

fx-9860GII用 プログラム名 HIT AND BLOW	メインルーチン HIT AND BLOW	S1HB345 (N桁の各桁に分解)	S2HB345 (正解生成)	S3HB345 (ゲームメイン)	S4HB345 (判定と結果表示)
※プログラム終了を [EXIT] キーに変更  変数： C: 試行回数 D: 正解表示フラグ F: keycode G: 桁数 A: 正解 (G桁数) K: 正解 (G桁目) L: 正解 (G-1桁目) M: 正解 (G-2桁目) I: 正解 (G-3桁目) J: 正解 (G-4桁目) N: 回答 (G桁数) X: 回答 (G桁目) Y: 回答 (G-1桁目) Z: 回答 (G-2桁目) V: 回答 (G-3桁目) W: 回答 (G-4桁目) S: カウンタ T: カウンタ	Main ROUTINE "HIT AND BLOW" for fx-9860GII by Krtyski © 2015  3→G Lbl 0  0→C:0→D:0→E ClrText Locate 1,1,"=== Hit And Blow ===" Locate 1,2,G Locate 3,2,"DIGITS <Up:Down>" Locate 1,4,"<EXIT> : Quit" Locate 2,5,"<EXE> : Start" Locate 2,6,"<(-)> : Answer"  While 1  While Getkey≠25 WhileEnd Do:Getkey→F LpWhile F=0  If F=41:Then 1→D:Break Else If F=28:Then 4+G-3Int ((G+1)÷3)→G Locate 1,2,G Else If F=37:Then 2+G-3Int ((G-1)÷3)→G Locate 1,2,G Else If F=31:Then Break Else If F=47:Then ClrText Locate 9,5,"bye!" Return IfEnd:IfEnd IfEnd:IfEnd IfEnd WhileEnd  Prog "S2HB345" Prog "S3HB345" ClrText If D=1:Then Locate 1,1," You gave up" Locate 1,2,"The answer =" Locate 14,2,A Else Locate 1,2,"You WON in" Locate 12,2,C Locate 14+Int log C,2,"Tries" IfEnd Locate 1,4,"<EXIT>:Quit" Locate 2,5,"<EXE>:Try Again"  While Getkey WhileEnd  Lbl 1 Getkey→F If F=47:Then Locate 9,5,"bye!" Return Else If F=31:Then Goto 0 IfEnd Goto 1	Sub-ROUTINE "S1HB345" for fx-9860GII by Krtyski © 2015  If G=3:Then Int(N÷100)→X Int((N-100X)÷10)→Y N-100X-10Y→Z If X=Y Or Y=Z Or Z=X Then 1→E : IfEnd  Else If G=4:Then Int ((N-1000X)→X Int ((N-1000X)÷100)→Y Int ((N-1000X-100Y)÷10)→Z N-1000X-100Y-10Z→V If X=Y Or Y=Z Or Z=V Or V=X Then 1→E : IfEnd  Else If G=5:Then Int (N÷10000)→X Int ((N-10000X)÷1000)→Y Int ((N-10000X-1000Y)÷100)→Z Int ((N-10000X-1000Y-100Z)÷10)→V N-10000X-1000Y-100Z-10V→W If X=Y Or Y=Z Or Z=V Or V=W Or W=X Then 1→E : IfEnd IfEnd:IfEnd:IfEnd	Sub-ROUTINE "S2HB345" for fx-9860GII by Krtyski © 2015  RanInt#(0,9)→K Do RanInt#(0,9)→L LpWhile L=K Do RanInt#(0,9)→M LpWhile M=K Or M=L If G=3:Then 100K+10L+M→A Goto 1:IfEnd Do RanInt#(0,9)→I LpWhile I=K Or I=L Or I=M If G=4:Then 1000K+100L+10M+I→A Goto 1:IfEnd Do RanInt#(0,9)→J LpWhile J=K Or J=L Or J=M Or J=I If G=5:Then 10000K+1000L+100M+10I+J→A Goto 1:IfEnd Lbl 1 If D=1: Then Locate 1,1,"Answer =" Locate 10,1,A Locate 1,6," Lbl 0 Getkey→F If F=3:Then Return Else If F=47:Then ClrText Locate 9,5,"bye!" Stop IfEnd Goto 0 IfEnd	Sub-ROUTINE "S3HB345" for fx-9860GII by Krtyski © 2015  Do 0→E:Isz C Lbl 0 ClrText Locate 12,2,":" Locate 13,2,C Locate 15+Int log C,2,"Tries" If G=3:Then "3 DIGITS"?→N Else If G=4:Then "4 DIGITS"?→N Else If G=5:Then "5 DIGITS"?→N IfEnd:IfEnd:IfEnd Locate 12,2,":" Locate 13,2,C Locate 15+Int log C,2,"Tries"  If Int (log N)+1>G Then Locate 12,2,"Error" Locate 6,3,"Extra Digits" Locate 9,5,"<DEL>:OK" While Getkey≠44 WhileEnd Goto 0:IfEnd  Prog "S1HB345"  If E=1:Then Locate 12,2,"Error" Locate 5,3,"Same Numbers" Locate 2,4,"Found in digits" Locate 9,5,"<DEL>:OK"  While Getkey≠44 WhileEnd 0→E:Goto 0 IfEnd  Prog "S4HB345"  If D=1:Then Break:IfEnd LpWhile H≠G Return	Sub-ROUTINE "S4HB345" for fx-9860GII by Krtyski © 2015  {2,5}→Dim Mat Z 0→H:0→B:0→D X→Mat Z[1,1] Y→Mat Z[1,2] Z→Mat Z[1,3] V→Mat Z[1,4] I→Mat Z[1,5] K→Mat Z[2,1] L→Mat Z[2,2] M→Mat Z[2,3] J→Mat Z[2,4] J→Mat Z[2,5] For 1→S To G If Mat Z[1,S]=Mat Z[2,S] Then Isz B:IfEnd Next For 1→S To G For 1→T To G If Mat Z[1,S]=Mat Z[2,T] Next:Next Locate 1,5," Locate 1,4,H Locate 3,4,"Hit" Locate 1,5,B-H Locate 3,5,"Blow" Locate 17,5,"<EXE>" Locate 1,7,"<EXIT>:Give up"  If H≠G And C>10 Then Locate 17,4,"Quit?" Locate 17,5,"<DEL>" IfEnd If H=G:Then Locate 1,7," If C>10:Then Locate 8,4,"Good" Else Locate 8,4,"Excellent" IfEnd:IfEnd Do Getkey→F If F=44 Or (F=47 And H≠G) Then 1→D:Break:IfEnd LpWhile F≠31