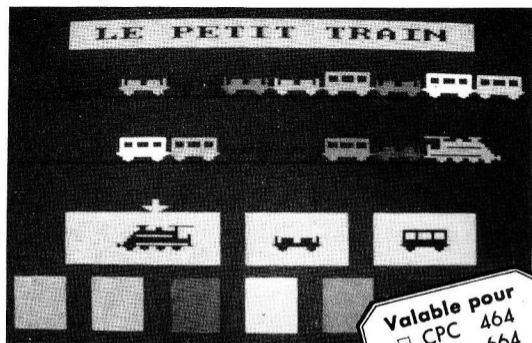


LE PETIT TRAIN

Il s'agit d'un éducatif de niveau maternelle (formes & couleurs), inspiré (fortement) d'un programme paru dans "MOS POUR TOUT PETIT" de D. NIELSEN.

Le but est de reconstituer un train en formes et en couleurs.

● Pierre MAROT



Valable pour

CPC 464
 CPC 664
CPC 6128

LES COMMANDES

- Flèches G & D : choix du sens de formation du train au niveau de la page de présentation. Ensuite déplacement du curseur sur les formes ou les couleurs.

- ESPACE : pour valider.
- COPY : pour corriger (efface le dernier wagon affiché).
- ESCAPE : pour revenir à la page de présentation
- O & N ; rejouer ou abandonner en fin de partie.



