# 5 Minutes or 5 Hours? 

## sorting techniques compared

| Time Required to Sort N Items (seconds) |  |  |  |  |
| :---: | :---: | :---: | :---: | ---: |
| N Ripple | Modified | Bubble | S-M |  |
| 50 | 61 | 43 | 33 | 9 |
| 100 | 245 | 173 | 130 | 21 |
| 150 | 552 | 390 | 290 | 36 |
| 300 | - | - | 1224 | 85 |
| Number of Swaps of Entries |  |  |  |  |
| N | Ripple | Modified | Bubble | S-M |
| 50 | 1225 | 1225 | 1225 | 105 |
| 100 | 4950 | 4950 | 4950 | 260 |
| 150 | 11175 | 11175 | 11175 | 425 |
| 300 | - | - | 44850 | 1000 |

Number of Entry Comparisons

| N | Ripple | Modified | Bubble | S-M |
| ---: | ---: | :---: | ---: | ---: |
| 50 | 2450 | 1225 | 1225 | 263 |
| 100 | 9900 | 4950 | 4950 | 668 |
| 150 | 22350 | 11175 | 11175 | 1187 |
| 300 | - | $\cdot$ | 44850 | 2812 |

Table 1.
n an attempt to help justify the purchase of a floppy-disk system, I decided to put the computer to some practical use. It seems that not everyone considers piloting the Enterprise and destroying Klingons as a useful function worthy of another kilobuck investment. Using the system to keep track of household expenses seemed to be a good place to start. The Do-All program by Randy Miller (Kilobaud, August 1977) provided an ideal program.
After the program was loaded, a list of about a hundred items was entered for my demonstration of the practical advantages of a home computer. Everyone gathered for the show, and the program was run. A command was given to sort the list of data alphabetically. Everyone stared at the printer waiting for the output
from this electronic marvel. Nothing happened.
Taking advantage of the pause and the presence of a captive audience, I discussed the advantages of adding a disk to the wonderful computer. At the end of my rather lengthy discussion there was still nothing on the printer. As time wore on, I began to consider the possibilities: hardware problems, software problems or simply another example of Murphy's Law. I felt there must be something wrong. After all, the Enterprise could move across the entire galaxy in only seconds, so alphabetizing this list could not take that long. Trying to remain cool, I suggested that we leave the computer and come back when it was done.
Much to my suprise, thirty minutes later the sorting was

```
5 REM --- RIPPLE SORT ---
6 REM --- SET UP ARRAY ---
10 N=150
20 DIM D(N)
30 J=N
40 FOR I=1 TO N
50 D(I) = J
6 0 ~ J = J - 1
7 0 ~ N E X T
80 PRINT "*"
90 REM --- START OF SORT ---
100 M=N
105 C=0
110 FOR I =1 TO M-1
1 2 0 ~ C M = C ~ M + 1
130 IF D(I)<=D(I+1) THEN 160
1 3 5 ~ S W = S W + 1
140 T=D(I):D(I)=D(I+1):D(I+1)=T
150 C=1
160 NEX T I
170 IF C=1 THEN 105
30\emptyset REM --- PRINT RESULTS ---
310 PRINT "SWITCHES =";SW
32Ø PRINT "COMPARISONS =" ;CM
330 PRINT "SIZE -";N
OK
```


## Program A.

complete. The printout revealed that the list had been sorted exactly as requested. What could have caused the delay? Perhaps my 8080 was slow. The benchmark programs in the basic timing comparisons article (Kilobaud, June 1977) were run and revealed that my computer ran a little faster than the one used for the article.
Since the program ran properly and the computer was up to speed, the solution to the problem must be in the sorting technique used in the program. An article on sorting routines by Andrew J. Rerko (Kilobaud, April 1977) was consulted and some test programs (Programs $\mathrm{A}, \mathrm{B}$ and C ) were run using the Ripple, Modified Ripple and Bubble routines described in the article.

The test programs consisted of setting up an array of N numbers in reverse order and using each of the sorting routines to sort them. The program execution times as well as number of comparisons and the number of element switches were recorded. The results
are shown in Table 1. The results of this test revealed two things: The bubble sort was a little faster than the others, and sorting takes a lot of time. Sorting a simple table of 100 numbers took almost three minutes. No wonder the Do-All program took so long.

None of the common sorting methods described in Mr. Rerko's article would speed up a sorting program significantly. The solution to the problem, if any, would lie in an uncommon sorting routine. An article by John P. Grillo (Creative Computing, November 1976) discusses a technique called the Shell-Metzner Sort. This method offered significant speed advantages when sorting large amounts of data. A flowchart of the Shell-Metzner Sort is shown in Fig. 1. The article stated that a projected sort of $10,000,000$ items would take 93 years using a bubble sort. Using the S-M technique, sorting the same data would require only 2.5 days. But would it help when sorting small amounts of data?
The benchmark sorting pro-

```
5 REM --- MODIFIED RIPPLE SORT ---
6 REM --- SET UP ARRAY ---
10 N=150
20 DIM D(N)
30 J=N
40 FOR I=1 TO N
50 D(I)=J
60 J=J-1
7 0 ~ N E X T
80 PRINT "*"
90 REM -.- START OF SORT -.-
100 M=N
110 C=0
1 1 2 M = M - 1
115 IF M=0 THEN 300
120 FOR I =1 TO M
1 2 5 ~ C M = C ~ M + 1
130 IF D(I)<=D(I+1) THEN 160
135 SW=SW+1
140 T=D(I):D(I)=D(I+1):D(I+1)=T
150 C=1
160 NEXT I
170 IF C=1 THEN 110
30\varnothing REM --- PRINT RESULTS ---
310 PRINT "SWITCHES =";SW
320 PRINT "COMPARISONS =" ;C M
330 PRINT "SIZE -";N
OK
```

Program B.

```
5 REM --- BLBBLE SORT ---
6 REM --- SET UP ARRAY ---
10 N=150
20 DIM D(N)
30 J=N
4 0 ~ F O R ~ I = 1 ~ T O ~ N
5 0 ~ D ( I ) = \
6% J=J-1
7 0 ~ N E X T
80 PRINT "*"
90 REM -.- START OF SORT -.-
100 M=N
110 FOR I=1 TO M-1
120 FOR J=I+1 TO M
125 CM=C M+1
130 IF D(I)<=D(J) THEN 170
135 SW=SW+1
14Ø T=D(I):D(I)=D(J):D(J)=T
170 NEXT J
180 NEXT I
30\emptyset REM --- PRINT RESULTS ---
310 PRINT "SWITCHES =";SW
320 PRINT " COMPARISONS =" ;CM
330 PRINT "SIZE -";N
OK
```

Program C.
gram was run using the S-M method and is shown in Program D. When sorting 150 items, the S-M sort was over
eight times faster than the bubble sort and over 15 times faster than a ripple sort. The bubble sort required over 20 minutes to


Fig. 1. Shell-Metzner Sort.
sort 300 items. The S-M method required only 85 seconds to sort the same list. The speed advantage of the S-M sort increases dramatically with the size of the list, but it seemed to speed sorts of even small lists.

