

Project: Lemonade.rbp

Date: Friday, February 17, 2006 6:33:21 PM

Project Info:

Mac (Carbon PEF) App Name: Lemonade Stand
Mac (Carbon Mach-O) App Name: My Application
Mac (Classic) App Name: My App (Classic)
Windows App Name: My Application.exe
Linux App Name: MyApplication
Long Version: 1.0
Major Version: 1
Minor Version: 0
Sub Version: 0
Release: 3
Non-Release: 0
Mac Creator Code: Lmns
Windows MDI Caption:
Minimum Memory Size: 2048
Standard Memory Size: 4096

Class App

Inherits Application

```
Const kFileQuitShortcut = ""  
Const kFileQuit = "Quit"  
Const kEditClear = "Clear"
```

App.AboutCmd:

```
Function AboutCmd() As Boolean  
    AboutBox.Show
```

```
End Function
```

```
End Class
```

Class MainWindow

Inherits Window

Protected Const kStartingAssets = 2.00

Protected Const kSignCost = 0.15

Protected Const kNewDayPage = 0

Protected Const kResultsPage = 1

Protected Const kP9 = 10

Protected Const kS2 = 30

Protected Const kC9 = 0.5

Protected Const kC2 = 1

Protected Const kWeatherSunny = 2

Protected Const kWeatherHot = 7

Protected Const kWeatherCloudy = 10

Protected Const kWeatherStorm = 5

MainWindow.Open:

Sub Open() Handles Event

 InitGame 1

 StartNewDay

End Sub

MainWindow.StartNewDay:

Protected Sub StartNewDay()

 Day = Day + 1

 MakeWeather

 WeatherTitleTxt.text = "Weather Report for Day " + str(Day)

 CostLabelTxt.text = "On day " + str(Day) + ", the cost of lemonade is:"

 Dim specialEvent As String = DoRandomEvents

 if specialEvent <> "" then

 WeatherTxt.text = WeatherTxt.text + EndOfLine + specialEvent

 end if

 ShowDecisionPage

End Sub

MainWindow.InitGame:

Protected Sub InitGame(qty As Integer)

```
QtyPlayers = qty
Redim Assets( QtyPlayers - 1 )
Redim GlassesMade( QtyPlayers - 1 )
Redim GlassesSold( QtyPlayers - 1 )
Redim PricePerGlass( QtyPlayers - 1 )
Redim SignsMade( QtyPlayers - 1 )
Dim i As Integer
for i = 0 to QtyPlayers-1
    Assets(i) = kStartingAssets
next
```

WeatherFactor = 1.0

End Sub

MainWindow.CalculateResults:

Protected Sub CalculateResults()

```
// calculate how many glasses are sold
Dim specialResult As String
Dim N1 As Double
if pricePerGlass( CurPlayer ) >= kP9 then
    N1 = ((kP9 ^ 2) * kS2 / pricePerGlass( CurPlayer ) ^ 2 )
else
    N1 = (kP9 - pricePerGlass( CurPlayer )) / kP9 * 0.8 * kS2 + kS2
end if
Dim W As Double
W = -signsMade( CurPlayer ) * kC9
Dim adBenefit As Double // % increase in sales due to ads
adBenefit = 1 - ( Exp(W) * kC2 )
Dim N2 As Double
N2 = Floor( WeatherFactor * N1 * (1 + adBenefit) )
if StormBrewing then
    Weather = kWeatherStorm
    UpdateWeatherReport
```

```

PlayThunderClap
Player.PlaySong 100, 180, "0,8 55,2 67,3 64,1 62,2 60,1 57,6 55,2 60,4 60,1 62,2
64,1 67,4"
N2 = 0
if glassesMade( CurPlayer ) > 0 then
    specialResult = "All lemonade was ruined."
end if
elseif StreetCrewThirsty then
    N2 = glassesMade( CurPlayer )
    specialResult = "The street crews bought all your lemonade at lunchtime!"
end if

GlassesSold(CurPlayer) = Min( N2, glassesMade( CurPlayer ) )

// calculate income and expenses
Dim expenses As Double = _
glassesMade( CurPlayer ) * CostPerGlass/100 _
+ signsMade( CurPlayer ) * kSignCost

Dim income As Double = GlassesSold(CurPlayer) * pricePerGlass( CurPlayer ) / 100

// adjust assets
Assets(CurPlayer) = Assets(CurPlayer) + income - expenses

// stuff all this into the results display
SpecialResultTxt.text = specialResult

GlassesSoldTxt.text = str( GlassesSold(CurPlayer) )
if GlassesSold(CurPlayer) = 1 then
    GlassesSoldLbl.text = "Glass Sold"
else
    GlassesSoldLbl.text = "Glasses Sold"
end if
PricePerGlassTxt.text = DFormat( pricePerGlass( CurPlayer ) / 100 )
SalesIncTxt.text = DFormat( GlassesSold(CurPlayer) * pricePerGlass( CurPlayer ) / 100 )

GlassesMadeTxt.text = str(glassesMade( CurPlayer ))
if glassesMade( CurPlayer ) = 1 then
    GlassesMadeLbl.text = "Glass Made"
else
    GlassesMadeLbl.text = "Glasses Made"

```

```

end if
CostPerGlassTxt.text = DFormat( CostPerGlass / 100 )
LemonadeExpTxt.text = DFormat( glassesMade( CurPlayer ) * CostPerGlass / 100 )

SignsMadeTxt.text = str(signsMade( CurPlayer ))
if signsMade( CurPlayer ) = 1 then
    SignsMadeLbl.text = "Sign Made"
else
    SignsMadeLbl.text = "Signs Made"
end if
CostPerSignTxt.text = DFormat( kSignCost )
AdExpTxt.text = DFormat( signsMade( CurPlayer ) * kSignCost )

ProfitTxt.text = DFormat( income - expenses )
if income < expenses then
    ProfitTxt.TextColor = &c800000
else
    ProfitTxt.TextColor = &c000000
end if
Profitable = income > expenses

NewAssetsTxt.text = DFormat( Assets(CurPlayer) )

ShowResults
End Sub

```

MainWindow.ShowResults:

```
Protected Sub ShowResults()
```

```

DayTxt.text = "Day " + str(Day)
StandTxt.text = "Stand " + str(CurPlayer + 1)

Panel.Value = kResultsPage

if Profitable then
    // Note: I'm taking a small liberty here with the original design, which
    // played "we're in the money" whether you made money or not. That
    // bugged me even as a kid, so I'm changing it so that it only plays if
    // you were profitable. Also, this allows the thunderstorm music to be
    // heard, which otherwise would get overwritten with our side-by-side
    // approach to the UI.

