

FICHLOG

pour CPC

Clavier

Combien votre logithèque contient-elle de titres ? Mille, deux mille ? Peu importe quel que soit ce nombre, la recherche de l'un d'eux est aléatoire (mais ou est donc passée cette fichue cassette ?). Sans parler des oublis (ai-je bien tel programme?). La solution est simple : une petite gestion de fichiers. Bref, ce programme. Il gère tout ça.

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1 '-----
2 '           FICHLOG
3 ' .   Fichiers de logiciels
4 '-----
5 DJ=11000:DU=30000
10 INK 0,0:INK 1,2:INK 2,20:INK 3,26:BOR
DER 0:PAPER 0:CLS:PEN 2:LOCATE 4,9:PRINT
"Voulez-vous utiliser un precedent":PRIN
T TAB(14) "fichier ?(O/N)"
15 a$=" * FICHIER LOGICIELS * ":LOCATE 1
0,1:PEN 1:PAPER 2:PRINT"
      ":LOCATE 10,2:PRINT a$:LOCATE 10,
3:PRINT"
20 PEN 1:LOCATE 8,24:PRINT " "CHR$(164);
" Weyer J.J ":;:PAPER 0:PEN 3:PRINT" ORL
EANS Fev.85"
25 GOSUB 255:IF a$="o" OR a$="O" THEN 32
30 IF a$="n" OR a$="N" THEN 40:ELSE 25
32 LOCATE 1,15
35 MEMORY dj-5:LOAD"FICHJEUX",dj-4:LOAD"
FICHUTIL",du
40 CLS:m=0:x=FRE("")
50 njc=PEEK(dj-4):nju=PEEK(dj-3):nuc=PEE
K(dj-2):nuu=PEEK(dj-1)
55 nj=njc*100+nju:nu=nuc*100+nuu
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60 a$=" * FICHIER LOGICIELS * ":a=0
65 PAPER 0:CLS:a$=" * FICHIER LOGICIELS
 * ":a=0
70 LOCATE 10,2:PRINT a$
75 LOCATE 10,3:PRINT "
"
80 a$="Liste des logiciels":l=9:GOSUB 12
0
85 a$="Ajout de logiciels":l=11:GOSUB 12
0
90 a$="Modifications":l=13:GOSUB 120
95 a$="Sauvegarde fichiers et fin":l=15:
GOSUB 120
100 a$="Liste sur imprimante":l=17:GOSUB
120
105 GOSUB 135
110 a$=INKEY$:a=VAL(a$):IF a<1 OR a>5 TH
EN 110
115 PAPER 0:CLS:ON a GOTO 355,415,565,57
0,595
120 a=a+1
125 PAPER 0:PEN 3:LOCATE 6,1:PRINT STR$(
a);:PEN 1:PRINT " - ":PEN 2:PRINT a$
130 RETURN
135 PEN 1:PAPER 3:LOCATE 15,25:PRINT"Vot
re choix ?":RETURN
140 LOCATE 15,2:PEN 1:PAPER 3:PRINT " - M
ENU "+STR$(a)+" - "
145 LOCATE 15,7:PAPER 0:PEN 3:PRINT a$
150 PEN 3:LOCATE 14,14:PRINT"1 ";:PEN 1:
PRINT"- ";
155 PEN 3:LOCATE 14,17:PRINT"2 ";:PEN 1:
PRINT"- ";
160 PEN 2:IF a=4 THEN 170
165 LOCATE 18,14:PRINT"Jeux":LOCATE 18,1
7:PRINT"Utilitaires":GOTO 175
170 LOCATE 18,14:PRINT"Sauvegarde fichie
rs":LOCATE 18,17:PRINT"Fin programme"
175 GOSUB 135
180 a$=INKEY$:IF a$<>"1" AND a$<>"2" THE
