EASY TUTOR:
INSTRUCTIONS

Most computer languages, such as Pascal, APL, Forth, etc., were designed and written by experts. Recognizing that many future non-users of computers may find these types of languages more difficult to comprehend, it was decided that a simple computer language was needed. Thus, the computer language known as BASIC was born.

The EASY TUTOR was designed to assist the beginner in the operation of the Commodore 64 in BASIC; but at the same time, enough information is provided to satisfy the intermediate programmer. There are 10 lessons -- the first five are relatively simple, while the latter half is more involved. Included are practical easy-to-understand examples along with some problems to help the student. Each lesson should be studied completely and thoroughly before moving on to the next one. Like learning any new language, the more practice, the more fluent you become. Remember, "Practice makes perfect."

First, load the program, utilizing the loading instructions in the preceding section. Your screen will go blank and the drive will make a "whirring" noise as the program loads. Your first screen will look like this:

```
        TO CHANGE CHARACTER COLOR, TYPE C
         TO CHANGE SCREEN COLOR, TYPE S
         TO CHANGE BORDER COLOR, TPYE B
         TO SET EXTENDED COLOR, TYPE E

              TO LOAD LESSON, TYPE L
```

Press   C   . The colors of your
letters will have changed.

Press   C   again. The colors
are now changed again.

Do   this   several   times   until   you
find   a   combination   which   you   like.
You may do the same thing by pressing:

              S   to change screen
color.
              B   to change border
color.

The   program   allows   you   to   change
the   colors   of   characters,   screens,
and   borders,   so   that   you   can   find
a   combination   which   is   pleasing
to   you   and   make   adjustments   of
your specific television or monitor.

Press   L   to begin program
operation.

The   screen   now   presents   you   with
the   menu   of   EASY   TUTOR.   Programs
which give you a series of choices
in the English language are said to be
menu-driven   programs   because   you
select   from   a   menu   in   order   to
tell   the   computer   what   to   do.   To
make   your   selection,   you   respond
by pressing the number   in   front

of the desired lesson or selection.

Special Features

Press [RETURN]

At the end of each lesson, when
the RETURN key is pressed, the computer
automatically returns you to the
main menu. (Disk only).

Press [F1]

By pressing the F1 key, at the right
hand side of your keyboard, the
preceding page of instructions
instantly appears on the screen.

Press [F7]

By pressing the F7 key, the printer
prints out what is displayed on
the screen, so that you can obtain
a printout of every lesson or homework
assignment.

The program is formatted with easy
to understand examples, a problem
and answer section, and with a TIC-
TAC-TOE game in the last lesson
which you can play against the computer.

Press [Q]

In lesson 1 through 10 (main menu),
pressing the Q key for a blank
page in order to practice the

assignments at the end of a lesson.

Making Mistakes

If you make a mistake in typing,
don't panic!

Press ⌷INST DEL⌷ located at the

upper right hand corner of the
keyboard.

The cursor will move from right
to left direction on the screen
erasing a character (alphabetic
letter of number) at a time. To
move the cursor from left to right

Press ⌷SHIFT⌷ and

Press ⌷CRSR⌷ at the same time.

To move the cursor right, simply
press the cursor key without the
shift.

To move the cursor up:

Press ⌷SHIFT⌷ and

Press ⌷CRSR⌷

To move the cursor down, simply
press the cursor key without the
shift.