

IchigoJam :hatua ya kwanza

Washa LED yako

```
LED1
```

Chapa "LED1" na bonyeza kitufe cha ENTER kuingia

Zima LED yako

```
LED0
```

Chapa "LED0" na bonyeza ENTER

Fanya kompyuta yako isubiri kwa muda

```
WAIT120
```

"WAIT120" inamaanisha "subiri kwa sekunde 2 "
swali je : "WAIT60" itamaanisha nini ?

```
WAIT60
```

Washa LED kwa sekunde 1

(Tumia `:` kuunganisha komandi (kwa mfuatano))

```
LED1:WAIT60:LED0
```

Bonyeza kitufe cha "JUJ" mara mbili.
Bonyeza kitufe cha "KULIA" mara 10.
Bonyeza kitufe cha "Backspace" ili kufuta "6". Chapa "12". Bonyeza ENTER kuingiza marekebisho yako

```
LED1:WAIT120:LED0
```

Kublinki LED yako

(Bonyeza "Space bar" ili kuacha nafasi)

```
10 LED1:WAIT60
20 LED0:WAIT60
30 GOTO10
RUN
```

"RUN" ni komandi ya kuanzisha programu yako.
"ESC" ni kitufe cha kusimamisha programu yako.
Pia F5 ni sawa na "RUN" katika matumizi.

Mabadiliko zaidi katika programu

```
LIST
```

F4 hufanya kazi sawa na "LIST"

Je, unaweza kuifanya LED iweze kublinki haraka zaidi?
Kumbuka kubongeza ENTER ili kuingiza marekebisho yako. Kutunza programu zilizotengenezwa.

Unaweza kutunza hadi programu nne (0 hadi 3)

```
SAVE0
```

F3 hufanya kazi sawa na "SAVE"

Baada ya kuanzisha upya kompyuta yako, unaweza kutumia tena programu yako uliyokuwa umeitunza.

```
LOAD0
```

F2 hufanya kazi sawa na "LOAD"

Andika neno "NEW" ili kufuta programu yako.

```
NEW
```



IchigoJam :michezo midogo

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

```
10 CLS:X=16
20 LC X,5:"0"
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()
```

Weka! (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)

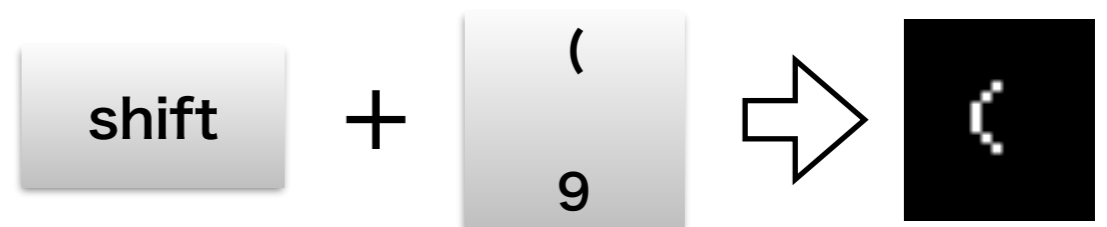
```
10 LET Y,0
20 CLS
30 LC 4,15:"%"
40 LC 5,Y:"0"
50 IF BTN() GOTO 90
60 LET Y,Y+1
70 WAIT 6
80 GOTO 20
90 IF Y=15 ?"HIT!"
```

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



<https://ichigojam.net/>
<https://ict4e.jp/swa/>