N 180
185 IF a$="1" THEN cp=1 ELSE cp=2
190 RETURN
195 PAPER 2:CLS:PEN 3:PAPER 1:IF cp=1 TH
EN LOCATE 18,1:PRINT" JEUX " ELSE LOCATE
15,1:PRINT" UTILITAIRES "
200 PAPER 2: LOCATE 1,3:PEN 0:d$=CHR$(15
4):e$=CHR$(158):PRINT CHR$(150);STRING$(
4,d$);e$;STRING$(19,d$);e$;d$;d$;d$;e$;S
TRING$(5,d$);e$;d$;d$;d$;CHR$(156)
205 b$=CHR$(149):LOCATE 1,4:PRINT b$;:PE
N 1:PRINT" No ";:PEN 0:PRINT b$;:PEN 1:L
OCATE 15,4:PRINT"Nom";:LOCATE 26,4::PEN
0:PRINT b$;:PEN 1:PRINT"Typ";
210 PEN 0:PRINT b$;:PEN 1:PRINT"Pr Gr";:
PEN 0:PRINT b$;:PEN 1:PRINT"Lng";:PEN 0:
PRINT b$
215 LOCATE 1,5:e$=CHR$(155):PRINT CHR$(1
47);STRING$(4,d$);e$;STRING$(19,d$);e$;d
$;d$;d$;e$;STRING$(5,d$);e$;d$;d$;d$;CHR
$(153)
220 PEN 1:IF cp=2 THEN 230
225 LOCATE 2,22:PRINT"V aventure":LOCATE
2,23:PRINT"A action":LOCATE 2,24:PRINT"
R reflexion":GOTO 235
230 LOCATE 2,22:PRINT"E educatif":LOCATE
2,23:PRINT"P program.":LOCATE 2,24:PRIN
T"G gestion"
235 PEN 1:LOCATE 29,22:PRINT"B basic":LO
CATE 29,23:PRINT"C code mach":LOCATE 29,
24:PRINT"M bas + code"
240 WINDOW #1,1,40,6,20:PAPER #1,0:CLS #
1
245 PAPER 1:FOR i=22 TO 24:LOCATE 17,i:P
RINT " ":NEXT
250 RETURN
255 a$=INKEY$:IF a$="" THEN 255 ELSE RET
URN
260 cc=0:v$="":fa=0:LOCATE #1,pc+1,1:PRI
NT #1,SPC(nc)
265 GOSUB 255
270 a=ASC(a$)
275 IF a=&E1 OR a=9 THEN 295
280 IF a=&D THEN 300
285 IF a=&7F THEN 305
290 IF a<32 THEN 265 ELSE ON TV GOTO 330
,320,325
295 IF (nc=16 OR nc=4) AND cc=0 THEN fa=
1:RETURN:ELSE 265
300 IF cc=0 THEN 265 ELSE RETURN
305 IF cc=0 THEN 265
310 cc=cc-1:v$=LEFT$(v$,LEN(v$)-1)
315 LOCATE #1,pc+cc+1,1:PRINT #1," ";:GO
TO 265
320 IF tv=2 AND a>47 AND a<58 THEN 330 E
LSE 265
325 IF tv=3 AND a>64 AND a<123 THEN 330
ELSE 265
330 cc=cc+1:IF cc>nc THEN RETURN
335 PEN #1,pe: v$=v$+a$:LOCATE #1,pc+cc,
1:PRINT #1,CHR$(7);a$:GOTO 265
340 LOCATE 17,22:PEN 3:PAPER 1:PRINT"
TAB ";:LOCATE 18,23:PRINT" = "::LO
CATE 18,24:PRINT" FIN ";:RETURN
345 LOCATE 18,22:PEN 3:PAPER 1:PRINT"APP
UYEZ":LOCATE 18,23:PRINT" sur ";:LOCAT
E 18,24:PRINT"*SPACE*":RETURN
350 LOCATE 18,22:PEN 3:PAPER 1:PRINT" AR
RET ":LOCATE 18,23:PRINT" = ":LOCATE
18,24:PRINT"*SPACE*":RETURN
355 a$=" LISTE ":GOSUB 140
360 GOSUB 195:GOSUB 350:ca=1:PRINT#1
365 IF cp=1 THEN d=dj:n=nj ELSE d=du:n=n
u
367 IF ca=8 THEN PRINT#ca," Programmes
