

THE MAGNEMEDIA LIBRARY OF PERSONAL COMPUTER  
PROGRAMS

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- ★ **Simplicity** -everyone can use the computer with these programs.
- ★ **Usability** -Audio explanations with every program, PLUS standardized instructions to take out the guesswork.
- ★ **Economy** -prices you can afford.

MAGNEMEDIA Inc.  
17845 Sky Park Circle, Suite H  
Irvine, California 92714  
(714) 549-9122

## TRUE / FALSE QUIZ

(4K)

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FOR APPLE II

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# Personal Computer Programs

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## INTRODUCTION TO MAGNEMEDIA

Thanks to the mass production of microcomputers there's a whole new world of computer fun, help and learning available to all who want it. Magnemedia makes it possible for you to have the programs you want at a price you can afford.

Magnemedia programs include: time and money saving routines, mind-building educational programs, and exciting games and entertainment. The programs all conform to a standard format - instructions follow the same pattern in each publication.

The prices follow a pricing structure based on the idea that you can as easily afford a Magnemedia computer program as you can your favorite music record or tape. The album format allows you to store your programs in a neat fashion on any standard bookshelf.

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17845 Sky Park Circle, Suite H  
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### APPLICATION

This program is designed for use with the Apple II Computer. The program title indicates the user memory size (RAM) required to store and run the program.

### FURTHER DOCUMENTATION

Lists and notes of all programs plus a complete print out are available from Magnemedia. Use the enclosed order blank to obtain these lists.

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### AVAILABLE FOR OTHER POPULAR COMPUTERS ALSO

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### GUARANTEE

This program is guaranteed to function when used in the computer specified with sufficient memory. If the tape or program is found defective when new, Magnemedia will replace it. Send the tape and \$1.00 handling charge to Magnemedia.

### PURPOSE

**TRUE/FALSE QUIZ** is designed to serve as a teaching tool, a review, or a testing device by using statements which can be answered by True or False.

### OPERATION

1. Type RUN and press "Return".
2. The computer asks your name. Type your name and press "Return".
3. The computer prints your name several times (just for fun), then gives the first question (actually a statement). Questions appear in random order. Therefore, number one may be different each time you use the program. Answer each question by typing TRUE (T), or FALSE (or F). If you have given the correct answer, the computer will "beep" and print "Good". If the answer is wrong, it will print "Try Again" and repeat the question. The answer is obvious, but it helps you remember when you actually choose the correct answer. The next question is given.
4. When all of the questions have been answered, the computer shows your score (based on the percentage of correct first answers), and ends the program. If you wish to review the information, run the program again.

### Changing the Quiz

To put your own questions into this quiz, follow these steps.

1. Type RUN and press "Return".
2. When the computer asks your name, type TEACHER and press "Return".
3. The computer asks how many questions you want to give. Answer by typing the number and pressing "Return".
4. The computer then gives instructions. Here is an example of how you enter the information for one of your new questions.

```
310 A$="IT IS ACTUALLY VERY EASY TO CHANGE  
THE" : B$="CONTENTS OF THIS QUIZ." :  
A=1 : RETURN
```

- A.) Type the line number (310)
- B.) Type the symbols A\$=
- C.) Type the first line of your new statement. Enclose it in quotation marks. Maximum length of a line is 40 spaces.
- D.) Type a colon (:).
- E.) Type the symbols B\$=
- F.) Type the second line of your new statement. Enclose it in quotation marks. If there is no second line, type B\$=" "
- G.) Type another colon (:), and then A=0 (if the statement is false) or A=1 (if the statement is true).
- H.) Type another colon (:), and the word RETURN.
- I.) Press "Return".

In case the computer says SYNTAX ERR when you press the "Return" key, just retype the line carefully. Include the quotation marks and the colons.

5. Type the information for the second question at line 320 (the third at 330, the fourth at 340, etc). If the computer should say MEM FULL ERR, you will not be able to add any more questions.
6. Before you run your new program, type the total number of questions you have put into the program on line 40. Then press "Return".  
Example: 40 N=8
7. If you want to check all the new information you have added, type POKE 34, 0 and press "Return". Then type LIST 300,350 and press "Return". Check the information. If you need to change it, just type the whole line over again.  
Type LIST 360,400 and press "Return". Check these questions and make any necessary corrections. Then run the program.

## SPECIAL USES

### As A Test

Add this line (Use your name. The code number is 8448, but you may substitute any number you will remember.).

```
270 PRINT "CALL MR: SMITH." : INPUT A : IF A #  
8448 THEN 270
```

This addition will require the student to call you. You can enter his score, type in the code number. Then the quiz will end and another student can use it.

### As Another Type Of Quiz

By making a few changes, this quiz can be used in any situation where you want a choice between two answers (True/False, Old/New, East/West, etc).

1. Type LIST 130 and press "Return". Retype the information for line 130, substituting your new categories in place of (TRUE OR FALSE). Press "Return" at the end of line 130.
2. Type LIST 150 and press "Return". Retype this information for line 150, substituting the first letter of your new categories in place of the T and F. Press "Return" at the end of line 150.
3. Enter the statements as described above. Use A=1 if the correct answer is in the first of your categories. Use A=0 if the correct answer is in your second category.

## PROBLEMS?

You shouldn't have any, but in case you do check out the following for solving your problem:

1. Can't Load The Program
  - Check computer by trying another program.
  - Be sure computer has large enough memory for the program
  - Turn computer off, set tape up at beginning of tone and start over.
2. Program Stops
  - Use "Err Message" section of computer manual to determine the cause.
  - Reload program.
3. Accidentally hit "Reset" key.
  - Return to Basic by pressing "Control" and "C" key at the same time.
4. Can't Clear Screen To Restart Program
  - Enter these commands, and press "Return" after each one:
    - TEXT "Return" key
    - POKE 34,0 "Return" key
    - POKE 35,24 "Return"key
    - POKE 32,0 "Return" key
    - POKE 33,40 "Return" key
    - Type RUN "Return" key

Now your program should have started. If it doesn't we both have problems.

## NOTES

### AUDIO INSTRUCTIONS

Verbal instructions are on side one of the tape. You may find it helpful to listen to this before starting the program. You know - If all else fails . . . .

### ARE YOU A PROGRAMMER?

Computer programmers seem to be coming out of the woodwork everywhere. Some are pros. Some are beginners. Some haven't even started yet, but it may not be long before they are making an important contribution with their ideas.

If you have a program worth marketing we invite you to do it through Magnemedia. The royalties may help you to buy bigger and better toys. Don't wait - Contact us now.

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