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1 !*****
2 !* WRITTEN & DESIGNED BY*
3 !* JOHN PHILLIPS   FOR *
4 !* CHRIS PHILLIPS . . . *
5 !* BEST WISHES ON YOUR *
6 !* FIRST SEASON OF BBALL*
7 !* COACHING, BRO!!      *
8 !* CASSETTE TAPE VERSION*
9 !*****
50 ON WARNING NEXT
60 CALL CLEAR
90 GOTO 10000 !DRIVER
100 !*****
110 !* DIMS *
120 !*****
125 CALL CLEAR
126 DISPLAY AT(12,9):"ONE MOMENT"
130 DIM NAM$(17)
135 DIM NUM$(17)
140 DIM FGA$(17,2)
145 DIM FGM$(17,2)
150 DIM FGP$(17,2)
155 DIM FTA$(17,2)
160 DIM FTM$(17,2)
165 DIM FTP$(17,2)
170 DIM OFR$(17,2)
175 DIM DER$(17,2)
185 DIM ASS$(17,2)
190 DIM FOU$(17,2)
196 FOR I=0 TO 17 :: NAM$(I)=" " :: NUM$(I)="0" :: NEXT I
197 FOR I=0 TO 17 :: FOR J=0 TO 2 :: FGA$(I,J),FGM$(I,J),FGP$(I,J),FTA$(I,J),FTM
$(I,J),FTP$(I,J)="0"
198 OFR$(I,J),DER$(I,J),ASS$(I,J),FOU$(I,J)="0"
199 NEXT J :: NEXT I :: RETURN
200 !*****
210 !* DATA TAPE MSG! *
220 !*****
230 CALL CLEAR
240 DISPLAY AT(12,3):"INSERT TEAM DATA TAPE"
250 DISPLAY AT(13,4):"THEN PRESS ANY KEY"
260 CALL SOUND(-99,500,0)
270 CALL KEY(0,K,S):: IF S=0 THEN CALL SOUND(-99,4000,30):: GOTO 260
280 RETURN
300 !*****
310 !* DISPLAY MASK *
320 !*****
325 IMAGE ###.# ###.#
330 CALL CLEAR
340 DISPLAY AT(1,1):"NAME: ";NAM$(COUNT)
350 DISPLAY AT(1,24):"#";NUM$(COUNT)
360 DISPLAY AT(3,9):"GAME SEASN      "
365 DISPLAY AT(4,9):"-----"
370 DISPLAY AT(5,1):"FG ATT:"
375 DISPLAY AT(5,8):USING 325:VAL(FGA$(COUNT,1)),VAL(FGA$(COUNT,2))
380 DISPLAY AT(6,1):"FG MDE:"
385 DISPLAY AT(6,8):USING 325:VAL(FGM$(COUNT,1)),VAL(FGM$(COUNT,2))
390 DISPLAY AT(7,1):"FG %:"
395 DISPLAY AT(7,8):USING 325:VAL(FGP$(COUNT,1)),VAL(FGP$(COUNT,2))
400 DISPLAY AT(8,1):"FT ATT:"
405 DISPLAY AT(8,8):USING 325:VAL(FTA$(COUNT,1)),VAL(FTA$(COUNT,2))
410 DISPLAY AT(9,1):"FT MDE:"

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415 DISPLAY AT(9,8):USING 325:VAL(FTM$(COUNT,1)),VAL(FTM$(COUNT,2))
420 DISPLAY AT(10,1):"FT %:"
425 DISPLAY AT(10,8):USING 325:VAL(FTP$(COUNT,1)),VAL(FTP$(COUNT,2))
430 DISPLAY AT(11,1):"OF REB:"
435 DISPLAY AT(11,8):USING 325:VAL(OFR$(COUNT,1)),VAL(OFR$(COUNT,2))
440 DISPLAY AT(12,1):"DE REB:"
445 DISPLAY AT(12,8):USING 325:VAL(DER$(COUNT,1)),VAL(DER$(COUNT,2))
460 DISPLAY AT(13,1):"ASSIST:"
465 DISPLAY AT(13,8):USING 325:VAL(ASS$(COUNT,1)),VAL(ASS$(COUNT,2))
480 DISPLAY AT(14,1):"FOULS:"
485 DISPLAY AT(14,8):USING 325:VAL(FOU$(COUNT,1)),VAL(FOU$(COUNT,2))
490 RETURN
500 !*****
501 !* LOAD TEAM DATA TAPE
502 !*****
510 OPEN #1:"CS1",SEQUENTIAL,INTERNAL,INPUT,FIXED 192
515 INPUT #1:N
516 IF N=0 THEN 550
520 FOR I=1 TO N
525 INPUT #1:NAM$(I),NUM$(I),FGA$(I,2),FGM$(I,2),FGP$(I,2),
530 INPUT #1:FTA$(I,2),FTM$(I,2),FTP$(I,2),
