

Financial Planning One Liners

by Tony Falco

Until computers came on the scene, calculations involving compound interest were laborious and complex. In most on the job applications, values were not calculated but rather they were read from tables. Your TI can now make financial calculation easy as illustrated by the four one liners below.

Suppose Auntie Mabel donates \$1000 for your newborn son's education. Running program 1 you will find that if you invest it at 8% compounded monthly and leave it for 18 years then you will have earned \$4,200.57.

You estimate needing \$100,000 (a conservative estimate) for college 18 years hence. Program 2 tells you that at 8% compounded monthly for 18 years you should make a one time deposit of \$23,806.27 to have \$100,000 when you need it.

When you see that amount you decide that a systematic savings plan would be more practical for you. So you will invest \$200 a month at 8% annual interest for 18 years. Program 3 tells you you will have accumulated \$96,017.23 by the end of your 18 year ordeal.

You are curious to find the exact monthly deposit needed to yield your \$100,000 goal. Program 4 to the rescue. This program says you will need \$208.30 per month if you use all the figures above.

More technically speaking. Program 1 computes the future value of a one time investment. Program 2 computes the present value for a one time investment. Program 3 gives values for an annuity. And the last program creates values for a sinking fund.

Of course the hardest part is not computing the values but coming up with the dough.

```
1 CALL CLEAR :: INPUT "Invested:$":P ::  
  INPUT "Rate:":R :: INPUT "Cpds/Yr:":N ::  
  INPUT "Years:":T :: A=P*(1+R/100/N)^(N*T)  
  PRINT "FINAL VALUE=$"&STR$(INT(A*100+.5)/100):: END
```

```
2 CALL CLEAR :: INPUT "Needed:$":A :: IN  
  PUT "Rate:":R :: INPUT "Cpds/Yr:":N :: I  
  NPUT "Years:":T :: P=A/(1+R/100/N)^(N*T)  
  PRINT "Deposit=$"&STR$(INT(P*100+.5)/100):: END
```

```
3 CALL CLEAR :: INPUT "Deposit:$":P :: I  
  NPUT "Rate:":R :: INPUT "Times/Yr:":N ::  
  INPUT "Years:":T :: A=100*N*P*((1+R/100  
  /N)^(N*T)-1)/R :: PRINT "Final=$"&STR$(I  
  NT(A*100+.5)/100):: END
```

```
4 CALL CLEAR :: INPUT "Needed:$":A :: IN  
  PUT "Rate:":R :: INPUT "Times/Yr:":N ::  
  INPUT "Years:":T :: P=A*R/((1+R/100/N)^(  
  N*T)-1)/N/100 :: PRINT "Deposit $"&STR$(  
  INT(P*100+.5)/100):: END
```

MEMBERSHIP
DECREASE
WHY ? ? ?

1. Lost interest in computer.
2. Went to another computer -- ie. Apple/Commodore.
3. Feel left out, dull meetings, doesn't meet needs, lack of participation, and unknown goals.
4. TI expansion too costly in relation to other computer types.
5. Devisiveness (unity), computer limitations, poor software support, and lack of innovative software.

NOTE: These were all of the options accepted by the group at the September meeting for why the membership has been steadily declining.

WAYS TO
INCREASE MEMBERSHIP
or DECREASE ITS DECLINE

1. Schedule meeting events at least two months in advance so that members can plan ahead.
2. Educate the members as necessary by providing tutorials, demonstrations, and reviews.
- 2a. Demonstration should provide real world applications with handouts so that participants can better understand the software or hardware operation.
3. Plan interaction amongst members during the meetings so that no one feels left out.
4. Revitalize the existing MUNCH software library. Much "cleaning up" must be done to make programs more useful.
5. Publish new software in our newsletter so that members can remain somewhat up-to-date.
6. Provide information to the membership regarding IBM/TI conversions and vice versa.

How to build your own working 16-bit microcomputer by Ken Tracton. TAB, 1979. Although not strictly for the TI-99/4A, this book covers the fundamentals of the TMS 9900 processor. At the time of its introduction the TMS 9900 was considered to be the most advanced single-chip processor available.

How to feel at home with a home computer by Garry G. Bitterand Roger S. Walker. Texas Instruments, 1983. This is probably as good an introduction as there is to the Home Computer. It is well presented and full of informative pictures and diagrams. Unfortunately for TI this first-class book was published after they pulled out of the home computer market.

How to use the TI-99/4A Computer by Bill Brewer and Jerry Willis. dilithium Press, 1984. A good introductory book with many useful half-tone illustrations, including all the ill-fated Hex-Bus peripherals.

Introducing Logo: For the Apple II Computer, Texas Instruments 99/4A, and Tandy Color Computer by Peter Ross. Ross comments that "TI Logo differs from Terrapin Logo and Apple Logo in several important ways... The main difference is that TI Logo has 'sprites' and 'tiles' as well as the turtle". TI Logo II also has music. Ross' book is useful, but perhaps unspectacular.

