

Jerry Falkenhan

# FAMILY VEHICLE EXPENSE

Track up to nine monthly costs for six vehicles

Diskette: 40K (APX-20128)

User-Written Software for ATARI Home Computers

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Jerry Falkenhan

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This APX diskette is unnotched to protect the software against accidental erasure. However, this protection also prevents a program from storing information on the diskette. The program you've purchased involves storing information. Therefore, before you can use the program, you must duplicate the contents of the diskette onto a notched diskette that doesn't have a write-protect tab covering the notch.

To duplicate the diskette, call the Disk Operating System (DOS) menu and select option J, Duplicate Disk. You can use this option with a single disk drive by manually swapping source (the APX diskette) and destination (a notched diskette) until the duplication process is complete. You can also use this option with multiple disk drive systems by inserting source and destination diskettes in two separate drives and letting the duplication process proceed automatically. (Note. This option copies sector by sector. Therefore, when the duplication is complete, any files previously stored on the destination diskette will have been destroyed.)

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# INTRODUCTION

#### OVERVIEW

How much am I spending on fuel in the summer? What are my vehicles costing in the winter? Am I budgeting enough for repairs? What is my dollars-per-mile amount?

With FAMILY VEHICLE EXPENSE, you can answer these questions for six vehicles in nine expense categories over the course of twelve months. FAMILY VEHICLE EXPENSE takes advantage of the ATARI Home Computer's mass storage capabilities, as well as its computing power, to give you a better understanding of the true cost of owning and operating vehicles in today's economy. The program accommodates ten credit cards, converts liters to gallons automatically, and allows twelve fuel entries per vehicle per month.

# REQUIRED ACCESSORIES

48K RAM ATARI 810 disk Drive ATARI BASIC Language Cartridge Additional diskette(s) for storing your data

OPTIONAL ACCESSORIES

ATARI Printer or equivalent printer

# CONTACTING THE AUTHOR

Users wishing to contact the author about FAMILY VEHICLE EXPENSE may write to him at:

6130 McAbee Road San Jose, CA 95120

# GETTING STARTED

### LOADING FAMILY VEHICLE EXPENSE INTO COMPUTER MEMORY

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

2. Have your computer turned OFF.

3. Turn on your disk drive.

4. When the BUSY light goes out, open the disk drive door and insert the FAMILY VEHICLE EXPENSE diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)

5. If you're planning to use your printer, turn it and the ATARI 850 Interface Module, if applicable, on,

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

# THE FIRST DISPLAY SCREEN

After the program loads into computer memory, you see:

FAMILY VEHICLES A - MONTHLY DATA B - ATARI DOS C - SETUP PROGRAM D - LEAVE PROGRAM WHICH ONE (A-D)?

Figure 1 Main Menu

# ENTERING INFORMATION AND RESPONDING TO PROMPTS

Make your menu choice by pressing the letter corresponding to the option you want. Similarly, you respond to prompted questions requiring a "yes" or "no" answer by pressing "Y" or "N". Pressing the RETURN key isn't necessary in these instances. When you enter data (for example, a new dollar amount), you need to press the RETURN key to notify the program that you've completed your entry. A prompt will remind you whenever it's necessary to press the RETURN key.

#### PREPARING DISKETTES

You need a separate diskette to store information for FAMILY VEHICLE EXPENSE. With this blank diskette in the disk drive, first press "B" to choose the ATARI DOS option from the main menu (Fig. 1). Format the diskette using Function I from the DOS menu. Name this diskette "DATA DISK". (Use a felt tip pen.) Turn the computer <u>OFF</u>. Insert the FAMILY VEHICLE EXPENSE program diskette, and then turn the computer back on. The main menu reappears.

### SETTING UP THE PROGRAM

When the main menu (Fig. 1) reappears, choose OPTION "C" (Setup Program) and you'll see:

FAMILY VEHICLE LOADING: SET UP PROGRAM

The program displays the message WORKING while it's completing loading the setup program into computer memory.