```

```
    Player.PlaySong 4, 125, "64,2 67,3 64,1 65,2 67,4"  
end if  
End Sub
```

MainWindow.DFormat:

```
Protected Function DFormat(value As Double) As String  
    // Format the given value as dollars and cents.  
    if value < 0.00 then  
        return "$-" + Format( value, "0.00" )  
    else  
        return "$" + Format( value, "0.00" )  
    end if  
End Function
```

MainWindow.MakeWeather:

```
Protected Sub MakeWeather()  
  
    Dim r As Double = Rnd  
    if r < 0.6 then  
        Weather = kWeatherSunny  
    elseif r < 0.8 then  
        Weather = kWeatherCloudy  
    else  
        if Day < 3 then Weather = kWeatherSunny else Weather = kWeatherHot  
    end if  
  
    ChanceOfRain = 0  
    if Weather = kWeatherCloudy then  
        ChanceOfRain = 30 + Floor( Rnd * 5 ) * 10  
        WeatherFactor = 1.0 - ChanceOfRain / 100  
        Player.PlaySong 97, 175, "64,3 64,2 64,1 65,2 64,1 62,2 60,1 64,5"  
    elseif Weather = kWeatherHot then  
        WeatherFactor = 2.0  
        Player.PlaySong 20, 175, "69,2 67,1 69,5 67,2 65,1 67,2 69,2 65,3 62,3 57,5"  
    else  
        WeatherFactor = 1.0  
        Player.PlaySong 76, 250, "72,3 74,1 67,1 72,1 76,1 67,1 72,5"  
    end if  
  
    UpdateWeatherReport
```

End Sub

MainWindow.UpdateWeatherReport:

Protected Sub UpdateWeatherReport()

Dim report As String

select case Weather

case kWeatherSunny

report = "Sunny"

WeatherCanv.Backdrop = SunnyPic

case kWeatherCloudy

report = "Cloudy" + EndOfLine _

+ "There is a " + str(ChanceOfRain) + "% chance of light rain, " _

+ "and the weather is cooler today."

WeatherCanv.Backdrop = CloudyPic

case kWeatherHot

report = "Hot and Dry" + EndOfLine _

+ "A heat wave is predicted for today!"

WeatherCanv.Backdrop = HotAndDryPic

case kWeatherStorm

report = "Thunderstorms!" + EndOfLine _

+ "A severe thunderstorm hit Lemonsville earlier today, " _

+ "just as the lemonade stands were being set up. Unfortunately, " _

+ "everything was ruined!"

WeatherCanv.Backdrop = StormPic

end select

WeatherTxt.text = report

End Sub

MainWindow.DoRandomEvents:

Protected Function DoRandomEvents() As String

Dim specialDesc As String

StreetCrewThirsty = false

StormBrewing = false

if Weather = kWeatherCloudy then

```

if Rnd < 0.25 then
    // thunderstorm!
    StormBrewing = true
end if
elseif Weather = kWeatherHot then
    // heat wave (see original source line 2410)...
    // already handled in MakeWeather
else
    if Rnd >= 0.25 then return "" // no special event today
    // street department is working (original source line 2210)
    specialDesc = "The street department is working today. " _
    + "There will be no traffic on your street."
    if Rnd < 0.5 then
        StreetCrewThirsty = true
    else
        WeatherFactor = 0.1
    end if
end if

return specialDesc

```

End Function

MainWindow.Validate:

Protected Sub Validate()

```

// Make sure the user's inputs are reasonable.

```

```

Dim valid As Boolean = true

```

```

Dim glasses, signs, price As Integer

```

```

glasses = CDbI( InpGlassFld.text )

```

```

if glasses < 0 or glasses > 1000 then valid = false

```

```

signs = CDbI( InpSignFld.text )

```

```

if signs < 0 or signs > 50 then valid = false

```

```

price = CDbI( InpPriceFld.text )

```

```

if price < 0 or price > 100 then valid = false

```

```

if glasses * CostPerGlass / 100 + signs * kSignCost > Assets(CurPlayer) then valid =
false

```


DecisionOKButn.Enabled = valid

End Sub

MainWindow.PlayThunderClap:

Protected Sub PlayThunderClap()

Dim NotePlayer1 as New NotePlayer

NotePlayer1.Instrument = 118

NotePlayer1.PlayNote(20,60)

NotePlayer1.Instrument = 123

NotePlayer1.PlayNote(21,120)

NotePlayer1.Instrument = 122

NotePlayer1.PlayNote(22,100)

End Sub

MainWindow.SetQtyPlayers:

Sub SetQtyPlayers(newQtyPlayers As Integer)

InitGame newQtyPlayers

End Sub

MainWindow.ShowDecisionPage:

Protected Sub ShowDecisionPage()

DecisionTitleTxt.text = "Decisions for Lemonade Stand " + str(CurPlayer+1)

Dim explanation As String

if Day < 3 then

CostPerGlass = 2

elseif Day < 7 then

CostPerGlass = 4

if Day = 3 then explanation = "(Your mother quit giving you free sugar.)"

else

if Day = 7 then explanation = "(The price of lemonade mix just went up.)"

CostPerGlass = 5

end if

CostTxt.text = "\$.0" + str(CostPerGlass)

CostExpTxt.text = explanation

```
AssetsTxt.text = "$" + Format( Assets(CurPlayer), "-0.00")
```

```
InpGlassLabel.text = "How many glasses of lemonade (" _  
+ Format( CostPerGlass, "0" ) + " cents each) do you wish to make?"
```

```
InpSignLabel.text = "How many advertising signs (" _  
+ Format( kSignCost * 100, "0" ) + " cents each) do you want to make?"
```

```
InpGlassFld.text = CStr( GlassesMade( CurPlayer ) )
```

```
InpSignFld.text = CStr( SignsMade( CurPlayer ) )
```

```
InpPriceFld.text = CStr( PricePerGlass( CurPlayer ) )
```

```
Validate
```

```
Panel.Value = kNewDayPage
```

```
InpGlassFld.SetFocus
```

```
InpGlassFld.SelStart = 0
```

```
InpGlassFld.SelLength = 99999
```

```
End Sub
```

MainWindow.CostPerGlass:

CostPerGlass As Integer

Cost of lemonade per glass, in cents.