The next step was to incorporate the S-M sort technique into the Do-All program and try it out. A random list of 100 entries was prepared and sorted by the standard program. Almost 45 minutes were required to sort this list. The Do-All program was then modified to use the S-M sort. Sorting the same list of 100 entries now required less than nine minutes. To modify the Do-All program, remove lines 4050-4115, 4150-4280, 9220-9340 and replace with the new lines shown in Progam E.

The only disadvantage I have found with the S-M technique so far is that it does require slightly more code, and it uses five index variables rather than

```
    5 REM --- SHELL METZNER SORT ---
    6 REM --- SET UP ARRAY ---
    10 N=300
    20 DIM D(N)
    30 J=N
    4\emptyset FOR I =1 TO N
    5 0 ~ D ( I ) = J
    60 J=J-1
    70 NEXT
    80 PRINT "*"
    90 REM --- START OF SORT ---
    1&D M=N
.110 M=INT(M/2)
    120 IF M=0 THEN 300
    130 J=1 : K=N-M
140 I = J
-150 L=I+M
    155 CM=CM+1
    160 IF D(I) <D(L) THEN 210
    170 T=D(I):D(I)=D(L):D(L)=T
    175 SW=SW+1
    130 I =I -M
    190 IF I<1 THEN 210
    200 GOTO 150
-210 J=J+1
    220 IF J>K THEN 11D
    230 GOTO 140
-300 REM --- PRINT RESULTS ---
    310 PRINT "SWITCHES =":SW
    320 PRINT "COMPARISONS =" ;CM
    330 PRINT "SIZE -";N
    OK
```

Program D.
only one or two as other sorting methods. Following the example benchmark program, it should be possible to use the S-M technique in other sorting programs.

## Notes on Programs

All programs were run on an

8080 system with a 2 MHz clock and zero wait states. Mits 8 K BASIC (Version 3.2) was used. Variable CM was used to total the number of comparisons between table entries. The variable SW was used to total the number of switches between table entries.

```
LIST 4050
4 0 5 0 ~ M = P
4055 M=INT(M/2)
4060 IF M=0 THEN 1140
4065 J=1 : K=(P-1)-M
4 0 7 0 ~ I ~ = J ~
4 0 7 5 ~ L = I + M
4080 IF N(T,I)<=N(T,L) THEN 4105
4085 GOSUB 9210
4090 I = I M
4 0 9 5 ~ I F ~ I ~ < ~ I ~ T H E N ~ 4 1 0 5 ~
4100 GOTO 4075
4105 J=J+1
4110 IF J>K THEN 4055
4115 GOTO 4070
BREAK
OK
LIST 4150
4150 M=P
4160 M=INT(M/2)
4170 IF M=\varnothing THEN 1140
4180 J=1 : K=(P-1)-M
4190 I = J
4200 L=I+M
4210 IF A$(T,I)<=A$(T,L) THEN 4260
4220 GOSUB 9210
4 2 3 0 ~ I ~ = ~ I ~ - ~ M ~
4240 IF I < I THEN 4260
4250 GOTO 4200
4 2 6 0 ~ J = J + 1
4270 IF J>K THEN 4160
4280 GOTO 4190
BREAK
OK
LIST 9220
9220 X1 =N(1,L)
9230 X2 =N(2,L)
9240 B1$=A$(1,L)
9250 B2 $=A $ (2,L)
9260 FOR Z=1 TO 2
9270 N(Z,L)=N(Z,I)
9280 A$(Z,L) =A $(Z,I)
9 2 9 0 ~ N E X T ,
9300 N(1,I) =X1
9310 N(2,I) =X2
9320 A$ (1,I) =B1$
9330 A$(2,I) =B2$$
9346 RETURN
BREAK
OK
```

Program E.


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# Do-It-Yourself Time-sharing 

## it's easier than you think

Mike Kop<br>3060 Marshall Ave.<br>Cincinnati OH 45220

When I first learned to program I was taught how to sign on to a computer system using a teletypewriter, type in a program and obtain the results at the terminal almost immediately. Other users around me, each working on his own program, were using similar type terminals. It appeared that each user had the entire computer to himself! This amazed and perplexed me. How could a computer run all the terminals and keep track of every-body-all at the same time? I conceded that the system was too complex to analyze (or perhaps it was sheer magic). Eventually I began to understand what went on by fighting my way through books on operating systems. I hope that future computer users will be spared a similar experience.

Last year, I purchased an M6800 system from SWTP. After programming on it for a while, I decided to investigate the possibility of implementing
time-sharing on my system. It turns out to be simpler than you might think.

In this article, I will attempt to explain exactly why one would want to set up timesharing and how it is done (for an M6800 system). I'll also try to explain some other programming considerations.

## What is Time-sharing?

Time-sharing is accomplished by switching rapidly between many users. That means each user is allowed, in turn, a short duration of central processing unit (CPU) or microprocessing unit (MPU) time. This is called a time slice. For example, if the time slice were 50 milliseconds, then each user would use the processor for 50 milliseconds. If the switching is fast enough, the computer operation from each user's point of view will appear continuous.

## Why Time-sharing?

The computer in a large system may cost several million dollars. Obviously, buying one computer for each user is extremely impractical. Sharing the computer among many users is a more effective way to utilize the system.

Another reason for time-
sharing is because a computer's input/output (I/O) devices are much slower than the processor. If a terminal is outputting characters at 30 cps, there is sufficient time between characters for other work. Thus, with time-sharing, literally two, three or more times as much work can be accomplished than by a single user.

Most of the reasons given for using time-sharing would also apply to a microcomputer system (perhaps on a smaller scale). One possible argument against its use in microprocessors would be that they're too slow. However, for programs that do a lot of input and output and use little processor time (most games and businesstype programs fall into this category), I see no reason why time-sharing cannot be implemented.

## Using Interrupts

Proper use of interrupts comes first in implementing time-sharing. The ideas presented here are essentially the same, whether you have a small or large system.

An interrupt is basically a hardware mechanism that makes the microprocessor
stop what it is doing and jump to another program (often known as a service routine). Sometimes it is possible to mask off an interrupt. If this happens, then the interrupt is ignored (or held pending until some later time).
Let's look briefly at the interrupt mechanisms on the SWTP system (which uses MIKBUG). There is a line marked IRQ (for interrupt request). If this line is temporarily gounded and the mask bit is a zero, an interrupt will occur. The system will then jump to the address contained in storage locations \$A000 and \$A001. One nice thing about the M6800 microprocessor is that when interrupted it stores everything (i.e., the condition code, B, A, X and program counter registers) on the stack. This means that little effort is required to remember where each program is when it was stopped. With other processors, you would typically have to store all registers away, which may take many instructions. One danger of this is that if another interrupt occurs before all registers are stored away, some register contents may be lost. The M6800 processor saves everything in one swoop.