Then you see:

#### WORKING

Then you see:

|||SETUP FAMILY VEHICLE PROGRAM||| 11 11 11 A - Exchange Names 11 11 11 11 B - Data Disk-Drive# 11 11 11 11 C - Setup Fixed Cost 11 11 11 11 D - Setup New Year 11 11 11 E - Leave Program 11 11 11 11 11 11 WHICH FUNCTION ( A - E )? []] 111 Figure 2 Setup Program Main Menu

The order of operations represents the proper setup sequence (i.e., do OPTION A first, then B, then C and so on). On the next page is a work sheet to help you set up the

# FAMILY VEHICLE EXPENSE

# FUNCTION A - EXCHANGE NAMES SETUP FORM

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# CATEGORY NAMES

		DEFAULT						YC	DUF	<u>s</u>					
A	-	Lubricants	L				1			1		1	<u> </u>		⊥
B	-	Repairs	L		1	1_		1	1		_1_		1	1	⊥
С	-	Replacements	L								_1_				⊥
D	_	Miscellaneous	L	L		L					1		1		

# CREDIT CARDS

	DEFAULT	YOURS	D	EFAULT	YOURS
A	- Shell		F -	Open1L	
B	- Mobil		G -	Open2↓	
Ç	- Union		. <mark>н –</mark>	0pen31	
D	- Cash		I -	Open4↓	
Ε	- Check		J —	Open5↓	

# VEHICLE NAMES

	DEFAULT	YOURS
A	_ Rolls Royce	
В	- Datsun 8-210	
С	_ Model T Ford	
D	- Ореп	
Ε	- Open	
F	- Open	

-

information you need for Option A. Once you've completed this sheet, press "A" for OPTION A – Exchange Names.

# SETUP PROGRAM: OPTION A

When you select OPTION A, the variable category names display

==	= == ==	<b>=</b> = =	==	= =		= == =	===		===	= = = =	===	===:	= =
			Ex	ch	an	ge	Na	me	5			1	
1	= =	===	<b>=</b> =		===	===	. = =	===	===	: == == ==	===	===	11
1	I												11
1	I	Va	ri	ab	le	Ca	ste	90	rч	Nam	es		11
I	I												
I	1												11
1	1												
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• ==:												, . .===	

Figure 3 Exchange Category Names

To change one of the categories, press "N" in response to the question at the bottom of the screen. Then press the letter corresponding with the category you want to change. The program will guide through any changes you wish to make. If you change your mind or make an entry error, press the ESC key to return to the Setup Program's main menu. If you're satisfied with the categories, press "Y" and the Payment Types display:

Exchange Names Payment Types 111 111 11 11 F - Open 1 A - Mobil 11 11 II B - Shell G - Open 2 11 II C - Union H - Open 3 11 || D - Cash I - - Open 4 11 || E - Check J - Open 5 11 11 11 PRESS ESC TO GO BACK 11 11 11 11 || ARE THESE ALL RIGHT Yes/No? 11 

Figure 4 Exchange Payment Types

To change any of these categories, press "N" in response to the question at the bottom of the screen. Then press the letter corresponding with the category you want to change. If you're satisfied with the categories, press "Y" to go on to the vehicle names:

Exchange Names \_\_\_\_\_\_ 111 Vehicles Names 111 11 11 A - Rolls Royce 11 11 11 11 B - Datsun B-210 11 C - Model T Ford 11 D - Open 11 11 E - Open 11 F - Open 11 11 11 PRESS ESC TO GO BACK 11 11 ||| ARE THESE ALL RIGHT Yes/No? ||| \_

Figure 5 Exchange Vehicle Names

To change any of these categories, press "N" in response to the question at the bottom of the screen. Then press the letter corresponding with the category you want to change. If you're satisfied with the categories, press "Y" and you'll return to the Setup Program main menu (Fig. 2). Now proceed to option B.

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# SETUP PROGRAM: OPTION B - DATA DISK-DRIVE #

Use OFTION B to designate the number of the disk drive containing your data diskette. The display is as follows:

> DATA DISK DRIVE # 111 111 \_\_\_\_\_ 11 11 Data Drive Choices 11 11 11 11 A - Disk Drive #1 11 11 11 11 B - Disk Drive #2 11 11 11 11 PRESS ESC TO GO BACK 11 11 11 WHICH CHOICE (A-B) ? 11 11 \_\_\_\_\_\_

Figure 6 Data Disk Drive #

FAMLY VEHICLE EXPENSE works with one disk drive. However, if you have two disk drives, you can use OPTION B to indicate to the program that your data diskette is in drive 2. Always put the program diskette in disk drive 1. FAMILY VEHICLE EXPENSE automatically tests for the appropriate diskette in the designated disk drives and alerts you if the diskette doesn't match the current operation. Once you've informed the program of the whereabouts of your data diskette by pressing "A" or "B", you return to the SETUP FAMILY VEHICLE PROGRAM menu (Fig. 2).

### SETUP PROGRAM: OPTION C - SETUP FIXED COST

To set up your fixed costs you can use the MONTHLY DATA program from the main menu or you can use OPTION C from the SETUP PROGRAM. The latter choice sets up your fixed costs by averaging the totals in each category over an entire year. You don't have to use one method for all your expenses. The following menu lets you choose which fixed costs, if any, or all, you would like to set up using OPTION C.

