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10 REM Rotating Polygons
20 REM By R.A. Robinson
30 REM Calculating With The Astral
40 REMONITOR VNTF
50 SCREEN 430
60 MODE 1
70 DEFINT a-z
80 PAPER 3:CL0
90 BORDER 1:INK 8,4:INK 3,16
100 MOVE 8,4:DRAW 8,278,1
110 DRAW 430,278:DRAW 430,4:DRAW 8,4
120 MOVE 330,74:DRAW 330,256
130 DRAW 410,256:DRAW 410,74
140 DRAW 330,74
150 PEN 8:PAPER 2
160 LOCATE 11,1
170 PRINT " Rotating Polygons "
180 PAPER 3:PEN 1
190 LOCATE 13,22
200 PRINT "SPACE bar restarts"
210 FOR 2
220 WHILE NOT Inkey
230 a=0
240 WHILE a/3 <= a/200
250 LOCATE 18,7
260 PRINT "Number of sides....";a/3/10
270 INKEY$ IS CHR$(10);CHR$(13)
280 INPUT a:a=a/10
290 a=0
300 FOR i=1:40000,a=1

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300 a=360/a
310 SCREEN 440:REM get data
320 GOTO 44000
330 a=0
340 REM -----
350 REM calculate points
360 LOCATE 17,14:PRINT "Thinking"
370 a=420000
380 a=0
390 FOR a=0 TO 12:STOP 4
400 SCREEN 440
410 a=0
420 FOR a=0 TO 4:STOP -4
430 SCREEN 440
440 a=0
450 a=a+p/a/360:STOP
460 RETURN
470 REM -----
480 FOR i=0 TO a-4:STOP 4
490 a=320+sin(360/i);p=175+75+sin(360/i)+60
500 a=0
510 FOR j=i+1 TO 360+i+1:STOP a
520 a=120+sin(360/j);p=175+75+sin(175/j)+60
530 a=0
540 a=0
550 RETURN
560 REM -----
570 REM plot coordinates
580 FOR a,x:REM 256

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580 FOR i=1,2,256
590 FOR x=1,p:REM 256
600 FOR a=1,p/175
610 a=a+4
620 RETURN
630 REM machine code
640 a=0
650 FOR i=44000 TO 44073
660 READ b:plot
670 FOR i,100,175:plot:plot
680 a=a+a/175,175:plot:plot
690 a=0
700 IF a=112500 THEN PRINT (a/175);
710 "Data Error..." :STOP
720 RETURN
730 DATA 88,88,88,88,88,88,88,88
740 DATA 88,78,78,88,88,88,88,88
750 DATA 78,88,88,88,88,78,88,88
760 DATA 88,88,88,88,88,88,88,88
770 DATA 88,88,88,88,88,88,88,88
780 DATA 88,88,88,88,88,88,88,88
790 DATA 88,88,88,88,88,88,88,88
800 DATA 88,88,88,88,88,88,88,88
810 DATA 88,88,88,88,88,88,88,88
820 DATA 88,88,88,88,88,88,88,88
830 DATA 88,88,88,88,88,88,88,88
840 DATA 88,88,88,88,88,88,88,88
850 DATA 78,88,88,88,88,88,88,88
860 DATA 88,88,88,88

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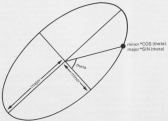
1000

100




1000





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1. The first step is to identify the problem or goal. This involves understanding the current situation and what needs to be achieved. It is important to be clear and specific about the objectives.

2. Next, you need to gather information. This can be done through research, interviews, or data analysis. Understanding the context and the resources available is crucial for developing a solution.

3. Once you have gathered the necessary information, you can begin to develop a plan. This involves breaking down the problem into smaller, manageable tasks and determining the sequence of actions required to achieve the goal.

4. The next step is to implement the plan. This involves putting the plan into action and monitoring progress. It is important to be flexible and adjust the plan as needed based on feedback and changing circumstances.

