+10-256*INT((x+10)/256))	>EX
80 POKE x+3,(INT(x+10)/256)	>VG
90 POKE x+4,33	>QB
100 POKE x+5,(b-256*INT(b/256))	>YP
110 POKE x+6,INT(b/256)	>RE
120 POKE x+7,195	>EC
130 POKE x+8,21	>WJ
140 POKE x+9,187	>EH
150 CALL x+1	>YK
160 MODE 2:S=26:P=1:INK 1,S:INK 0,P:BORDER P	>MD
170 CLS:LOCATE 20,1:PRINT CHR\$(24);" QUEL ECRAN VOULEZ- VOUS UTILISER :";CHR\$(24):LOCATE 30,6:PRINT CHR\$(24);" *N\$ ";CHR\$(24);" -NOIR"	>GD
180 LOCATE 30,9:PRINT CHR\$(24);" *B\$ ";CHR\$(24);" - BLA	>HN

```

NC":LOCATE 30,12:PRINT CHR$(24);" *O$ ";CHR$(24);" - OR
ANGE":LOCATE 30,15:PRINT CHR$(24);" *V$ ";CHR$(24);" -
VERT"
190 LOCATE 30,19:PRINT CHR$(24);" *return$ ";CHR$(24);" >MF
- FIN "
200 CALL &BB18:IF INKEY(46)<>-1 THEN BORDER 0:INK 0,0:1 >RZ
NK 1,23:GOTO 200
210 IF INKEY(54)<>-1 THEN BORDER 13:INK 0,13:INK 1,0:GO >DE
TO 200
220 IF INKEY(55)<>-1 THEN BORDER 9:INK 0,9:INK 1,0:GOTO >BE
200
230 IF INKEY(34)<>-1 THEN BORDER 0:INK 0,0:INK 1,15:GOT >CX
0 200
240 IF INKEY(62)<>-1 THEN 200 >WE
250 IF INKEY(18)<>-1 THEN SOUND 1,50,20:SOUND 1,150,20: >AD
SOUND 1,80,30:GOTO 270
260 PRINT CHR$(7):GOTO 160 >UK
270 CLS:LOCATE 10,10:PRINT"SUPPRESSION DES BLANCS BASIC >VB
(Oui/Non)"
280 CALL &BB18:IF INKEY(34)<>-1 THEN CLS:GOTO 630 >RH
290 CLS >UF
300 KEY 128,"cat"+CHR$(13) >UL
310 KEY 129,"edit " >NN
320 KEY 130,"inkey" >PV
330 KEY 131,"save"+CHR$(34) >WC
340 KEY 132,"load"+CHR$(34) >WN
350 KEY 133,"merge"+CHR$(34) >XJ
360 KEY 134,"renum " >QJ
370 KEY 135,"auto " >PD
380 KEY 136,"input"+CHR$(34)+CHR$(34)+"," >JU
390 KEY 137,"list " >PL
400 KEY 138,"delete " >RE
402 KEY 139,"locate " >RN
410 KEY DEF 67,1,113,81,141:KEY 141,"chr$(': 'Q >KW
420 KEY DEF 59,1,119,87,142:KEY 142,"while ": 'W >NC
430 KEY DEF 58,1,101,69,143:KEY 143,"for i=0 to ": 'E >UH
440 KEY DEF 50,1,114,82,144:KEY 144,"read ": 'R >LW
450 KEY DEF 51,1,116,84,145:KEY 145,"return": 'T >PA
460 KEY DEF 43,1,121,89,146:KEY 146,"goto ": 'Y >LR
470 KEY DEF 42,1,117,85,147:KEY 147,"window ": 'U >PK
480 KEY DEF 34,1,111,79,148:KEY 148,"pen ": 'O >KD
490 KEY DEF 27,1,112,80,149:KEY 149,"paper ": 'P >ND
500 KEY DEF 69,1,97,65,150:KEY 150,"cls": 'A >HL
510 KEY DEF 60,1,115,83,151:KEY 151,"gosub ": 'S >MB
520 KEY DEF 61,1,100,68,152:KEY 152,"data ": 'D >LR
530 KEY DEF 53,1,102,70,153:KEY 153,"plot ": 'F >LF
540 KEY DEF 36,1,108,76,154:KEY 154,"ink ": 'L >JG
550 KEY DEF 71,1,122,90,155:KEY 155,"sound ": 'Z >NN
560 KEY DEF 62,1,99,67,156:KEY 156,"call &": 'C >LQ
570 KEY DEF 55,1,118,86,157:KEY 157,"wend": 'V >KU
580 KEY DEF 54,1,98,66,158:KEY 158,"draw ": 'B >KK
590 KEY DEF 46,1,110,78,159:KEY 159,"next": 'N >LC
620 DELETE 10- >NK
630 ' suppression des blancs basic >RK
640 POKE &AC00,255 >LN
650 GOTO 290 >ZJ
660 END >TF

```