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10 ' LE PETIT TRAIN -- Pierre >LA
MAROT (d' apres D.NIELSEN)
20 ' >LB
30 ON BREAK GOSUB 40:GOTO 110 >WR
40 RUN >PD
50 '***** MODE D'EM >LE
PLOI *****
*****
60 ' : Choix du sens d'a >LF
rriive des voitures
70 ' : Deplacement de la >LB
fleche
80 ' ESPACE : Valider >LH
90 ' COPY : Annuler la dernie >LJ
re voiture
100 ' ESC (2 fois): Retour au choix >RB
d'ens d'arrivee des voitures
110 '***** INI >RC
TIALISATION MUSIQUE *****
*****
120 DIM gamme%(12):FOR x%=1 TO 12:R >YA
EAD gamme%(x%):NEXT
130 gamme%=" a-b b c+c d-e e f+f g >QF
g":DEF FN$(s$,s)=MID$(s$,s,1)
140 DATA &777,&70c,&6a7,&647,&5ed,& >DL
598
150 DATA &547,&4fc,&4b4,&470,&431,& >DH
3f4
160 ENV 1,15,1,1 >MK
170 ENT -1,6,-1,1,12,1,1,6,-1,1 >WC
180 ENV 3,2,5,2,15,-1,9 >PC
190 ENV 4,2,6,2,12,-1,10,10,0,15 >XW
200 '***** GRAPHISME : >RC
LOCC & WAGONS *****
*****
210 CALL &B84E >NE
220 SYMBOL AFTER 220 >PQ
230 SYMBOL 221,192,128,128,192,224, >LB
224,48,240
240 SYMBOL 222,3,49,49,255,255,255, >FZ
0,255
250 SYMBOL 223,248,248,252,61,255,1 >KX
89,152,24
260 SYMBOL 224,255,255,255,0,255,11 >JL
5,115,33
270 SYMBOL 225,127,127,127,64,255,1 >66
4,14,4
280 SYMBOL 226,255,4,4,7,7,71,70,71 >BD
290 SYMBOL 231,3,1,1,3,7,7,12,15 >YF
300 SYMBOL 232,192,140,140,255,255, >KY
255,0,255
310 SYMBOL 233,31,31,63,188,255,189 >6M
,25,24
320 SYMBOL 244,255,255,255,0,255,20 >KD
6,206,132
330 SYMBOL 245,254,254,254,2,255,11 >JD
2,112,32
340 SYMBOL 246,255,32,32,224,224,22 >JX
6,98,226
350 w$(1)=CHR$(233)+CHR$(244)+CHR$( >6H
245)+CHR$(11)+CHR$(8)+CHR$(8)+CHR$(
8)+CHR$(231)+CHR$(232)+CHR$(246)+CH
R$(10)
360 w1$(1)=CHR$(233)+CHR$(244)+CHR$( >FB
(245)
370 w2$(1)=CHR$(231)+CHR$(232)+CHR$( >FZ
(246)
380 l(1)=3 >GE
390 w$(0)=CHR$(225)+CHR$(224)+CHR$( >6B
223)+CHR$(11)+CHR$(8)+CHR$(8)+CHR$(
8)+CHR$(226)+CHR$(222)+CHR$(221)+CH
R$(10)
400 w1$(0)=CHR$(225)+CHR$(224)+CHR$( >FP
(223)
410 w2$(0)=CHR$(226)+CHR$(222)+CHR$( >FN
(221)
420 l(0)=3 >FJ
430 SYMBOL 247,0,0,0,0,0,0,64,94 >YA
440 SYMBOL 248,0,0,0,0,0,0,2,122 >YK
450 SYMBOL 249,94,94,127,255,127,56 >GL
,56,16
460 SYMBOL 250,122,122,254,255,254, >6B
28,28,8
470 w$(2)= CHR$(249)+CHR$(250)+CHR$( >LT
(11)+CHR$(8)+CHR$(8)+CHR$(247)+CHR$(
248)+CHR$(10)
480 w1$(2)= CHR$(249)+CHR$(250) >6G
490 w2$(2)=CHR$(247)+CHR$(248) >FJ
500 l(2)=2 >XU
510 SYMBOL 252,0,0,127,127,68,68,68 >DD
,68
520 SYMBOL 253,0,0,254,254,34,34,34 >DC
,34
530 SYMBOL 254,127,127,127,255,127, >JD
56,56,16
540 SYMBOL 255,254,254,254,255,254, >6HJ
28,28,8
550 w$(3)=CHR$(254)+CHR$(255)+CHR$( >XP
11)+CHR$(8)+CHR$(8)+CHR$(252)+CHR$(
253)+CHR$(10)
560 w1$(3)=CHR$(254)+CHR$(255) >XM
570 w2$(3)=CHR$(252)+CHR$(253) >XK
580 l(3)=2 >6H
590 '***** AFFICHAGE PE >TE
RMANENT *****
*****
600 KEY DEF 8,0:KEY DEF 1,0:KEY DEF >EN
47,0
610 SPEED INK 25,25 >6M
620 INK 0,1:INK 1,1:INK 2,1:INK 3,1 >UV
:INK 4,1:INK 5,1:INK 6,1:INK 7,1:IN
K 8,1:INK 9,1:INK 10,1:INK 11,4,1:
NK 12,1:PAPER 0: BORDER 1:MODE 0
630 LOCATE 3,1:PEN 4:PRINT STRING$( >EX
16,140):LOCATE 3,2:PRINT STRING$(16
,143):LOCATE 3,3:PRINT STRING$(16,1
31)
640 LOCATE 4,2:PEN 6:PAPER 4:PRINT >6D
LE PETIT TRAIN"
650 PAPER 10:FOR i=16 TO 19:LOCATE >0Q
3,1:PRINT STRING$(6,32):LOCATE 10,i
:PRINT STRING$(4,32):LOCATE 15,i:PR
INT STRING$(4,32):NEXT
660 PEN 8:LOCATE 5,18:PRINT w$(1):L >6G
DLOCATE 11,18:PRINT w$(2):LOCATE 16,1
8:PRINT w$(3)
670 PAPER 0:FOR i=21 TO 24:LOCATE 1 >RD
,i:FOR j=1 TO 7:PEN j:PRINT CHR$(14
3)+CHR$(143):IF j<7 THEN PRINT " "
680 NEXT j,i >ED
690 LOCATE 1,7:PEN 8:PRINT STRING$( >6A
20,208):PEN INT(RND*7)+1:LOCATE 2,6
:PRINT w$(1):
700 FOR i=5 TO 19 STEP 2:PEN INT(RN >6L
D*7)+1:LOCATE i,6:PRINT w$(INT(RND*
2)+2):NEXT
710 LOCATE 1,12:PEN 8:PRINT STRING$( >6B
(20,208):PEN 6:LOCATE 4,11:PRINT w$(
(1):LOCATE 15,11:PRINT w$(0)
720 PEN 11:LOCATE 8,11:PRINT CHR$(2 >6Y
42):PEN 12:LOCATE 13,11:PRINT CHR$(
243)
730 INK 0,1:INK 1,8:INK 2,11:INK 3, >6B
9:INK 4,24:INK 5,15:INK 6,6:INK 7,2
6:INK 8,0:INK 9,13:INK 10,14:INK 11
,24,1:INK 12,1,24
740 r$=INKCY$:IF r$="" THEN RANDOM! >NP
ZE TIME:GOTO 740 ELSE r=ASC(r$)
750 IF r=242 THEN force=1:GOTO 790 >6E
760 IF r=243 THEN force=2:GOTO 790 >6H
770 GOTO 740 >AB
780 i=0:l=0:nw=9 >LJ
790 WINDOW #1,1,20,5,12:PAPER #1,0: >6A
CLS #1
800 '***** TIRAGE AU SORT D >RJ
ES FORMES & COULEURS *****
*****
810 RANDOMIZE TIME >6Y
820 FOR i=2 TO 9:f(i)=INT(RND*2)+2 >6C
NEXT f:(f(1)=1)
830 RANDOMIZE TIME >6A
840 FOR i=1 TO 9:c(i)=INT(RND*7)+1: >6N
NEXT
850 '***** ARRI >TD
VEE DU TRAIN *****
*****
860 LOCATE 1,7:PEN 8:PRINT STRING$( >XZ
20,208)
870 j=0:TAG >ZC
880 cal1=:ca2=:vi1=:lh=:hh=:8:hb=2 >6G
890 cal1="r464E4D4C5B368F464F4E4D5C >6N

