BOWLER'S DATABASE

HOME MANAGEMENT

Track individual weekly bowling scores and print scores and averages
(For bowlers)

by Jerry White

Requires: ATARI BASIC Language Cartridge
Additional diskettes for storing data

Cassette version (1):	ATARI 410 Program Recorder
(APX–10091)	16K RAM
Diskette version (1):	ATARI 810 Disk Drive
(APX–20091)	24K RAM

Edition B

CONSUMER-WRITTEN PROGRAMS FOR

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Program and Manual Contents ©1982 Jerry White

Distributed By

The ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

To request an APX Product Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)
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Contents

Introduction

OVERVIEW

BOWLER'S DATABASE is a friendly, easy-to-use program for
keeping track of your bowling scores throughout the season. You
can create as many files as you need to accommodate each bowler
in your family or each member of your league. A file can hold
scores for 99 (or more) weeks. In this automatically loaded
program, you enter your weekly scores for your first, second, and
third games. You can correct any errors later on, should you need
to, and you can enter scores for more than one week at a time.
You save your files on either cassette or diskette. To see how
you're doing, you request summary and detailed reports, which
automatically display on your TV screen, but which you can also
print, if you like. The summary report contains your highest,
lowest, and average scores bowled in the first, second, and third
games. It also shows your highest, lowest, and average
three-game series and your overall game average. The detailed
report lists all your game and individual series totals by week.

BOWLER'S DATABASE gives you permanent, detailed records of
your bowling performance. It makes comparisons from one
season to the next a simple task. Each player's records must
reside on a separate data diskette or cassette.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge

Cassette version

> **16K RAM**
> **ATARI 410 Program Recorder**

Diskette version

> **24K RAM**
> **ATARI 810 Disk Drive**

OPTIONAL ACCESSORIES

ATARI printer or equivalent printer
Additional cassettes or DOS II formatted diskettes for data storage

CONTACTING THE AUTHOR

Users wishing to contact the author about BOWLER'S DATABASE may write to him at:

18 Hickory Lane
Levittown, NY 11756

FUNCTION KEYS AND ENTERING INFORMATION

Because this program uses the keyboard exclusively, care has been taken to guard against user errors. The only special function keys BOWLER'S DATABASE uses are ESC and DELETE/BACK S. Notice that pressing any function key other than these two and the SYSTEM RESET key has no effect.

Use the ESC key whenever you want to leave your current option or menu selection. In other words, if you don't see what you want, press the ESC key.

Use the DELETE/BACK S key to erase characters you've just typed (and then type the correct ones). You don't need to hold the CTRL key to use the DELETE/BACK S key.

Type all your information in upper case letters in normal video mode. If you mistakenly press the ATARI inverse video or lower case keys, the program automatically resets itself to normal upper case when you press the next key.

Getting started

LOADING BOWLER'S DATABASE INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.

2. If you plan to print reports, turn on your printer and ATARI 850 Interface Module, if applicable. Make sure your printer is in ONLINE mode.

If you have the cassette version of BOWLER'S DATABASE:

a. Connect your program recorder to the computer and to a wall outlet.

b. Turn on your computer and your TV set.

c. Slide the BOWLER'S DATABASE cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.

e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The program's first display screen will appear on your TV screen.

If you have the diskette version of BOWLER'S DATABASE:

a. Have your computer turned OFF.

b. Turn on your disk drive.

c. When the BUSY light goes out, open the disk drive door and insert the BOWLER'S DATABASE diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)

d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

3

THE FIRST DISPLAY SCREEN

A cheerful introduction of the program title, author, and copyright information displays, followed by the program's main menu, described in the next section.

Using BOWLER'S DATABASE

THE MAIN MENU

After the introductory display, the main menu of options appears. It looks approximately like this:

```
TYPE OPTION NUMBER
1= LOAD SCORE DATA
2= ENTER SCORE DATA
3= FIX SCORE DATA
4= SAVE SCORE DATA
5= SCORE REPORTS
```

Figure 1   Main menu

A brief description of each option follows.

1= LOAD SCORE DATA

Use option 1 to read a data file into computer memory from cassette or diskette. You would have created this data previously using option 4.