535 INPUT #1:OFR$(I,2),DER$(I,2),ASS$(I,2),FOU$(I,2)
545 NEXT I
550 CLOSE #1
555 RETURN
600 !*****
605 !* MENU *
610 !*****
615 CALL CLEAR
620 DISPLAY AT(5,11):"*MENU*"
625 DISPLAY AT(8,1):"A...ADD PLAYER TO ROSTER"
630 DISPLAY AT(10,1):"B...READ A PLAYER'S STATS"
635 DISPLAY AT(12,1):"C...ADD NEW GAME STATISTICS"
640 DISPLAY AT(14,1):"D...DISPLAY TEAM STATISTICS"
645 DISPLAY AT(16,1):"E...END THE PROGRAM"
650 DISPLAY AT(20,1):"ENTER YOUR CHOICE=>"
655 ACCEPT AT(20,20)SIZE(1)BEEP VALIDATE("ABCDE"):C#
670 CALL CLEAR
675 RETURN
1000 !*****
1005 !* ADD A PLAYER *
1010 !*****
1015 CALL CLEAR
1017 N=N+1
1018 IF N>17 THEN DISPLAY AT(12,4):"ROSTER ALREADY FULL" :: N=N-1 ELSE 1020
1019 FOR I=1 TO 500 :: NEXT I :: RETURN
1020 DISPLAY AT(12,5):"ENTER PLAYER'S NAME"
1025 DISPLAY AT(13,3):"('ABORT' FOR MAIN MENU)"
1030 ACCEPT AT(22,7)SIZE(17)BEEP:NAM$(N)
1035 IF NAM$(N)="ABORT" THEN N=N-1 :: RETURN
1040 DISPLAY AT(15,4):"ENTER PLAYER'S NUMBER"
1045 DISPLAY AT(22,6):RPT$(" ",20)
1050 ACCEPT AT(22,13)VALIDATE(DIGIT)SIZE(2)BEEP:NUMB#
1055 PN#=NUMB# :: GOSUB 6000 !DUPLICATE?
1060 IF FLAG#="GOOD" THEN 1050
1065 NUM$(N)=NUMB# :: CALL CLEAR
1070 RETURN
2000 !*****
2005 !* READ A PLAYER *
2010 !*****
2030 CALL CLEAR
2040 DISPLAY AT(12,4):"ENTER PLAYER'S NUMBER"
2050 ACCEPT AT(20,13)BEEP VALIDATE(DIGIT)SIZE(2):PN#
2060 GOSUB 6000 !IS IT THERE
2070 IF FLAG#="BAD" THEN 2050
2080 GOSUB 300 !DISPLAY DATA

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2090 DISPLAY AT(24,1):"PRESS ANY KEY FOR MENU..."
2100 CALL KEY(0,K,S):: IF S=0 THEN 2100
2110 RETURN
3000 !*****
3010 !* ENTER NEW GAME *
3030 !*****
3040 CALL CLEAR
3040 DISPLAY AT(12,4):"ENTER PLAYER'S NUMBER"
3060 ACCEPT AT(20,13)BEEP VALIDATE(DIGIT)SIZE(2):PN$
3070 GOSUB 6000 !MATCH
3080 IF FLAG$="BAD" THEN 3060
3085 GOSUB 300 !MASK
3090 ACCEPT AT(5,9)BEEP VALIDATE(DIGIT)SIZE(5):FGA$(COUNT,1):: ACCEPT AT(6,9)BEE
P VALIDATE(DIGIT)SIZE(5):FGM$(COUNT,1)
3100 FGP=VAL(FGM$(COUNT,1))/VAL(FGA$(COUNT,1))*100 :: IF FGA$(COUNT,1)="0" THEN
FGP$(COUNT,1)="0" ELSE FGP$(COUNT,1)=STR$(FGP)
3110 DISPLAY AT(7,8)SIZE(5):USING "###.#":VAL(FGP$(COUNT,1))
3120 ACCEPT AT(8,9)BEEP VALIDATE(DIGIT)SIZE(5):FTA$(COUNT,1):: ACCEPT AT(9,9)BEE
P VALIDATE(DIGIT)SIZE(5):FTM$(COUNT,1)
3130 FTP=VAL(FTM$(COUNT,1))/VAL(FTA$(COUNT,1))*100 :: IF FTA$(COUNT,1)="0" THEN
FTP$(COUNT,1)="0" ELSE FTP$(COUNT,1)=STR$(FTP)
3140 DISPLAY AT(10,8)SIZE(5):USING "###.#":VAL(FTP$(COUNT,1))
3150 ACCEPT AT(11,9)VALIDATE(DIGIT)SIZE(5)BEEP:OFR$(COUNT,1):: ACCEPT AT(12,9)VA
LIDATE(DIGIT)SIZE(5)BEEP:DER$(COUNT,1)
3170 ACCEPT AT(13,9)VALIDATE(DIGIT)SIZE(5)BEEP:ASS$(COUNT,1):: ACCEPT AT(14,9)VA
LIDATE(DIGIT)SIZE(5)BEEP:FOU$(COUNT,1)
