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Conversion of CoCo2 Visual Sorting Demo to CC3 using Urbane

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CONVERSION OF COCO2 VISUAL SORTING DEMO TO CC3 USING URBANE

Author	Message
<p>SFischer1 Certified CoCo Tech </p> <p>Joined: February 6th, 2011, 4:12 pm Posts: 191</p>	<p> Conversion of CoCo2 Visual Sorting Demo to CC3 using Urbane</p> <p>Hi,</p> <p>In the Rainbow November 1988 edition on page 160 William Barden, Jr. has a Rainbowtech article "Sorting It All Out".</p> <p>He includes four programs that give a visual demonstration of the sorting techniques.</p> <p>The Rainbow 1988 November edition can be found at:</p> <p>ftp://maltedmedia.com/coco/MAGS0/RAINBOW/</p> <p>The djvu versions are much smaller, please use them if you can.</p> <p>Attached to this post are the original programs and my consolidation of them into a single program with RGB and WIDTH 32 statements for easier use on a CoCo3. (CoCo2Sort.dsk) which is ready to load into an emulator. I used "VCC".</p> <p>Because of the minimum ZIP file size I have added the Rainbow on Disk for November 1988.</p> <p>-----</p>

As I have time, I will be converting the higher resolution CoCo3 versions I created to Urbane and trying to combine them so that on one screen you can see all four running at the same time.

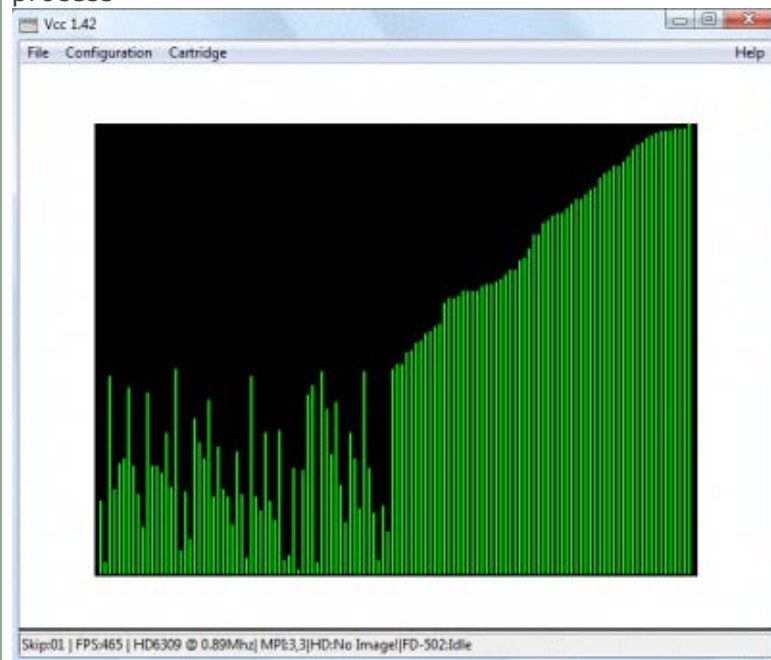
This will take some time!

This project was why I created Urbane, a preprocessor for Disk Expanded Color Basic as I was having so much trouble with merging four programs with line numbers.

SHF

Attachment:

File comment: Screen Shot of Sticks being sorted in process



SticksVCC.png [24.32 KiB | Viewed 1308 times]

Attachments:

File comment: Original CC2 Versions

[CoCo2Sort.zip](#) [81.81 KiB]

Downloaded 130 times

Last edited by [SFischer1](#) on March 31st, 2011, 10:22 pm, edited 1 time in total.

February 18th, 2011, 6:24 pm



SFischer1

Certified CoCo Tech



Joined: February 6th, 2011,
4:12 pm
Posts: 191

Re: Conversion of CoCo2 Visual Sorting Demo to CC3 using UBN

Hi,

Here is the first sort converted to Urbane for the CoCo 3.

The other three sorts when selected just produce a sound, number 5 quits the program. (I did not get the stubs right, sorry.)

The attached ZIP has a .dsk file with the "STICKSHT.BAS" program.

Selecting "1" will show that the program works.

Also the ZIP file contains the source colorized by the "ConTEXT" editor and a non colorized version if you do not like color.