Introduction to Assembly Language for the TI Home Computer by Ralph Molesworth. Steve Davis Publishing, 1983. Primarily for use with the Editor/Assembler, but also can be used with Mini-Memory.

Introduction to Graphics for the TI-99/4A by John P. Grillo, J.D. Robertson and Terry F. Zbyszynski. Wm. C. Brown, 1984. Includes 38 programs in TI Extended Basic, some making use of disk, BUT note this comment by the authors: "In this book, we have limited our discussion to low-resolution graphics only. We do not discuss the color, sound, joystick, and lightpen features of this fine machine. We hope to cover these topics in a subsequent book".

Introduction to TI Basic by Don Inman, Ramon Zamora and Bob Albrecht. Hayden Book Company, 1980. A straight-forward textbook on TI Basic which does not go far beyond the two manuals supplied with the TI-99/4A.

I speak Basic to my TI-99/4A by Aubrey B. Jones. Hayden, 1984. This book claims to be a "field-tested computer literacy course that introduces students to

Basic language programming". It is a large book set in large type that largely covers the information in the User's Reference Manual.

Itty Bitty Bytes of Space.

Kids and the TI 99/4A by Edward H. Carslon. Reston Publishing, 1982. This book is truly "not just for kids", but one of the best introductions to learning how to program in TI Basic.

Learning TI-99/4A Home Computer Assembly Language Programming by Ira McComic. Wordware, 1984. A good book for beginners who have the Editor/Assembler but no previous experience in assembly language.

Learning with Logo. McGraw-Hill, 1983 by Daniel Watt. Although mainly concerned with Terrapin/Krell Logo and secondarily with TI Logo, this is one of the best and most comprehensive books on Logo presently available.

Micronova's Home Computer Directory for the TI-99/4A. Micronova, 1983. A useful book when it first appeared, although some of the information is now significantly dated.

Night Mission by Craig G. Miller. Millers Graphics, 1985. Although usually sold as a game (plus instructions), this is really a 90-page book (plus cassette), similar to the Sams "combo" packs. Here the author provides not only extremely full documentation and detailed explanation of a nice arcade-style XB game, but also other worthwhile programming material (e.g., "The Power of AND" plus many useful CALL PEEKs and CALL LOADs).

Numerical Analysis with the TI.

Orphan Survival Handbook by Dr. Ron Albright. Disk Only Software, 1987. A collection of articles extracted from user group newsletters and organized into sections on Basic, Assembly, c99, Forth, Pascal and Pilot, Hardware, Telecommunications, and TI Writer.

Programmer's Reference Guide to the TI-99/4A by C. Regena. Compute! Publications, 1983. Not so much a reference guide as an instruction manual on how to program in TI Basic, this book contains 48 programs by popular columnist Cheryl Whitelaw (or "Regena" of 99'er and Compute! fame).

Programming Basic with the TI Home Computer by Herbert D. Peckham. McGraw-Hill Book Company,

1979. Another straight-forward textbook on TI Basic, going a bit further than Inman's *Introduction to TI Basic*.

Programming Discovery in TI Logo. Texas Instruments, 1982. This attractive "student guide" was used by Texas Instruments with their Computer Advantage Clubs and is very well designed.

Programs for the TI Home Computer by Steve Davis. Steve Davis Publishing, 1983. Four dozen programs that do make use of the special features of the TI-99/4A. Most of the programs only require TI Basic and a cassette system, though some make use of TI Extended Basic, disk system, memory expansion, or Terminal Emulator II and speech synthesizer.

Scott Adams Adventure Hints

Smart Programming Guide for Sprites by Craig G. Miller. Millers Graphics, 1983. This book contains many examples of ways to improve your programs by using sprites. In particular, there are techniques listed that will allow you to achieve better coincidences.

Sprites, A Turtle, and TI Logo by Jim Conlan and Don Inman. Reston Publishing, 1984. "A friendly, playful introduction to the TI Logo computer language", very well done.

Starting Forth by Leo Brodie. Prentice-Hall, 1981. This is the book recommended in the TI Forth manual. Brodie combines cartoons with an elegant simplicity of presentation as he unfolds the intricacies of Forth.

Stimulating Simulations for the TI-99/4A by C.W. Engel. Hayden Book Company, 1984. 11 "simulation game programs" in TI Basic, 2 in TI Extended Basic, adapted from a popular book first published in 1977.

Taking off with Basic on the TI-99/4A.

Technical Drive by Monty Schmidt. Monty Schmidt, 1987. Contains hard-to-find information on how to access peripherals using their built-in Device Service Routines (DSRs). Includes commented disassembled DSRs for the Mini Memory, Corcomp 9900 clock card, TI RS232 and TI Disk Controller.

