ATTENTION

This is a USER program. Other than requiring that it conform to submittal and review standards, no quality control has been imposed upon this program by DECUS.

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DEMONSTRATION PROGRAMS FOR THE PDP-8

PDP-8 MUSIC

Author: John Ducmanus
        Information Control Systems
        Ann Arbor, Michigan

Operating Instructions - Load in low speed reader at 7777, until tape stops.

        Put 440 in switch register, load address and start.

        Stop tape at end, put 400 in switch register, load address
        and start.

        Place transistor radio near lights, wait a few seconds music
        will begin

Equipment Required - PDP-8, ASR-33, transistor radio used as an amplifier.

NIGHT WATCHMAN'S CLOCK

Author: A. M. Romaya
        International Computer's Ltd.
        ENGLAND

Operating Instructions - Night Watchman's Clock is loaded with the RIM and
        Binary Loader having a starting address of 4000. When the start switch
        is pressed the 338 Display will show a clock face.

        The speed of the second hand depends on the setting of the Display
push buttons. Real Time keeping can be found with the right setting of the push buttons. A bell will strike every hour with the
Teletype on-line.

WORLD WAR I - SNOOPY

Operating Instructions - This program is loaded on the PDP-8 with the RIM and
        Binary Loaders. The starting address is 200. Press START and "SNOOPY"
        will appear on the 338 Display.
DEMOnstration Programs FOR THE PDP-8

MATCHING PENNIES

Author: A. K. Head
C.S.I.R.O.
University of Melbourne
Parkville, Victoria
AUSTRALIA

Operating Procedure - The player types H(heads) or T(tails). The computer then types what it predicted the player would do. If correct, the computer scores 1, if not, the player scores 1. A game is 49 plays.

A game can be cancelled and restarted by typing C.

Example:

PLAY?
TH TH HH HT TH TT HH YOU 4 ME 3
HH TT TT TH TH HH HH YOU 6 ME 8
TT HT HH TT TT TH HH YOU 8 ME 13
HH TT HT TH HH HH TT YOU 9 ME 19
TT HH TH HT TH HT TT YOU 13 ME 22
TH HH TH HH TT HH TT YOU 15 ME 27
HH HT HT HT TT TT HH YOU 18 ME 31 I WIN BY 13

PLAY?

Storage: 0010-0777

Equipment: 4K PDP-8, 8/I, 8/S with Teletype

Starting Address: 0200