MainWindow.Day:

Day As Integer

Which day of the game we're on.

MainWindow Control WeatherCanv:

```
Sub Paint(g As Graphics) Handles Event
    g.DrawRect 0, 0, me.width, me.height
```

```
End Sub
```

MainWindow Control DecisionOKButn:

```
Sub Action() Handles Event
    GlassesMade( CurPlayer ) = CDb( InpGlassFld.text )
    SignsMade( CurPlayer ) = CDb( InpSignFld.text )
    PricePerGlass( CurPlayer ) = CDb( InpPriceFld.text )
```

```
    CurPlayer = CurPlayer + 1
    if CurPlayer >= QtyPlayers then
        CurPlayer = 0
        CalculateResults
        ShowResults
    else
        ShowDecisionPage
    end if
```

```
End Sub
```

MainWindow Control InpGlassFld:

```
Sub TextChange() Handles Event  
    Validate  
End Sub
```

MainWindow Control InpSignFld:

```
Sub TextChange() Handles Event  
    Validate  
End Sub
```

MainWindow Control InpPriceFld:

```
Sub TextChange() Handles Event  
    Validate  
End Sub
```

MainWindow Control ResultsOKButn:

```
Sub Action() Handles Event  
    CurPlayer = CurPlayer + 1  
    if CurPlayer >= QtyPlayers then  
        CurPlayer = 0  
        StartNewDay  
    else  
        CalculateResults  
    end if
```

```
End Sub  
End Class
```

Module OriginalSource

OriginalSource Note: Lemonade Source Code

Lemonade Source Code

```
1 LOMEM: 14080  
5 GOSUB 10000: GOSUB 11000: GOSUB 16000: GOTO 135  
10 REM <<< LEMONADE STAND >>>  
15 REM
```

```

20 REM FROM AN ORIGINAL PROGRAM
30 REM BY BOB JAMISON, OF THE
40 REM MINNESOTA EDUCATIONAL
50 REM COMPUTING CONSORTIUM
60 REM      * * *
70 REM MODIFIED FOR THE APPLE
80 REM FEBRUARY, 1979
90 REM BY CHARLIE KELLNER
135 DIM A(30),L(30),H(30),B(30),S(30),P(30),G(30)
150 P9 = 10
160 S3 = .15
170 S2 = 30
175 A2 = 2.00
194 C9 = .5
195 C2 = 1
300 REM START OF GAME
310 GOSUB 12000: FOR I = 1 TO N:B(I) = 0:A(I) = A2: NEXT
320 IF A$ = "Y" THEN GOSUB 13000: GOTO 400
330 GOSUB 14000
400 REM WEATHER REPORT
410 SC = RND (1)
420 IF SC < .6 THEN SC = 2: GOTO 460
430 IF SC < .8 THEN SC = 10: GOTO 460
440 SC = 7
460 IF D < 3 THEN SC = 2
470 GOSUB 15000
490 TEXT : HOME
500 REM START OF NEW DAY
510 D = D + 1
520 PRINT "ON DAY ";D;" , THE COST OF LEMONADE IS ";
540 C = 2: IF D > 2 THEN C = 4
550 IF D > 6 THEN C = 5
560 PRINT "$.0";C: PRINT
570 C1 = C * .01
580 R1 = 1
600 REM CURRENT EVENTS
610 IF D < > 3 THEN 650
620 PRINT "(YOUR MOTHER QUIT GIVING YOU FREE SUGAR)"
650 IF D < > 7 THEN 700
660 PRINT "(THE PRICE OF LEMONADE MIX JUST WENT UP)"
700 REM AFTER 2 DAYS THINGS CAN HAPPEN

```

```

710 IF D > 2 THEN 2000
800 REM INPUT VALUES
805 PRINT : POKE 34, PEEK (37)
810 FOR I = 1 TO N
815 A(I) = A(I) + .000000001
820 G(I) = 1:H(I) = 0
850 STI = A(I): GOSUB 4000: PRINT "LEMONADE STAND ";I; TAB( 26);"ASSETS ";STI$
855 PRINT
860 IF B(I) = 0 THEN 890
870 PRINT "YOU ARE BANKRUPT, NO DECISIONS"
875 PRINT "FOR YOU TO MAKE."
876 IF N = 1 AND A(1) < C THEN 31111
880 GOTO 1050
890 PRINT "HOW MANY GLASSES OF LEMONADE DO YOU"
895 PRINT "WISH TO MAKE ";
900 INPUT L(I)
901 IF L(I) < 0 OR L(I) > 1000 THEN 903
902 GOTO 906
903 PRINT "COME ON, LET'S BE REASONABLE NOW!!!"
904 PRINT "TRY AGAIN"
905 GOTO 890
906 IF L(I) < > INT (L(I)) THEN 903
910 IF L(I) * C1 < = A(I) THEN 950
920 PRINT "THINK AGAIN!!! YOU HAVE ONLY ";STI$
930 PRINT "IN CASH AND TO MAKE ";L(I);" GLASSES OF"
932 PRINT "LEMONADE YOU NEED $";L(I) * C1;" IN CASH."
940 GOTO 890
950 PRINT
951 PRINT "HOW MANY ADVERTISING SIGNS (";S3 * 100;" CENTS"
952 PRINT "EACH) DO YOU WANT TO MAKE ";
960 INPUT S(I)
961 IF S(I) < 0 OR S(I) > 50 THEN 963
962 GOTO 965
963 PRINT "COME ON, BE REASONABLE!!! TRY AGAIN."
964 GOTO 950
965 IF S(I) < > INT (S(I)) THEN 963
970 IF S(I) * S3 < = A(I) - L(I) * C1 THEN 1010
975 PRINT
980 STI = A(I) - L(I) * C1: GOSUB 4000
985 PRINT "THINK AGAIN, YOU HAVE ONLY ";STI$
990 PRINT "IN CASH LEFT AFTER MAKING YOUR LEMONADE."

