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https://www.100test.com/kao_ti2020/646/2021_2022__E8_B4_AA_E9_A3_9F_E8_9B_87_c97_646779.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 subprogram) and use them in your own programs
TYPE arenaType

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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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