AMSTRAD CPC 464":PRINT#ca:PRINT#ca
370 IF n=0 THEN PRINT #ca:PEN #1,2:PRINT
#1,"PAS DE FICHES EN MEMOIRE":GOSUB 345
:GOSUB 255:GOTO 40 ELSE f=d+n*20
375 FOR i=d TO f-1 STEP 20
380 n$="":t$="":no$="":pr$="":gr$="":l$=
""
385 n=((i-d)\20)+1
390 FOR j=0 TO 15 :no$=no$+CHR$(PEEK(i+j
)):NEXT:t$=CHR$(PEEK(i+16)):pr=PEEK(i+17
):gr=PEEK(i+18):l$=CHR$(PEEK(i+19))
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395 PEN #1,3:PRINT#ca,USING"####";n;:PEN #1,2:PRINT#ca," "no#;:PEN #1,1:PRINT#ca," "t#;:PEN #1,3:PRINT#ca,USING"###";pr;:PRINT#ca,USING"###";gr;:PEN #1,1:PRINT#ca," "l#;IF ca=1 THEN PRINT #ca
400 a#=INKEY#;IF a#<>" " THEN GOSUB 255
405 NEXT:PRINT CHR$(7);
410 GOSUB 345:GOSUB 255:GOTO 40
415 a#=" AJOUT " :GOSUB 140
420 IF cp=1 THEN d=dj:n=nj ELSE d=du:n=nu
425 f#=CHR$(243):l=0
430 GOSUB 195:GOSUB 340:IF m<>4 THEN 465
435 l=1+2:IF l>14 THEN PRINT#1:PRINT#1:PRINT#1:l=14
440 LOCATE #1,1,1:PEN #1,3:PRINT #1,f#;
445 tv=2:nc=4:pc=1:pe=3:GOSUB 260
450 IF fa=1 THEN 560 ELSE n=VAL(v#)
455 IF (cp=1 AND n>nj) OR (cp=2 AND n>nu) OR n=0 THEN 440
460 np=d+((n-1)*20):GOTO 470
465 np=d+(n*20):n=n+1:l=1+2
470 IF l>14 THEN PRINT#1:PRINT#1:PRINT#1:l=14
475 LOCATE #1,2,1:PEN #1,3:PRINT #1,USING"####";n;:PRINT #1,f#
480 tv=1:nc=16:pc=7:pe=2:GOSUB 260
485 IF fa=1 THEN 550
490 IF LEN(v#)<16 THEN v#=v#+" ":GOTO 490
495 FOR i=0 TO 15:a=ASC(MID$(v#,i+1,1)):POKE np+i,a:NEXT
500 LOCATE #1,6,1:PRINT #1," ":LOCATE #1,26,1:PRINT #1,f#:pe=1:tv=3:nc=1:pc=27:GOSUB 260
505 a=ASC(v#):POKE np+16,a
510 LOCATE #1,26,1:PRINT #1," ":LOCATE #1,30,1:PRINT #1,f#:pe=3:nc=2:tv=2:pc=30:GOSUB 260
515 a=VAL(v#):IF a>20 THEN 510 ELSE POKE np+17,a
520 LOCATE #1,30,1:PRINT #1," ":LOCATE #1,33,1:PRINT #1,f#:pc=33:nc=2:GOSUB 260
525 a=VAL(v#):IF a>20 THEN 520 ELSE POKE np+18,a
530 LOCATE #1,33,1:PRINT #1," ":LOCATE #1,36,1:PRINT #1,f#:pe=2:nc=1:tv=3:pc=37:GOSUB 260
535 LOCATE #1,36,1:PRINT #1," "
540 a=ASC(v#):POKE np+19,a
545 IF m=4 THEN 435 ELSE 465
550 n=n-1:IF cp=1 THEN nj=n:POKE dj-4,nj\100:POKE dj-3,nj MOD 100:GOTO 560
555 nu=n:POKE dj-2,nu\100:POKE dj-1,nu MOD 100
560 IF ca=8 THEN GOTO 40 ELSE GOSUB 345:GOSUB 255:GOTO 40
565 PAPER 0:CLS:a#="MODIFICATIONS":GOSUB 140:m=4:GOTO 420
570 PAPER 0:CLS:a#=" SAUVEGARDES":GOSUB 140
575 IF cp=2 THEN CALL 0
164
```