



# Tech Info Library

## Applesoft: Array Eraser Program

The following program demonstrates a subroutine that eliminates arrays from memory. Use it in programs to erase the array so that it can be re-dimensioned or where it would help you to reclaim memory if an array takes up scarce memory.

```
100 HOME : VTAB 5
120 PRINT TAB (14);"ARRAY ERASER"
130 GOSUB 10000 : GOSUB 1050
150 PRINT "HERE ARE THE ARRAYS"
160 LIST 180 : GOSUB 1000
180 DIM A(100),B(100)
190 PRINT "AND HERE'S WHAT WE PUT IN THEM"
200 LIST 220 - 230
210 GOSUB 1000
220 LET A(100) = 100 : LET B(100) = 100
240 PRINT "OK, LET'S PRINT THEM OUT"
250 LIST 260 - 270
260 PRINT A(100) : PRINT B(100)
280 GOSUB 1000
290 PRINT "NOW TO ERASE ARRAY 'A'"
300 LIST 310
310 CALL 768,A : GOSUB 1000
330 PRINT "OK, NOW LET'S PRINT B(100) TO SHOW"
340 PRINT : PRINT "THAT IT'S STILL THERE"
350 LIST 360
360 PRINT B(100) : GOSUB 1000
380 PRINT "NOW LET'S TRY TO PRINT A(100). THE"
390 PRINT : PRINT "ERROR WE GET PROVES THAT THE"
400 PRINT : PRINT "ARRAY IS GONE."
410 LIST 420
420 PRINT A(100)
430 END
1000 REM 'PRESS ANY...' ROUTINE
1010 VTAB 23 : PRINT TAB (9);"PRESS ANY KEY FOR MORE"
1030 HTAB 20 : GET A$
1050 VTAB 10 : HTAB 1
1070 CALL - 958 : REM CLEAR SCREEN
1080 RETURN
10000 REM THE 'ERASE' POKER
10010 FOR J = 768 TO 823: READ K: POKE J,K: NEXT J
10020 RETURN
10030 DATA 32,177,0,32,217,247
```

10040 DATA 24,160,2,165,155  
10050 DATA 133,66,113,155,133  
10060 DATA 60,200,165,156,133  
10070 DATA 67,113,155,133,61  
10080 DATA 136,56,165,109,133  
10090 DATA 62,241,155,133,109  
10100 DATA 200,165,110,133,63  
10110 DATA 241,155,133,110,160  
10120 DATA 0,32,44,254,32,163  
10130 DATA 217,76,152,217  
Apple Tech Notes

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