Program

The following program uses POKEV to display on the screen the characters that correspond to ASCII codes 65 through 255, at the specified by line 130.

```
1 CALL GRAPHICS(1,1)
100 CALL CLEAR :: X=0
110 FOR R=0 TO 23
120 FOR C=0 TO 31 STEP 3
130 CALL POKEV(R*32+C)+1024,X)
140 X=X+1::NEXT C :: NEXT R
```