Terrific Games for the TI 99/4A by Hal Renko and Sam Edwards. Addison-Wesley Publishing Company, 1983. A mixed bag of 30-some unusual game programs from the Netherlands in TI Basic and TI Extended Basic.

Texas Instruments Basic Programming for Adults by staff of TI Computer Advantage Club. Texas Instru-

ments, 1983. This was the course book for the TI Computer Advantage Club. It is designed for the absolute beginner.

Texas Instruments Computer Awareness Program for Children by staff of the TI Learning Center. Texas Instruments, 1982. This was the course book for the TI Computer Awareness Program. It was designed to let children discover computers, learn how they work and see what they can do. Includes a few pages on introducing Logo.

Texas Instruments Home Computer Games Programs by Len Turner. ARCsoft, 1984. A poor collection of Basic games including two variations of High-Low numbers because it's "the all-time most favorite computer game".

Texas Instruments Terminal Emulator Protocol Manual. Texas Instruments, May 18, 1981. This manual provides a complete description of the communication protocol used by the Terminal Emulator 2 package. It describes the steps needed to display text, create and display graphics and create and execute sound and speech on the TI-99/4A using the TE2 protocols.

The Academic TI by Richard Mowe and Ron Mummaw. Reston Publishing, 1984. A broad introduction aimed at younger users, but includes sections on Logo, Writing Software and TI Writer.

The Best of 99'er: Volume 1. Emerald Valley Publishing, 1983. A very worthwhile collection of articles on "Starting Out", "Programming Techniques and Languages", "Inside Basic and Extended Basic", "Logo", "Assembly Language", "Computer-Assisted Instruction", "Computer Gaming" and "Applications and Utilities".

The Best of TI-99/4A Cartridges by Thomas Blackadar. SYBEX, 1984. As the title indicates, this book covers only some of the cartridges, and not always the best. Nevertheless, this is one of the few books that has any significant treatment of cartridges for the TI.

The Best Texas Instruments Software by the editors of Consumer Guide. Publications International, 1984. Contains one-page program reviews (Basic, Xbasic and cartridges) with ratings. Subjects include: word processing, business, home, education, networking, strategy games, arcade games and programming aids.

The Elementary TI-99/4A by William B. Sanders. DATAMOST, 1983. This book contains useful chapters on "Data and Text Files" and "You and Your Printer", topics usually ignored in similar books.

IMPACT/99
BY JACK SUGHRUE

TI-BASE
PART TWO

LAST TIME IN IMPACT I WAXED ENTHUSIASTIC OVER DENNIS FAHERTY'S TI-BASE. IN THE FEW DAYS SINCE I WROTE PART I OF THIS REVIEW I HAVE GROWN EVEN MORE FOND OF THIS FANTASTIC DATABASE.

YOU CAN THROW OUT ALL YOUR OTHERS, JUST AS YOU DID YOUR OLD TI WRITER CARTRIDGE AFTER FUNNELWEB CAME OUT.

TI-BASE IS PERFECT FOR BUSINESS, SCHOOL, HOME, AND PLAYTIME. THIS CAN HANDLE ANYTHING YOU WANT A DATABASE FOR AND LOTS OF THINGS YOU DIDN'T KNOW YOU WANTED ONE FOR BEFORE SEEING THE CREATIVE POSSIBILITIES BUILT IN.

BUT BEFORE I LIST A PILE OF ITS OPERATIONAL PROPERTIES, IT MIGHT BE BETTER TO START (AS I HAD TO) WITH THE SIMPLE THINGS. LAST MONTH I SAID I WANTED TO CREATE A PERSONAL LIBRARY CATALOG OF WORKS BY COMEDY AUTHOR P.G. WODEHOUSE. IT COULD JUST AS EASILY BE A VIDEO LIBRARY OR RECIPES OR A CHECKBOOK OR MAILING ADDRESSES OR WHATEVER. IT DOES ALL THESE SIMPLE TASKS MORE EASILY THAN ANY OTHER DATABASE I HAVE USED FOR THE TI. ITS INPUT HAS NO RESTRICTIONS, NOR DOES ITS OUTPUT, AS YOU WILL SEE.

THE WODEHOUSE COLLECTION I HAVE INCLUDES PAPERBACK BOOKS, HARDBOUNDS, MULTI-BOOK ANTHOLOGIES, SHORT STORIES, TAPES, VIDEOS. I HAVE A NUMERICALLY ASSIGNED BIBLIOGRAPHY. I ALSO HAVE SHEETS OF PAPER WITH THE VARIOUS TITLES UNDER WHICH THE SAME BOOKS WERE PRINTED. AND I HAVE A LOT OF VARIOUS PIECES OF INFORMATION ABOUT MANY OF THE PRINTED MATERIALS FROM DIFFERENT SOURCES, INCLUDING SOME LIBRARY RESEARCH. AND, OF COURSE, I HAVE MANY OF THE BOOKS.

