

# 04463D PROGRAM DESCRIPTION I

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Program Title CATCH ME IF YOU CAN  
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Program Description, Equations, Variables THE OBJECT OF THIS GAME IS TO GUESS A  
RANDOM NUMBER BETWEEN 0 AND 1000. THE PLAYER INPUTS A SEED AND  
THE CALCULATOR SELECTS A RANDOM NUMBER. THE PLAYER THEN INPUTS  
HIS GUESS AND THE CALCULATOR DISPLAYS THE NUMBER 1, -1, OR 0.  
IF -1 IS DISPLAYED THEN THE NUMBER GUESSED IS LOWER THAN THE  
RANDOM NUMBER; IF 1 IS DISPLAYED THEN THE NUMBER GUESSED IS  
HIGHER THAN THE RANDOM NUMBER; IF 0 IS DISPLAYED THEN THE NUMBER  
GUESSED IS EQUAL TO THE RANDOM NUMBER AND THE GAME IS OVER. AS  
THE PLAYER GUESSES AT THE RANDOM NUMBER, HOWEVER, THE NUMBER  
MOVES. IF THE PLAYER GUESSES HIGHER THAN THE RANDOM NUMBER  
THEN THE RANDOM NUMBER WILL GET LOWER; IF THE NUMBER GUESSED IS  
LOWER THAN THE RANDOM NUMBER THEN THE RANDOM NUMBER WILL GET  
HIGHER. THE AMOUNT THE RANDOM NUMBER MOVES IS (CONT.)

Necessary Accessories NONE

Operating Limits and Warnings THE RANDOM NUMBER SELECTED AT THE BEGINNING  
OF THE GAME WILL BE BETWEEN 0 AND 1000. HOWEVER, DURING THE  
COURSE OF THE GAME THE RANDOM NUMBER MAY MOVE OUT OF THESE  
LIMITS.

Reference(s) \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

This program has been verified only with respect to the numerical example given in Program Description II. User accepts and uses this program material AT HIS OWN RISK, in reliance solely upon his own inspection of the program material and without reliance upon any representation or description concerning the program material.

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(CONTINUATION PAGE)

DETERMINED BY ANOTHER RANDOM NUMBER BETWEEN 0 AND 5. THE NUMBER  
OF GUESSES THE PLAYER HAS TAKEN CAN BE DISPLAYED AT ANY POINT IN  
THE PROGRAM.

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## PROGRAM DESCRIPTION II

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**Sample Problem (Sketch if Desired)**

GUESS THE NUMBER STORED BY THE CALCULATOR.

**SOLUTION:**

[illegible]