2=ENTER SCORE DATA

Use option 2 to enter scores into a data file. If you haven't loaded a data file into computer memory using option 1, then the program starts a new data file in memory and assumes you want to enter data for week #1. If you have loaded a data file into memory, then the data you enter is added to this file.

3= FIX SCORE DATA

Use option 3 to correct errors in the data file currently in memory. In this case, you provide the WEEK number for the data you wish to change.

4= SAVE SCORE DATA

Use option 4 to store the data file currently in memory onto cassette or diskette. Use this option whenever you add or correct data. Once you save the data, it remains in memory unless you specify it to be deleted.

5=SCORE REPORTS

Use option 5 to display or print information based on the data file in memory. You may specify the reports to be displayed and printed (HARD COPY), or to bypass printing. The program automatically provides a summary display. A detailed report is optional. After you use Option 5, data remains in memory.

A TUTORIAL

Data files in memory

It is most important to understand that a data file in memory is lost when you turn off the computer or when the program ends. You'll be working with data files in memory. If you've previously created a data file and have saved it on cassette or diskette, you must load it into memory before you can add to it or alter it. After making any changes to that data file in memory, you must again save it on cassette or diskette before leaving the program.

After the first session of data entry, you'll have a data file to load into computer memory in the future.

Assuming this is the first session, we'll bypass option 1, LOAD SCORE DATA, and begin by selecting option 2, ENTER SCORE DATA, which means we'll enter score data using the keyboard.

No need to use the RETURN key

Because you select all options by typing only one key, you needn't press the RETURN key. This is true throughout the program. The only time you need do so is in a special situation (covered later in this manual).

Entering scores

After you type the number 2, the screen displays the following:

```
ENTER SCORES
GAME 1=__

GAME 2=

GAME 3=

WEEK =1
```

Notice the cursor, an underline character, which appears to the right of GAME 1=. The cursor marks the spot where you begin entering your data. The program is now waiting for a three-digit number, since most games bowled are between 100 and 300. If your scores fall within this range, it's not necessary to press the RETURN key. You may enter a one- or two-digit number by typing any number from 0 through 99 and then pressing the RETURN key.

Enter scores for all three games. After you enter the third score, the message "O.K.? (Y/N)" replaces "WEEK 1" near the bottom of the screen. The program is asking you if the data you just entered is correct. If you type "Y" , the program stores the data in memory and you return to the main menu. If you type "N", the program erases your data and positions the cursor next to "GAME 1= " again. You may enter more than one week of data at a time, although normally you'll probably enter only one.

Using the ESC key

You can use the ESC key to interrupt your current option and return to the main menu. In option 2, you can press the ESC key and avoid updating any scores for the current week any time before you enter your third game score. If you do make an error, you can always use the FIX SCORE DATA option to correct it.

Correcting an input error

Let's assume you enter a wrong score. Select menu option 3. This option works just like the ENTER SCORE DATA option with one exception. You must tell the program which week's data you want to change. Since we have only one week entered, we have no choice at this time but to respond with a 1 at the "WEEK NUMBER" prompt.

When you type the number 1, nothing happens except that the number 1 appears on the screen. Here's the exception to the "Press the RETURN key" rule: The week number can only be 1 right now, but later on it can be up to 99. You'll also be given enough information about the program to record over 100 weeks of data. Thus, when you use option 3, type the week number and then press the RETURN key. Then enter data the same way you did for option 2.

Storing your data on cassette or diskette

After you finish entering your new data, select option 4 to SAVE SCORE DATA. You have a choice of saving onto cassette or

diskette. If you're using a diskette you must enter each player's data on a separate DOS II formatted diskette.

When using cassette, use a blank tape for your data for each person. Rewind the tape, press PLAY and RECORD on your tape recorder, and then press the RETURN key on your keyboard to begin saving your data file. Diskette users should note that the APX diskette does not have a write-enable notch. Format a diskette with DOS II and use it to store your data file. The program uses the filename SCORE.DAT. Whenever you save your data, the old file is deleted before the new file is written.

Saving scores for more than one league

To keep weekly summary records of more than one league, use a different cassette or diskette for each league. Remember to label them so you know which is which.

