# DECUS

## PROGRAM LIBRARY

DECUS NO.   8-162

TITLE   DEMONSTRATION PROGRAMS FOR THE PDP-8

## 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.

# 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 400.  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 "SNOPPY" will appear on the 338 Display.

## 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 TT 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