

Program Description I

Program Title Basketball

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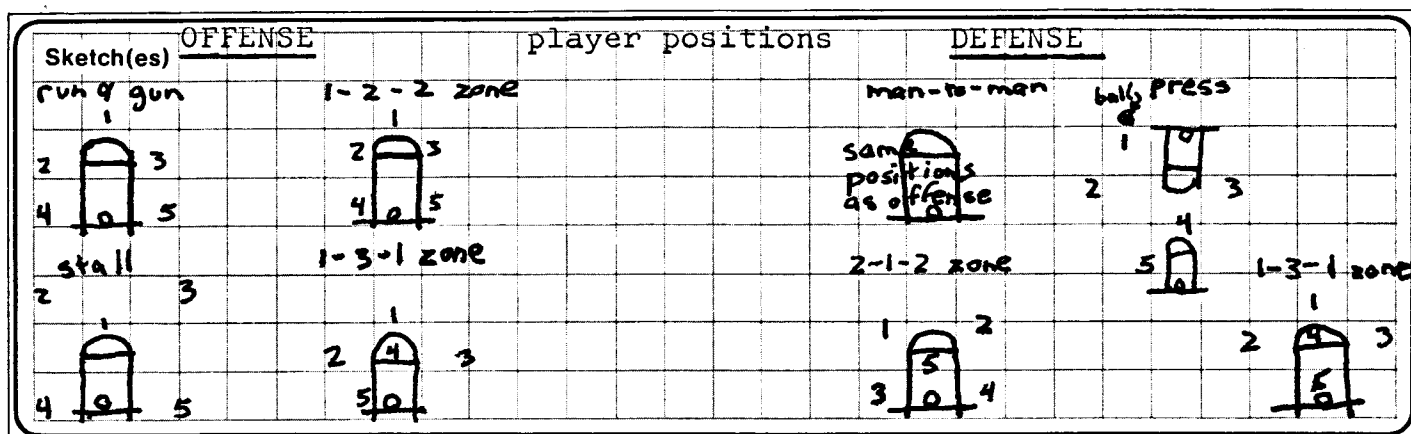
Program Description, Equations, Variables 2 people play an action-packed game of hoop.
Pick your offense and defense and pass to any player or shoot. Use a
run and gun offense for a fast, high-scoring game or slow it down
with a stall. Other offenses and defenses to choose from.

Operating Limits and Warnings The game time is incremented in quarters but the
number of quarters is not kept track of by the calculator.

This program has been verified only with respect to the numerical example given in *Program Description II*. User accepts and uses this program material AT HIS OWN RISK, in reliance solely upon his own inspection of the program material and without reliance upon any representation or description concerning the program material.

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Program Description II



Sample Problem(s) Enter program and store seed (0<seed<1)

```
.3625      STO E      0.36*
JUMP       E          1.00* Team 1 got the
                        jump
1 (run and gun) A    0.00*
212 (2-1-2 zone) B  1.00** player 1 has the ball
                    0.00** If pause is left
                    0, then a shot is taken.
                    Punch 4 for a pass to
                    player 4.
                    4.00** Player 4 has the ball
                    0.00** he shoots!
                    2.*** and hits for 2
                    1.00** team 1 has
                    2.00** points
                    2.00** and team 2 has
                    0.00** points
                    2.00* team 2 has the ball
CONTINUE AS ABOVE UNTIL FIRST QUARTER ENDS, THEN JUMP THE BALL AGAIN.
* display halts ** display pauses *** a print command
```

Solution(s) Offense and defense plays are entered as follows:

OFFENSE	DEFENSE	
run and gun=1	man-to-man=1	After the offense and defense are input,
stall=2	press=2	the display may halt with a 1.00 or
1-3-1=131	1-2-2=122	2.00 which means that team has stolen the
1-2-2=122	2-1-2=212	ball. If after the shot is taken the
		display halts it means that team has
		rebounded, however, if a 5,4,3 is dis-
		played, that player has rebounded the
		ball for the offensive team.

NOTE

THE NUMBER OF QUARTERS IS NOT KEPT, AT THE END
OF A QUARTER THE TEAM NUMBERS A PRINTED, **NOT**

Reference(s)

PAUSED. A JUMP BALL MUST FOLLOW.

User Instructions

A diagram of a basketball court. At the top, the word "BASKETBALL" is written. Below it, the words "OFFENSE", "DEFENSE", and "JUMP" are written in separate boxes. On the left side, there is a small square containing the number "1" and an arrow pointing left. On the right side, there is a small square containing the number "2" and an arrow pointing right.