Deleting or retaining the file in memory

After saving your data, the program asks if you'd like to "DELETE DATA FROM MEMORY?". Normally you'd respond "N", for "no", assuming you want to look at reports. But if you want to start a new data file, respond "Y" for "yes". For this tutorial, answer "N". Once again, you return to the main menu.

Score reports

To experiment and become familiar with using this database, enter a few weeks of data. It doesn't have to be actual scores you bowled; just enter some scores so you can see how the SCORE REPORTS option works. Then select option 5, SCORE REPORTS. The program asks you if you want to "USE PRINTER?" If you don't have a printer or you don't want to use it, reply "N" for "no". In any case, a SUMMARY of data displays on your screen, providing you with statistics based on the data file currently in computer memory. Figure 2 shows a sample score summary.

```
SCORE  SUMMARY

GAME  HIGH  LOW  AVE
  1.    177  133  153
  2.    179  138  156
  3.    211  149  173
SERIES  553  428  482

AVERAGE  GAME=160
```

Figure 2 Score Summary

The screen displays your highest, lowest, and average games bowled in the first, second, and third games. It also shows you highest, lowest, and average three-game series, along with your overall game average.

Notice the words, "PRESS START" near the bottom of the screen. Press the START key when you're ready to continue. The next question is "DETAILED REPORT?". You can bypass this report by typing "N", but type "Y" this time. Again the program asks if you want to USE PRINTER. The choice is yours. In any case, a detailed listing of all your games and individual series totals displays on the screen. Figure 3 shows a sample of the DETAILED REPORT.

WEEK	GAME #1	GAME #2	GAME #3	SERIES
1	141	138	149	428
2	143	159	158	460
3	133	155	170	458
4	138	150	166	454
5	151	148	172	471
6	161	157	180	498
7	164	147	162	473
8	153	179	187	519
9	177	165	211	553
10	170	164	179	513

Figure 3 Detailed Report

You can stop the screen display temporarily by holding down the CTRL key and typing the number 1. Then use the same procedure to continue the display. Upon completion of the detailed report, press the START key to return to the main menu.

Program notes

INPUT ERRORS

This program was designed to be friendly. Every key you press is individually checked for validity. For example, when the program expects you to enter a number and you enter a letter by mistake, you'll hear two low notes. These same tones are used throughout the program to indicate input errors. In some cases a message displays explaining your error. When you hear the two low notes and no message appears, you can assume that the screen already indicates what the program is looking for. An example of this would be if you try to enter the score 15T. The program doesn't expect the T and so it plays the two low notes. The cursor remains next to the 15 and the program waits for you to enter one more number. It also accepts the RETURN or ESC keys.

PROMPTING YOU TO ENTER DATA

The program uses a single high-pitched note to indicate it is ready for you to respond. You'll hear this high "ding" sound whenever you need to answer a question. Two examples are when you're to make a (Y/N) choice and when you're to select an option from the main menu.

USING THE ESC KEY TO GET OUT OF TIGHT SPOTS

I can't stress the importance of the ESC key too much. The screen won't always remind you of the ESC option since it's always one of your options. Let's assume you don't have a printer but you accidentally typed "Y" in response to the USE PRINTER? prompt. The program tries to print but can't find a printer. A message appears saying, "PRINTER NOT READY, PRESS START WHEN READY, OR ESC FOR MENU." If you press the START key, the program again attempts to print and redisplays the same message. Now what do you do? Press the ESC key and you return to the main menu! That's what I mean by friendly.

BACKING UP YOUR FILES

Be sure to keep at least one backup copy of your data file in a

safe place. Remember that you may have as many different data files as you want. This lets you keep separate records for each bowler in your family, and for each league in which they bowl. Your BOWLER'S DATABASE makes the comparison of data from one season to the next, or from one league to another a simple task.

APX

ATARI Program Exchange
P.O. Box 3705
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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

_____

_____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Use (non-game programs)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

11. Other comments about the program or user instructions:

_____

_____

_____

From

_____

_____

_____

┌─────────────┐
│   │
│   STAMP   │
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└─────────────┘

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