SO I FIRST HAD TO DECIDE HOW I WANTED THIS INFORMATION COLLECTED AND HOW I WANTED IT TO APPEAR IN FINAL SCREEN DISPLAY AND HARD COPY FORMS.

I HAVE OVER 200 SEPARATE ITEMS, BUT FOR OUR PURPOSES I'LL USE THE FIRST FEW. ALL BOOKS.

AT FIRST GLANCE I REALIZED THAT THE PRE-COMPUTER LAYOUT IS SIMILAR TO MANY DATABASES. I HAVE TO DESIGNATE A FIELD (TITLE, ORIGINAL PUBLICATION DATE, ASSIGNED NUMBER FOR CROSS-REFERENCING [LIKE K235 FOR MOZART'S WORKS] AND SO ON).

I'M ALLOWED 17 DIFFERENT FIELDS ON EACH RECORD PAGE. MORE THAN I'LL EVER USE. I'M ALLOWED UP TO 255 CHARACTERS FOR EACH FIELD. AGAIN, MORE THAN I'LL USE. AND I'M ALLOWED OVER 8,000 RECORDS PER DATABASE. DEFINITELY MORE THAN I'LL EVER USE. AND I CAN CREATE AN INFINITE NUMBER OF BASES.

SO, I PUT MY TI-BASE IN DRIVE 1 (THOUGH I CAN ASSIGN IT TO ANY DRIVE OR RAM) AND MY INITIALIZED BLANK DISK FOR CREATION OF THE DATABASE IN DRIVE 2 (THOUGH I COULD INITIALIZE IT FROM INSIDE THE PROGRAM ITSELF WHILE I'M USING IT). I LOAD IT AUTOMATICALLY BY CHOOSING EXTENDED BASIC.

IT TAKES ABOUT 97 SECONDS TO FULLY LOAD. THEN YOU ARE ASKED FOR THE DATE IN THIS FORM: 09/18/88. THIS INFO GOES ONTO YOUR DISK AND DATABASE, SO BE SURE THE WRITE-PROTECT TABS ARE NOT ON EITHER DISK. AND BE SURE YOU MADE BACKUPS (AS RECOMMENDED BY FAHERTY) AND KEEP YOUR ORIGINALS SAFE.

NEXT YOU'LL BE PRESENTED WITH A STATUS REPORT WITH THESE DEFAULTS:

```
DATDISK=DSK2.  
PRGDISK=DSK1.  
PRINTER=PIO.  
LINE=80  
PAGE=56  
HEADING=ON  
TALK=ON  
SPACES=1  
RECNUM=ON  
LSPACE=256  
DATE=09/08/88
```

I STUCK WITH THE DATA AND PROGRAM DRIVES AND WITH THE PRINTER. I CHANGED LINE TO 134 BECAUSE I WANTED A CONDENSED PRINTOUT. I KEPT THE PAGE LENGTH OF 56 LINES. I SHUT OFF THE HEADING BECAUSE I PLANNED TO PRINT OUT LOTS OF DIFFERENT HARDCOPIES AND DIDN'T NEED THE HEADING. I RETAINED TALK WHICH DISPLAYS THE COMMANDS AS THEY ARE BEING EXECUTED. AND THE SPACES BETWEEN COLUMNS AT 1 AND THE 256 CHARACTER LSPACE FOR THE VARIABLES I WAS ABOUT TO CREATE. I SHUT OFF THE RECORD NUMBERS BECAUSE MY ASSIGNED NUMBERS (WHICH START AT 1 INSTEAD OF 0) WOULD GIVE ME A CLEANER, MORE RELEVANT PRINTOUT, AS WELL AS SCREEN DISPLAY. THERE IS NO CURSOR HERE. JUST A DOT IN THE LOWER LEFT CORNER. THAT MEANS

TI-BASE IS READY FOR YOUR COMMAND. I HAD TO MAKE THOSE CHANGES ABOVE, SO I JUST TYPED SET LINE=134 (ENTER) AND SET HEADING=OFF (ENTER) AND SET RECNUM=OFF (ENTER). I THEN TYPED AT THE DOT DISPLAY STATUS JUST TO SEE THAT EVERYTHING GOT IN OKAY. IT DID.

NOW I TYPED CLEAR TO CLEAR THE SCREEN (AND ENTER, OF COURSE, AFTER EACH COMMAND).

BUT I DON'T LIKE THE SCREEN COLORS OF WHITE ON DARK-BLUE. SO AT THE DOT I TYPE COLOR BLACK DARK-YELLOW. VOILA! A NICE CRISP BLACK-ON-YELLOW SCREEN, THOUGH I COULD HAVE CHOSEN ANY COMBINATION I WANTED.