[illegible]

STEP	KEY ENTRY	KEY CODE	COMMENTS	STEP	KEY ENTRY	KEY CODE	COMMENTS
001	* f LBL A	31 25 11			GTO B	22 12	
	STO A	33 11		*	f LBL 2	31 25 02	
	1	01			STO-9	33 51 09	
	STO 0	33 00		060	g GSBf e	32 22 15	
	CLX	44		.		83	
	R/S	84		1		01	
	* f LBL B	31 25 12		3		03	
	STO B	33 12		g x>y	32 81		
	1	01		GTO 8	22 08		
010	STO - 9	33 51 09		.		83	
	h RV	35 53		2		02	
	2	02		STO 4	33 04		
	g x=y	32 51		GTO 7	22 07		
	GTO 1	22 01		070	* f LBL 1	31 25 01	
	RCL A	34 11		g GSBf e	32 22 15		
	g x=y	32 51		.		83	
	GTO 2	22 02		2		02	
	1	01		g x>y	32 81		
	g x=y	32 51		GTO 8	22 08		
020	GTO 3	22 03		.		83	
	RCL B	34 12		4		04	
	RCL A	34 11		STO 4	33 04		
	-	51		GTO 7	22 07		
	f x<0	31 71		080	* f LBL 4	31 25 04	
	GTO 4	22 04		g GSBf e	32 22 15		
	f x=0	31 51		.		83	
	GTO 5	22 05		1		01	
	RCL B	34 12		g x>y	32 81		
	1	01		GTO 8	22 08		
030	g x=y	32 51		.		83	
	GTO 6	22 06		3		03	
	g GSBf e	32 22 15		STO 4	33 04		
	.	83		GTO 7	22 07		
	1	01		090	* f LBL 5	31 25 05	
	g x>y	32 81		g GSBf e	32 22 15		
	GTO 8	22 08		.		83	
	.	83		1		01	
	3	03		g x>y	32 81		
	5	05		GTO 8	22 08		
040	STO 4	33 04		.		83	
	GTO 7	22 07		2		02	
*	g LBLf c	32 25 13		STO 4	33 04		
	g GSBf e	32 22 15		* f LBL 7	31 25 07		
	.	83		100	g GSBf a	32 22 11	
5		05		g GSBf e	32 22 15		
f x<0		31 71		g GSBf d	32 22 14		
GTO 8		22 08		RCL 4	34 04		
g GSBf e		32 22 15		+	61		
3		03		g x>y	32 81		
050	X	71		GTO 9	22 09		
3		03		GTO f c	22 31 13		
+		61		* g LBLf a	32 25 11		
f INT		31 83		RCL 0	34 00		
STO 0		33 00		110	n PAUSE	35 72	
h PAUSE		35 72		CLX	44		
RCL B		34 12		h PAUSE	35 72		

REGISTERS

0 player will ball	1 team 1 score	2 team 2 score	3	4 shot factor	5	6	7	8	9 time in quarter
S0	S1	S2	S3	S4	S5	S6	S7	S8	S9
A OFFENSIVE PLAY	B DEFENSIVE PLAY	C	D	E	I				

STEP	KEY ENTRY	KEY CODE	COMMENTS	STEP	KEY ENTRY	KEY CODE	COMMENTS
	f x=0	31 51			5	05	
	h RTN	35 22		170	STO 9	33 09	
	STO 0	33 00			g GSBf e	32 22 15	
	g GBSf d	32 22 14			2	02	
	g GSBf e	32 22 15			X	71	
	g x<y	32 71			1	01	
	GTO 8	22 08			+	61	
120	GTO f a	22 31 11			f INT	31 83	
*	g LBLf d	32 25 14			h ST I	35 33	
	RCL 0	34 00			h RTN	35 22	
	f LOG	31 53		*	f LBL 6	31 25 06	
	2	02		180	g GSBf e	32 22 15	
	÷	81			.	83	
	h RTN	35 22			2	02	
*	f LBL 9	31 25 09			g x>y	32 81	
	2	02			GTO 8	22 08	
	f -x-	31 84			.	83	
130	STO+(i)	33 61 24			3	03	
	1	01			STO 4	33 04	
	h PAUSE	35 72			GTO 7	22 07	
	RCL 1	34 01		*	g LBLf b	32 25 12	
	h PAUSE	35 72		190	1	01	
	2	02			f -x-	31 84	
	h PAUSE	35 72			RCL 1	34 01	
	RCL 2	34 02			h PAUSE	35 72	
	h PAUSE	35 72			2	02	
*	f LBL 8	31 25 08			f -x-	31 84	
140	RCL 9	34 09			RCL 2	34 02	
	f x<0	31 71			h PAUSE	35 72	
	GTO f b	22 31 12			R/S	84	
	h RC I	35 34		200			
	1	01					
	g x=y	32 51					
	+	61					
	h ST I	35 33					
	R/S	84					
*	g LBLf e	32 25 15					
150	h 7	35 73					
	RCL E	34 15					
	+	61					
	g x ²	32 54					
	g FRAC	32 83		210			
	STO E	33 15					
	h RTN	35 22					
*	f LBL 3	31 25 03					
	g GSBf e	32 22 15					
	.	83					
160	2	02					
	g x>y	32 81					
	GTO 8	22 08					
	.	83					
	4	04		220			
	STO 4	33 04					
	GTO 7	22 07					
*	f LBL E	31 25 15					
	2	02					

LABELS					FLAGS	SET STATUS		
A OFFENSE	B DEFENSE	C	D	E JUMP	0	FLAGS	TRIG	DISP
a pass to player	b end of quarter	c rebound	d shot factor	e random #	1	0 ☐ ON ☒ OFF	DEG ☒	FIX ☒
0	1 used	2 used	3 used	4 used	2	1 ☐ ☒	GRAD ☐	SCI ☐
5 used	6 used	7 test if shot is made	8 test for end of quart.	9 score	3	2 ☐ ☒	RAD ☐	ENG ☐
						3 ☐ ☒		n 2