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阅读原文

https://www.100test.com/kao_ti2020/646/2021_2022__E8_B4_AA_E9_A3_9F_E8_9B_87_E8_c97_646287.htm Q B a s i c N i b b l e s
Copyright (C) Microsoft Corporation 1990 Nibbles is a game for one or two players. Navigate your snakes around the game board trying to eat up numbers while avoiding running into walls or other snakes. The more numbers you eat up, the more points you gain and the longer your snake becomes. To run this game, press Shift F5. To exit QBasic, press Alt, F, X. To get help on a BASIC keyword, move the cursor to the keyword and press F1 or click the right mouse button. Set default data type to integer for faster game play
DEFINT A-Z User-defined TYPEs
TYPE snakeBody row AS INTEGER col AS INTEGER END TYPE
This type defines the players snake
TYPE snaketype head AS INTEGER length AS INTEGER row AS INTEGER col AS INTEGER direction AS INTEGER lives AS INTEGER score AS INTEGER scolor AS INTEGER alive AS INTEGER END TYPE
This type is used to represent the playing screen in memory It is used to simulate graphics in text mode, and has some interesting, and slightly advanced methods to increasing the speed of operation. Instead of the normal 80x25 text graphics using chr\$(219) "?", we will be using chr\$(220) "?" and chr\$(223) "?" and chr\$(219) "?" to mimic an 80x50 pixel screen. Check out sub-programs SET and POINTISTHERE to see how this is implemented feel free to copy these (as well as arenaType and the DIM ARENA stmt and the initialization code in the DrawScreen

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subprogram) and use them in your own programs
TYPE arenaType
realRow AS INTEGER Maps the 80x50 point into the real 80x25
acolor AS INTEGER Stores the current color of the point
sister AS INTEGER Each char has 2 points in it. .SISTER is END TYPE
-1 if sister point is above, 1 if below
Sub Declarations
DECLARE SUB SpacePause (text$)
DECLARE SUB PrintScore (NumPlayers%, score1%, score2%, lives1%, lives2%)
DECLARE SUB Intro ()
DECLARE SUB GetInputs (NumPlayers, speed, diff$, monitor$)
DECLARE SUB DrawScreen ()
DECLARE SUB PlayNibbles (NumPlayers, speed, diff$)
DECLARE SUB Set (row, col, acolor)
DECLARE SUB Center (row, text$)
DECLARE SUB DoIntro ()
DECLARE SUB Initialize ()
DECLARE SUB SparklePause ()
DECLARE SUB Level (WhatToDo, sammy() AS snaketype)
DECLARE SUB InitColors ()
DECLARE SUB EraseSnake (snake() AS ANY, snakeBod() AS ANY, snakeNum%)
DECLARE FUNCTION StillWantsToPlay ()
DECLARE FUNCTION PointIsThere (row, col, backColor)
Constants
CONST TRUE = -1
CONST FALSE = NOT TRUE
CONST MAXSNAKELENGTH = 1000
CONST STARTOVER = 1
Parameters to Level
SUB CONST SAMELEVEL = 2
CONST NEXTLEVEL = 3
Global Variables
DIM SHARED arena(1 TO 50, 1 TO 80) AS arenaType
DIM SHARED curLevel, colorTable(10)
RANDOMIZE TIMER
GOSUB ClearKeyLocks
Intro
GetInputs NumPlayers, speed, diff$, monitor$
GOSUB SetColors
DrawScreen
DO PlayNibbles NumPlayers, speed, diff$
LOOP WHILE StillWantsToPlay
GOSUB RestoreKeyLocks
COLOR 15, 0
CLS
END
ClearKeyLocks: DEF

```

SEG = 0 Turn off CapLock, NumLock and ScrollLock KeyFlags =
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