Incidentally, you may, if desired, use the nonmaskable interrupt NMI instead of IRQ. The interrupt address would then be stored at locations \$A006 and \$A007. I prefer, however, to use an interrupt that is maskable.

## Software

Program A actually implements time-sharing. The comments should aid you in understanding how the program works. It starts at address BEGIN. Also, some hardware must be set up so that an IRQ interrupt is generated at regular intervals (this is explained later). Each time an interrupt is generated, one program is stopped and the next one in line is started. For example, if program 1 is currently executing and we are timesharing three programs, then four interrupts will result in program 2 being executed ( 1 then 2 then 3 then 1 then 2). With Pro-
gram A, you may time-share up to 15 different programs.
The part of the program that actually does the time-sharing (the service routine) is statements 69 to 83 . Statements 1 to 64 merely initialize various parameters. The initialization routine basically works thus-initially each program is assigned a stack pointer. The stack-pointer addresses differ by 16 bytes. That is, program 1 has a stack-pointer value of END +16 , program 2 has a value of $\mathrm{END}+32$, etc. These values are stored at addresses STACK1, STACK2, etc.

The initialization routine also clears the condition-code register and stores the starting address of each program at the appropriate position in each stack. When the RTI instruction is executed, the processor fetches all registers (program counter included in the fetch) from the stack and starts (or resumes) a program at the ap-
propriate address.
The purpose of clearing the condition code in the stack for each program is that when the RTI instruction is executed, the interrupt mask bit will not become set (which would lock up the system). For example, if the stack pointer were at $\$ 0 F 00$, we would clear address $\$ 0$ F01 and store the starting address at address \$0F06. An RTI instruction would then load the condition-code register with $\$ 00$ and the program counter with the number at address \$0F06. Initially, we don't care what the other register contents are.

The service routine performs a very simple function. It stops the current program from executing and runs the next program in line; it accomplishes this by storing away the current stack pointer and loading the next one. When the RTI instruction is executed, we do not return exactly where we left off
(that is, resume execution of the same program) as is normally done. Instead, we go to the next program. This occurs because the stack pointer has been changed.
You will diso observe that in the service routine, I purposely store data where instructions are. This is a trick I use to make the service routine execute quickly, although in general this is not good practice. I do have another version of the service routine that does not do this; however, it is slightly longer.

For a simple demonstration of time-sharing, Program B may be used. This program assumes that you have a serial interface port (which uses an ACIA) at the correct baud rate at address $\$ 8008$. You will also have to have a terminal plugged in at this address. We will call this terminal 2. Terminal 1 will be at the control interface. If you run the Program B starting

Program A. Time-share program.

| STMT | ADDR | CODE |  |
| :---: | :---: | :---: | :---: |
| 1 | 0E00 |  |  |
| 2 | 0E00 |  |  |
| 3 | 0E00 |  |  |
| 4 | 0E00 |  |  |
| 5 | 0E00 |  |  |
| 6 | 0E00 |  |  |
| 7 | 0E00 |  |  |
| 8 | OE00 | CE | 0E92 |
|  | 0E03 | FF | A000 |
| 10 | 0E06 | CE | 0E61 |
| 11 | 0E09 | BD | E07E |
| 12 | 0EOC | BD | E0AA |
| 13 | 0E0F | B7 | 0EB2 |
| 14 | 0E12 | 16 |  |
| 15 | OE13 | CE | 0EB3 |
| 16 | 0E16 | FF | 0E5D |
| 17 | OE19 | CE | 0EE1 |
| 18 | 0E1C | FF | 0E5F |
| 19 | 0E1F | FE | 0E5D |
| 20 | 0E22 | FF | 0E2E |
| 21 | 0E25 | 08 |  |
| 22 | 0E26 | 08 |  |
| 23 | 0E27 | FF | 0E5D |
| 24 | 0E2A | FE | 0E5F |
| 25 | 0E2D | FF | FFFF |
| 26 | 0E30 | 6 F | 01 |
| 27 | 0E32 | 86 | 06 |
| 28 | 0E34 | 8D | 22 |
| 29 | 0E36 | FF | 0E4A |
| 30 | 0E39 | 86 | 0A |
| 31 | 0E3B | 8D | 1B |
| 32 | 0E3D | FF | 0E5F |
| 33 | 0E40 | CE | 0E73 |
| 34 | 0E43 | BD | E07E |
| 35 | 0E46 | BD | 0E7C |
| 36 | 0E49 | FF | FFFF |
| 37 | 0E4C | 5A |  |
| 38 | 0E4D | 26 | D0 |

## STATEMENT

|  | ORG |  | \$0E00 |  |
| :---: | :---: | :---: | :---: | :---: |
| STRING | EQU |  | \$E07E |  |
| IN2HEX | EQU |  | \$E055 |  |
| INHEX | EQU |  | \$E0AA |  |
| CR | EQU |  | \$0D |  |
| LF | EQU |  | \$0A |  |
| EOT | EQU |  | \$04 |  |
| BEGIN | LDX |  | \#SERVCE |  |
|  | STX |  | \$A000 | INITIALIZE INTERRUPT REQUEST POINTER |
|  | LDX |  | \#MES1 |  |
|  | JSR |  | STRING | PRINT '\#PROGRAMS = ' |
|  | JSR |  | INHEX | GET NUMBER OF PROGRAMS TO BE TIME SHARED |
|  | STA | A | NUMBER |  |
|  | TAB |  |  |  |
|  | LDX |  | \#STACK1 |  |
|  | STX |  | TEMP0 |  |
|  | LDX |  | \#END + 16 | X-REG NOW POINTS TO THE BEGINNING |
|  | STX |  | TEMP | OF THE STACK AREA |
| A1 | LDX |  | TEMP0 | LOAD ADDRESS OF STACK I |
|  | STX |  | ST0 + 1 |  |
|  | INX |  |  |  |
|  | INX |  |  |  |
|  | STX |  | TEMP0 | STORE ADDRESS OF STACK I + 1 |
|  | LDX |  | TEMP |  |
| ST0 | STX |  | \$FFFF | INITIALIZE STACK I |
|  | CLR |  | 1,X | CLEAR CONDITION CODE REGISTER I |
|  | LDA | A | \#6 |  |
|  | BSR |  | ADD |  |
|  | STX |  | ST+1 | THE X-REG NOW POINTS TO THE ADDRESS WHERE THE |
|  | LDA | A | \#10 | STARTING ADDRESS OF PROGRAM I STARTS |
|  | BSR |  | ADD |  |
|  | STX |  | TEMP | THE ADDRESS OF THE NEXT STACK WILL BE 16 |
|  | LDX |  | \#MES2 | BYTES AWAY FROM THE CURRENT STACK |
|  | JSR |  | STRING | PRING 'START = ' |
|  | JSR |  | INPUTX | INPUT STARTING ADDRESS |
| ST | STX |  | \$FFFF | INITIALIZE PROGRAM COUNTER 1 |
|  | DEC | B |  |  |
|  | BNE |  | A1 |  |


at address \$0000, a series of zeros should be printed out on terminal 2. Starting at address $\$ 0008$ will result in a printout of all ones.