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368E5E3F4E4D4C4D4C4D4E4C1A2B2F1E2D5
C3A4C."
900 ca2#="r2C2E2g2E2C2E2g2E2g2E2g26 >WB
2g26Zg26Z2E2E2E2g26Zg26ZC2E2g2E2C2C
C2D24D2E2E2E2E2E2E2D2E2D2F2F2F2F2F2
f2F2C2E2g2E2g2D2g2D2C2E2D2C2F4C."
910 GOSUB 1630 >OB
920 FOR i=19 TO 1 STEP -0.4; j=j+0.3 >XU
45:GRAPHICS PEN c(1)
930 MOVE i*32,319:PRINT w1$(1):MOV >DZ
E i*32,335:PRINT w2$(1):
940 FOR x=3 TO j STEP 2:GRAPHICS PE >NK
N c((x+1)/2)
950 MOVE i*32+x*32,319:PRINT w1$(f(i) >RN
(x+1)/2):MOVE i*32+x*32,335:PRINT
w2$(f((x+1)/2)):
960 NEXT x,i:TAGOFF >PM
970 LOCATE 1,12:FEN B:PRINT STRING$ >LK
(20,208)
980 ***** CLAV >TH
IER *****
990 PEN 10 >BK
1000 FOR i=1 TO 9 >BH
1010 x#6:LOCATE 6,15:PRINT CHR$(24) >DM
)
1020 IF INKEY$<"> THEN 1020 >UE
1030 r#=#INKEY$:IF r#="" THEN 1030 E >PA
LSE r=ASC(r#)
1040 IF r=241 OR r=240 OR r=11 OR r >L
=10 THEN 1030
1050 IF r=242 OR r=8 THEN dx=5*(x# >BC
)
1060 IF r=243 OR r=9 THEN dx=-5*(x# >DV
16)
1070 IF r=32 OR r=88 THEN rf(i)=x\5 >MH
:LOCATE x,15:PRINT " :GOTO 1110
1080 IF r=224 AND i>1 THEN LOCATE x >AK
,15:PRINT " :GOTO 2240
1090 LOCATE x,15:PRINT " :x#dx:LD >PR
CATE x,15:PRINT CHR$(241):dx#0
1100 GOTO 1030 >LD
1110 FOR k=1 TO 500:NEXT >RM
1120 x#1:LOCATE x,25:PRINT CHR$(240) >DW
)
1130 IF INKEY$<"> THEN 1130 >VA
1140 r#=#INKEY$:IF r#="" THEN 1140 E >PE
LSE r=ASC(r#)
1150 IF r=240 OR r=241 OR r=11 OR r >LB
=10 THEN 1140
1160 IF r=242 OR r=8 THEN dx=3*(x) >BX
)
1170 IF r=243 OR r=9 THEN dx=-3*(x) >DY
19)
1180 IF r=32 OR r=88 THEN rc(i)=x\3 >PH
:1:LOCATE x,25:PRINT " :GOTO 1220
1190 IF r=224 AND i>1 THEN LOCATE x >AN
,25:PRINT " :GOTO 2240

