Basic4GL
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> Basic - cetak

Printr "Hello ";
Print "Have a nice day“

print "Line 1"
print "Line 2"
print "Line 3“

print "Welcome ";
print "to ";
print "Basic4GL"
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> Basic - lokasi

cls
locate 18, 10
print "Hello"
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> Basic – for - color

dim t
for t = 1 to 50:
    color(rnd()%255, rnd()%255, rnd()%255)
    print chr$(rnd()%255)
    sleep(100)
Next

dim t
TextMode(TEXT_BUFFERED)
for t = 1 to 50:
    color(rnd()%255, rnd()%255, rnd()%255)
    print chr$(rnd()%255)
    drawtext()
    sleep(100)
nex
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Basic – if...elseif...else

dim a

for a = 0 to 10
    if a = 0 then printr "Zero"
    elseif a = 1 then printr "One"
    elseif a = 2 then printr "Two"
    elseif a = 3 then printr "Three"
    elseif a = 4 then printr "Four"
    elseif a = 5 then printr "Five"
    elseif a = 6 then printr "Six"
    elseif a = 7 then printr "Seven"
    elseif a = 8 then printr "Eight"
    elseif a = 9 then printr "Nine"
    elseif a = 10 then printr "Ten"
    else printr "???"
endif
next
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> Basic – goto & gosub

ulang:
Print "Hello "
Goto ulang

Dim name$: name$ = "Bob"
locate 10, 10: gosub Name
locate 20, 4: gosub Name
locate 3, 15: gosub Name
locate 30, 20: gosub Name
end
Name:
\hspace{1em} print name$
return
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> Basic – clear line & region

```basic
   dim i
   SetTextScroll(false)
   for i = 0 to 24: prinr i: next
   locate 0, 10
   ClearLine()

   dim x, y
   SetTextScroll(false)
   TextMode(TEXT_BUFFERED)
   for y = 1 to TextRows()
     for x = 1 to TextCols()
       print "#"
     next
   next
   ClearRegion(5, 5, 35, 9)
   locate 13, 7: print "Cleared region"
   DrawText()
```
Basic – Custom Window

SetWindowWidth(320)
SetWindowHeight(240)
SetWindowFullscreen(false)
SetWindowBorder(true)
SetWindowResizable(false)

UpdateWindow()

ResizeText(12,8)
print "Hello world"
OpenGL - Line

const XSize = 640, YSize = 480
glMatrixMode (GL_PROJECTION)
glLoadIdentity ()
glOrtho (0, XSize, YSize, 0, 0, 1)
dim x1, y1, x2, y2
dim i
glClearColor (.3, .3, .3, 0)
glClear(GL_COLOR_BUFFER_BIT)
x1 = 0: y1 = 0: x2 = 20: y2 = 50: gosub Line

SwapBuffers()
End

Line:
glBegin(GL_LINES)
glVertex2f(x1, y1): glVertex2f(x2, y2)
glEnd()
return 11
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> OpenGL

glTranslatef(0, 0, -4)
glBegin(GL_TRIANGLES)
glColor3f(1, 0, 0): glVertex2f( 0, 1)
glColor3f(0, 1, 0): glVertex2f(-1,-1)
glColor3f(0, 0, 1): glVertex2f( 1,-1)
glEnd()
SwapBuffers()
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