

Program:

## Simple Shoot

```
: ClrHome
: ClrDraw
: AxesOff
: RecallPic 8
: Pause
: Lbl A
: Menu("SHOOTING
RANGE?","HALF 'N
HALF",1,"OPEN
SHOOTING",9,"HIGHSCORES..." ,H)
: Lbl H
: ClrDraw
: ZStandard
: Vertical -1
: Horizontal 4.5
: Text(3,2,"HALF 'N HALF")
: Text(10,13,"GAME:")
: Text(19,5,"1: ",LSHOT(1))
: Text(26,5,"2: ",LSHOT(2))
: Text(3,45,"OPEN SHOOTING")
: Text(10,60,"GAME:")
: Text(19,48,"LEVELS...")
: Text(26,48,"1: ",LTIME(3))
: Text(33,48,"2: ",LTIME(2))
: Text(40,48,"3: ",LTIME(1))
: Pause
: Goto A
: Lbl 1
: 0→S
: 0→LSHOT(3)
: ClrDraw
: Horiz
: ZStandard
: AxesOff
: Horizontal 5
: Text(0,27,"HIGHSCORES")
: Text(9,5,"1: ",LSHOT(1))
: Text(16,5,"2: ",LSHOT(2))
: Line(-3.5,-10,-3.5,5)
: Text(9,73,"BY:")
: Text(15,70,"EVAN")
: Line(3,-10,3,5)
: Lbl 2
: 2→A
: 1→B
: Lbl 3
: 1→G
: randInt(8,16)→Y
: randInt(1,4)→X
: Lbl 4
: ClrHome
: Output(X,Y,"*")
: Output(A,B,"->")
: Text(9,36,"SCORE:")
: Text(16,41,S)
: Text(23,5,"MISS ",LSHOT(3))
: getKey→K
: If K=25 and A>1
: A-1→A
: If K=34 and A<4
: A+1→A
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: If K=26 and A≠X:Then
: B→C
: For(C,C+2,16)
: Output(A,C," ")
: End
: If A≠X
: LSHOT(3)+1→LSHOT(3)
: If LSHOT(3)=3
: Goto 7
: End
: If K=26 and A=X:Then
: B→C
: S+1→S
: For(C,C+2,Y)
: Output(A,C," ")
: End
: randInt(1,4)→X
: randInt(8,16)→Y
: End
: If K=105
: Goto 5
: If K=45
: Goto 3
: Goto 4
: Lbl 5
: Menu"PAUSE
MENU", "CONTINUE",6, "QUIT
GAME",7, "NEW GAME...",8)
: Lbl 6
: If G=1
: Goto 4
: If G=2
: Goto C
: Lbl 7
: Full
: ClrDraw
: ZStandard
: AxesOn
: ClrHome
: If S<LSHOT(1) and S<LSHOT(2)
: Stop
: If S>LSHOT(2) and
S<LSHOT(1):Then
: S→LSHOT(2)
: Output(4,3, "HIGHSCORE 2")
: Output(5,6, "SAVED!")
: DelVar S
: Stop
: End
: If S>LSHOT(1):Then
: LSHOT(1)→LSHOT(2)
: S→LSHOT(1)
: Output(4,3, "HIGHSCORE 1")
: Output(5,6, "SAVED!")
: DelVar S
: Stop
: End
: Lbl 8
: Full
: ClrHome
: ClrDraw
: Goto A
: Lbl 9
: ClrHome
: Menu("TIME OF PLAY?:", "10-20
SECONDS",I, "30-40
SECONDS",J, "1-1.5 Minutes",K)
: Lbl I

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```

: 1→T
: Goto L

: Lbl J
: 2→T
: Goto L
: Lbl K
: 3→T
: Lbl L
: 0→S
: 2→G
: 4→A
: 1→B
: 1→LTIME(4)
: Lbl B
: randInt(12,16)→Y
: randInt(1,8)→X
: Lbl C
: ClrHome
: Output(X,Y,"")
: Output(A,B,">")
: LTIME(4)+.5→LTIME(4)
: If T=1 and 19=LTIME(4)
: Goto D
: If T=2 and 57=LTIME(4)
: Goto E
: If T=3 and 114=LTIME(4)
: Goto F
: getKey→K
: If K=25 and A>1
: A-1→A
: If K=34 and A<8
: A+1→A
: If K=26:Then

: B→C
: For(C,C+1,16)
: Output(A,C,"□")
: End
: End
: If K=26 and A=X:Then
: B→C
: For(C,C+1,Y)
: Output(A,C,"□")
: End
: S+1→S
: randInt(12,16)→Y
: randInt(1,8)→X
: End
: If K=105
: Goto 5
: If K=45
: Goto B
: Goto C
: Lbl D
: ClrHome
: If S<LTIME(3)
: Goto G
: If S>LTIME(3)
: S→LTIME(3)
: Goto G
: Lbl E
: ClrHome
: If S<LTIME(2)
: Goto G
: If S>LTIME(2)
: S→LTIME(2)
: Goto G
: Lbl F

```

```
: If S< TIME(1)
: Goto G
: If S> TIME(1)
: S→ TIME(1)
: Lbl G
: ClrHome
: Output(2,7,"GAME")
: Output(3,7,"OVER")
: Output(5,5,"SCORE: ")
: Output(5,12,S)
```

TI Calculator Programs

**Note:**

\*This section assumes that the user has “pic 8”. It is optional code and can be removed.

\*The highlighted are one list with three dimensions. This list will need to be made into the user’s calculator for program to work, and they must make three dimensions for it.

\*The highlighted is also another required list with four dimensions. The user must create this list on his/her calculator manually, and create four dimensions for it.

\*This symbol represents the multiplication icon for the user’s calculator. When writing the code, enter the “times” button for this instead.

\*The highlighted is a symbol found in the calculator’s catalog. For details, see the appropriate program’s page.

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