

TinyBASIC: Interactive programming system

Commodore 64 BASIC and emulators

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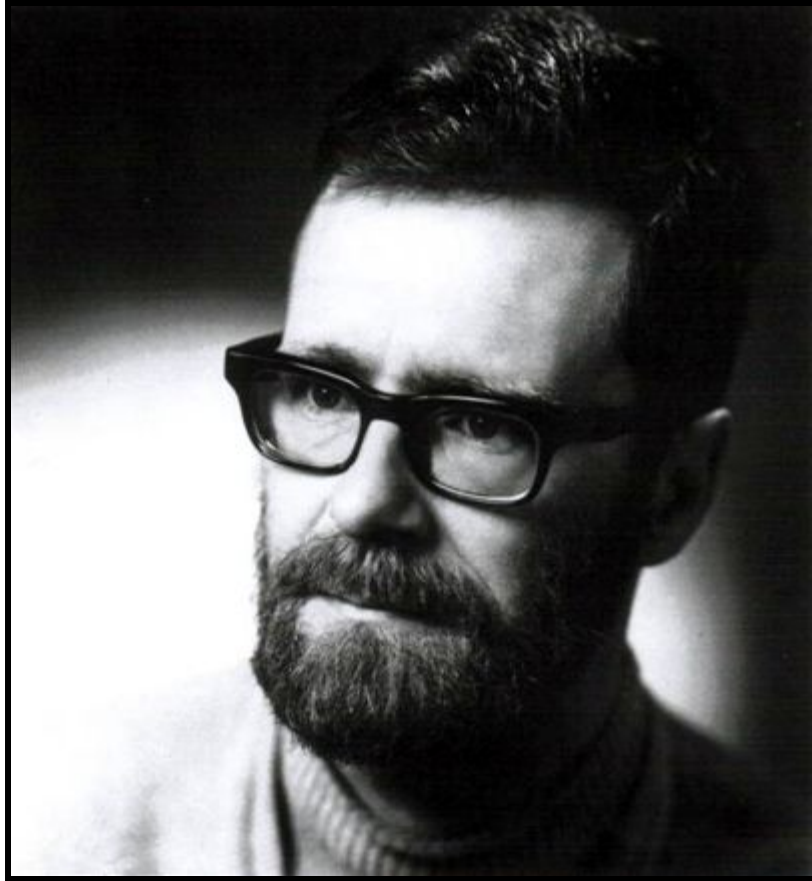
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BASIC as a language?

Edsger Dijkstra on BASIC...

It is practically impossible to teach good programming to students that have had a prior exposure to BASIC: as potential programmers they are mentally mutilated beyond hope of regeneration.

Why look at BASIC?

BASIC as a programming system

- Right at the birth of microcomputers
- Part of an early computing culture
- Interesting mode of interaction!

BASIC as a programming problem

- Interpreter with richer state
- Statements vs. expressions
- More interesting F# programming!





Demo

Writing BASIC in C64 emulator

Realistic machine-level
system emulator

All the clever hacks
with **POKE** work!

See: C64 emulator

What is interesting about it?

Learnability

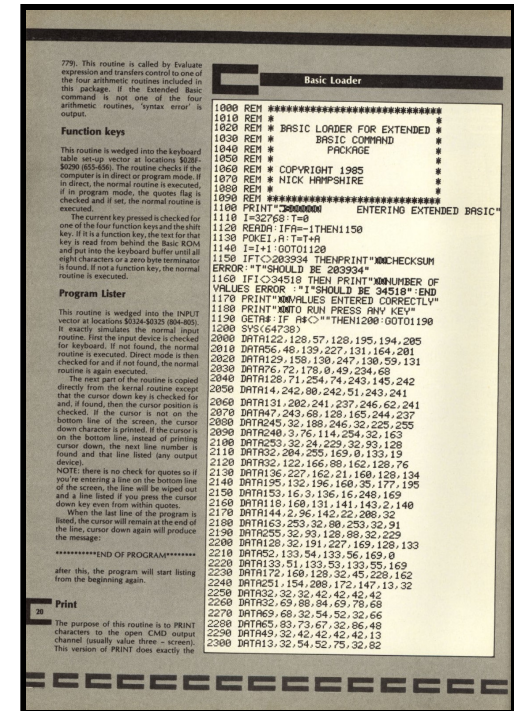
- Your computer boots into BASIC
- Copy games code from magazines

From novice to hacker

- Easy to write basic programs
- Much more with **POKE** and **SYS**!