HAVE YOU NOTICED THAT AT THE COMMAND DOT I SIMPLY TYPE IN A WORD OR TWO THAT DIRECTLY AND INSTANTLY PERFORMS THE OPERATION? AT LAST, I AM READY TO CREATE A STRUCTURE FOR MY P.G. WODEHOUSE DATABASE.

AT THE DOT I TYPE CREATE DSK2.WODEHOUS (8-LETTER DB TITLE). THIS SETS UP THE BASE AUTOMATICALLY FOR MY PERSONALIZED STRUCTURE.

UP ON THE SCREEN COMES A 1 FOLLOWED BY A LONG SLASH AND A COUPLE SHORT ONES. I TYPE NUMBER IN THE LONG SLASH AND ENTER. THE CURSOR JUMPS TO THE FIRST SHORT DASH. I TYPE N OVER THE DEFAULT C BECAUSE THIS IS TO BE A NUMBER INSTEAD OF CHARACTER. WHEN I GET TO THE NEXT SMALL DASH I TYPE 3 BECAUSE MY NUMERATION WILL NEVER REACH INTO THE THOUSANDS, SO A THREE-PLACE DIGIT IS SUFFICIENT FOR MY NEEDS. AN EXTRA BOX APPEARS. THIS IS FOR DECIMALS. I TYPE 0 BECAUSE I'M ONLY GOING TO DEAL WITH WHOLE NUMBERS. (WHEN I EVENTUALLY DO MY CHECKBOOK DATABASE SOMEDAY, I WILL USE THIS.) WHEN I PRESS ENTER HERE, THE CURSOR JUMPS DOWN ONE LINE AND A 2 AND SIMILAR SLASHES APPEAR.

THE TOP LINE NOW READS LIKE THIS: 1 NUMBER (THIS IS THE FIELD FOR THE BIOGRAPHICALLY ASSIGNED NUMBERS) N 3 0. THE NEXT LINE WILL BE TYPED IN AS THIS: 2 ORIG_DATE N 4 0 FOR THE ORIGINAL PUBLICATION DATE AND A NUMBER WHICH WILL TAKE UP FOUR SPACES.

THE NEXT SIX FIELDS (ALL CHARACTERS) ARE DONE AS FOLLOWS:

```
3 TITLE C 26
4 H_P_T_S_O C 1
5 JV_BL_OTHR C 2
6 FIRST?YNM C 1
7 OWN?YN C 1
8 COMMENTS C 255
```

I ASSIGNED TITLE 26 CHARACTERS BECAUSE THAT IS THE MOST CHARACTERS ANY NOVEL OR PLAY TITLE HAS; #4 MERELY TELLS ME IN ONE CHARACTER IF THE MATERIAL IS HARDBOUND, PAPERBACK, TAPE, STORY, OR OTHER; #5 LETS ME KNOW IN TWO CHARACTERS IF THE ITEM IS ABOUT JEEVES, BLANDINGS, OR OTHER; #6 ASKS IF THIS IS A FIRST EDITION. THE M IS FOR MAYBE (TO CHECK LATER). #7 WANTS TO KNOW IF I OWN IT; AND #8 LETS ME INPUT COMMENTS UP TO 255 CHARACTERS LONG. THAT WAY I CAN LIST ALTERNATE TITLES, DESCRIPTIONS, CHARACTERS, PLOT, WHATEVER.

SO MY VERY PERSONAL 8-FIELD RECORD STRUCTURE IS FINISHED IN ABOUT A MINUTE. BEFORE WE LEAVE THIS, THOUGH, I CHECK IT OUT. THE CURSOR CAN BE RUN ALL OVER THE SCREEN FOR ANY CHANGES EASILY. NOW I EXECUTE (FCTN/8) TO CONTINUE THE PROCESS OF CREATING MY DATABASE. AT THIS POINT I WAS ASKED IF I WANTED TO INPUT DATA. I DID, SO I PRESSED Y. (AT THIS POINT I COULD HAVE CREATED ANOTHER STRUCTURE OR A FEW MORE. TI-BASE HANDLES 5 DATABASES SIMULTANEOUSLY BY PROVIDING SLOTS FOR EACH BASE.)

MY NEXT STEP (AS RECORD #1 APPEARS ON THE SCREEN) IS TO SIMPLY FILL IN THE BLANKS I CREATED. HERE IS WHAT I TYPE FOR THE FIRST RECORD:

```
1 001 (FOR BIB #)
2 1902 (ORIG PUB DATE)
3 POTHUNTERS, THE (TITLE)
4 P (PAPERBACK)
5 OT (OTHER THAN JEEVE OR BLAND)
6 N (NOT FIRST EDITION)
7 Y (I OWN THIS BOOK)
```

8 FIRST BOOK OF PGW. * TURN OF THE CENTURY* ENGLISH PUBLIC SCHOOL TALES. MOSTLY BOXING. ST. AUSTIN'S BOARDING HOUSE. IN SINGLE-BOOK COLLECTION WITH A PREFECT'S UNCLE & TALES OF ST. AUSTIN'S (#2 & 3).