We will now time-share both parts of this program. For this part, first press the reset button. This will set the mask bit to a one. Now set the interrupt rate to a very slow value, say once every ten seconds if possible. (We'll discuss the hardware to accomplish this in a moment.) Now run Program A, starting at address BEGIN (\$0EO0). You will then be required to type in the number of programs you want (this is a single hex number from 1 to F) to time-share, followed by their respective starting addresses. The data is entered as follows:

```
#PROGRAMS(1-F)?2
START =0000
START =0008
```

After having done the above, you should see the printout at terminal 2 alternate between strings of zeros and strings of ones. If you slowly increase the interrupt rate you will notice that the respective strings become shorter and shorter.

If you do not have a second terminal, you may unplug the terminal from the control interface in each of the above steps and plug it into the other port after having typed a G. Be very careful when doing this; you should avoid the practice in general.
Perhaps you have wondered why I used another I/O port and not MIKBUG directly. MIKBUG outputs a character by software, bit by bit. If you were to interrupt the output routine, the output bits would not appear at the proper time. That is, you cannot output part of a character now and the other part later. This problem does not occur with an ACIA because a character is output by a single store instruction.

## Hardware

As stated previously, interrupts must be generated at regular intervals. An interrupt should be generated by a pulse that grounds the IRQ line for a very short duration before
returning to a high state. This is because the IRQ line must return to its high state before the service routine has completed its job. If this is not done, then another interrupt will occur immediately after the service is completed, causing some programs to be skipped in execution. A pulse duration of 50 microseconds works quite well. An interrupt will not occur inside the service routine because the mask bit will be set at that time. If, however, you decide to use NMI instead, your pulse must be much narrower (e.g., 10 microseconds). Otherwise, the service routine may keep interrupting itself, which can lead to difficulties!

If you have a signal generator that can generate a pulse, so much the better. I also understand that SWTP now has available an interrupt timer board. In place of these alternatives, you may use the circuit shown in Fig. 1. There are no doubt other circuits that will work as well. Resistors R1 and

| IN2HEX | E055 | 3 | 57 | 59 |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| INHEX | E0AA | 4 | 12 |  |  |
| CR | 000D | 5 | 49 | 52 |  |
| LF | 000A | 6 | 49 | 52 |  |
| EOT | 0004 | 7 | 51 | 54 |  |
| BEGIN | 0E00 | 8 | 105 |  |  |
| A1 | 0E1F | 19 | 38 |  |  |
| ST0 | 0E2D | 25 | 20 |  |  |
| ST | 0E49 | 36 | 29 |  |  |
| ADD | 0E58 | 43 | 28 | 31 | 45 |
| TEMP0 | 0E5D | 47 | 16 | 19 | 23 |
| TEMP | 0E5F | 48 | 18 | 24 | 32 |
| MES 1 | 0E61 | 49 | 10 |  |  |
| MES2 | 0E73 | 52 | 33 |  |  |
| INPUTX | 0E7C | 55 | 35 |  |  |
| DATA | 0E90 | 65 | 58 | 60 | 61 |
| SERVCE | 0E92 | 69 | 8 |  |  |
| ST1 | 0E9C | 73 | 72 |  |  |
| L3 | 0 EA 7 | 79 | 77 |  |  |
| ST2 | OEAE | 82 | 81 |  |  |
| STATUS | 0EB1 | 84 | 40 | 70 | 79 |
| NUMBER | 0EB2 | 85 | 13 | 76 |  |
| STACK1 | 0EB3 | 86 | 15 | 41 | 69 |
| STACK2 | 0EB5 | 87 |  |  |  |
| STACK3 | 0EB7 | 88 |  |  |  |
| STACK4 | 0EB9 | 89 |  |  |  |
| STACK5 | 0EBB | 90 |  |  |  |
| STACK6 | 0EBD | 91 |  |  |  |
| STACK7 | 0 EBF | 92 |  |  |  |
| STACK8 | 0 ECl 1 | 93 |  |  |  |
| STACK9 | 0EC3 | 94 |  |  |  |
| STACKA | 0EC5 | 95 |  |  |  |
| STACKB | 0EC7 | 96 |  |  |  |
| STACKC | 0EC9 | 97 |  |  |  |
| STACKD | 0ECB | 98 |  |  |  |
| STACKE | 0ECD | 99 |  |  |  |
| STACKF | 0ECF | 100 |  |  |  |
| END | 0ED1 | 102 | 17 |  |  |


| STMT | AD | DR |  | DE | STATEM |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 0000 |  | 8D | OE | PRGRM1 | BSR |  | SETUP |
| 2 | 0002 |  | 86 | 30 | LOOP1 | LDA | A | \#'0 |
| 3 | 0004 |  | 8D | 18 |  | BSR |  | OUTPUT |
| 4 | 0006 |  | 20 | FA |  | BRA |  | LOOP1 |
| 5 | 0008 |  | 8D | 06 | PRGRM2 | BSR |  | SETUP |
| 6 | 000 |  | 86 | 31 | LOOP2 | LDA | A | \#'1 |
| 7 | 000 |  | 8D | 10 |  | BSR |  | OUTPUT |
| 8 | 000E |  | 20 | FA |  | BRA |  | LOOP2 |
| 9 | 0010 |  | FE | 001 C | SETUP | LDX |  | ACIA |
| 10 | 0013 |  | 86 | 13 |  | LDA | A | \#\$13 |
| 11 | 0015 |  | A7 | 00 |  | STA | A | 0,X |
| 12 | 0017 |  | 86 | 11 |  | LDA | A | \#\$11 |
| 13 | 0019 |  | A7 | 00 |  | STA | A | 0,X |
| 14 | 001 |  | 39 |  |  | RTS |  |  |
| 15 | 001 |  | 8008 |  | ACIA | FDB |  | \$8008 |
| 16 | 001 L |  | DE | 1 C | OUTPUT | LDX |  | ACIA |
| 17 | 0020 |  | C6 | 02 | T1 | LDA | B | \#S02 |
| 18 | 0022 |  | E4 | 00 |  | AND | B | 0,X |
| 19 | 002 |  | 27 | FA |  | BEQ |  | T1 |
| 20 | 0026 |  | A7 | 01 |  | STA | A | 1,X |
| 21 | 0028 |  | 39 |  |  | RTS |  |  |
| SYMBOL |  | VALUE |  | DEFN | REFERENCES |  |  |  |
| PRGM1 |  | 0000 |  | 1 |  |  |  |  |
| LOOP1 |  | 0002 |  | 2 | 4 |  |  |  |
| PRGRM2 |  | 0008 |  | 5 |  |  |  |  |
| LOOP2 |  | 000A |  | 6 | 8 |  |  |  |
| SETUP |  | 0010 |  | 9 | 15 |  |  |  |
| ACIA |  | 001 C |  | 15 | 916 |  |  |  |
| OUTPUT |  | 001 E |  | 16 | 37 |  |  |  |
| T1 |  | 0020 |  | 17 | 19 |  |  |  |
| Program B. Test program. |  |  |  |  |  |  |  |  |



