



QuickBASIC

*Programming for
Scientists
and
Engineers*

Joseph H. Noggle

QuickBASIC Programming for Scientists and Engineers teaches the subject from the ground up, using Microsoft QuickBASIC, a modern, fast, easy-to-learn and easy-to-use programming language. The book teaches by example, and the examples used are of particular relevance to students and graduates in science and engineering. You need only a computer, any IBM-compatible microcomputer with a graphics board, 640 K RAM, and DOS 3+, and a copy of Microsoft QuickBASIC (version 4 or later).

The book teaches the basics, and then makes the leap toward sophisticated and powerful programs easy by providing a diskette containing pretested procedures for important operations such as:

- Graphing (screen, printers, plotters)
- Data Entry/Edit/Save/Retrieve
- File Management
- Linear Regression
- Nonlinear Regression
- Cubic Spline Interpolation
- Romberg Integration
- Solving Differential Equations
- Fourier Transforms

With these routines, you get many of the advantages of a spreadsheet, but with a simpler, more powerful programming language.

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Introduction

Programs are written in a language that the computer can understand. The language is called BASIC. The programs are written in a language that the computer can understand. The language is called BASIC. The programs are written in a language that the computer can understand. The language is called BASIC.

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1.1 THE QB FILE

When you are in QB, you can see the files that are in the QB file. At the top of the screen, you will see the name of the file. You can change the name of the file by typing a new name and pressing the enter key.

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