5. Finally, you need to evaluate the results. This involves assessing the effectiveness of the solution and determining whether the goal has been achieved. If not, you may need to revisit the plan and make adjustments.

6. The final step is to reflect on the process. This involves thinking about what worked well and what could be improved for future projects. Reflection is an important part of learning and growth.

7. In addition to these steps, it is important to communicate effectively throughout the process. This involves sharing information with others, seeking feedback, and providing updates. Good communication is essential for successful collaboration and problem-solving.

8. Another key factor is time management. It is important to set realistic deadlines and prioritize tasks to ensure that the project is completed on time. Effective time management helps to reduce stress and increase productivity.

9. Finally, it is important to maintain a positive attitude and stay motivated. Problem-solving can be challenging, but with persistence and a positive mindset, you can overcome any obstacle and achieve your goals.


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10 REM Rotating Polygons
20 REM By R.A.Nashidov
30 REM Calculating With The Neutral
40 MEMORY 65535
50 SCREEN 630
60 MODE 1
70 DEFINT a-z
80 PAPER 3:CLL
90 BORDER 1:INK 0,B:INK 2,3
100 HOME 0,B:RAM 0,799,3
110 DRAW 630,799:DRAW 630,B:RAM 0,0
120 HOME 330,74:DRAW 330,754
130 DRAW 630,754:DRAW 630,74
140 DRAW 330,74
150 FOR B=PAPER 3
160 LOCATE 11,3
170 PRINT "Rotating Polygons"
180 PAPER 3:PER 1
190 LOCATE 12,23
200 PRINT "SPACE bar restarts"
210 FOR 1
220 WHILE NOT keyup
230 a=0
240 WHILE a<3 OR a>30
250 LOCATE 18,7
260 PRINT "Number of sides....";SPC 15
270 DRAW=5,COR=0:GOTO 280(7)
280 INPUT a:GOTO 280
290 GOTO
300 FOR 64000,a:1

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300 a=500/a
310 GOSUB 340:REM get data
320 CALL 64000
330 GOTO
340 REM -----
350 REM calculate points
360 LOCATE 17,14:PRINT "Thinking"
370 a=62000
380 DO
390 FOR a=0 TO 73 STEP 4
400 GOSUB 400
410 NEXT
420 FOR a=0 TO 4 STEP -4
430 GOSUB 400
440 NEXT
450 a=bytes:GOSUB 570
460 RETURN
470 REM -----
480 FOR i=0 TO a-4 STEP 4
490 a=320+a*COS(3.14159*(70+75+630*i)/60)
500 GOTO
510 FOR j=a+4 TO 340+a:STEP 4
520 a=320+a*(COS(i)),p=(75+75+630*j)/60
530 GOTO
540 NEXT
550 RETURN
560 REM -----
570 REM pole coordinates
580 FOR a,p:GOTO 250

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590 FOR a,p:GOTO 250
600 FOR a=0,7:GOTO 250
610 FOR a=0,7:GOTO 250
620 a=0
630 RETURN
640 REM machine code
650 a=0
660 FOR i=64000 TO 64070
670 READ byte1
680 FOR i,VAL(16*byte1)
690 a=a+VAL(16*byte1)
700 NEXT
710 IF a=64070 THEN PRINT COR=70;
"Data Error..."STOP
720 RETURN
730 DATA 88,88,88,71,88,78,88,88
740 DATA 88,78,78,88,71,88,88,78
750 DATA 58,88,78,88,88,78,88,78
760 DATA 88,78,78,88,78,78,78,88
770 DATA 78,78,78,88,78,78,88,88
780 DATA 58,81,78,88,88,78,88,88
790 DATA 88,88,88,78,88,88,78,81
800 DATA 48,78,78,78,78,78,78,78
810 DATA 71,78,78,88,88,78,81,78
820 DATA 88,88,78,88,88,78,78,88
830 DATA 88,78,78,78,78,78,78,78
840 DATA 71,81,48,78,78,78,78,88
850 DATA 78,88,78,88,81,88,88,88
860 DATA 88,88,48,88

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