Setup Fixed Cost ||| 111 11 11 Fixed Cost Categories 11 11 11 11 11 11 A - Insurances 11 11 11 11 11 B - License Tags 11 C - Loan or Lease 1 11 11 D - Depreciation 11 11 PRESS ESC TO GO BACK 11 11 11 11 11 11 WHICH CHOICE (A - D)? 111 111 \_\_\_\_\_

Figure 7 Setup Fixed Cost

A worksheet on the next page will help you fill in the required data. For the current market value of your vehicles, you can consult the Sunday classifieds or a standard "Blue Book".

Once you're ready to enter your fixed costs, choose A, B, C, or D. An example of the display screen is:

\_\_\_\_\_\_\_\_\_ III SETUP FIXED COST III 11 11 11 Vehicle (Licenses) 11 11 11 Total Yearly || 11 \_\_\_\_\_| 11 || Rolls Royce ....\$ 11 || Datsun B-210....\$ 11 || Model T Ford....\$ 11 || Open . . . . . \$ 11 || Open ..... 11 || Open ....\$ 11 11 11 || HOW MUCH FOR THE Rolls Royce? || **IIIPRESS RETURN AFTER EACH ENTRYIII** 

Figure 8 Setup Fixed Cost

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# FAMILY VEHICLE EXPENSE

FUNCTION C - SETUP FIXED COST FORM

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		VEHICLE	INSUR	ANCES	LICENSE	TAGS	LOAN	DR LEAS	E
A	-	VEHICLE	1 1 1 1 1	<u> </u>	<u>i                                      </u>				
E:	_	VEHICLE	2 1 1 1 1						
С	-	VEHICLE	3	1.1	1 1 1 1				
D	-	VEHICLE	4					1.1.1	
Ε	-	VEHICLE	5		<u> </u>		<u></u>	1 1 • 1 1	
F	-	VEHICLE	6						

# DEPRECIATION

	<u>PURCHAS</u>	SE DATE	MARK	ET VALUE
VEHICLE	монтн	YEAR	PRICE THEN	VALUE NOW
A-VEHICLE	1			
B-VEHICLE	2 1 1 1			
C-VEHICLE	3 1 1 1			
D-VEHICLE	4			
E-VEHICLE	5 1.1			
F-VEHICLE	6 1 1 1			

After completing this form you are ready to fill in the compute'rs blanks. If you choose this method of fixed cost entry, then it will save you the time each month.

# SETUP PROGRAM: OPTION - D SETUP NEW YEAR

After you've completed the work with OPTIONS A, B, and C of the Setup Program, you're ready to set up your new year. Once you press "D", the program warns you with the following:

111 Setup New Year 111 11 11 WARNING!! 11 11 11 11 || This function will reset ALL 11 11 the Data Files to Zeros for 11 11 11 11 ALL twelve months 11 11 11 11 11 IS IT WHAT YOU WANT Yes/No? 11 \_\_\_\_\_\_

Figure 9 Setup New Year - WARNING

If you press "N" for no, you'll return to the SETUP FAMILY VEHICLE PROGRAM menu (Fig. 2). Before pressing "Y", put the DATA disk in drive #1 if you are using only one drive and in drive #2 if you are using two drives. When you press "Y", the following things happen.

1) You're warned that the screen will go blank for twelve minutes.

2) The keyboard will click as the program prepares to write to the data diskette. As each month's initialization is completed, the month's abbreviated name will appear on the screen.

3) After initialization, the program will write each month to the diskette again, showing its abbreviated name.

4) The SETUP Main Menu (Fig. 2) will reappear at the end of the sequence.

# SETUP PROGRAM: OPTION E - LEAVE PROGRAM

Use OPTION E to redisplay the Main Menu (Fig. 1). The program will test for any additions made using OPTION C (Setup Fixed Cost). If it finds any changes, the sequence under OPTION D (Setup New Year) executes. The program then prompts you to insert the program diskette and tests for it:

LEAVE PROGRAM | | ============================= | | Please insert program disk in drive # 1 | | ============================ | | III PRESS 'C' KEY TO CONTINUE III \_\_\_\_\_\_

Figure 10 - Leave Program

If you press "C" and all is well, you return to the Main Menu (Fig. 1). You're now ready to start using FAMILY VEHICLE EXPENSE.