# 04463D PROGRAM LISTING

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67 97 41C

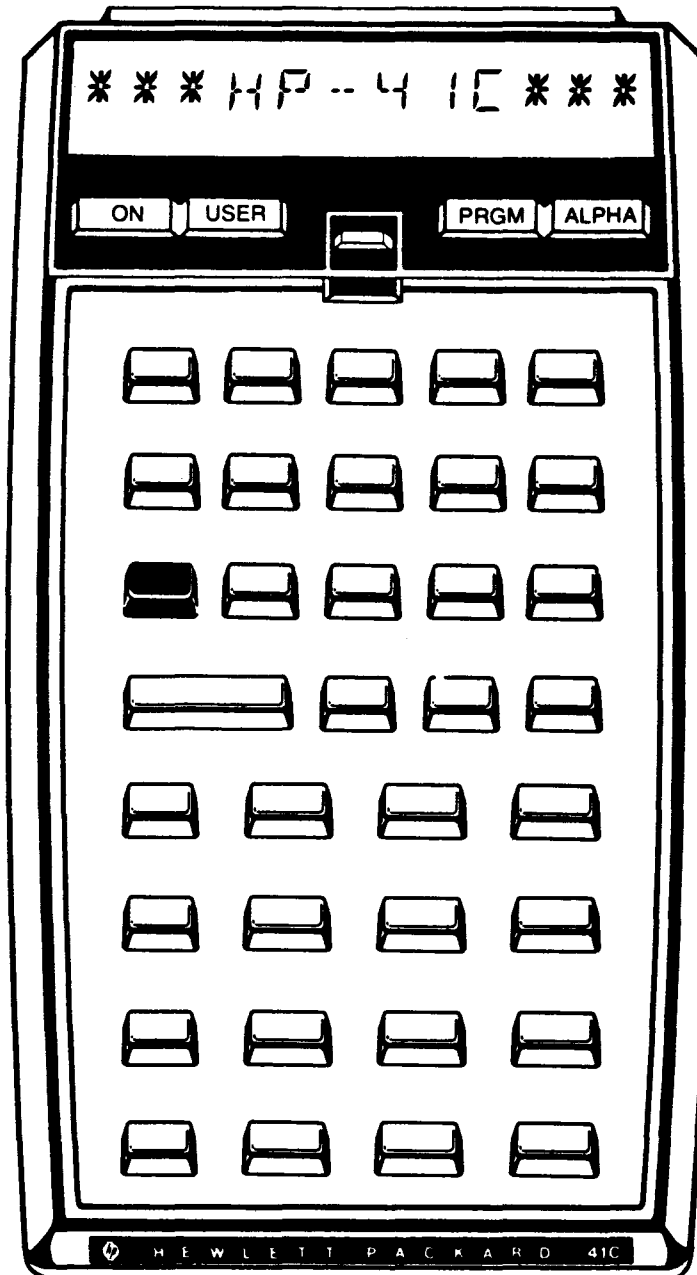
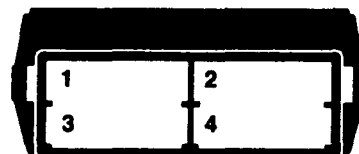
STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS	STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS
01	f LBL A	31 25 11	STORE SEED	51	h RTN	35 22	
	STO 0	33 00			f LBL D	31 25 14	DISPLAY NUMBER
	CLX	44			RCL 9	34 09	OF GUESSES
	h RTN	35 22			h RTN	35 22	
	f LBL B	31 25 12	CALCULATE R.N.		f LBL 5	31 25 05	CALCULATE AMT.
	0	00			RCL 0	34 00	R.N. MOVES
	STO 9	33 09			9	09	
	RCL 0	34 00			9	09	
	9	09			7	07	
10	9	09		60	X	71	
	7	07			g FRAC	32 83	
	X	71			STO 0	33 00	
	g FRAC	32 83			6	06	
	STO 0	33 00			X	71	
	1	01			f INT	31 83	
	0	00			h RTN	35 22	
	0	00					
	1	01					
	X	71					
20	f INT	31 83		70			
	STO 1	33 01					
	CLX	44					
	h RTN	35 22					
	f LBL C	31 25 13	DETERMINE IF				
	STO 8	33 08	GUESS IS HIGH,				
	1	01	LOW, OR EQUAL				
	STO + 9	33 61 09					
	RCL 8	34 08					
	RCL 1	34 01					
30	g X>Y	32 81	GUESS IS LESS	80			
	GTO 1	22 01	THAN R.N.				
	g X=Y	32 51	GUESS = R.N.				
	GTO 2	22 02					
	f GSB 5	31 22 05					
	CHS	42					
	RCL 1	34 01					
	+	61					
	STO 1	33 01					
	1	01					
40	h RTN	35 22		90			
	f LBL 1	31 25 01					
	f GSB 5	31 22 05					
	RCL 1	34 01					
	+	61					
	STO 1	33 01					
	1	01					
	CHS	42					
	h RTN	35 22					
	f LBL 2	31 25 02					
50	0	00		00			

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## REGISTERS, STATUS, FLAGS, ASSIGNMENTS

[illegible]

# KEYBOARD CARD LABELING

**KEYBOARD****SYSTEM  
CONFIGURATION****CARD**