GW Basic

1. **Starting to Program**
    a. Why Bother?
    b. Computer and Programs
    c. Program Planning
2. **GW Basics**
    a. Variable for Data Storage
    b. Direct Commands
    c. Program and Line Numbers
    d. Editing
    e. The Function Keys
    f. Program Flow
    g. Decisions, Decisions
    h. Subroutines
    i. Program Files
3. **Graphics and Color**
    a. The PC Screen
    b. Graphics Commands
    c. Colorful Characters
4. **Text and String Handling**
    a. String Functions
    b. Hangman
5. **Program Structure**
    a. The Paint Box Program
    b. Chaining
6. **Data on Disk**
    a. Sequential Files
    b. The Not Processor Program
7. **Sorting and Searching**
    a. Sorting
    b. Searching and Survey Analysis
8. **Number Crunching**
    a. The Value of PI
    b. Statistical Analysis and Graphs
    c. Stats Display and Analysis Program
9. **Three-Dimensional Graphics**
    a. 3D on a 2D Screen
    b. Transformation
    c. 3D Transformation

10. Sounds Peculiar

a. Sound
b. The Mouse Organ
c. Play

11. Advanced Graphics

a. Sprites and Screens
b. Screen Analysis through GET Arrays
c. Denary to Binary
d. Defining a Screen Image
e. Reading the screen with Point
f. Sprites
g. The Sprite Designed
h. PUT Screen Modes
i. Moving Sprites

12. Linking to MS DOS

a. Finding Files
b. File Management
c. Directories
d. The SHELL Command