Interaction mode

- Code editor and REPL at the same time



Demo

My C64 essay

Explore the interaction
How it helps write, test
and debug code?

Not fully accurate
Program does not live
in memory, **POKE**
offsets are wrong

200 CREATING A MOVING BALL

To build our Breakout game, we can proceed gradually. This is yet another nice feature of the programming environment. We want to create a ball that bounces off the wall, but let's start with a ball that just moves to the right.

We will do only a tiny bit of planning. Code that initializes variables with the game state starts at line 1000 and code that handles ball movement will start at 2000. We will also first clear the screen and use DELETE to remove all the previous maze and Hello World code.

```
PRINT CHR$(147);  
DELETE  
1000 REM STATE INITIALIZATION  
1010 X=0  
2000 REM BALL MOVEMENT  
2010 POKE X CHR$(32)  
2020 X=X+1  
2030 POKE X CHR$(209)  
2040 GOTO 2000  
RUN
```

To draw a ball at a specific location, we use POKE which writes a value to a memory location. Here, the part of memory representing a screen starts at offset 0. We first erase the previous ball using a space (character code 32) and then draw a ball (character code 209).

Show me

Stop running

```
1000 REM STATE INITIALIZATION  
1010 X=0  
2000 REM BALL MOVEMENT  
2010 POKE X CHR$(32)  
2020 X=X+1  
2030 POKE X CHR$(209)  
2040 GOTO 2000  
RUN
```

In a real Commodore 64, you can use POKE to write (and PEEK to read) data from any part of the 64k memory. This is used for doing a wide range of things not available through a named command like changing colors or switching to lower-case. It also has a special hacker ethos around itself. Once you know about it, you get curious what else can be done with it!

The emulator implemented here only supports POKE for accessing screen memory. To keep things simpler, it starts at offset 0 rather than at offset 1024 as in the real Commodore 64. When you access an invalid address, e.g. by waiting until the ball runs off the screen, the operation fails and the program execution will stop.

A bit of theory

Reasoning about programs

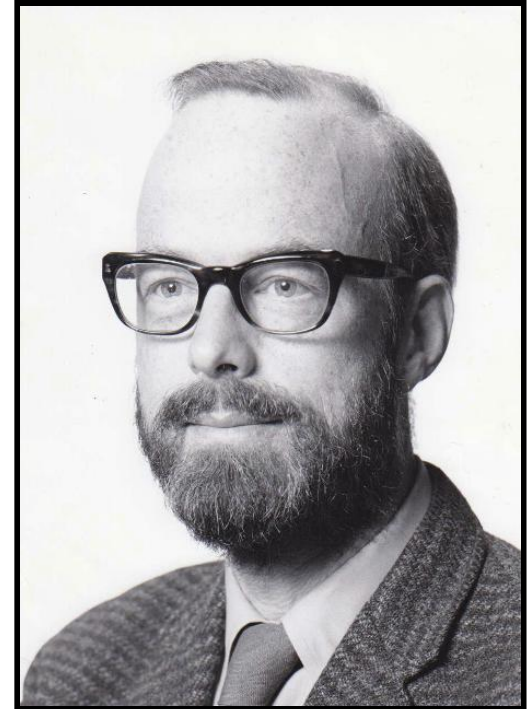
Reasoning about programs

Functional languages

- Compositional semantics
- Define meaning of $e_1 + e_2$ in terms of the meaning of e_1 and e_2

Imperative languages

- What is the meaning of **PRINT "HI"**?
- What is the meaning of **GOTO 10**?
- Whatever the interpreter does..
- Not very good for program proofs!



```
00 REM FACTORIAL IN BASIC
10 Q=5
20 N=1
30 F=1
40 IF N=Q THEN GOTO 100
50 N=N+1
60 F=F*N
70 GOTO 40
100 PRINT F
```

Reasoning about BASIC programs

Hoare triples $\{P\}c\{Q\}$

Pre-condition P what is true before the command execution

Post-condition Q what is true after the command execution

Reasoning about BASIC programs

Postconditions of a command before have to match **preconditions** of a command after

Coming up with the right properties is tricky!

```
{ }
10 Q=5
20 N=1
30 F=1
   { F = N! }

   { F = N! }
40 IF N=Q THEN GOTO 100

   { F = N! }
50 N=N+1      F' = F * (N+1)
60 F=F*N      = N! * (N+1)
   { F' = N'! } = N'!

70 GOTO 40

   { F = N! ∧ N = Q }
100 PRINT F
```