QBasic Programming - Lab 2.1

Requirements:

A floppy diskette is required for storing programs.

The following programs should be typed in as an exercise in seeing how Flow Control programs work, and the use of their programs. At the end of the programs to be typed in are exercises that you should complete to help you better understand the programming instructions listed below.

```
Output 2.1.1:
```

```
Program 2.1.2: - Flow Control IF2
  Sample Program IF2
'IF condition1 THEN
       [statementblock-1]
 '[ELSĒ
       [statementblock-n]]
 'END IF
'Adding a little complexity 'What happens if the Sales are not enough?
CLS
COLOR 9
INPUT "Target "; target
INPUT "canteenSales "; canteenSales
' Let's Put a line to separate the final Output
IF canteenSales >= target THEN
    performance$ = "Satisfactory"
bonus = 100 + 0.01 * (canteenSales - target)
FI SF
    performance$ = "Unsatisfactory"
    bonus = 0
ENDIF
PRINT "Target "; target
PRINT "Sales "; canteenSales
PRINT "Performance "; performance$
PRINT "Bonus "; bonus
Deskcheck 2.1.2:
```

Output 2.1.2:

```
Program 2.1.3: - Flow Control IF3
  Sample Program IF3
 'IF condition1 THEN
      [statementblock-1]
'[ELSEIF condition2 THEN
      [statementblock-2]]...
'[ELSE
      [statementblock-n]]
 'END ĪF
' Things just got a little more complicated
' We've been asked to put in different bonuses depending
'On How much more the sales are from the target
CLS
INPUT "Target "; target INPUT "Sales"; canteenSales
                   "; target
' Let's Put a line to separate the final Output
IF canteenSales >= 2 * target THEN
    performance$ = "Excellent"
    bonus = 1000
ELSEIF canteenSales >= 1.5 * target THEN
       performance$ = "Fine"
       bonus = 500
    ELSEIF canteenSales >= target THEN
       performance$ = "Satisfactory"
       bonus = 100
    ELSE
       performance$ = "Unsatisfactory"
PRINT "You're FIRED !!!!"
ENDIF
PRINT "Target "; target
PRINT "Sales "; canteenSales
PRINT "Performance "; performance$
PRINT "Bonus "; bonus
Deskcheck 2.1.3:
```

Output 2.1.3:

Programming Exercises

- 1. Draw a flowchart for each of the THREE programs.
- 2. Write a program that accepts two numbers from the keyboard and outputs which number is bigger than the other:

Sample Output:

18 is bigger than 2

65 and 65 are the same number.

Enter two numbers separated by a comma ? 45, 73 45 is smaller than 73 Enter two numbers separated by a comma ? 18, 2

Enter two numbers separated by a comma ? 65, 65