

## Michezo midogo ya IchigoJam

Rafting! (Bonyeza mshale wa KULIA na KUSHOTO ili kuepuka)

```
10 CLS:X=16
20 LC X,5:"O"
30 LC RND(32),23:"*"
35 WAIT 3
36 X=X-BTN(28)+BTN(29)
37 IF SCR(X,5) END
40 GOTO 20
```

Jinsi ya kufunga? (Bonyeza batani ya IchigoJam baada ya LED)

```
10 LED 0
20 WAIT RND(180)+60
30 LED 1:CLT
40 IF BTN()=0 GOTO 40
50 ?TICK()
```

Andika A mpaka Z

```
10 LET N,65:
CLT
20 ?CHR$(N);
30 IF INKEY() <
>N GOTO 30
40 LET N,N+1:IF N<>91
GOTO 20
50 ??:?TICK()/60
```

Njia! (Tafuta jumla kwanza)

```
10 LET N,0:
CLT
20
LET A,RND(10)
30 LET B,RND(10)
40 ?A;"+";B;"=";:INPUT C
50
IF C!=A+B ?"NG!":END
60 LET N,N+1:IF N
<10 GOTO 20
70 ?TICK()/60
```

Baseball! (Bonyeza batani ya IchigoJam kupiga)

```
10 LET Y,
0
20 CLS
30 LC 4,15:"%"
40 LC 5,Y:"O"
50 IF BTN() GOTO 90
60 LET Y,Y+1
70 WAIT 6
80 GOTO 20
90 IF Y=15 ?"HIT!"
```

Screen jack! (Bonyeza kee yoyote)

```
10 LET C,1:CLS
20 LC RND(32),RND(22)
30 ?CHR$(C)
40 LET K,INKEY():IF K=C
50 GOTO 20
```



Bonyeza "Shift" ukitaka kuweka alama zifuatazo:-  
'(',')' 'Au' '''



Programming in BASIC!



Kid's PC

IchigoJam



<http://ichigojam.net>