I CHECK IT OUT, MAKE ANY CHANGES, AND PRESS ENTER. IT AUTOMATICALLY RECORDS ON DSK2. MY "WODEHOUS" DATA DISK.

THIS TI-BASE IS FAST, SIMPLE, AND DIRECT. MY SECOND RECORD TEMPLATE IS WAITING FOR ME TO JUST FILL IN THE BLANKS. I CONTINUE ON AND ON UNTIL ABOUT TWO DOZEN RECORDS ARE ESTABLISHED. THEN I QUIT FOR DINNER BY TYPING CLOSE ALL. THE PROGRAM TAKES CARE OF ALL MY DATABASE RECORDS. THEN I TYPE QUIT.

STUFFED WITH ROAST TURKEY, I RETURN TO MY TI, LOAD UP TI-BASE AND TYPE AGAIN THE DATE.

ONCE THE COMMAND DOT APPEARS I TYPE USE DSK2.WODEHOUS. BANG! IT'S READY FOR ME. I TYPE DISPLAY STRUCTURE JUST TO

SEE MY TEMPLATE. STILL THERE. PERFECT. I TYPE EDIT 5 JUST TO SEE IF IT'LL PULL UP MY FIFTH RECORD PAGE. IT DOES. INSTANTLY. I RUN MY CURSOR AROUND JUST PLAYING WITH THE EDITING FUNCTIONS. THE PROGRAM COMES WITH A KEY STRIP AND MOST FUNCTIONS (SUCH AS INSERT (FCTN/2)) JUST TOGGLES ON AND OFF. IN THE EDIT MODE I PAGE FORWARD AND BACK WITH THE 5 & 6 KEYS. NEAT AND EASY. AND INSTANTANEOUS.

BUT I'M READY TO ADD MORE. I JUST TYPE APPEND AND THE NEXT BLANK RECORD COMES UP. I JUST GO ON FILLING UP RECORD AFTER RECORD AS EFFORTLESSLY AS BUTTERING HOT CORN MUFFINS. THIS IS FUN.

ALL THE TIME I'M DOING THIS STUFF I KEEP THINKING OF MORE AND MORE USES FOR TI-BASE.

AFTER A WHILE I STOP (AFTER 83 RECORDS) TO TRY OUT SOME OTHER FEATURES.

FIRST, I WANT TO GET SOME SCREEN DISPLAYS.

I TYPE SORT ON TITLE. ZIP!!! MY 83 RECORDS ARE NOW SORTED ALPHABETICALLY BY TITLE. TO PROVE IT I NEXT TYPE DISPLAY ALL TITLE NUMBER. YOU GUESSED IT. THIS GIVES ME TWO COLUMNS: THE TITLES ALPHABETICALLY WITH ITS BIBLIO NUMBER IN A NEAT COLUMN JUST TO THE RIGHT IN THE 27TH SCREEN COLUMN. SO I TYPE DISPLAY 10 AND GET THE FIRST 10 RECORDS DISPLAYED ALPHABETICALLY WITH ALL 8 FIELDS. THEN I TYPE SORT ON NUMBER. ZIP!!!

I TYPE DISPLAY ALL TITLE NUMBER ORIG_DATE OWN?YN [I MUST TYPE MY ORIGINAL TEMPLATE NAMES.] NOW I GET FOUR NICE COLUMNS ALL IN NUMERICAL ORDER.

I PLAY, THUS, FOR ABOUT A HALF HOUR TRYING ALL KINDS OF CONFIGURATIONS.

HOW DO YOU SUPPOSE ONE GOES ABOUT GETTING A HARDCOPY? RIGHT! I TYPE PRINT WITH ALL THE SAME COMBOS AS DISPLAY. WITH THE IDENTICAL RESULTS ON PAPER. THE PRINTER IS ON AND STARTS RIGHT UP PRINTING EXACTLY WHAT I ASKED FOR IN NUMERIC ORDER: PRINT ALL NUMBER TITLE ORIG_DATE OWN?YN. I HAD ALREADY SET MY NX-1000 FOR CONDENSED. A BEAUTIFUL FOUR-COLUMN READOUT IS IN MY HAND. I TYPE SORT ON TITLE; THEN PRINT ALL TITLE COMMENTS AND GET A QUICK, ALPHABETICAL COLUMN OF TITLES FOLLOWED BY MY COMPLETE COMMENTS.