# USING FAMILY VEHICLE EXPENSE

To use FAMILY VEHICLE EXPENSE, choose OPTION A (Monthly Data) from the main menu (Fig. 1), The message

# LOADING MONTHLY DATA

display, after which a message about your data diskette displays:

INSERT DATA DISK IN DRIVE #1 PRESS ESC TO GO BACK PRESS C KEY TO CONTINUE

If, during the SETUP program, you indicated that the data diskette would be located in disk drive #2, then this message would read INSERT DATA DISK IN DRIVE #2. Once you put the data diskette in the appropriate drive, press the "C" key and the month menu appears as follows:

======	_ = = = = = = = = = = = = = = = = =	
111	FAMILY VEHICLE	EXPENSE
=====		========
11		11
11		11
11 6	A - JAN	G - JUL
11	•	11
11 1	B - FEB	H - AUG II
11		
1) (	C - MAR	I - SEP
11		
	D - APR	J - OCT
11		11
	E - MAY	K - NOV
11		
	F – JUN	L - DEC
11		
11	PRESS ESC TO GO	) BACK
11	•	11
=====		
	WHICH CHOICE ( A	A - L > ?

Figure 11 Months Menu

Choose the desired month by pressing the corresponding letter. The following menu then displays for that month.

<pre>    FAMILY VEHICLE PROGRAM    </pre>
===========================
11 11
FEB Has O Entries
11 11
A - Review Entries
11 11
B - Enter New Data
C - Change Entries
D - Delete Entries
E - Frint Entries
II F - Exchange Month II
II G - Cesve Lundusm II
$\begin{array}{c} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 $

Figure 12 Monthly Data Options

The line at the top of the list reflects the number of entries for your chosen month. If you didn't use OPTION C (Setup Fixed Cost) of the Setup Program, you won't see any entries or be able to do anything except use OPTION B (Enter New Data) of this part of the program. If you did make entries, then you will be able to use all the other options available here.

# SUMMARY OF MONTHLY DATA OPTIONS

A-<u>REVIEW ENTRIES</u> Use this choice to obtain specific reports about your vehicles. The report selection screen is as follows:

REVIEW ENTRIES 111 111 | | ========================== | | 11 II A - Statistical Data Reports 11 11 || B - Summary & Detail Reports 11 11 11 PRESS ESC TO GO BACK 11 11 11 11 WHICH REPORTS ( A - B ) ? 111 111 \_\_\_\_\_\_ Figure 13 Review Entries

Press "A" to obtain a brief statistical report on each vehicle. For more details on a vehicle, select "B". The Vehicle Menu (Fig. 5) appears for you to select the vehicle you wish to examine further. If you choose a vehicle with data, the summary report for that vehicle will appear. You can then choose the specific category in which you want to see the details. Press the ESC key at any time to return to the previous screen.

### B-ENTER NEW DATA

To enter new data, press "B". The vehicle menu displays for you to select the vehicle for which you want to enter data (Fig. 5). Then the category menu appears (Fig. 3). Choose the category in which you'll add data. The prompts will guide you through this option. You then return to the category menu. Press the ESC key at any time to return to the next higher menu.

# C-CHANGE ENTRIES

To change entries, press "C". The vehicle menu displays for you to select the vehicle for which you want to change data (Fig. 5). Then the category menu appears (Fig. 3). Choose the category in which you'll change data. The prompts will guide you through this option. You then return to the category menu. Press the ESC key at any time to return to the next higher menu.

# D-DELETE ENTRIES

To delete entries, press "D". The vehicle menu displays for you to select the vehicle for which you want to delete data (Fig. 5). Then the category menu appears (Fig. 3). Choose the category in which you'll delete data. The prompts will guide you through this option. You then return to the category menu. Press the ESC key at any time to return to the next higher menu.

# E-PRINT ENTRIES

This options works only if you have a printer attached and it's on. The program will inform you if either case isn't met. Once you press "E", the print menu displays:

- A Summary reports
- E Detail reports
- C Statistics

on each of your vehicles for each month. Press the letter corresponding to your choice of report.

#### F-EXCHANGE MONTH

Use this option to change to another month. If you've altered the current month's data with options "B", "C", or "D", the program saves new information before you move to a new month.

# G-LEAVE PROGRAM

Use this option to return to the main menu (Fig. 1)



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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

1. Name and APX number of program.

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!

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
- \_\_\_\_\_ Useful (non-game programs)
  - Imaginative graphics and sound

	s you found in the user instructions (please give page numb	ers).
8. What did you especially like a	about the user instructions?	
9. What revisions or additions w	would improve these instructions?	
10. On a scale of 1 to 10, 1 repr instructions and why?	resenting "poor" and 10 representing "excellent", how woul	d you rate the user
11. Other comments about the	program or user instructions:	
		STA
		STAN
	- - -	STAN

•

(seal here)