Fig. 1. Interrupt-oscillator circuit.

C1 may be changed to vary the interrupt rate.

The question of how often we generate an interrupt now arises. Suppose we were to generate an interrupt once every ten seconds. If each user were printing out data, the printing would be done in spurts. Another problem would be that a user might type in data while another program was being run, resulting in input being lost. If we increased the interrupt rate fast enough, the output would appear smooth and continuous. Also it would be impossible for a person to type so fast that some data might be lost. So, it would seem that the faster we generate interrupts, the better

The problem, however, is that the service routine takes a fixed amount of time to perform its duties. As we increase the rate of interrupting, the percentage of time the microprocessor is in the service routine increases. It is possible to generate interrupts so fast that 99 percent of the time is spent in the service routine, meaning that only one
percent of the processing time actually performs useful work. Therefore, we should try to choose an optimal interrupt rate. I find that 100 interrupts per second works well. You should experiment to deter mine what works best for you. You could also determine the optimal rate mathematically; this would require that you examine matters in more detail.

## Programming Considerations

Suppose you are time-sharing two or more programs at the same time. If these programs are in different segments of memory, there are no problems. Often, however, it is desirable that programs be able to share the same subroutines; this is necessary for large programs.

For example, BASIC might take up approximately 8 K bytes. If each of four users had his own copy of BASIC, we would need at least 32K! If all four users could use one copy of BASIC at the same time we would need only 8 K , resulting in a tremendous saving in memory (of course, each user still
needs his own area to store his program).

But wait a minute! You cannot take any subroutine and expect it to work on a time-shared basis. As a matter of fact, most subroutines would not work at all. A subroutine that is reentrant is needed. A reentrant subroutine is defined as one that may be employed by many users at the same time (i.e., on a time-shared BASIC). Let's go over some examples of reentrant and non-reentrant subroutines.
Let's say we wanted to write a subroutine that would add the contents of the A register to that of the $B$ register and store the result in the $B$ register. It is also desired that the A register not be modified when we return from this subroutine. The subroutine in Program C will accomplish this for a single user and will prove to be nonreentrant
Suppose two users call this routine at about the same time, and the values of the A register for both users are $\$ 01$ and $\$ 02$, respectively, upon entry into the subroutine. User 1 enters the subroutine and executes the first three instructions before an interrupt occurs. Location TEMP will then contain a value of $\$ 01$.
Let us now assume that after the interrupt, program 2 enters the subroutine and is interrupted after three instructions have been executed. Location TEMP now has a value of $\$ 02$. After the interrupt, user 1 will resume execution and execute statement 4, a load instruction. The A register will now contain a value of $\$ 02$. We will then
return from the subroutine.
You will immediately notice that from user 1's point of view, the value of the $A$ register has been changed from \$01 to \$02 upon leaving the subroutine. This was not intended. So, we have here an example of a subroutine that works for one user, but falls apart for two.

Now, let us write the same subroutine in a different way, as shown in Program D. This subroutine turns out to be reentrant. We'll assume the same sequence of events as in the previous example. User 1 will save $\$ 01$ by pushing it onto its own stack. When user 2 enters the subroutine, it saves $\$ 02$ on its own stack. The crucial point here is that each program has its own stack. Consequently, $\$ 01$ and $\$ 02$ are stored in different locations. When each program executes the PUL A instruction, it does so with respect to its own stack. This means that the proper values are restored. Two or more users can therefore use this subroutine at the same time!

Another example of reentrant programming can be found in the Motorola M6800 Programming Manual. For example, on pages $10-12$ a reentrant 16 -bit multiplication subroutine is depicted. The key technique here is that everything is first pushed onto the stack. The TSX (Transfer Stack Pointer to Index) is then executed. All instructions that follow are executed in the indexed mode. This is equivalent to the work area being in the stack. Nowhere in the program is there a label designating a storage location.

| STMT | ADDR |  | CODE |  | STATEMENT |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 0000 |  | B7 | 0009 | ADD |  | STA | A | TEMP | SAVE A-REGISTER |
| 2 | 0003 |  | 1B |  |  |  | ABA |  |  |  |
| 3 | 000 |  | 16 |  |  |  | TAB |  |  |  |
| 4 | 0005 |  | B6 | 0009 |  |  | LDA | A | TEMP | RESTORE A-REGISTER |
| 5 | 0008 |  | 39 |  |  |  | RTS |  |  |  |
| 6 | 0009 |  |  |  | TEMP |  | RMB |  | 1 |  |
| SYMBO | OL | VAI |  | DEFN | REFEREN | CES |  |  |  |  |
| ADD |  | 0000 |  | 1 |  |  |  |  |  |  |
| TEMP |  | 0009 |  | 6 | 1 | 4 |  |  |  |  |

Program C. A non-reentrant subroutine.

STMT ADDR CODE STATEMENT

| 1 | 0000 | 36 |
| :--- | :--- | :--- |
| 2 | 0001 | 1 B |
| 3 | 0002 | 16 |
| 4 | 0003 | 32 |
| 5 | 0004 | 39 |

SYMBOL VALUE DEFN REFERENCES
ADD

ADD
PSH
A
ABA
TAB PUL A RESTORE A-REGISTER
RTS

Program D. A reentrant subroutine.

In general, writing reentrant subroutines may be easy or difficult, depending on the type of instruction set available. For example, if the M6800 microprocessor had a PSH X instruction, the task of reentrant programming would be greatly simplified. Other processors have defects of their own. Perhaps in the future someone will design a stack-oriented microprocessor. Reentrant programming may then become a trivial task. Incidentally, stack processors have other advantages than the one given.