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```

LOCATE x,25:PRINT " :x#dx:LD >PK
CATE x,25:PRINT CHR$(240):dx#0
1210 GOTO 1140 >LH
1220 "***** ARRIVE >XH
E DES WAGONS *****
*****
1230 GRAPHICS PEN rc(i):TAG >WU
1240 IF force=2 THEN 2030 >RD
1250 FOR j=20 TO 1+1 STEP -0.4 >VG
1260 IF rf(i)=1 THEN SOUND 1,0,13,0 >MT
,1,0,1,5:ELSE SOUND 5,1978,4,9,0,1,0
1270 MOVE 32*j,239:PRINT w1$(rf(i)) >AH
+" " :MOVE 32*j,255:PRINT w2$(rf(i)
)+ " " :
1280 IF rf(i)=1 THEN FOR k=1 TO 50: >FK
NEXT ELSE FOR k=1 TO 10:NEXT
1290 NEXT j >VJ
1300 TAGOFF:1=1+(rf(i)):1r(i)=1:IF >ZB
1>17 THEN nw=i:1=i=9
1310 NEXT i >VA
1320 "***** ANALYSE >XJ
DES REPONSES *****
*****
1330 IF force=2 THEN 2190 >TC
1340 FOR i=1 TO nw >LB
1350 IF rf(i)<f(i) OR rc(i)<c(i) >BK
THEN MOVE (1+r(i))*32,223:DRAWR -1
(rf(i))*32,32,6:MOVE 0,-32:DRAWR 1
(rf(i))*32,32,6:MOVE (1+r(i))*32-4
,223:DRAWR -1(rf(i))*32,32,6:MOVE
0,-32:DRAWR 1(rf(i))*32,32,6:f=f+1
1360 NEXT >LB
1370 IF f>0 THEN 1510 >NU
1380 "***** >YE
* GAGNE *****
*****
1390 ca1#="r9C6E9D6A6C9gr9C6D9E9B9G >RB
r9C6E9D6A6C9gr3A6C3A6B6A6g6B9r6C6C
2b2+g2B6E6Ar6A9gr6C6C6D6E9B9Gr6C6C
b2+g2B6E6Ar6A9gr3A6C3A6B6A6g6B9r9C
6E9D6A6C9gr9C6D9E9B9Gr9C6E9D6A6C9gr
3A6C3A6B6A6g6B9C."
1400 ca2#="r6C6E6C6E6f6C6E6r6C6E6C >PQ
6E6g6D6g6Dr6C6E6C6E6f6F6C6E6r6F6F6
F6g6D6C6E6r6C6E6B6E6Ar6F6C6g6r6F6F6
D6g6D6g6Dr6C6E6B6E6Ar6F6C6g6r6F6F6
F6g6D6C6E6r6C6E6C6E6f6F6C6E6r6F6F6F6
6g6D6C6E6C6E6C6E6f6F6C6E6r6F6F6F6
g6D6C6E6C6E6C6E6f6F6C6E6r6F6F6F6
1410 ca1#=1ca2Z=:2vit#=:6:GOSUB 163 >DR
0
1420 TAG:IF force=2 THEN 2100 >WA
1430 FOR i=1 TO -19 STEP -0.4:GRAPH >MZ
103 PEN c(1)
1440 MOVE i*32,399-16*10:PRINT w1$( >UA
i):MOVE i*32,399-16*9:PRINT w2$(1)
)
1450 FOR x=3 TO 17 STEP 2:GRAPHICS >NP

```

