ABC's

David H. Jr.

ABC's ii

COLLABORATORS							
	TITLE :						
ACTION	NAME	DATE	SIGNATURE				
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REVISION HISTORY							
NUMBER	DATE	DESCRIPTION	NAME				

ABC's

Contents

1	ABC	C's	1
	1.1	ABC's Copyright	1
	1.2	DISTRIBUTION	1
	1.3	WARRANTY	1
	1.4	About	2
	1.5	David H. Loeser Jr	3
	1.6	KnightsQuest	4
	1.7	HAWK	4
	1.8	AMIGA LINK - CODERS CLINIC	5

ABC's 1/5

Chapter 1

ABC's

1.1 ABC's Copyright...

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ABC's v1.0

Copyright ©1994-1995

by

David~H.~Loeser~Jr

ABC's comes with ABSOLUTELY NO

WARRANTY

This program is free software; you can redistribute it 
under

certain

~conditions~
```

1.2 DISTRIBUTION...

TO DISTRIBUTE ABC'S THESE FILES MUST BE IN THE DISTRIBUTION:

```
ABC (THE PROG)
ABC.INFO (THE ICON)
ABC.GUIDE (WHAT YOUR READING)
ABC.GUIDE.INFO (THE GUIDE'S ICON)

THE SOUND FILES:

CORRECT (CAN BE CHANGED)
WELCOME (CAN BE CHANGED)
ABC.SND (MUST NOT BE CHANGED)
```

1.3 WARRANTY...

ABC's 2/5

This program is distributed in the hope that it will be usefull, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.

~OK~

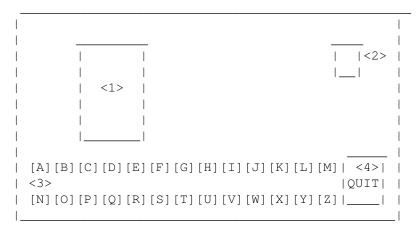
1.4 About...

I am a single father of two lovely daughters, I also \hookleftarrow program.

So, to get their interest in computers I have let them "play" with my AMIGA 500. One thing that I have noticed is that they have trouble moving the mouse and selecting gadgets. So I decided to write an educational program that would let them use the mouse to select gadgets.

They are young and are still learning their ABC's so what else was I to write \dots

The program will load and welcome you to the program (my sister is the digitized voice and she was a little nervous, so forgive her) the screen is layed out somthing like this:



And then the voice will ask "Can you find the letter" and then the program will pick a letter at random and then the voice will say that letter (there is no delay between the two).

All the child has to do is press the correct letter and he/she will be rewarded with a nice ringing sound.

If the child does not choose the corect letter after three (3) tries another letter will be asked to be found. There is no wrong sound as this does not follow good teaching methods (I have been reading about education as I plan to write more educational programs for children).

The score box will show the number of correct answers over the number of letters asked to be found.

ABC's 3/5

example : 23 26

In this example the child selected 23 correct letters out of 26.

SCREEN DISCRIPTION:

- <1> The big box in the upper left of the screen is the place where the letter being questioned is displayed.
- <2> The box on the upper right of the screen is a score display it means nothing to the child but it is useful for the adult as you can see how well the child is doing.
- <3> The gadgets A-Z are for the child to click on after a letter is asked to be found. They may also use the keyboard for input.
- <4> Quit: Just hit the quit gadget.

INFO:

You may change the following sound files to your liking:

WELCOME: may be changed !
CORRECT: may be changed !

but the name of the sounds must match the name of the sound it will replace.

ABC.SND: CANNOT BE CHANGED !!!!!

OK

1.5 David H. Loeser Jr.

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I first bought an AMIGA 1000 in April of 1988 and in January \,\leftrightarrow\, of 1989
```

I bought a AMIGA 500 ... After writting several games and apps in AmigaBasic I bought HiSoftBasic and continued pushing the limits of the language (YahtzeeV1.2). I decided to learn/teach myself 'C'. So in 1991 I bought a 'C' book and in 1992 I bought SAS/C v6.0 and a AMIGA 1200

Since then I have released KnightsQuest

and

. You can find both

on Aminet.

I also write a column in

Amiga~LinK called Coders~Clinic

.

ABC's 4/5

I would like to hear what you think... ADDRESS: David H. Loeser Jr 309 Evergreen Ct

~OK~

Clarksville IN

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E-MAIL: dloeser@iglou.com

Thanx, Dave

1.6 KnightsQuest

: KnightsQuest v1.1 by David H. Loeser Jr.

Short : Board game of strategy

Type : game/board

Uploader: dloeser@iglou.com

Author : dloeser@iglou.com

: KnightsQuest -Long

> A one player game of startegy, in which you move around a 8x8 grid with a knight (chess piece), trying to land

on all spaces.

: I give permision to all PD distributors to distribute Dist

this software.

OK

1.7 HAWK

BETA of a Hawk Missle Simulator

Title: Hawk.lha

Directory: game/misc

Uploaded by: (David H. Loeser Jr.)

Email: dloeser@iglou.com

This BETA is, as the last, intended to gain interest in

this simulation...

Hawk ... Used by many armed forces around the world as the

center piece of their air defenses

ABC's 5/5

In this simulation you will be in charge of a firing unit that is to defend an airspace. Your mission (in the BETA) is to ID the targets using the IFF and mark the targets as Hostile, Unknown, or Friend. Then fire on all Hostile and Unknown targets that enter your kill zone. You will be rated on your effectiveness.

OK

1.8 AMIGA LINK - CODERS CLINIC

AMIGA LINK is a monthly online magazine that covers the Amiga computer. The editor is Josh Galun. It can be FTP'ed from several sites on the internet and also from WWW sites such as mine < http://www.iglou.com/members/dloeser.html >.

CODERS CLINIC is a column that I contribute to AL. The basis of me writing this column is that I have self taught (on the Amiga) myself how to code in 'C' and if I can help someone else who desires to code, then GREAT!

OK