I GUESS I DON'T HAVE TO GO ON WITH THIS, BUT IF I WANT TO DELETE I TYPE DELETE (AND WHAT I WANT DELETED) AND LATER I CAN RECALL IT (BY TYPING RECALL AND THE ITEM).

I CANNOT IMAGINE WHAT COULD BE EASIER. THIS IS WONDERFUL! AND I HAVEN'T EVEN TRIED THE TUTORIAL DISK YET, NOR HAVE I EVEN BEGUN TO EXPLORE EVEN A SMALL PART OF WHAT THIS DATABASE DOES. THIS IS GOING TO TAKE ME MONTHS. I DON'T CARE. I CAN USE IT INSTANTLY FOR 99% OF ALL MY DATABASE NEEDS WITHOUT EVEN LOOKING AT THE MANUAL ANY MORE. IT'S THAT EASY. BUT I STILL WANT TO DISCOVER THE SECRETS OF TI-BASE STILL HIDDEN FROM ME.

HOWEVER, MOST TI USERS (IF YOU'RE LIKE ME), WILL NEED JUST THE STUFF I DEALT WITH DURING THESE FIRST FOUR HOURS WITH THIS NEW SOFTWARE. FOR THOSE PEOPLE WHO NEED A PROFESSIONAL DATABASE OF THE HIGHEST ORDER, THEY ARE IN LUCK. IT'S HERE, ALSO.

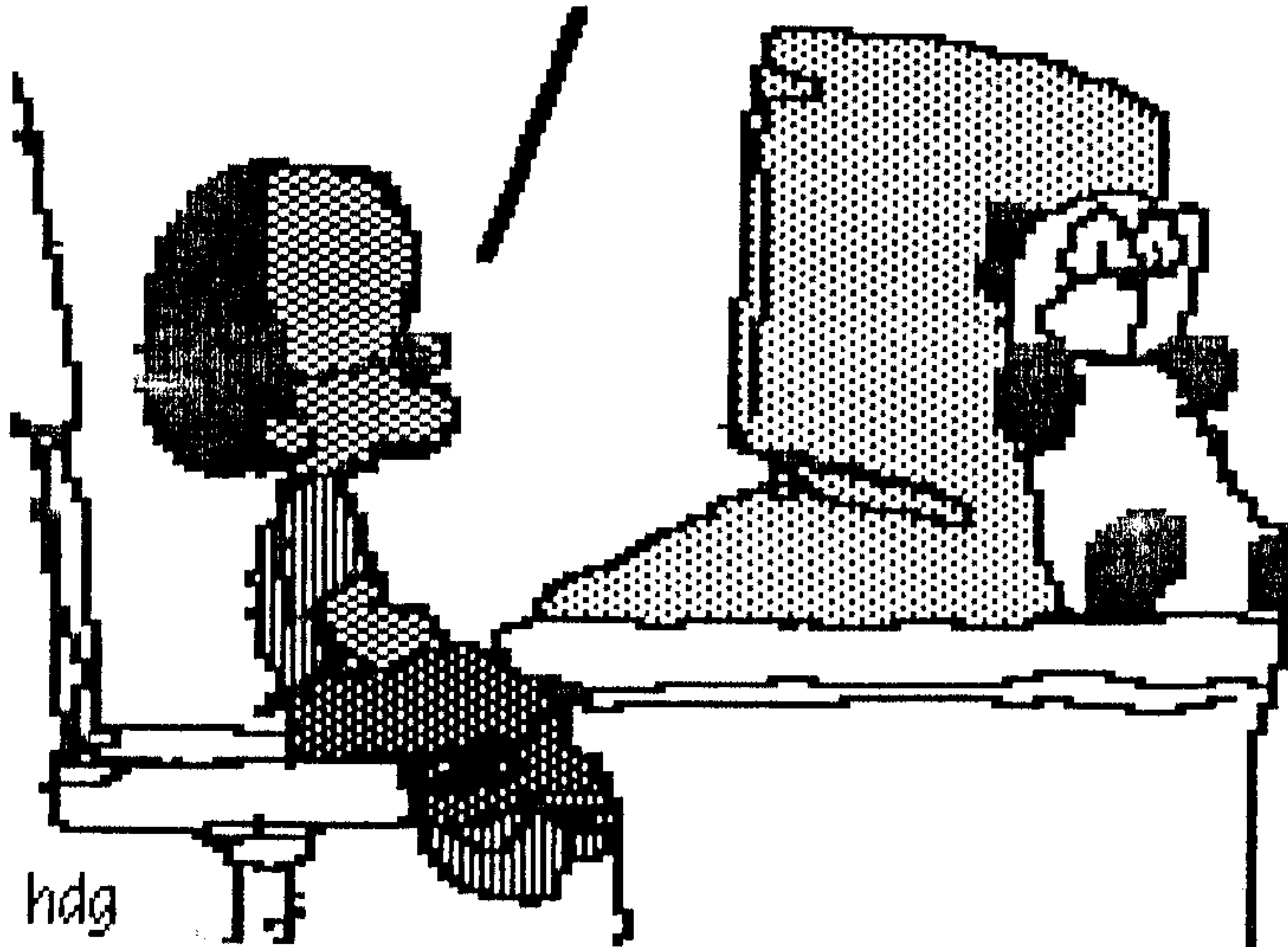
I'VE NEVER UNCONDITIONALLY RECOMMENDED ANY COMMERCIAL SOFTWARE IN THE 7 YEARS I'VE BEEN REVIEWING STUFF FOR THE TI. BUT I DO WITH TI-BASE. THE PRICE OF \$24.95 IS RIDICULOUSLY LOW FOR SUCH SOFTWARE AND IS OFFERED EVEN LOWER TO USER GROUPS ORDERING IN ANY SIZE BULK. IT COMES WITH TWO DISKS, A 40-PAGE MANUAL (WHICH I WISH WERE BIGGER, IN BLACK AND WHITE INSTEAD OF BLUE, AND HAD SOME STEP-BY-STEP TUTORIAL TYPE INSTRUCTIONS), AND A FUNCTION KEY STRIP. SEND YOUR ORDER (WITH \$1.50 S&H) TO TEXAMENTS, 53 CENTER STREET, PATCHOGUE, NY 11772 OR CREDIT CHARGE AT 516-475-3480.