```

PEN c(\x2+1)
1460 MOVE i*32+x*32,239:PRINT w1$(f >NF
(\x2+1)):MOVE i*32+x*32,255:PRINT
w2$(f(\x2+1)):
1470 NEXT x:MOVE i*32+608,239:PRINT >QG
" " :MOVE i*32+608,255:PRINT " " :
1480 IF ca1Z=0 AND ca2Z=0 THEN GOSU >FA
B 1630
1490 NEXT i:TAGOFF >NF
1500 GOTO 1580 >MH
1510 "***** PER >XK
DU *****
*****
1520 ca1#="r1e1g1e1-el-g1-eld1fid6e >HB
"
1530 ca2#="r3g3A3B6C." >OV
1540 vit#20:hh=2:hb=1 >RJ
1550 ca1#=:ca2#=:1 >LR
1560 GOSUB 1630 >XE
1570 "***** F1 >YF
N *****
*****
1580 PEN 11:LOCATE 9,8:PRINT"0":PE >MK
N 4:PRINT"/":PEN 12:PRINT"N"
1590 is=UPPER$(INKEY$):IF is="0" TH >HD
EN 780
1600 IF is="N" THEN INK 0,13:INK 1, >RL
PAPER 0:FEN 1:BORDER 13:MODE 2:EN
D
1610 GOTO 1590 >NA
1620 "***** M >YB
USIQUE *****
*****
1630 ca1#=:GOSUB 1660 >QH
1640 ca2#=:GOSUB 1840 >QK
1650 RETURN >FF
1660 >YF
1670 p1#=#FN#(ca1#,ca1#) >RC
1680 IF p1#<"r" THEN r1#=:GOTO 17 >CW
00
1690 r1#=:1ca1#=:ca1#=:1:p1#=#FN#(ca >XL
1#,ca1#)
1700 IF p1#="" THEN ca1#=:RETURN >UF
ELSE 11#=#VAL(p1#) >AB
1710 ca1#=:ca1#=:1 >AB
1720 n1#=#FN#(ca1#,ca1#) >RW
1730 ca1#=:ca1#=:1 >AD
1740 IF n1#="" OR n1#="" THEN 181 >ZY
0
1750 n1#="" +n1# >UG
1760 nd1#=(1+INSTR(game$,LOWER$(n1 >KV
$)))/2
1770 IF ASC(RIGHT$(n1,1))>6 THEN >XL
o1#=#ELSE o1#=#h*2
1780 SOUND 1+r1#,game$(nd1#)/o1#,v >PN
it#11#,6,3
1790 ON SQ(1) GOSUB 1660 >RC
1800 RETURN >FC

```



