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REM SIMPLE SPRITE DEMO
0 PMODE2
0 CLS7
10 'SCREEN 0,1
0 PUT@90,50,13,30,0:REM SPRITE 30 (HOUSE)
0 PUT@60,50,2,31,2:REM SPRITE 31 (TREE)
0 PUT@120,50,6,29,3:REM SPRITE 29 (ANOTER HOUSE)
0 PUT@200,50,2,31,4
0 X=0:Y=20
0 X=X+1:Y=Y+1
0 PUT@X,50,1,9,1:REM SPRITE 9 (AIRPLANE & MOVE IT ACROSS SCREEN)
0 IF Y>192 THEN GOTO 100
0 IF X>55 THEN PUT@50,Y,15,10,5
100 IF X>250 GOTO70
110 GOTO80

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1 '      *** BARS ***
10 CLS 15:PMODE4
20 FOR X=0TO63:C=INT(X/4)
30 LINEX,0,X,48,C:NEXT X
35 I$=INKEY$:IF I$=""THEN 35
40 CLS 15:GOTO 20

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10 PMODE2:B=1:C=1:S=0
20 CLSB
30 PUT@100,50,C,S,0
31 PRINT@450,"BACKGROUND COLOUR (B) ";B
32 PRINT@514,"SPRITE COLOUR (C) ";C
33 PRINT@578,"SPRITE NUMBER (S) ";S
40 A$=INKEY$
50 IF A$="B"OR A$="C"OR A$="S"THEN 60 ELSE 40
60 IF A$="B"THEN B=B+1:IF B<1 OR B>15 THEN B=1
70 IF A$="C"THEN C=C+1:IF C<1 OR C>15 THEN C=1
80 IF A$="S"THEN S=S+1:IF S>31 THEN S=0
90 GOTO 20

```