

Differences between Basic Dialects#

Vergleich der Verschiedenen Basic Dialekte:#

Even the name of the command is the same, the syntax used in different basic dialects is different. The table below shows the different commands available in the Basic dialects.

Trotz gleichlautendem Befehl, kann die Syntax der einzelnen Dialekte abweichen!

Eigenschaften#

	ATARI-Basic	Turbo-Basic 1.5	BASIC A+	BASIC-XL	BASIC-XE	MS-BASIC
Year	1979	1985	1983	1984	1985	1981
Size	8k		16k	16k	27k	
Size in RAM	8k		15k	8k	8k	
Compiler		X	-	-	-	-
Runtime		X	-	X	-	-
Unlimited Strings	X	X				
String Array					X	X
Number of Variables	128				128	
Parameter passing	-	-			X	
Local variables	-	-			X	
Lowercase characters	-	X	X	X	X	
Reverse characters	-	X	X	X	X	

Befehlsübersicht#

ATARI-Basic	Turbo-Basic 1.5	BASIC A+	BASIC-XL	BASIC-XE	MS-BASIC
-	-				
	!				
	%GET				
	%PUT				
&	&	&	&	&	&
*	*	*	*	*	*
.
/	/	/	/	/	/
:	:	:	:	:	:
-	-	&	&	&	&
^	^	^	^	^	^
+	+	+	+	+	+
<	<	<	<	<	<
=	=	=	=	=	=
>	>	>	>	>	>
ABS	ABS	ABS	ABS	ABS	ABS

ADR	ADR	ADR	ADR	ADR	
					AFTER
AND	AND	AND	AND	AND	AND
ASC	ASC	ASC	ASC	ASC	ASC
ATN	ATN	ATN	ATN	ATN	ATN
					AUTO
	BGET	BGET	BGET	BGET	
	BLOAD				
	BPUT	BPUT	BPUT	BPUT	
	BRUN				
		BUMP	BUMP	BUMP	
BYE	BYE	BYE	BYE	BYE	
CHR\$	CHR\$	CHR\$	CHR\$	CHR\$	CHR\$
	CIRCLE				
					CLEAR
					CLEAR STACK
CLOAD	CLOAD	CLOAD	CLOAD	CLOAD	CLOAD
CLOG	CLOG	CLOG	CLOG	CLOG	CLOG
CLOSE	CLOSE	CLOSE	CLOSE	CLOSE	CLOSE
CLR	CLR	CLR	CLR	CLR	
	CLS				CLS
COLOR	COLOR	COLOR	COLOR	COLOR	COLOR
COM	COM	COM	COM	COM	
					COMMON
CONT	CONT	CONT	CONT	CONT	CONT
COS	COS	COS	COS	COS	COS
		CP	CP	CP	
CSAVE	CSAVE	CSAVE	CSAVE	CSAVE	CSAVE
DATA	DATA	DATA	DATA	DATA	DATA
	DEC				
					DEF
					DEFDBL
					DEFINT
					DEFSGN
					DEFSTR
DEG	DEG	DEG	DEG	DEG	DEG
	DEL	DEL	DEL	DEL	DEL
	DELETE				
DIM	DIM	DIM	DIM	DIM	DIM
	DIR	DIR	DIR	DIR	
	DIV				
	DO				
DOS	DOS	DOS	DOS	DOS	DOS
	DPEEK	DPEEK	DPEEK	DPEEK	
	DPOKE	DPOKE	DPOKE	DPOKE	
DRAWTO	DRAWTO	DRAWTO	DRAWTO	DRAWTO	
	DSOUND				
	DUMP				
	ELSE	ELSE	ELSE	ELSE	ELSE
END	END	END	END	END	END

	ENDIF	ENDIF	ENDIF	ENDIF	
	ENDPROC				
		ENDWHILE	ENDWHILE	ENDWHILE	
ENTER	ENTER	ENTER	ENTER	ENTER	
					EOF
		ERASE	ERASE	ERASE	
	ERL				ERL
	ERR	ERR	ERR	ERR	ERR
					ERROR
	EXEC				
	EXIT				
	EXOR				
EXP	EXP	EXP	EXP	EXP	EXP
		FAST	FAST	FAST	
	FCOLOR				
					FILL
	FILLTO				
		FIND	FIND	FIND	
FOR	FOR	FOR	FOR	FOR	FOR
	FRAC				
FRE	FRE	FRE	FRE	FRE	FRE
GET	GET	GET	GET	GET	GET
	GO#				
GOSUB	GOSUB	GOSUB	GOSUB	GOSUB	GOSUB
GOTO	GOTO	GOTO	GOTO	GOTO	GOTO
GRAPHICS	GRAPHICS	GRAPHICS	GRAPHICS	GRAPHICS	GRAPHICS
	HEX\$	HEX\$	HEX\$	HEX\$	
		HSTICK	HSTICK	HSTICK	
		HITCLR	HITCLR	HITCLR	
IF	IF	IF	IF	IF	IF
	INKEY\$				INKEY\$
INPUT	INPUT	INPUT	INPUT	INPUT	INPUT
					INPUT AT
	INSTR				INSTR
INT	INT	INT	INT	INT	INT
					KILL
		LEFT\$	LEFT\$	LEFT\$	LEFT\$
LEN	LEN	LEN	LEN	LEN	LEN
LET	LET	LET	LET	LET	LET
					LINE INPUT
					LINE INPUT AT
LIST	LIST	LIST	LIST	LIST	LIST
LOAD	LOAD	LOAD	LOAD	LOAD	LOAD
				LOCAL	
LOCATE	LOCATE	LOCATE	LOCATE	LOCATE	
	LOCK				LOCK
LOG	LOG	LOG	LOG	LOG	LOG