```
1810 n1%=n1%+FNm$(ca1$,ca1%) >VJ 2020 '***** ARRIVE >XG 2150 IF ca1%=0 AND ca2%=0 THEN GOSU >FV
1820 ca1%=ca1%+1 >AD E DES WAGONS force 2 ***** B 1630
1830 GOTO 1760 >ND ***** 2160 NEXT i:TAGOFF >NA
1840 ' >YF 2030 IF rf(i)=1 THEN rf(i)=0:f(1)=0 >BY 2170 GOTO 1580 >NB
1850 p2%=FNm$(ca2$,ca2%) >RF 2040 FOR j=-1-1(rf(i)) TO 18-1(rf(i) >NJ 2180 '***** ANALYS >YD
1860 IF p2%<>"r" THEN r2%=0:GOTO 18 >CH ))-1 STEP 0.5 E REPOSE FORCE 2 *****
80 2050 IF rf(i)=0 THEN SOUND 1,0,13,0 >MP ***** >LR
1870 r2%=8:ca2%=ca2%+1:p2%=FNm$(ca2 $,ca2%) >JD ,1,0,1 ELSE SOUND 5,1978,4,9,0,1,0 2190 FOR i=1 TO nw >LR
$,ca2%) 2060 MOVE 32*j,239:PRINT " "+w1$(rf >AF 2200 IF rf(i)<>f(i) OR rc(i)<>c(i) >HG
1880 IF p2%="." THEN ca2%=0:RETURN >VL (i));MOVE 32*j,255:PRINT " "+w2$(r THEN MOVE (19-1r(i))*32,223:DRAWR 1
ELSE 12%=VAL(p2%) f(i)); 1(rf(i))*32,32,6:MOVER 0,-32:DRAWR -
1890 ca2%=ca2%+1 >BC 2070 IF rf(i)=0 THEN FOR k=1 TO 50: >FG 1(rf(i))*32,32,6:MOVE (19-1r(i))*32
1900 n2%=FNm$(ca2$,ca2%) >RZ NEXT ELSE FOR k=1 TO 10:NEXT -4,223:DRAWR 1(rf(i))*32,32,6:MOVER
1910 ca2%=ca2%+1 >AF 2080 NEXT j:GOTO 1300 >PR 0,-32:DRAWR -1(rf(i))*32,32,6:f++
1920 IF n2%="+" OR n2%="-" THEN 199 >ZK 2090 '***** D >YD 1
0 EPART FORCE 2 ***** 2210 NEXT >KG
1930 n2%=" "+n2% >UJ ***** 2220 GOTO 1370 >ME
1940 nd2%=(1+INSTR(gamme$.LOWER$(n2 >KX $)))/2 2100 FOR i=17 TO 37 STEP 0.4:GRAPHI >LN 2230 '***** CORR >XK
$)))/2 CS PEN c(1) ECTION *****
1950 IF ASC(RIGHT$(n2$,1))>96 THEN >XB 2110 MOVE i*32,239:PRINT w1$(0):MO >EU *****
o2%=hb ELSE o2%=hb*2 VE i*32,255:PRINT w2$(0): 2240 IF force=1 THEN LOCATE 2+1-1(r >JU
1960 SOUND 2+r2%,gamme%(nd2%)/o2%,v >PN 2120 FOR x=2 TO 16 STEP 2:GRAPHICS >NG f(i-1)),11 ELSE LOCATE 20-1,11
it%*12%,0.4 PEN c(x\2+1) 2250 PRINT STRING$(1(rf(i-1)),32) >BL
1970 ON SQ(2) GOSUB 1840 >RD 2130 MOVE i*32-x*32,239:PRINT w1$(f >ME 2260 IF force=1 THEN LOCATE 2+1-1(r >JU
1980 RETURN >GB (x\2+1));MOVE i*32-x*32,255:PRINT f(i-1)),10 ELSE LOCATE 20-1,10
1990 n2%=n2%+FNm$(ca2$,ca2%) >VY w2$(f(x\2+1)); 2270 PRINT STRING$(1(rf(i-1)),32) >BN
2000 ca2%=ca2%+1 >ZG 2140 NEXT x:MOVE i*32-544,239:PRINT >QM 2280 1=1-1(rf(i-1)):i=i-1 >TG
2010 GOTO 1940 >ME " ":MOVE i*32-544,255:PRINT" "; 2290 GOTO 1010 >MC
```