

Advanced Programming for the 16K ZX81



MIKE COSTELLO

A large number of ZX81 users have now had time to get used to the machine and are looking for more information in order to exploit it to its full potential. This book is written for such readers.

Drawing on his experience with other microcomputers, the author describes techniques that can be applied to the ZX81 in order to overcome some of its inherent limitations. This involves some investigation of the ZX81's operating system, discussion of

BASIC subroutines and techniques useful in a wide range of programs, including business applications and games, as well as details of the application of Artificial Intelligence techniques to programming for the ZX81.

Later chapters in the book are devoted to the use of assembly language programming techniques, hybrid programming — mixing BASIC with machine code, and developing utility programs to suit the user's own particular needs.

Mike Costello became involved with microcomputers in 1979, working initially on a TRS-80. He has published a number of programs for this machine. More recently he has been studying the ZX81 as a low-cost means of spreading computing skills, and has also published programs for this machine, as well as articles on microcomputing. He now runs his own software and publishing business and edits *The War Machine* — a magazine on computer simulation games.