```

```

1000 GOTO 950
1010 PRINT : PRINT "WHAT PRICE (IN CENTS) DO YOU WISH TO"
1012 PRINT "CHARGE FOR LEMONADE ";
1015 INPUT P(I)
1020 IF P(I) < 0 OR P(I) > 100 THEN 1022
1021 GOTO 1024
1022 PRINT "COME ON, BE REASONABLE!!! TRY AGAIN."
1023 GOTO 1010
1024 IF P(I) < > INT (P(I)) THEN 1022
1025 IF C5 = 1 THEN 1050
1050 VTAB 23: INPUT "WOULD YOU LIKE TO CHANGE ANYTHING?";A$
1060 IF LEFT$ (A$,1) = "Y" THEN HOME :C5 = 1: GOTO 810
1100 HOME
1101 NEXT I
1110 C5 = 0: TEXT : HOME
1120 PRINT : IF SC = 10 AND RND (1) < .25 THEN 2300
1130 PRINT "$$ LEMONSVILLE DAILY FINANCIAL REPORT $$"
1135 PRINT
1140 POKE 768,152: POKE 769,80: CALL 770
1142 POKE 768,128: POKE 769,160: CALL 770
1144 POKE 768,152: POKE 769,40: CALL 770
1146 POKE 768,144: POKE 769,80: CALL 770
1148 POKE 768,128: POKE 769,200: CALL 770
1180 REM CALCULATE PROFITS
1182 IF R2 = 2 THEN 2290
1183 IF R3 = 3 THEN 2350
1185 FOR I = 1 TO N
1186 IF A(I) < 0 THEN A(I) = 0
1187 IF R2 = 2 THEN 1260
1190 IF P(I) > = P9 THEN 1220
1200 N1 = (P9 - P(I)) / P9 * .8 * S2 + S2
1210 GOTO 1230
1220 N1 = ((P9 ^ 2) * S2 / P(I) ^ 2)
1230 W = - S(I) * C9
1232 V = 1 - ( EXP (W) * C2)
1234 N2 = R1 * (N1 + (N1 * V))
1240 N2 = INT (N2 * G(I))
1250 IF N2 < = L(I) THEN 1270
1260 N2 = L(I)
1270 M = N2 * P(I) * .01
1280 E = S(I) * S3 + L(I) * C1

```

```

1290 P1 = M - E
1300 A(I) = A(I) + P1
1310 IF H(I) = 1 THEN 2300
1320 PRINT
1321 IF B(I) < > 1 THEN 1330
1326 PRINT "STAND ";I;: PRINT "  BANKRUPT": GOSUB 18000
1327 GOTO 1390
1330 GOSUB 5000
1350 IF A(I) > C / 100 THEN 1390
1360 PRINT "STAND ";I
1365 HOME : PRINT " ...YOU DON'T HAVE ENOUGH MONEY LEFT"
1370 PRINT " TO STAY IN BUSINESS  YOU'RE BANKRUPT!"
1380 B(I) = 1
1382 GOSUB 18000: HOME
1385 IF N = 1 AND B(1) = 1 THEN 31111
1390 NEXT I
1395 R1 = 1
1396 R2 = 0
1400 GOTO 400
2000 REM  RANDOM EVENTS
2010 IF SC = 10 THEN 2110
2030 IF SC = 7 THEN 2410
2040 IF RND (1) < .25 THEN 2210
2050 GOTO 805
2100 IF X1 = 1 THEN 805  { unreachable }
2110 J = 30 + INT ( RND (1) * 5) * 10
2112 PRINT "THERE IS A ";J;"% CHANCE OF LIGHT RAIN,"
2115 PRINT "AND THE WEATHER IS COOLER TODAY."
2120 R1 = 1 - J / 100
2130 X1 = 1
2140 GOTO 805
2200 IF X2 = 1 THEN 805  { unreachable }
2210 PRINT "THE STREET DEPARTMENT IS WORKING TODAY."
2220 PRINT "THERE WILL BE NO TRAFFIC ON YOUR STREET."
2230 IF RND ( - 1) < .5 THEN 2233  { bug? rnd(-1) is a constant! }
2231 R2 = 2
2232 GOTO 2250
2233 R1 = .1
2250 X2 = 1
2260 GOTO 805
2290 PRINT "THE STREET CREWS BOUGHT ALL YOUR"

```



```

2295 PRINT "LEMONADE AT LUNCHTIME!!"
2297 GOTO 1185
2300 REM THUNDERSTORM!
2310 X3 = 1:R3 = 0
2320 SC = 5: GOSUB 15000: TEXT : HOME
2330 PRINT "WEATHER REPORT: A SEVERE THUNDERSTORM"
2340 PRINT "HIT LEMONSVILLE EARLIER TODAY, JUST AS"
2350 PRINT "THE LEMONADE STANDS WERE BEING SET UP."
2360 PRINT "UNFORTUNATELY, EVERYTHING WAS RUINED!!"
2370 FOR J = 1 TO N:G(J) = 0: NEXT
2380 GOTO 1185
2400 IF X4 = 1 THEN 805
2410 X4 = 1
2430 PRINT "A HEAT WAVE IS PREDICTED FOR TODAY!"
2440 R1 = 2
2450 GOTO 805
3000 END
4000 REM STI => DOLLARS.CENTS
4010 STI = INT (STI * 100 + .5) / 100
4020 STI$ = "$" + STR$ (STI)
4030 IF STI = INT (STI) THEN STI$ = STI$ + ".0"
4040 IF STI = INT (STI * 10 + .5) / 10 THEN STI$ = STI$ + "0"
4050 RETURN
5000 VTAB 6: POKE 34,5
5002 PRINT " DAY ";D; TAB( 30);"STAND ";I: PRINT : PRINT
5010 PRINT " ";N2; TAB( 7);"GLASSES SOLD": PRINT
5012 STI = P(I) / 100: GOSUB 4000: PRINT STI$; TAB( 7);"PER GLASS";
5014 STI = M: GOSUB 4000: PRINT TAB( 27);"INCOME ";STI$
5016 PRINT : PRINT : PRINT " ";L(I); TAB( 7);"GLASSES MADE": PRINT
5020 STI = E: GOSUB 4000: PRINT " ";S(I); TAB( 7);"SIGNS MADE"; TAB( 25);"EXPENSES ";STI
$: PRINT : PRINT
5030 STI = P1: GOSUB 4000: PRINT TAB( 16);"PROFIT ";STI$: PRINT
5040 STI = A(I): GOSUB 4000: PRINT TAB( 16);"ASSETS ";STI$
5060 GOSUB 18000
5070 REM
5090 HOME : RETURN
10000 REM INITIALIZE
10010 IN# 0: PR# 0
10100 POKE 770,173: POKE 771,48: POKE 772,192: POKE 773,136: POKE 774,208: POKE
775,5: POKE 776,206: POKE 777,1: POKE 778,3: POKE 779,240: POKE 780,9: POKE
781,202