3180 DISPLAY AT(20,1):"PRESS THE SPACE BAR IF ALL"
3190 DISPLAY AT(21,1):" GAME STATS ARE CORRECT"
3200 DISPLAY AT(22,1):"PRESS <ENTER> IF YOU'VE"
3210 DISPLAY AT(23,1):" MADE A MISTAKE."
3220 CALL KEY(0,K,S):: IF S=0 THEN 3220
3230 IF K=32 THEN 3260
3240 IF K=13 THEN 3090
3240 GOTO 3220
3260 FGA$(COUNT,2)=STR$(VAL(FGA$(COUNT,1))+VAL(FGA$(COUNT,2)))
3270 FGM$(COUNT,2)=STR$(VAL(FGM$(COUNT,1))+VAL(FGM$(COUNT,2))):
3280 FGP=VAL(FGM$(COUNT,2))/VAL(FGA$(COUNT,2))*100 :: IF FGA$(COUNT,2)="0" THEN
FGP$(COUNT,2)="0" ELSE FGP$(COUNT,2)=STR$(FGP)
3290 FTA$(COUNT,2)=STR$(VAL(FTA$(COUNT,1))+VAL(FTA$(COUNT,2)))
3300 FTM$(COUNT,2)=STR$(VAL(FTM$(COUNT,1))+VAL(FTM$(COUNT,2)))
3310 FTP=VAL(FTM$(COUNT,2))/VAL(FTA$(COUNT,2))*100 :: IF FTA$(COUNT,2)="0" THEN
FTP$(COUNT,2)="0" ELSE FTP$(COUNT,2)=STR$(FTP)
3320 OFR$(COUNT,2)=STR$(VAL(OFR$(COUNT,1))+VAL(OFR$(COUNT,2)))
3330 DER$(COUNT,2)=STR$(VAL(DER$(COUNT,1))+VAL(DER$(COUNT,2)))
3340 ASS$(COUNT,2)=STR$(VAL(ASS$(COUNT,1))+VAL(ASS$(COUNT,2)))
3350 FOU$(COUNT,2)=STR$(VAL(FOU$(COUNT,1))+VAL(FOU$(COUNT,2)))
3360 RETURN
4000 !*****
4010 !* TEAM STATS *
4020 !*****
4030 CALL CLEAR
4040 DISPLAY AT(12,9):"ONE MOMENT" :: COUNT=0
4050 NAM$(0)="TEAM" :: NUM$(0)=" "
4060 FOR I=1 TO N :: FGA$(0,1)=STR$(VAL(FGA$(0,1))+VAL(FGA$(I,1))): FGA$(0,2)=S
TR$(VAL(FGA$(0,2))+VAL(FGA$(I,2)))
4070 NEXT I
4080 FOR I=1 TO N :: FGM$(0,1)=STR$(VAL(FGM$(0,1))+VAL(FGM$(I,1))): FGM$(0,2)=S
TR$(VAL(FGM$(0,2))+VAL(FGM$(I,2)))
4090 NEXT I
4100 FGP1=VAL(FGM$(0,1))/VAL(FGA$(0,1))*100 :: IF FGA$(0,1)="0" THEN FGP$(0,1)="
0" ELSE FGP$(0,1)=STR$(FGP1)
4105 FGP2=VAL(FGM$(0,2))/VAL(FGA$(0,2))*100 :: IF FGA$(0,2)="0" THEN FGP$(0,2)="
0" ELSE FGP$(0,2)=STR$(FGP2)
4110 FOR I=1 TO N :: FTA$(0,1)=STR$(VAL(FTA$(0,1))+VAL(FTA$(I,1))): FTA$(0,2)=S
TR$(VAL(FTA$(0,2))+VAL(FTA$(I,2)))
4115 NEXT I

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4120 FOR I=1 TO N :: FIM$(0,1)=STR$(VAL(FIM$(0,1))+VAL(FIM$(I,1))):: FIM$(0,2)=S
TR$(VAL(FIM$(0,2))+VAL(FIM$(I,2)))
4130 NEXT I
4135 FTP1=VAL(FIM$(0,1))/VAL(FTA$(0,1))*100 :: IF FTA$(0,1)="0" THEN FTP$(0,1)="