You must be careful, though, that the stack pointer does not change too much from its initial value. At the start of execution, the stack pointers of all programs initially differ by 16 . This will change slightly throughout the course of execution. For example, if we were in program 1, an interrupt might occur after we had jumped to a subroutine. This would cause the stack pointer to differ by 2 from its initial value. If we nested subroutines too deeply, say 8 or 9 , we could change the stack pointer so much that we'd wipe
out the stack of another program! This problem can be solved, however, by initially separating the stack pointers by more than 16.

Since the time-sharing routine uses the stack pointer for its own bookkeeping, you must be careful what you do with the stack pointer. A common technique is to use the stack pointer to point to a list of numbers. This will not work if the stack pointer is pointing to, say, the middle of a list of numbers. It won't work because on interrupt, the regis-
ters that are stored in the stack will destroy some numbers in the list. Jumping to a subroutine or doing PSHES and PULLS modify the stack pointer but are not harmful because the stack pointer is changed in a way that won't change valid data in the stack.

## Remarks

In this article, I have tried to point out some of the essential points that must be understood in order to implement timesharing. I hope I've taken some of the mystery out of it.

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[^0][^1]
# Cassette Recorder Disaster: 

## Ground Loops

## the problem, and a solution

Photo 2. The ungrounding adapter is inserted between the computer and the recorder in the EAR or AUX lines.


Photo 1. Cable adapter made from standard parts.
Dave Waterman 834 Oak Lee Ln. Alpine CA 92001

Dave Lien 8662 Dent Dr. San Diego CA 92119


The ordinary household cassette recorder was not designed with anything as exotic as digital data recording in mind. Computer experimenters pressed the recorder into this role. All things considered, the device works well. However, two problems immediately arise-low-level ground loops, which can badly degrade the system's reliability, and the lack of a convenient means of overriding the computer's control of the drive motor. We'll address the problems separately.

## Why the Ho Hum

The standard cassette
recorder was not designed to input audio (data or otherwise) via its AUX or MIC jack, and an instant later feed audio out through the EAR jack-with all jacks tied to a common external ground. Many recorders do not even have a common internal ground for these jacks and the REM motor control jack. Those that do usually have a relatively high-resistance ground. When this shaky ground system is tied to the computer's common ground by way of three separate shielded cables (DATA-in, DATA-out and REMOTE motor control), the ground loops created can completely destroy the reliability of the recording system.

## A Way Around this Hummer

The standard way out of this ground-loop problem is to unplug either the DATA-in or DATA-out plug from the recorder, whichever is not in use. It usually works but is inconvenient, particularly for the halfway serious computer user who values his time. Fortunately, there are a couple of simple and inexpensive solutions (until more suitable recorders hit the market at the right price).

Photo 1 shows a simple cable adapter made from standard parts. It consists of a miniplug, minijack and a short (the shorter the better) piece of unshielded wire. This wire is soldered only to the "hot" (center) connectors of both plug and jack.
This ungrounding adapter is inserted between the computer and the recorder in the EAR line or the AUX line, as shown in Photo 2. Given the choice, it is better to use an unbroken shield to the AUX jack to assure a good-quality recording. A properly recorded tape can always be reloaded, but a bad tape cannot. Keep power supplies and other possible sources of interference away from this unshielded adapter. It works well.
The second ground-looping solution is a variation on the same theme, but it also solves the annoying problem of lack of convenient motor control. Two jacks, one miniature (to match


Fig. 1.
the EAR plug) and one subminiature (to match the REM motor plug), are mounted in a small plastic case. The one shown in Photo 3 was used to hold a burglar-alarm panic switch. A shielded cable is run from the EAR jack in the box to the EAR plug for the recorder. Note in Fig. 1 that the shielded part of the cable is not attached to break the ground loop. Another shielded cable is run from the REM jack to the REM plug for the recorder, but its ground integrity is maintained.

Similar switch boxes are equipped with an SPST normally closed switch. If this is the case with the one you select, replace the switch with a
similar SPST switch with normally open contacts, as shown in Fig. 1. Unshielded jumper wires are then connected from the switch to the subminiature REM Jack-in-the-box (sorry about that!). Paralleling the REM line with the push-button switch allows us to turn on the motor.
We can always turn the recorder off with its normal STOP button. This arrangement allows us to turn the motor on for purposes of rewinding tape, advancing a cassette past the leader or going fast forward to find a certain spot on the tape.
Photo 4 shows this handy auxiliary control box installed with a Radio Shack TRS-80


Photo 3. Small case with mounted jacks.
computer system. It should nuisance problems work well, work as well with any other.

## Success

Both of these solutions to
are inexpensive and require no special tools or skill. Give them a try, and see how much more you enjoy your computer.


Photo 4. The control box installed with a TRS-80.

# A Different Search Technique 

## don't just try it-benchmark it

Good things can come in small packages. This programming trick is so simple it can easily retrofit to existing programs; yet, it can substantially reduce the time needed to search a table.
The traditional method of searching a table is shown in Fig. 1. First, a loop index is initialized. Then a loop is executed, comparing the table element with the search argument and incrementing the loop index until either a match is found or the table is exhausted. When the loop is exited, the loop index points either to the location of the matching table element or, if no match was found, to the last table element plus one.
The new method dimensions one extra place at the end of the table for a "dummy" value. To search the table, first move the search value into this dummy location at the end of the
table; then initialize the loop index and begin looping through


Fig. 1. Traditional table-searching method.
the table. This time, however, only search for a match and increment the loop index within the loop. You don't need to test for the end of the table... if you haven't found a match by then, you will on the last table entry because you've already moved the search argument into this last entry. Thus, you save one comparison for each table entry searched (see Fig. 2).
Depending on the language and the way the computer implements subscripts, this trick can save as much as half the the time needed for the search. That's pretty good for such a small change!

I learned this programming trick from the advertising brochure of Software Consulting Services of Allentown PA. Further details may be found in The Art of Computer Programming, Vol. 3, "Sorting and Searching," by Donald E. Knuth.


Fig. 2. A different search technique.

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Another month has gone by, and the votes have been counted. The article winner for the wintry month of February is Dr. Mark Boyd, author of "Interfacing Tips" on page 72.
Choice-of-a-book-from-theBook Nook winner is Larry Nelson of Marion IN.

To both Mark and Larry, we offer congratulations and best wishes.
And to all of our readers who are responding enthusiastically with their votes, we also offer congratulations, best wishes and good reading.
Keep voting!

## PRODVCTS

## (from page 15)

passage. Kinged pieces are identified on the display and messages appear at the right of the board relating to each move.
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## Santa Barbara CA

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## Atlanta GA

The 16th Annual Convention of the Association for Educational Data Systems will be held in Atlanta GA, May 15-19, 1978. For further information, contact: Dr. James E. Eisele, Office of Computing Activities, University of Georgia, Athens GA 30602.