```

```

10110 POKE 782,208: POKE 783,245: POKE 784,174: POKE 785,0: POKE 786,3: POKE
787,76: POKE 788,2: POKE 789,3: POKE 790,96: POKE 791,0: POKE 792,0
10190 RETURN
11000 REM  INTRODUCTION
11100 TEXT : HOME : GR : COLOR= 12: FOR I = 0 TO 39: HLIN 0,39 AT I: NEXT : VTAB 2
11110 PRINT ";LLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLL";
11120 PRINT ";LLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLL";
11130 PRINT ";LLLL;;;L;;;L;;;L;;;L;;;L;;;L;;;L;;;";
11140 PRINT ";LLLL;LL;L;L;L;L;LL;L;LL;LLLL;L;LL;L;LL;";
11150 PRINT ";LLLL;;;L;L;L;L;LL;L;LL;L;;;L;LL;L;;;";
11160 PRINT ";LLLL;LLLL;L;L;L;LL;L;LL;L;LL;L;LL;L;LL";
11170 PRINT ";;;L;;;L;LLL;L;;;L;LL;L;;;L;;;L;;;";
11200 VTAB 11
11210 PRINT "LLLLLLLL;;;LL;LLLLLLLLLLLLLLLLLLLLLLLL";
11220 PRINT "LLLLLLLL;LLLLLL;LLLLLLLLLLLLLLLLLLLL";
11230 PRINT "LLLLLLLL;LLLLL;;;L;;;L;;;L;;;LLLLLLLL";
11240 PRINT "LLLLLLLL;;;LL;LLLLL;L;LL;L;LL;LLLLLLLL";
11250 PRINT "LLLLLLLLLLLLLL;LL;LL;;;L;LL;L;LL;LLLLLLLL";
11260 PRINT "LLLLLLLLLLLLLL;LL;LL;LL;L;LL;L;LL;LLLLLLLL";
11270 PRINT "LLLLLLLL;;;LL;LL;;;L;LL;L;;;LLLLLLLL";
11280 VTAB 23: PRINT "  COPYRIGHT 1979  APPLE COMPUTER INC."
11300 GOSUB 11700: FOR I = 1 TO 2000: NEXT
11310 POKE 33,1: POKE 34,9: POKE 35,19
11320 FOR I = 39 TO 7 STEP - 1: COLOR= 15: VLIN 18,37 AT I: COLOR= 12: IF I < 39
THEN VLIN 18,36 AT I + 1
11330 COLOR= 15: IF I < 30 THEN VLIN 18,36 AT I + 10
11340 COLOR= 12: IF I < 29 THEN VLIN 18,37 AT I + 11: POKE 32,I + 11: VTAB 11:
HTAB I + 12: PRINT : READ A$: PRINT A$;
11350 FOR J = 14 TO I + I: NEXT : NEXT : FOR I = 1 TO 1000: NEXT
11360 COLOR= 13: VLIN 14,36 AT 12: FOR I = 36 TO 20 STEP - 1: HLIN 8,16 AT I
11370 FOR J = 1 TO 50: NEXT : POKE 768,I * 3 - 12: POKE 769,12: CALL 770: NEXT :
COLOR= 12: VLIN 14,19 AT 12
11400 POKE 32,0: POKE 33,40: POKE 34,20: POKE 35,23: VTAB 22
11410 FOR I = 1 TO 4000: NEXT : I = FRE (0)
11490 RETURN
11500 REM  DATA
11510 DATA
96,180,128,60,114,60,128,120,144,60,152,60,128,255,128,60,114,60,85,120,96,60,102
,60,114,120,102,60,96,255,0,0
11520 DATA ,,,,L;LL;L;LL;;;LL;;;L;LL;L;,,,,,L;,,,L;LL;L;LL;,,,L;LL;,,,LL;,,,,,*
11530 DATA 96,16,85,4,128,4,96,4,76,4,128,4,96,16,0,0

```

```

11540 DATA
114,120,144,60,114,255,1,120,128,120,144,60,128,120,114,60,144,120,171,255,228,2
55,0,0
11550 DATA 152,180,152,120,152,60,144,120,152,60,171,120,192,60,152,255,0,0
11560 DATA
0,160,128,255,152,40,171,80,192,40,228,255,1,40,0,160,192,255,192,40,171,80,152,4
0,128,255,0,0
11700 REM MUSIC
11710 READ I,J: IF J = 0 THEN RETURN
11720 POKE 768,I: POKE 769,J: CALL 770
11730 GOTO 11710
12000 REM TITLE PAGE
12100 TEXT : HOME : PRINT CHR$ (7);
12110 PRINT "HI! WELCOME TO LEMONSVILLE, CALIFORNIA!": PRINT
12120 PRINT "IN THIS SMALL TOWN, YOU ARE IN CHARGE OF"
12130 PRINT "RUNNING YOUR OWN LEMONADE STAND. YOU CAN"
12140 PRINT "COMPETE WITH AS MANY OTHER PEOPLE AS YOU"
12150 PRINT "WISH, BUT HOW MUCH PROFIT YOU MAKE IS UP"
12160 PRINT "TO YOU (THE OTHER STANDS' SALES WILL NOT"
12170 PRINT "AFFECT YOUR BUSINESS IN ANY WAY). IF YOU"
12180 PRINT "MAKE THE MOST MONEY, YOU'RE THE WINNER!!": PRINT
12190 PRINT "ARE YOU STARTING A NEW GAME? (YES OR NO)"
12200 VTAB 21: CALL - 958: INPUT "TYPE YOUR ANSWER AND HIT RETURN ==> ";A$
12210 A$ = LEFT$ (A$,1): IF A$ < > "Y" AND A$ < > "N" THEN PRINT CHR$ (7);: GOTO
12200
12220 VTAB 23: CALL - 958: INPUT "HOW MANY PEOPLE WILL BE PLAYING ==> ";N$
12230 N = VAL (N$): IF N < 1 OR N > 30 THEN PRINT CHR$ (7);: GOTO 12220
12240 RETURN
13000 REM NEW BUSINESS
13100 HOME
13110 PRINT "TO MANAGE YOUR LEMONADE STAND, YOU WILL "
13120 PRINT "NEED TO MAKE THESE DECISIONS EVERY DAY: ": PRINT
13130 PRINT "1. HOW MANY GLASSES OF LEMONADE TO MAKE (ONLY ONE BATCH IS
MADE EACH MORNING)"
13140 PRINT "2. HOW MANY ADVERTISING SIGNS TO MAKE (THE SIGNS COST FIFTEEN
CENTS EACH) "
13150 PRINT "3. WHAT PRICE TO CHARGE FOR EACH GLASS ": PRINT
13160 PRINT "YOU WILL BEGIN WITH $2.00 CASH (ASSETS). "
13170 PRINT "BECAUSE YOUR MOTHER GAVE YOU SOME SUGAR,"
13180 PRINT "YOUR COST TO MAKE LEMONADE IS TWO CENTS "
13190 PRINT "A GLASS (THIS MAY CHANGE IN THE FUTURE).": PRINT

