

```

]LIST 0,100

10 REM APPLESOFT CHARACTER DEMO
20 TEXT : HOME
30 PRINT : PRINT "Applesoft Char
   acter Demo"
40 PRINT : PRINT "Which characte
   r set--"
50 PRINT : INPUT "Primary (P) or
   Alternate (A) ?";A$
60 IF LEN (A$) < 1 THEN 50
65 LET A$ = LEFT$ (A$,1)
70 IF A$ = "P" THEN POKE 49166,
   0
80 IF A$ = "A" THEN POKE 49167,
   0
90 PRINT : PRINT "...printing th
   e same line, first"
100 PRINT " in NORMAL, then INVE
   RSE ,then FLASH:" : PRINT
]

```

**Figure 2-3**  
40-column text display

```

]LIST 0,1100

10 REM APPLESOFT CHARACTER DEMO
20 TEXT : HOME
30 PRINT : PRINT "Applesoft Character Demo"
40 PRINT : PRINT "Which character set--"
50 PRINT : INPUT "Primary (P) or Alternate (A) ?";A$
60 IF LEN (A$) < 1 THEN 50
70 LET A$ = LEFT$ (A$,1)
80 IF A$ = "P" THEN POKE 49166,0
90 IF A$ = "A" THEN POKE 49167,0
100 PRINT : PRINT "...printing the same line, first"
150 PRINT " in NORMAL, then INVERSE ,then FLASH:" : PRINT
160 NORMAL : GOSUB 1000
170 INVERSE : GOSUB 1000
180 FLASH : GOSUB 1000
190 NORMAL : PRINT : PRINT : PRINT "Press any key to repeat." GET A$
200 GOTO 10
1000 PRINT : PRINT "SAMPLE TEXT: Now is the time--12:00"
1100 RETURN
]

```

**Figure 2-4**  
80-column text display