I tried and failed to find a HTML or RTF to BBCode converter that would have allowed me to include the following in color.

If you know of one please tell me.

This post will change as further progress is done.

Also I do not like what is produced for some comments, a new version of Urbane may be needed.

SHF

Code:

```

*****
! *
! *  SELECTION SORT  *
! *
! *
*****
'

_1100_ ' GENERATE RANDOM DATA
'      PMODE 4
'      SCREEN 1,0
'      DIM NO( 126 )
'      PCLS 0

      FOR I = 1 TO N

```

```

NO( I ) = INT( RND( 190 ) )
HLINE ( I * D, 190 ) - ( I * D, 190 -NO( I ) ), PSET
NEXT
HCOLOR 3,2: FOR I = 0 TO 80 STEP 16 : HPRINT(I,0),"
SELECTION SORT.": NEXT I : HCOLOR 1,2
FOR J = N TO 1 STEP -1
LS = -1: SI = -1
FOR I=1 TO J:IF NO( I ) > LS THEN LS = NO( I ): SI
=I: NEXT I ELSE NEXT I
GOSUB _1290_
TM = NO( J ) : NO( J ) = NO( SI ): NO( SI ) = TM
GOSUB _1320_
NEXT J
RETURN

' LINE DISPLAY SUBROUTINES

_1290_ HLINE ( J * D, 190 ) - ( J * D, 0 ),PRESET
HLINE ( ( SI ) * D, 190 ) - ( ( SI ) * D, 0 ),
PRESET
RETURN

_1320_ HLINE ( J * D, 190 ) - ( J * D, 190 - NO( J ) ), PSET
HLINE ( ( SI ) * D, 190 ) - ( ( SI ) * D, 190 - NO
( SI ) ), PSET
RETURN

```

Attachments:

File comment: Sticks Selection sort running

 [US1.zip](#) [13.92 KiB]

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March 30th, 2011, 6:13 pm



beretta

CoCo Newb



Joined: March 23rd, 2011,
5:43 pm
Posts: 28

Re: Conversion of CoCo2 Visual Sorting Demo to CC3 using Urb

Pardon my ignorance, but what exactly does URBANE do? I figuring from your post that it automagically added line numbers to basic source. Does it "cross-interpret" too? (what ever that means!!!) What kind of output does it produce? crunched basic ready for LOAD-ing? I'm assuming it GOTO's and GOSUB's using labels?

--beretta

March 31st, 2011, 9:29 pm



SFischer1

Certified CoCo Tech



Joined: February 6th, 2011,
4:12 pm
Posts: 191

Re: Conversion of CoCo2 Visual Sorting Demo to CC3 using Urb

beretta wrote:

Pardon my ignorance, but what exactly does URBANE do? I figured from your post that it automatically added line numbers to basic source. Does it "cross-interpret" too? (what ever that means!!!) What kind of output does it produce? crunched basic ready for LOAD-ing? I'm assuming it GOTO's and GOSUB's using labels?

--beretta

Hi,

The output is a BASIC program ready for DECB to run. (RUN "PROGRAM.BAS")

"Urbane is designed to allow any DECB program to be written without line numbers and with unique variables of any length. All DECB commands and functions are supported".

<http://www.coco3.com/community/2010/01/28758>

is Urbane's front page.

If you look at:

http://www.coco3.com/hosted/urbane/ubn_out.htm

and then:

http://www.coco3.com/hosted/urbane/ubn_in.htm








You can see the input and resulting output. (Urbane is written in it's own language.)

"URBANE DECB Preprocessor Language Usage Discussion"

[viewtopic.php?p=73#p73](http://www.coco3.com/viewtopic.php?p=73#p73)

This project is why Urbane was written but it will take some time for me to get past the impossible (Almost) without Urbane part.

SHF

March 31st, 2011, 10:20 pm		 PROFILE	
<p>mathewines WhatsaCoCo</p> <p>Joined: March 12th, 2012, 8:44 am Posts: 3</p>		<p> Re: Conversion of CoCo2 Visual Sorting Demo to CC3 using Urb</p> <p>CoCo Forums have an area for both Hardware and Software projects. And you can add pictures of your projects.I created one for my "Sticks" project.</p> <p>Download Frostwire</p>	
March 12th, 2012, 8:57 am		 PROFILE	
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