```

```

13200 GOSUB 18000
13202 HOME
13210 PRINT "YOUR EXPENSES ARE THE SUM OF THE COST OF"
13220 PRINT "THE LEMONADE AND THE COST OF THE SIGNS. ": PRINT
13230 PRINT "YOUR PROFITS ARE THE DIFFERENCE BETWEEN "
13240 PRINT "THE INCOME FROM SALES AND YOUR EXPENSES.": PRINT
13250 PRINT "THE NUMBER OF GLASSES YOU SELL EACH DAY "
13260 PRINT "DEPENDS ON THE PRICE YOU CHARGE, AND ON "
13270 PRINT "THE NUMBER OF ADVERTISING SIGNS YOU USE.": PRINT
13280 PRINT "KEEP TRACK OF YOUR ASSETS, BECAUSE YOU "
13290 PRINT "CAN'T SPEND MORE MONEY THAN YOU HAVE! ": PRINT
13300 GOSUB 18000
13302 HOME : RETURN
14000 REM  CONTINUE OLD GAME
14100 CALL - 936: PRINT CHR$ (7);I = 0
14110 PRINT "HI AGAIN! WELCOME BACK TO LEMONSVILLE! ": PRINT
14120 PRINT "LET'S CONTINUE YOUR LAST GAME FROM WHERE"
14130 PRINT "YOU LEFT IT LAST TIME. DO YOU REMEMBER "
14140 PRINT "WHAT DAY NUMBER IT WAS? ";
14150 INPUT "";A$:A = VAL (A$): PRINT : IF A < > 0 THEN 14200
14160 A$ = LEFT$ (A$,1): IF A$ = "Y" THEN PRINT "GOOD! WHAT DAY WAS IT? ";I = I +
1: GOTO 14150
14170 IF A$ = "N" OR I > 0 THEN 14300
14180 PRINT CHR$ (7);"YES OR NO? ";I = I + 1: GOTO 14150
14200 IF A < 1 OR A > 99 OR A < > INT (A) THEN 14300
14210 D = A
14300 PRINT "OKAY - WE'LL START WITH DAY NO. ";D + 1: PRINT
14400 FOR I = 1 TO N: PRINT : PRINT
14410 PRINT "PLAYER NO. ";I;" , HOW MUCH MONEY (ASSETS)": PRINT
14420 PRINT "DID YOU HAVE? ";
14430 INPUT "";A$:A = VAL (A$): PRINT
14440 IF A < 2 THEN PRINT "O.K. - WE'LL START YOU OUT WITH $2.00":A = 2: GOTO
14490
14450 IF A > 40 THEN PRINT "JUST TO BE FAIR, LET'S MAKE THAT $10.00":A = 10
14490 A(I) = INT (A * 100 + .5) / 100: NEXT
14500 PRINT : PRINT CHR$ (7): INPUT "...READY TO BEGIN? ";A$
14510 IF LEFT$ (A$,1) = "N" THEN 13000
14520 RETURN
15000 REM  WEATHER DISPLAY
15100 GR : HOME
15110 COLOR= SC: FOR I = 0 TO 25: HLIN 0,39 AT I: NEXT I

```

```

15120 COLOR= 12: FOR I = 26 TO 39: HLIN 0,39 AT I: NEXT I
15130 COLOR= 8: FOR I = 24 TO 32: HLIN 15,25 AT I: NEXT I
15150 COLOR= 13: FOR I = 17 TO 23 STEP 2: VLIN 22,23 AT I: NEXT I
15151 IF SC = 2 OR SC = 7 THEN 15160
15152 IF SC = 10 THEN COLOR= 15
15157 IF SC = 5 THEN COLOR= 0
15158 HLIN 6,10 AT 2: HLIN 4,14 AT 3: HLIN 7,12 AT 4: HLIN 22,30 AT 4: HLIN 20,36 AT
5: HLIN 23,33 AT 6::: GOSUB 17000: GOTO 15170
15160 IF SC = 7 THEN COLOR= 9
15162 HLIN 3,5 AT 1: HLIN 2,6 AT 2: FOR I = 3 TO 6: HLIN 1,7 AT I: NEXT : HLIN 2,6 AT 7:
HLIN 3,5 AT 8
15170 VTAB 22: HTAB 8: PRINT " LEMONSVILLE WEATHER REPORT ": PRINT
15175 VTAB 22: HTAB 8: PRINT " LEMONSVILLE WEATHER REPORT ": PRINT
15180 IF SC = 2 THEN HTAB 18: PRINT " SUNNY ";
15182 IF SC = 7 THEN HTAB 15: PRINT " HOT AND DRY ";
15184 IF SC = 10 THEN HTAB 17: PRINT " CLOUDY ";
15186 IF SC = 5 THEN HTAB 14: PRINT " THUNDERSTORMS! "; GOSUB 17000
15200 RESTORE
15210 READ A$: IF A$ < > "*" THEN 15210
15220 IF SC < > 2 THEN 15300
15230 READ I,J: IF J = 0 THEN 15500
15240 FOR K = 1 TO J: POKE 768,I: POKE 769,10: CALL 770
15250 FOR L = K TO J: NEXT : NEXT : GOTO 15230
15300 READ I,J: IF J < > 0 THEN 15300
15310 IF SC = 7 THEN 15400
15320 READ I,J: IF J < > 0 THEN 15320
15330 IF SC = 10 THEN 15400
15340 READ I,J: IF J < > 0 THEN 15340
15400 READ I,J: IF J = 0 THEN 15500
15410 IF I = 1 THEN FOR I = 1 TO J: NEXT : GOTO 15400
15420 POKE 768,I: POKE 769,J: CALL 770
15430 GOTO 15400
15440 IF SC = 5 THEN GOSUB 17000
15500 IF SC = 5 THEN GOSUB 17000
15510 I = FRE (0): FOR I = 1 TO 2000: NEXT : RETURN
16000 POKE 13824,76: POKE 13825,108: POKE 13826,54: POKE 13827,165: POKE
13828,48: POKE 13829,41: POKE 13830,15: POKE 13831,141: POKE 13832,160: POKE
13833,54:
16010 POKE 13834,165: POKE 13835,48: POKE 13836,41: POKE 13837,240: POKE
13838,141: POKE 13839,161: POKE 13840,54: POKE 13841,165: POKE 13842,36: POKE
13843,141:

```

16020 POKE 13844,162: POKE 13845,54: POKE 13846,165: POKE 13847,37: POKE
13848,141: POKE 13849,163: POKE 13850,54: POKE 13851,169: POKE 13852,0: POKE
13853,133:
16030 POKE 13854,36: POKE 13855,133: POKE 13856,37: POKE 13857,72: POKE
13858,32: POKE 13859,193: POKE 13860,251: POKE 13861,133: POKE 13862,40: POKE
13863,164:
16040 POKE 13864,36: POKE 13865,177: POKE 13866,40: POKE 13867,41: POKE
13868,15: POKE 13869,205: POKE 13870,164: POKE 13871,54: POKE 13872,208: POKE
13873,10:
16050 POKE 13874,177: POKE 13875,40: POKE 13876,41: POKE 13877,240: POKE
13878,24: POKE 13879,109: POKE 13880,160: POKE 13881,54: POKE 13882,145: POKE
13883,40:
16060 POKE 13884,177: POKE 13885,40: POKE 13886,41: POKE 13887,240: POKE
13888,205: POKE 13889,165: POKE 13890,54: POKE 13891,208: POKE 13892,10: POKE
13893,177:
16070 POKE 13894,40: POKE 13895,41: POKE 13896,15: POKE 13897,24: POKE
13898,109: POKE 13899,161: POKE 13900,54: POKE 13901,145: POKE 13902,40: POKE
13903,200:
16080 POKE 13904,192: POKE 13905,40: POKE 13906,144: POKE 13907,213: POKE
13908,160: POKE 13909,0: POKE 13910,104: POKE 13911,105: POKE 13912,0: POKE
13913,197:
16090 POKE 13914,34: POKE 13915,144: POKE 13916,196: POKE 13917,32: POKE
13918,193: POKE 13919,251: POKE 13920,133: POKE 13921,40: POKE 13922,173: POKE
13923,162:
16100 POKE 13924,48: POKE 13925,133: POKE 13926,36: POKE 13927,173: POKE
13928,163: POKE 13929,54: POKE 13930,133: POKE 13931,37: POKE 13932,165: POKE
13933,48:
16110 POKE 13934,41: POKE 13935,15: POKE 13936,141: POKE 13937,164: POKE
13938,54: POKE 13939,165: POKE 13940,48: POKE 13941,41: POKE 13942,240: POKE
13943,141:
16120 POKE 13944,165: POKE 13945,54: POKE 13946,96: POKE 13947,0:
16130 RETURN
17000 IF SC < > 5 THEN RETURN
17001 COLOR= 10: VLIN 7,9 AT 29: HLIN 30,31 AT 9: VLIN 9,14 AT 32: HLIN 33,34 AT
14: VLIN 14,25 AT 35
17005 VLIN 5,8 AT 8: PLOT 9,8: VLIN 8,13 AT 10: PLOT 11,13: VLIN 13,17 AT 12
17010 FOR RPT = 1 TO 5
17020 CALL 13824
17030 COLOR= 7: CALL 13827
17040 CALL 13824
17050 COLOR= 9: CALL 13827
17060 NEXT RPT

```

17070 CALL 13824
17080 COLOR= 5: CALL 13827
17090 RETURN
18000 VTAB 24: PRINT " PRESS SPACE TO CONTINUE, ESC TO END...";
18010 GET IN$: IF IN$ < > " " AND ASC (IN$) < > 27 THEN 18010
18020 IF ASC (IN$) = 27 THEN 31111
18030 RETURN
31111 FOR I = 1 TO 2000: NEXT : HOME : VTAB 10: PRINT "WOULD YOU LIKE TO PLAY
AGAIN ";
31112 GET IN$: IF IN$ = "Y" THEN 150
31113 IF PEEK (994) + PEEK (1001) = 192 THEN CALL 976
31114 TEXT : HOME : TEXT : END

```

OriginalSource Note: Subroutines & Branch Points

Subroutines & Branch Points

```

300 REM  START OF GAME
400 REM  WEATHER REPORT
500 REM  START OF NEW DAY

600 REM  CURRENT EVENTS (and get player inputs)

1100: clear screen and go to next player
1105: compute results

2000 REM  RANDOM EVENTS

3000: ends the app (not used)

4000: convert STI (number) to STI$ (dollars and cents string)

5000: display results for lemonade stand I

10000 REM  INITIALIZE

11000 REM  INTRODUCTION (title animation)

11700: play music (defined at the current DATA position)

```

12000 REM TITLE PAGE (text intro)

13000 REM NEW BUSINESS (print instructions)

14000 REM CONTINUE OLD GAME

15000 REM WEATHER DISPLAY

16000: set up machine language music player

17000: if sc = 5 then ... display thunder & lightning

18000 VTAB 24: PRINT " PRESS SPACE TO CONTINUE, ESC TO END...";

OriginalSource Note: Variables

Variables

A(i): Assets (cash on hand, in dollars)

C: cost of lemonade per glass, in cents

G(i): normally 1; 0 if everything is ruined by thunderstorm

H(i): apparently intended to relate to storms, but never assigned a value

I: current player number, 1 to N

L(i): number of glasses of lemonade made by player i

N: number of players

P(i): Price charged for lemonade, per glass, in cents

R1: weather factor; 1 for good weather, $0 < R < 1$ for poor weather;
also adjusts traffic for things like street crews working

R2: set to 2 half the time when street department is working;
indicates that street crew bought all lemonade at lunch

R3: always equal to 0; not used

S(i): Number of signs made by player i

S3: cost per advertising sign, in dollars

SC: sky color (2=sunny, 5=thunderstorms, 7=hot & dry, 10=cloudy).

X1: set to 1 when it's cloudy; not sure what the intent was, but has
no actual effect since line 2100 is unreachable.

X2: set to 1 when the street crew has worked and was not thirsty;
apparently intended to prevent street crews from coming again,
but doesn't actually work since line 2200 is unreachable.

