MAZETALK ADVENTURES
≡ QUICK-START CARDS ≡

Adventure 7: Number Monsters

Example of Using the "For. . . times do" Command (with a #12 Number Monster).

1 Have Mazie collect cookies, then move her to the monster (until object).

2
```
Repeat
Move east
Until object
♦ End

Quit
Verb
Repeat until
If object then
♦ For. . . times do
```

3
```
Repeat
Move east
Until object
♦ For 02 times do
Endfor
End

Quit
♦ Increase number*
Decrease number*
```

* Each time you press RETURN the number increases or decreases by 1.

4
```
Repeat
Move east
Until object
♦ For 12 times do
Endfor
End

Quit
♦ Verb
Repeat until
If object then
For. . . times do
```

5
```
Repeat
Move east
Until object
For 12 times do
♦ Endfor
End

Move north
Move south
Move east
Move west
Get object
Throw water
Give banana
♦ Toss cookie
```

You can also nest these commands:

6
```
Repeat
Move east
Until object
For 12 times do
♦ Toss cookie
Endfor
End

♦ Quit
Verb
Repeat until
If object then
For. . . times do
```

```
Repeat ─────
Move east
If object then ─────
For 12 times do ───┐
Toss cookie        │
Endfor ◄───────────┘
Endif ◄────
Until wall ◄────
```

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Adventure 8: Many Monsters

Example of How to Write a Procedure

A procedure is a set of instructions that may be repeated. The procedure in the example instructs Mazie to get an object while moving east.

1
```
   Program
   Begin
 ♦ End

   Quit
   Write new program
 ♦ Add procedure
   Insert before line
   Delete current line
   Change current line
   Disk commands
```

2
```
   Program
   Begin
 ♦ End

   PROCEDURE NAME:
   EASTOB
```

You enter a name for your procedure. Then you enter commands for a procedure in the same way you enter commands for the main program.

3
```
   Procedure EASTOB
   Begin
 ♦ Endproc
   Program
   Begin
   End

   Quit
   Write new program
   Add procedure
 ♦ Insert before line
   Delete current line
   Change current line
   Disk commands
```

4
```
   Procedure EASTOB
   Begin              ┐
   Repeat             │
   Move east          │──→ procedure
   Until object       │
   Get object         │
 ♦ Endproc            ┘
   Program            ┐
   Begin              │──→ main
   End                ┘    program

   Quit
   Verb
   Repeat until
   If object then
   For . . . times do
   Call procedure
```

5 To use your procedure in the main program choose Call procedure. After you enter the procedure name, it appears in the program like this:

```
   Program
   Begin
   Repeat
   Move south
   Until wall
 ♦ EASTOB
```

How many different procedures can you write?