0" ELSE FTP$(0,1)=STR$(FTP1)
4137 FTP2=VAL(FIM$(0,2))/VAL(FTA$(0,2))*100 :: IF FTA$(0,2)="0" THEN FTP$(0,2)="
0" ELSE FTP$(0,2)=STR$(FTP2)
4140 FOR I=1 TO N :: OFR$(0,1)=STR$(VAL(OFR$(0,1))+VAL(OFR$(I,1))):: OFR$(0,2)=S
TR$(VAL(OFR$(0,2))+VAL(OFR$(I,2)))
4150 NEXT I
4160 FOR I=1 TO N :: DER$(0,1)=STR$(VAL(DER$(0,1))+VAL(DER$(I,1))):: DER$(0,2)=S
TR$(VAL(DER$(0,2))+VAL(DER$(I,2)))
4170 NEXT I
4180 FOR I=1 TO N :: ASS$(0,1)=STR$(VAL(ASS$(0,1))+VAL(ASS$(I,1))):: ASS$(0,2)=S
TR$(VAL(ASS$(0,2))+VAL(ASS$(I,2)))
4190 NEXT I
4200 FOR I=1 TO N :: FOU$(0,1)=STR$(VAL(FOU$(0,1))+VAL(FOU$(I,1))):: FOU$(0,2)=S
TR$(VAL(FOU$(0,2))+VAL(FOU$(I,2)))
4210 NEXT I
4220 GOSUB 300
4230 DISPLAY AT(20,1):"PRESS ANY KEY FOR MENU..."
4240 CALL KEY(0,K,S):: IF S=0 THEN 4240
4250 FOR A=1 TO 2 :: FGA$(0,A),FGM$(0,A),FGP$(0,A),FTA$(0,A),FTM$(0,A),FTP$(0,A)
,OFR$(0,A),DER$(0,A),ASS$(0,A),FOU$(0,A)="0" :: NEXT A
4260 RETURN
5000 !*****
5010 !* END THE PROGRAM *
5020 !*****
5030 CALL CLEAR
5040 GOSUB 200
5050 OPEN #1:"CS1",SEQUENTIAL,OUTPUT,INTERNAL,FIXED 192
5060 PRINT #1:N
5070 FOR I=1 TO N
5080 PRINT #1:NAM$(I),NUM$(I),FGA$(I,2),FGM$(I,2),FGP$(I,2),
5090 PRINT #1:FTA$(I,2),FTM$(I,2),FTP$(I,2),
5100 PRINT #1:OFR$(I,2),DER$(I,2),ASS$(I,2),FOU$(I,2)
5110 NEXT I
5120 CLOSE #1
5130 DISPLAY AT(12,12)ERASE ALL:"BYE"
5140 END
6000 !*****
6010 !* SEARCH FOR NUMS *
6020 !*****
6030 FOR COUNT=1 TO N
6040 IF NUM$(COUNT)=PN$ THEN FLAG$="GOOD" :: RETURN
6050 NEXT COUNT
6060 FLAG$="BAD"
6070 RETURN
10000 !*****
10001 !* DRIVER *
10002 !*****
10005 CALL SCREEN(2):: FOR I=1 TO 8 :: CALL COLOR(I,16,2):: NEXT I
10010 GOSUB 100 !DIMS
10020 GOSUB 200 !RIGHT TAPE
10040 GOSUB 500 !LOAD TAPE
10042 IF N=0 THEN 10043 ELSE 10050
10043 DISPLAY AT(12,1)ERASE ALL:"NO RECORDS ON DATA FILE " :: DISPLAY AT(13,1):"
MUST ADD PLAYERS BEFORE"
10045 DISPLAY AT(14,1):"ANY OTHER PROCESSING!"
10045 FOR I=1 TO 1000 :: NEXT I :: CALL CLEAR
10050 GOSUB 600 !MENU
10060 C=ASC(C$)-64 :: ON C GOSUB 1000,2000,3000,4000,5000
10070 GOTO 10050
10080 END

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