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BOX 2355. OAKLAND AIRPORT, CA 94614 Incally

# 600 MHZ. FREQUENCY COUNTER <br> $\pm 0.1$ PPM TCXO 

## OPTO-8000.1



This new instrument has taken a giant step in front of the multitude of counters now available. The Opto-8000.1 boasts a combination of features and specifications not found in units costing several times its price. Accuracy of $\pm 0.1$ PPM or better - Guaranteed - with a factory-adjusted, sealed TCXO (Temperature Compensated Xtal Oscillator). Even kits require no adjustment for guaranteed accuracy! Built-in, selectable-step attenuator, rugged and attractive, black anodized aluminum case (.090" thick aluminum) with tilt bail. 50 Ohm and 1 Megohm inputs, both with amplifier circuits for super sensitivity and both diode/overload protected. Front panel includes "Lead Zero Blanking Control" and a gate period indicator LED. AC and DC power cords with plugs included.


OPTOELECTRONICS, INC.
5821 NE 14 Avenue
Ft. Lauderdale, FL 33334
Phones: (305) 771-2050 771-2051
Phone orders accepted 6 days, until 7 p.m.

SPECIFICATIONS:
Time Base-TCXO $\pm 0.1$ PPM GUARANTEED!
Frequency Range- 10 Hz to 600 MHz
Resolution- 1 Hz to $60 \mathrm{MHz} ; 10 \mathrm{~Hz}$ to 600 MHz
Decimal Point-Automatic
All IC's socketed (kits and factory-wired)
Display-8 digit LED
Gate Times-1 second and $1 / 10$ second
Selectable Input Attenuation-X1, X10, X100
Input Connectors Type -BNC
Approximate Size- $3^{\prime \prime} \mathrm{h} \times 71^{\prime \prime} 2^{\prime \prime} \mathrm{W} \times 61 / 2^{\prime \prime} \mathrm{d}$
Approximate Weight- $2^{1 / 2}$ pounds
Cabinet-black anodized aluminum ( $.090^{\prime \prime}$ thickness)
Input Power-9-15 VDC, 115 VAC $50 / 60 \mathrm{~Hz}$
or internal batteries
OPTO-8000.1 Factory Wired
$\$ 299.95$
OPTO-8000.1K Kit
\$249.95

## ACCESSORIES:

Battery-Pack Option-Internal Ni-Cad Batteries and charging unit
\$19.95
Probes: P-100-DC Probe, may also be used with scope $\$ 13.95$ P-101-LO-Pass Probe, very useful at audio frequencies \$16.95
P-102-High Impedence Probe, ideal general purpose
'usage
\$16.95
VHF RF Pick-Up Antenna-Rubber Duck w/BNC \#Duck-4H \$12.50
Right Angle BNC adapter \#RA-BNC \$ 2.95
FC-50 - Opto-8000 Conversion Kits:
Owners of FC-50 counters with \#PSL-650 Prescaler can use this kit to convert their units to the Opto-8000 style case, including most of the features.

FC-50 - Opto-8000 Kit \$59.95
*FC-50 - Opto-8000F Factory Update $\$ 99.95$
FC-50 - Opto-8000.1 (w/TCXO) Kit \$109.95
*FC-50 - Opto-8000.1F Factory Update \$149.95
*Units returned for factory update must be completely assembled and operational

TERMS: Orders to U.S. and Canada, add $5 \%$ to maximum of $\$ 10.00$ per order for shipping, handling and insurance. To all other countries, add $10 \%$ of total order. Florida residents add $4 \%$ state tax. C.O.D. fee: $\$ 1.00$. Personal checks must clear before merchandise is shipped.



## OVENAIRE ULTRA PRECISION CRYSTAL OSCILLATOR



Your computer is only as good as its clock. We have been fortunate in acquiring a lot of OVENAIRE precision crystal oscillators, Model OSC 67-11-A-3. The output frequency of these oscillators is 3.840 Mhz . This frequency readily divides into many useable frequencies with the use of standard SN7400 series ICs. Among the many frequencies
are $640 \mathrm{Khz}, 60 \mathrm{Khz}, 32 \mathrm{Khz}, 20 \mathrm{Khz}, 10 \mathrm{Khz}, 6 \mathrm{Khz}, 1 \mathrm{Khz}, 600 \mathrm{~Hz}, 100 \mathrm{~Hz}, 60 \mathrm{~Hz}, 50 \mathrm{~Hz}$. and many more. We provide data showing the ICs needed to get these frequencies. The oscillator is precise to 2 parts per million, and is adjustable to even greater precision. Ideal for computers, frequency standars, clocks etc. This oscillator is a current production item, and the one piece price at the factory is $\$ 134.50$. In lots of 100 the price is $\$ 49.80$, so our price of $\$ 14.95$ each is a fantastic bargain. $15 / 8^{\prime \prime} \times 2^{\prime \prime} \times 5 / 8^{\prime \prime}$. PC mount. Voltages required are 5 VDC and 12 VDC. Output is TTL compatible 5 VDC. Sketch at left shows the complete unit, and an inside view.
$\begin{array}{llll}\text { STOCK NO.5592K } & \text { Ovenaire Precision Crystal Oscillator } & \$ 14.95 \text { ea. } \quad 2 / 28.00\end{array}$

## NEW POWER TRANSFORMERS

Tapped 115 V primary. Secondary either 12.5 or $14 \mathrm{volts} @ 2$ A. $31 / 8^{\prime \prime} \times 3^{\prime \prime} \times 2^{1 / 2^{\prime \prime}} .3 \mathrm{lbs}$. STOCK NO.9031K \$3.95 ea. 2/6.00

Primary 115V. Sec.1. 16.5V@ 1.5A. Sec. 2 16V@ 3.5A. Sec. 3 9.5V@ 3.5A. Sec.4, 130 V@2A. 10Lbs. STOCK NO.6677K
\$10.95 ea.
2/20.00


## SOUIRREL CAGE BLOWERS

Keep your valuable equipment from overheating. We have squirrel cage blowers, made by REDMOND, $115 \mathrm{~V}, 60 \mathrm{~Hz} .78 \mathrm{~A} .3000 \mathrm{RPM}$. Removed from equipment. STOCK NO.9325K

4 \$9.95 ea. $2 / 18.00$

## WIRE WRAP BOARDS LOADED WITH 7400 SERIES ICs



Since last summer, we have been selling 2 wire wrap boards, Our Stock No. 6558 K with approximately 100 sockets, and our Stock No. 6559 K with approximately 45 sockets. These have been successful, based on your orders and reorders. We now have the same boards, but with the sockets still containing the original SN7400 series ICs that were used in the computer that these boards were designed for. We checked the value of these ICs, against the lowest price ICs in several Electronics magazine, and found that at the lowest possible surplus prices, the values of the ICs on the 100 socket board ran to over $\$ 40.00$. A sample of some of the chips on the board we looked at are as f ollows: $74 \mathrm{H} 87,7486,74107,7451,7400,7404,7495,7493$, $7492,74193,7489$ and many others, to numerous to mention. Also on some boards, are a few linears, and phase locked loops. Not everyone needs every chip, but if you are working at all with TTL, this is a great opportunity to get an inventory of the most useful chips at a ridiculous price. We are selling the 100 socket board with about 100 chips, for $\$ 10.00$ more than the board itself, and the 45 socket chip for $\$ 5.00$ more than the board itself. We will also include with each board, 2 edge connectors with the 100 socket board, and 1 edge connector with the 45 socket board.