I THINK WE'RE GOING TO BE SEEING LOTS OF COMPANION DISKS, TEMPLATES, AND TEXTWARE FOR TI-BASE FROM USERS WORLD-WIDE.

EXCUSE ME. I THINK I'LL GET STARTED ON A FEW MORE TEMPLATES.

[JACK SUGHRUE, Box 459, E. DOUGLAS, MA 01516]

Remember Computer,
If you fail to compute,
you cease to exist!!!



The Laws of Computer Programming

- 1) There is always one more bug.
- 2) Any program, when running, is obsolete.
- 3) If a program is useless, it will have to be documented.
- 4) If a program is useful, it will have to be changed.
- 5) Any program will expand to fill all available memory.
- 6) Program complexity grows until it exceeds the capability of the programmer to maintain it.

NOVEMBER 8, 1988, ELECTION DAY

MUNCH OFFICERS AND NUMBERS (all in 508 area unless noted)

President/Mail	W.C. Wyman	839-4134
Vice President	Bruce Willard	852/3250
Secretary	Jim Cox	
Treasurer	Jim Cox	869-2704
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Library	Al/Lisa Cecchini	
Disk Librarian	Lou Holmes	617 322/1562
Tape Librarian	Walter Nowak	413 436/7675
+++++++	Jack Sughrue	476/7630

NOVEMBER MEETING. The meeting will be held on the usual night. We tried to change it because of the election but the next Tuesday was not available, so it will be business as usual on November 8th. Jack Sughrue will be doing his demo on TI Base which had to be postponed from the last meeting. Corson will also be handing out copies of Library Disk #2 for review by the members. If time allows there will be another demo. As we said last month, we will try to review one of the Library Disks at each meeting. This will give everyone a chance to see what we have and to try out improvements as these disks are a few years old. At the December meeting Jack will demo Jim (Tigercub) Peterson's Nuts and Bolts Disk. This should be a very interesting demo. You can also look for a demo of First Base sometime soon.

OCTOBER MEETING. President Corson called the meeting to order with 14 members present. The main order of business was the election of new Officers, the results appear above. The Treasurer reported our funds balance at approximately \$800.00, the Annual Report of our financial affairs will be printed in next month's newsletter. Bruce Willard went over a survey he did at the September meeting on membership, this is printed elsewhere in this newsletter. Disk #1 was demoed with a number of old but interesting programs being reviewed.

RAFFLE. Each month we have a raffle and the dollar donation per ticket helps to cover the monthly fee to rent the hall. This month's raffle will have a TI programming book, two educational game carts and at least one other item.

MONTHLY SALES. At each meeting you have the opportunity to buy and/or sell new or used hardware, software, books and original programs. Please have prices marked on any items you have to sell.

LIBRARY NOTICE. Please return any items borrowed from our library. If you can not come to a meeting or give these items to someone who will be at the meeting, please mail any library items to the group address which is listed on the cover of this newsletter. There are no late fees, we don't care how long they have been out, please return these items.

REPRINTS. Reprints of any items in this newsletter is permitted as long as credit is given to M.U.N.C.H.

ARTICLES. I am always looking for articles for this newsletter, anything which interests you will probably interest other members of the TI community, so please share your ideas and opinions with all of us.