End Module

Class AboutBox

Inherits Window

AboutBox Control OKButn:

Sub Action() Handles Event
 Close

End Sub
End Class

Class MusicPlayer

Inherits Timer

MusicPlayer.Action:

Sub Action() Handles Event
 ContinueSong

End Sub

MusicPlayer.Start:

Sub Start()
 me.Mode = Timer.ModeMultiple

End Sub

MusicPlayer.Stop:

Sub Stop()
 StopLastNote
 me.Mode = Timer.ModeOff

End Sub

MusicPlayer.Instrument:

```
Protected Sub Instrument(inst as integer)
```

```
    Instrument = inst
```

```
    Player.Instrument = Instrument
```

```
End Sub
```

MusicPlayer.ContinueSong:

```
Protected Sub ContinueSong()
```

```
    // check whether the last note (or rest) isn't done yet
```

```
    if Wait > 0 then
```

```
        Wait = Wait - 1
```

```
        Return
```

```
    end if
```

```
    // check whether the song is over
```

```
    if Position >= EndPosition then
```

```
        Stop
```

```
        Return
```

```
    end if
```

```
    // stop the last note playing, if any
```

```
    StopLastNote
```

```
    // start the next note (or rest)
```

```
    if MusicArray(Position,0) = "r" then // Rest
```

```
        Wait = val(MusicArray(Position,1)) - 1 // should be -1 here, too! Good catch!
```

```
    else
```

```
        if val(MusicArray(Position,1)) > 1 then // Set note hold for specified duration
```

```
            Wait = val(MusicArray(Position,1)) - 1 // why -1 for notes, but not for rests?!? -
```

```
            See above
```

```
        end if
```

```
        NotePlaying = val(MusicArray(Position,0))
```

```
        Player.PlayNote NotePlaying, Velocity // Play the note
```

```
    end if
```

```
    Position = Position + 1
```

```
End Sub
```

MusicPlayer.Music:

```
Protected Sub Music(music as string)
```

```
    // takes input like 67,5 r,2 where comma separates NOTE VALUE from DURATION
```

```
    // r is rest for given duration (silence)
```

```
// 67,5 40,3 r,2 20,5 would play note 67 for 5 beats, 40 for 3, silence for 2, then 20 for 5
```

```
Dim a(-1) as string, s(-1) as string, i as integer
```

```
a = music.Split (" ")
```

```
Redim MusicArray (UBound(a),1)
```

```
for i = 0 to UBound(a)
```

```
    s = a(i).Split (",")
```

```
    MusicArray(i,0) = Trim(s(0))
```

```
    MusicArray(i,1) = Trim(s(1))
```

```
    s.Remove(0)
```

```
next i
```

```
EndPosition = UBound(MusicArray) + 1
```

```
End Sub
```

MusicPlayer.Constructor:

```
Sub Constructor()
```

```
    Player = new NotePlayer
```

```
    Velocity = 60
```

```
    Period = 250
```

```
    Position = 0
```

```
    EndPosition = 0
```

```
    Instrument = 1
```

```
    Wait = 0
```

```
    Mode = Timer.ModeOff
```

```
    Enabled = true
```

```
End Sub
```

MusicPlayer.PlaySong:

```
Sub PlaySong(instrument As Integer, tempo As Integer, musicDef As String)
```

```
    self.Instrument = instrument
```

```
    Period = tempo
```

```
    Music musicDef
```

```
    Position = 0
```

```
    Stop
```

```
    Start
```

End Sub

MediaPlayer.StopLastNote:

Protected Sub StopLastNote()

 // Stop the last note playing, if any

 if NotePlaying <> 0 then

 Player.PlayNote NotePlaying, 0

 NotePlaying = 0

 end if

End Sub

MediaPlayer.Instrument:

End Class

Class IntroWindow

Inherits Window

IntroWindow.Open:

Sub Open() Handles Event

 Player.PlaySong 10, 200, "72,3 67,1 69,1 67,2 65,1 64,1 67,6 67,1 69,1 74,2 72,1 71,1
 69,2 71,1 72,5"

End Sub

IntroWindow.FillUpCup:

```
Protected Sub FillUpCup()  
    Select Case FillUpCounter  
        Case 20  
            FillRect.Visible = True  
            LemonadeRect.FillColor = FillRect.FillColor  
        Case 21 to 95  
            LemonadeRect.Top = LemonadeRect.Top - 1  
            LemonadeRect.Height = LemonadeRect.Height + 1  
        Case 96  
            FillRect.Visible = False  
            FillUpTimer.Mode = 0  
    End Select  
  
    FillUpCounter = FillUpCounter + 1  
End Sub
```

IntroWindow Control InstructionsButn:

```
Sub Action() Handles Event  
    PagePanel1.value = (PagePanel1.Value + 1) mod 3  
    select case PagePanel1.Value  
        case 0  
            me.Caption = "Instructions"  
        case 1  
            me.Caption = "More"  
        case 2  
            me.Caption = "Back"  
    end select  
  
End Sub
```

IntroWindow Control PlayButn:

```
Sub Action() Handles Event  
    Dim qtyPlayers As Integer = HowManySheet.Present( self )  
    if qtyPlayers > 0 then  
        MainWindow.SetQtyPlayers qtyPlayers  
        MainWindow.Show  
    end if  
End Sub
```

```
    Close  
end if
```

```
End Sub
```

IntroWindow Control FillUpTimer:

```
Sub Action() Handles Event
```

```
    FillUpCup()
```

```
End Sub
```

```
End Class
```

Class HowManySheet

Inherits Window

HowManySheet.Present:

```
Function Present(parentWindow As Window) As Integer
```

```
    // Present this sheet, and return how many people will be playing
```

```
    // (or 0 if the user cancels).
```

```
    InputFld.text = "1"
```

```
    InputFld.SelStart = 0
```

```
    InputFld.SelLength = 99999
```

```
    self.ShowModalWithin parentWindow
```

```
    return val( InputFld.text )
```

```
End Function
```

HowManySheet Control InputFld:

```
Sub TextChange() Handles Event
```

```
    OKButn.Enabled = Val( me.text ) > 0 and Val( me.text ) <= 30
```

```
End Sub
```

HowManySheet Control CancelButn:

```
Sub Action() Handles Event
```

```
    Hide
```

```
    InputFld.Text = ""
```

End Sub

HowManySheet Control OKButn:

Sub Action() Handles Event

Hide

End Sub

End Class