

ARBIndex

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REVISION HISTORY

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Chapter 1

ARBIndex

1.1 ARexx For Beginners - Main Index

AREXX FOR BEGINNERS

VERSION 2.1 10TH JANUARY 1998

BY FRANK BUNTON

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MAIN INDEX

YOU MUST READ ME FIRST!!

About The Indices

Getting HELP

Using ARexx For beginners

Part 1 Contents in sequence

Part 2 Instructions/Functions

Part 3 Topics Alphabetically

Part 4 Program Examples By Name

Part 5 Glossary of Terms

Part 6 Appendices

To Select a menu item simple click once on the highlighted area with the left mouse button

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1.2 ARexx For Beginners - Main Index - Help

HOW TO USE THIS MENU

Selecting one of the highlighted areas (Parts 1 to 6) will take you into one of 6 other menus. Each of these menus can access exactly the same articles but each in a different manner.

Use the 5 parts for these purposes:-

Part 1 - Contents in sequence

- For reading articles in their proper order.
This is the order that will be most helpful for beginners.

Part 2 - Instructions & functions Alphabetically

- As a handy quick reference to a particular instruction or function by name. This index will give you both:-
 - * a link to the articles dealing with the instruction or function.
 - * a description of the usage of the instruction or function.

Part 3 - Topics Alphabetically

- As a handy quick reference to a particular topic by name.

Part 4 - Program File By Name

- For finding a particular program file.

Part 5 - Glossary of Terms

- To find out what a particular term means.

Part 6 - Appendices

- To directly refer to one of the three appendices.

[Click here for more help.](#)

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1.3 ARexx For Beginners - Index Part 1

AREXX FOR BEGINNERS

INDEX PART 1 - ARTICLES IN ORDER IN WHICH THEY SHOULD BE READ

- 01.GETTING STARTED
 - 02.PROGRAM ELEMENTS & NAMES
 - 03.COMMAND UTILITIES
 - 04.NUMBERS AND STRINGS
 - 05.PUTTING TEXT IN WINDOWS
 - 06.CENTRING TEXT OUTPUT
 - 07.SYMBOLS INTRODUCTION
 - 08.SYMBOL KEYBOARD ENTRY
 - 09.ARITHMETIC OPERATORS
 - 10.DO-END LOOPS PART 1
 - 11.COMPARISON OPERATORS
 - 12.CONDITIONAL STATEMENTS
 - 13.LOGICAL OPERATORS
 - 14.DO-END LOOPS PART 2
 - 15.STRINGS - More About
 - 16.FUNCTIONS - Internal
 - 17.FUNCTIONS - Built In
 - 18.FUNCTIONS - For Strings
 - 19.FUNCTIONS - For Numbers
-

20.FUNCTIONS - Date & time

21.FUNCTIONS - Random

22.MANIPULATING BITS

23.TALKING TO PROGRAMS Pt 1

24.TALKING TO PROGRAMS Pt 2

25.OPTIONS

26.PRAGMA()

27.SELECT..WHEN..OTHERWISE

28.HANDLING FILES

29.COMPOUND SYMBOLS

30.EXAMPLE PROGRAM

31.NUMBERS - MORE ABOUT

32.INTERPRETING EXPRESSIONS

33.SIGNALLING

34.MORE STRING FUNCTIONS

35.PARSING & TEMPLATES Pt 1

36.PARSING & TEMPLATES Pt 2

37.USING CLIPS

38.FUNCTION HANDLING

39.THE REXXSUPPORT.LIBRARY

40.COMMUNICATING AREXX PRGS

41.MEMORY HANDLING

42.PUSHING & QUEUING

43.Reserved For Expansion

44.Reserved For Expansion

45.Reserved For Expansion

46.TRACING & DEBUGGING PT 1

47.TRACING & DEBUGGING PT 2

48.TRACING & DEBUGGING PT 3

49.TRACING & DEBUGGING PT 4

50.Reserved For Expansion

51.AREXX WITH OTHER PROGS

52.USING AREXX WITH ED Pt 1

53.USING AREXX WITH ED Pt 2

54.TRANSPOSE FOR ED

55.SEARCH & REPLACE FOR ED

56.USING AREXX WITH A/GUIDE

57.Reserved For Expansion

58.Reserved For Expansion

59.Reserved For Expansion

60.Reserved For Expansion

Appendix A - Error Table

Appendix B - Operators

Appendix C - ASCII Codes

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1.4 ARexx For Beginners - Index Part 2

AREXX FOR BEGINNERS

INDEX PART 4 - LIST OF EXAMPLE PROGRAMS BY NAME

The following list of example programs is NOT a full list of all examples as most of them would be of little practical use.

What this list covers is those example programs that I feel might be of some practical use to you. Please feel free to use them as you see fit and adapt them to any purpose.

Click on READ to read the example program and click on RUN to see it operating.

When you RUN these programs, most of them will not automatically close the Shell/CLI window. After the program has been RUN, you will be left with a Shell/CLI window. Simply click on the CLOSE button or enter:-

```
> ENDCLI
```

(WORKBENCH 1.x USERS - the following RUN commands WILL NOT WORK for you!!)
(I suggest that it is time to upgrade to at least WB2.1 but preferably WB3.1)

Case conversion Upper to Lower	READ	RUN
Coin Toss Program - Version 1	READ	RUN
Coin Toss Program - Version 2	READ	RUN
Coin Toss Program - Version 3	READ	RUN
Data Base example - phone book	READ	RUN
Date - Checking Correct Input	READ	RUN
Date - Getting the Proper	READ	RUN
Days Until Given Date	READ	RUN
Directory Viewing	READ	RUN
ED - Transpose Function for	READ	RUN
ED - Search & Replace Function	READ	RUN
Error trap/display routine	READ	RUN
Escape Codes in a Program	READ	RUN
Help functions	READ	RUN
Hexadecimal - Decimal Converter	READ	RUN

Menus - How to set up	READ	RUN
Millennium Clock Version 1	READ	RUN
Millennium Clock Version 2	READ	RUN
NTSC Screen Mode Check	READ	RUN
Reaction Timer	READ	RUN
Strip end of line markers	READ	RUN
Tracing window - custom	READ	RUN
Type direct to printer	READ	RUN

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1.5 ARExx For Beginners - Index Part 6 - Appendices

AREXX FOR BEGINNERS

INDEX PART 4 - APPENDICES

Error Table

Operators

ASCII Codes

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1.6 ARExx For Beginners - Reserved

RESERVED ARTICLE NUMBER

This article number is reserved for
the possible future expansion of
AREXX FOR BEGINNERS.

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