		LOMEM	LOMEM	LOMEM	
	LOOP				
LPRINT	LPRINT	LPRINT	LPRINT	LPRINT	
		LVAR	LVAR	LVAR	
					MERGE
		MID\$	MID\$	MID\$	MID\$
		MISSILE	MISSILE	MISSILE	
	MOD				
	MOVE	MOVE	MOVE	MOVE	
					NAME TO
NEW	NEW	NEW	NEW	NEW	NEW
NEXT	NEXT	NEXT	NEXT	NEXT	NEXT
NOT	NOT	NOT	NOT	NOT	NOT
NOTE	NOTE	NOTE	NOTE	NOTE	NOTE
		NUM	NUM	NUM	
ON	ON	ON	ON	ON	ON
					ON ERROR GOTO
OPEN	OPEN	OPEN	OPEN	OPEN	
					OPTION
OR	OR	OR	OR	OR	OR
PADDLE	PADDLE	PADDLE	PADDLE	PADDLE	PADDLE
	PAINT				
	PAUSE				
PEEK	PEEK	PEEK	PEEK	PEEK	PEEK
		PEN	PEN	PEN	
PLOT	PLOT	PLOT	PLOT	PLOT	PLOT
					PLOT TO
		PMADR	PMADR	PMADR	
		PMCLR	PMCLR	PMCLR	
		PMCOLOR	PMCOLOR	PMCOLOR	
		PMGRAPHICS	PMGRAPHICS	PMGRAPHICS	
		PMMOVE	PMMOVE	PMMOVE	
		PMWIDTH	PMWIDTH	PMWIDTH	
POINT	POINT				
POKE	POKE	POKE	POKE	POKE	POKE
POP	POP	POP	POP	POP	
POSITION	POSITION	POSITION	POSITION	POSITION	
PRINT	PRINT	PRINT	PRINT	PRINT	PRINT
					PRINT AT
		PRINT USING	PRINT USING	PRINT USING	PRINT USING
	PROC				
				PROCEDURE	
		PROTECT	PROTECT	PROTECT	
PTRIG	PTRIG	PTRIG	PTRIG	PTRIG	PTRIG
PUT	PUT	PUT	PUT	PUT	PUT
RAD	RAD	RAD	RAD	RAD	
	RAND				
		RANDOM	RANDOM	RANDOM	
					RANDOMIZE
READ	READ	READ	READ	READ	READ

REM	REM	REM	REM	REM	REM
	RENAME	RENAME	RENAME	RENAME	
	RENUM	RENUM	RENUM	RENUM	RENUM
	REPEAT				
RESTORE	RESTORE	RESTORE	RESTORE	RESTORE	RESTORE
					RESUME
RETURN	RETURN	RETURN	RETURN	RETURN	RETURN
		RGET	RGET	RGET	
		RIGHT\$	RIGHT\$	RIGHT\$	RIGHT\$
RND	RND	RND	RND	RND	RND
		RPUT	RPUT	RPUT	
RUN	RUN	RUN	RUN	RUN	RUN
SAVE	SAVE	SAVE	SAVE	SAVE	SAVE
					SAVE LOCK
					SCRN\$
		SET	SET	SET	
SETCOLOR	SETCOLOR	SETCOLOR	SETCOLOR	SETCOLOR	SETCOLOR
SGN	SGN	SGN	SGN	SGN	SGN
SIN	SIN	SIN	SIN	SIN	SIN
				SORT	
SOUND	SOUND	SOUND	SOUND	SOUND	SOUND
SQR	SQR	SQR	SQR	SQR	SQR
					STACK
STATUS	STATUS	STATUS	STATUS	STATUS	STATUS
STEP	STEP	STEP	STEP	STEP	STEP
STICK	STICK	STICK	STICK	STICK	STICK
STOP	STOP	STOP	STOP	STOP	STOP
STR\$	STR\$	STR\$	STR\$	STR\$	STR\$
STRIG	STRIG	STRIG	STRIG	STRIG	STRIG
					STRING\$
		SYS	SYS	SYS	
		TAB	TAB	TAB	
TAN	TAN	TAN	TAN	TAN	TAN
	TEXT				
THEN	THEN	THEN	THEN	THEN	THEN
	TIME				TIME
	TIME\$				TIME\$
TO	TO	TO	TO	TO	TO
	TRACE	TRACE	TRACE	TRACE	
		TRACEOFF	TRACEOFF	TRACEOFF	
TRAP	TRAP	TRAP	TRAP	TRAP	
					TROFF
					TRON
	TRUNC				
	UINSTR				
	UNLOCK				UNLOCK
		UNPROTECT	UNPROTECT	UNPROTECT	
	UNTIL				
USR	USR	USR	USR	USR	USR
VAL	VAL	VAL	VAL	VAL	VAL

					VARPTR
					VERIFY
		VSTICK	VSTICK	VSTICK	
		WAIT	WAIT	WAIT	
	WEND				
	WHILE	WHILE	WHILE	WHILE	
XIO	XIO	XIO	XIO	XIO	XIO
				XTEND	