ATARI® INC., SUNNYVALE, CA. 94086
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C015335 REV. 2

A Warner Communications Company

ATARI®

MODEL CX-4101

© ℗ AN INVITATION TO
PROGRAMMING

ATARI® 400/800™

CONTENTS

THIS CASSETTE IS USED WITH BASIC CARTRIDGE CXL 4002

AN INVITATION TO PROGRAMMING

This cassette tape contains a series of lessons introducing you to programming your ATARI® 400™ or ATARI 800™ Personal Computer System. These lessons won't make you an expert, but you will learn enough to write some simple programs and can go on to learn more from our **ATARI BASIC** book.

If you have questions on using a program cassette or the ATARI 410™ Program Recorder, refer to the Operator's Manual packed with your ATARI 400 or ATARI 800, or with the ATARI 410 Program Recorder.

Before starting Side I or Side 2 of the cassette, be sure that the tape is completely rewound. Set your tape counter to "000." Counter markers may vary among Program Recorders, so we suggest that you write down the counter number for each lesson so that you may easily refer back to that lesson.

To load the lesson into the computer, type **CLOAD** on the keyboard, then press **RETURN**. You will hear a tone to remind you to push **PLAY** on the Program Recorder. *Then push* **RETURN** *again*. The cassette will begin to turn and you will hear a series of tones as the program is loaded into the computer. When the television screen shows **READY**, type in **RUN** and then hit **RETURN**. The program will begin. These steps must be followed to begin each program. (approx. load time 2 min.)

After loading the cassette program into the computer, watch and listen as the lessons proceed on the television screen. Push the appropriate key or type in the answers as requested. You must hit **RETURN** at the end of each answer to tell the computer you've finished typing it. You may get an error message if you do not follow the computer's instructions precisely.

There are times at the end of the lesson when you will have the opportunity to write programs of your own, to practice what you have learned. To clear the computer's memory between your programs, remember to type in **NEW** and hit **RETURN** each time you begin a new program.

There are three lessons on Side 1 and three lessons on Side 2 of the cassette. Lessons 1 and 2 are divided into two parts. Each must be loaded into the computer separately.

All six lessons can be covered in one sitting. If you want to stop during a lesson, wait until the tape comes to a section where a question is asked. That way the lesson is temporarily halted until you input the correct information or instruction. The only other time that you may stop would be at the end of a lesson, before loading the next lesson. Otherwise, stopping a lesson by using the keyboard and/or Program Recorder requires rewinding the tape and reloading the lesson.