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5 MODE 1: CLEAR:CLS
10 PRINT " - Bonjour, - ":PRINT
15 PRINT "voici la liste des illustrations sonores"
20 PRINT "que je vous propose."
25 PRINT:PRINT
30 PRINT "0 BOMBE 5 AVION":PRINT
35 PRINT "1 MITRAILLEUSE 6 SYNTHETISEUR 1":PRINT
40 PRINT "2 D.C.A. 7 ORGUE":PRINT
45 PRINT "3 REVOLVER 8 SYNTHETISEUR 2":PRINT
50 PRINT "4 LOCOMOTIVE 9 HARMONICA":PRINT
55 PRINT:PRINT " Taper la touche correspondant":PRINT
60 PRINT "au son desire."
65 LET A$=INKEY$:LET sub =0
66 FOR K=48 TO 57
70 IF CHR$(K)=A$ THEN LET sub=K-47
75 NEXT K
80 IF sub =0 THEN GOTO 65
85 LOCATE 1,24
90 ON sub GOSUB 1100,1200,1300,1400,1500,1600,2000,2100,2200,2300
91 IF SQ(1)<>4 OR SQ(2)<>4 THEN GOTO 91
95 GOTO 65
100 DATA 239,190,478,379,239,190,358,268
1100 ENV 3,1,15,5,1,-2,10,13,-1,20
1101 PRINT "BOMBE: sous routine 1100. "
1105 FOR I=40 TO 200
1110 SOUND 1,1,2,12,0,0,0
1115 SOUND 2,1+3,2,12,0,0,0
1116 REM *****
1117 REM - PLACER ICI VOTRE ANIMATION -
1118 REM *****
1120 NEXT I
1125 SOUND 1,2000,0,0,3,0,30
1130 SOUND 2,2050,0,0,3,0,25
1131 REM *****
1132 REM - PLACER ICI VOTRE ANIMATION -
1133 REM *****
1135 RETURN
1200 ENV 1,1,15,2,1,-5,3,2,-5,1
1205 ENV 2,1,15,2,1,-5,3,5,-2,10
1206 PRINT "MITRAILLEUSE: sous-routine 1200. "
1210 FOR I=1 TO 20
1215 SOUND 1,0,0,0,1,0,(RND*4)+9
1216 REM *****
1217 REM - PLACER ICI VOTRE ANIMATION -
1218 REM *****
1220 NEXT I
1225 SOUND 1,0,0,0,2,0,9
1230 RETURN
1300 PRINT "D.C.A.: sous routine 1300. "
1301 FOR I=1 TO 5
1302 FOR F=1 TO 20
1305 SOUND 1,0,1,7,0,0,F
1306 REM *****
1307 REM - PLACER ICI VOTRE ANIMATION -
1308 REM *****
1309 NEXT F
1310 NEXT I
1315 SOUND 1,0,0,0,2,0,20
1320 RETURN
1400 ENV 4,1,15,10,1,-3,3,6,-2,10
1401 PRINT "REVOLVER: sous-routine 1400. "
1405 SOUND 1,0,0,0,4,0,12
1406 REM *****
1407 REM - PLACER ICI VOTRE ANIMATION -
1408 REM *****

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1410 FOR T=0 TO 200:NEXT T
1415 FOR I=40 TO 90
1420 SOUND 2,I,1,9-INT(I/10),0,0,0
1425 NEXT I
1430 RETURN
1500 ENV 5,10,1,1,1,1,1,2,-5,1
1501 PRINT "LOCOMOTIVE: sous-routine 1500.
1505 FOR I=1 TO 20
1510 SOUND 1,0,0,0,5,0,I+2
1515 SOUND 1,0,0,0,5,0,I
1516 REM *****
1517 REM - PLACER ICI VOTRE ANIMATION -
1518 REM *****
1520 NEXT I
1525 FOR I=20 TO 1 STEP -1
1530 SOUND 1,0,0,0,5,0,I+2
1535 SOUND 1,0,0,0,5,0,I
1536 REM *****
1537 REM - PLACER ICI VOTRE ANIMATION -
1538 REM *****
1540 NEXT I
1545 RETURN
1600 PRINT "AVION: sous routine 1600.
1601 FOR I=1 TO 100
1605 SOUND 1,2000,20,14,0,0,0
1610 SOUND 2,2021,20,14,0,0,0
1611 REM *****
1612 REM - PLACER ICI VOTRE ANIMATION -
1613 REM *****
1615 NEXT I
1620 RETURN
2000 ENV 6,1,15,2,1,-3,6,12,-1,1
2005 PRINT "SYNTHETISEUR 1: sous-routine 2000.
2010 LET P=5:LET W=1:GOSUB 3000
2015 RETURN
2100 ENV 6,5,3,1,1,0,10,3,-5,1
2105 PRINT "ORGUE: sous-routine 2100.
2110 LET P=0:LET W=1:GOSUB 3000
2115 RETURN
2200 ENV 6,1,15,7,10,-3,1,1,-15,1
2205 PRINT "SYNTHETISEUR 2 : sous-routine 2200.
2210 LET P=7:LET W=1:GOSUB 3000
2215 RETURN
2300 ENV 6,5,3,1,5,-1,2,2,-5,1
2305 PRINT "HARMONICA: sous-routine 2200.
2310 LET P=3:LET W=2:GOSUB 3000
2315 RETURN
3000 FOR I=1 TO 2
3005 FOR O=1 TO 2
3010 FOR L=1 TO 2
3015 RESTORE 100
3020 FOR M=0 TO 3
3025 READ N1:READ N2
3030 SOUND 3,12,2,P,0,0,1
3035 SOUND 1,N1/W,0,0,6,0,0
3040 SOUND 2,N2/(O*L*W),0,0,6,0,0
3045 REM *****
3050 REM - PLACER ICI VOTRE ANIMATION -
3055 REM *****
3060 NEXT M
3065 NEXT L
3070 NEXT O
3075 NEXT I
3080 RETURN

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