

```

160 LOCATE 10,12:PRINT "du missile."

170 LOCATE 15,13:PRINT "Les parametres q
ue vous pouvez faire varier sont l'angle
"

180 LOCATE 10,14:PRINT "de tir, la vites
se initiale et la position horizontale."
190 LOCATE 15,15:PRINT "La trajectoire d
u missile est purement balistique et il"
200 LOCATE 10,16:PRINT "n'est soumis qu'
a l'acceleration de la pesanteur qui "
210 LOCATE 10,17:PRINT "vaut 10 m/s/s."
220 LOCATE 15,18:PRINT "Bonne chance !!"
230 LOCATE 15,22:PRINT "Barre d'espace p
our continuer."
240 a$=INKEY$:IF a$="" THEN 240
250 IF a$<>" " THEN 240
260 MODE 1
270 DEG
280 '
290 '
300 '*****
310 '* *
320 '*      dessin du terrain      *
330 '* *

340 '*****

350
360 WINDOW #1,1,40,20,25
370 PLOT 1,80:DRAW 640,80
380 PLOT 100,80:DRAW 450,390
390 PLOT 320,80:DRAW 550,390
400 DRAW 450,390:PLOT 210,80:DRAW 500,39
0
410 GOSUB 1050
420 '
430 '
440 '*****

10 '-----
20 '      CANONNIER
30 '-----
40 MODE 0:BORDER 16
50 INK 5,2,23
60 PEN 5
70 LOCATE 5,12:PRINT "CANONNIER"
80 S=TIME:WHILE TIME-S<2000:WEND
90 MODE 2
100 LOCATE 30,2:PRINT "C A N O N N I E R
"
110 LOCATE 30,3:PRINT "-----
"
120 LOCATE 15,8:PRINT "Vous etes prepose
a la conduite du tir de missiles contre
"
130 LOCATE 10,9:PRINT "une base ennemie.
"
140 LOCATE 15,10:PRINT "Vous avez a votr
e disposition un radar tridimensionnel q
ui"
150 LOCATE 10,11:PRINT "visualise sur un
ecran la base ennemie et la trajectoire
"

450 '* *
460 '*      entree des parametres *
470 '* *

480 '*****

490 '
500 '
510 LOCATE #1,1,3:PRINT #1,"Position hor
izontale: "
520 LOCATE #1,1,4:PRINT #1,"Angle d'elev
ation : "
530 LOCATE #1,1,5:PRINT #1,"Force de tir
: "
540 LOCATE #1,30,3:PRINT #1,"-110 +110"

550 LOCATE #1,30,4:PRINT #1,"0 a 89"
560 LOCATE #1,30,5:PRINT #1,"0 a 10"
570 LOCATE #1,23,3:INPUT #1,"",x
580 IF ABS(x)>110 THEN PRINT CHR$(7);:GO
TO 570
590 LOCATE #1,23,4:INPUT #1,"",alpha

```

```

600 ORIGIN 210,80
610 IF ABS(alpha)>90 THEN PRINT CHR$(7);
:GOTO 590
620 LOCATE #1,23,5:INPUT #1,"",f
630 IF f<0 OR f>30 THEN PRINT CHR$(7);:G
OTO 620
640 '
650 '*****
660 '*
670 '*      dessin de la trajectoire
680 '*
690 '*****
700 '
710 ORIGIN 210+x,80
720 v=f*10
730 vH=v*COS(alpha):vz=v*SIN(alpha)
740 theta=ATN(310/(290-6*x/11))
750 a=TIME
760 TAG
770 t=(TIME-a)/300
780 IF ABS(t-vz/5)<0.05 THEN 900
790 x1=vH*t*COS(theta)
800 x2=vz*t-5*t*t+vH*t*SIN(theta)
810 PLOT x1,x2
820 GOTO 770
830 '
840 '*****
850 '*
860 '*      calcul du resultat
870 '*
880 '*****
890 '
900 IF ABS(1x-x-110)>15 OR ABS(vH*t-1y)>
15 THEN 930
910 TAGOFF:PRINT "BRAVO!! TOUCHE!!":FOR
I=1 TO 510:NEXT
920 CLS:GOTO 260
930 TAGOFF:PRINT "MANQUE!!...":FOR I=1 T
O 510:NEXT
940 CLS:GOTO 260
950 '
960 '
970 '*****
980 '*
990 '*      position aleatoire de la
1000 '*      base ennemie
1010 '*
1020 '*****
1030 '
1040 '
1050 RANDOMIZE TIME

```

```
1060 1x=(RND(4)*220)
1070 1y=(RND(4)*425)
1080 ORIGIN 210,80
1090 TAG
1100 ORIGIN 210,80
1110 PLOT ((1x-110)*(1-120*1y/(220*425))
)+1y*COS(46.9),1y*SIN(46.9)
1120 PRINT CHR$(231);
1130 TAGOFF
1140 RETURN
```