$$
\begin{array}{lll}
\text { STOCK NO. } 6558 \mathrm{~K} & 75 \text { to } 100 \text { socket board } & \$ 18.75 \text { ea. } 2 / 35.00 \\
\text { STOCK NO. } 6559 \mathrm{~K} & 45 \text { to } 50 \text { socket board } & \$ 11.75 \text { 2/22.00 }
\end{array}
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STOCK NO. 6749 K 75 to 100 socket wire wrap board with ICs and edge connectors $\quad \$ 28.75$ ea. $2 / 55.00$ STOCK NO. 6750 K 45 to 50 socket wire wrap board with ICs and edge connector
$\$ 16.75$ ea. $2 / 32.00$
STOCK NO.6603K Edge connector for either board
\$ 2.00 ea $3 / 5.00$

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$\begin{array}{lll}\text { STOCK NO. 5500K } & \text { Complete kit of parts with data. } & \$ 13.95\end{array}$

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DELTA ELECTRONIC HOBBIES 5151 Buford Hwy. Doraville, Atlanta, Ga.


## THE CHIPS ARE DOWN!

## 8K NOW JUST \$149 ASSEMBLED

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The ECONORAM III* $8 \mathrm{Kx8}$ (by Morrow's Micro-Stuff) comes fully assembled, burned in, tested and fully warranted for one full yearfor just \$149!
It's configured as two individually addressable 4 K blocks. And it typically consumes less than one-half the power of any competitively-priced memory.
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Herb Waite looks up from behind his copy of KB.

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ing at shows. How many of them can you recognize behind the Kilobauds?

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Who's This?
In addition to being a frequent author in KILOBAUD, the chap behind the KILOBAUD is also the owner of a microcomputer store. As a further hint, the store is in a small city of
about 40,000 , even so, business is growing nicely and the store is thriving. Not bad when you consider there are two other computer stores in the same town . . . and a fourth in the works!

## beginner's introductory

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- HOME COMPUTERS: $2^{10}$ Questions \& Answers by Rich Didday. Two books aimed exclusively at the novice computer hobbyist/ home computer user. Written in a rather unusual style which has a beginner asking questions which are answered by a person with a substantial background in computers and personal computing. The questions are just the kind beginners come up with . . . and the answers are presented in easy-to-understand terms (usually with a diagram to illustrate the point). Both the hardware and software aspects of home computing are covered from A to Z . An index in both books makes them ideal as reference material for anyone. Volume I: Hardware - \$7.95*; Volume 2: Software $-\$ 6.95^{*}$.
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- 101 BASIC COMPUTER GAMES Okay, so once you get your computer up and running

computer games

- MICROPROCESSORS FROM CHIPS TO SYSTEMS by Rodnay Zaks is a complete and detailed introduction to microprocessors and microcomputer systems. No preliminary knowledge of computers or microprocessors is required to read this book, although a basic engineering knowledge is naturally an advantage. Intended for all wishing to understand the concepts, techniques and components of microprocessors in a short time. \$9.95.*
- INTRODUCTION TO MICROPRO. CESSORS by Charles Rockwell of MICROLOG is an ideal reference for the individual desiring to understand the hardware aspects of microprocessor systems. Describes the hardware details of computer devices in terms the beginner can understand, instead of treating the micro chip as a "black box." General information about hardware systems is provided. Specific systems are not described and programming is only briefly discussed. \$17.50 US and Canada, \$20 elsewhere.*
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- HOME COMPUTERS: A BEGNINNERS GLOSSARY AND GUIDE this book is intended as a quick reference source for beginners. Included is a general introduction to microcomputers, a simple application \& sample system, the history of microcomputers \& their uses, and an introduction to same actual equipment. A chapter on number systems includes a number conversion chart, binary arithmetic from conversions to divisions, and a discussion of octal and hexadecimal numbers. A good background to read technical literature and computer equipment specifications. \$6.95.*
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## software $\cdot$ programming

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- BASIC New 2nd Edition. by Bob Albrecht. Self-teaching guide to the computer language you will need to know for use with your microcomputer. This is one of the easiest ways to learn computer programming. \$4.95.*
- A QUICK LOOK AT BASIC by Donald D. Spencer. A perfect reference for the beginning programmer. Assumes that the reader has no previous programming experience and is a self-teaching guide for the individual desiring to learn the fundamentals of BASIC. \$4.95.*
- MY COMPUTER LIKES ME . . WHEN I SPEAK BASIC An introduction to BASIC . simple enough for your kids. If you want to teach BASIC to anyone quickly, this book is the way to go. \$2.00.*
- FUN WITH COMPUTERS AND BASIC by Donald D. Spencer, contains an easy-to-understand explanation of the BASIC Programming Language and is intended for persons who have had no previous exposure to computer programming. Over half the book is devoted to problems using games, puzzles, and mathematical recreations. A superior book for self-teaching and learning computer programming. \$6.95.*
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- SOME COMMON BASIC PROGRAMS published by Adam Osborne \& Associates, Inc. Perfect for non-technical computerists requiring ready-to-use programs. Business programs, plus miscellaneous programs. Invaluable for the user who is not an experienced programmer. All will operate in the standalone mode. $\$ 7.50$ paperback.*
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- THE UNDERGROUND BUYING GUIDE Here is a handy guide for the electronics enthusiast. Over 600 sources of equipment and literature are provided. Cross-referenced for ease of use. Electronic publishing houses are`also listed. $\$ 5.95$ each.*
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## amateur radio books



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- TYCHON'S 8080 OCTAL CODE CARD Slide rule-like aid for programming and debugging 8080 software contains all the mnemonics and corresponding octal codes. Also available, Tychon's 8080 Hex Code Card, same as above only has hex codes instead of octal. \$3.00 each.*
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Register Display


1/O Port Display its "intelligent"
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If you need further evidence, consider the fact that H8's system facing page of this magazine to order your FREE Heathkit Catalog!

orientation allows you an almost unlimited opportunity for growth.
Memory is fully expandable, the 8080A CPU extremely versatile, and with the addition of high speed serial and parallel interfacing you gain the added flexibility of I/O operation with tape, CRT consoles, paper tape reader/punches, and soon floppy disk systems!
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