

fx-9860GII用 汎用サブルーチン - 入力ボックス Ver 2.1G (2014/12/30 移植)			
汎用サブルーチン 入力ボックス	入力ボックス	入力ボックス	入力ボックス
	IN(Oと正負小数対応)	INP(Oと正小数対応)	INPI(Oと自然数対応)
	IN Ver 2.1G for fx-9860GII by Krtyski ©2014	INP Ver 2.1G for fx-9860GII by Krtyski ©2014	INPI Ver 2.1G for fx-9860GII by Krtyski ©2014
変数 C: 入力中の桁数 D: 入力ボックスの桁数 E: 入力インジケータ 負数フラグ(1 or -1) F: 小数桁数 I: For文制御変数、他 K: キーコード X: 入力開始桁 Y: 入力開始行 Z: 入力数値 配列変数: Z[n]	<pre> EngOff 0→Z {1,79}→Dim Mat Z 1→Mat Z[1,72] 2→Mat Z[1,62] 3→Mat Z[1,52] 4→Mat Z[1,73] 5→Mat Z[1,63] 6→Mat Z[1,53] 7→Mat Z[1,74] 8→Mat Z[1,64] 9→Mat Z[1,54] If E=2:Then Locate 11,7,"<EXE>:ENTER" Else If E=1:Then Locate 20,7,"▶E" IfEnd:IfEnd E→Mat Z[1,1] For 1→I To D Locate X+I-1,Y,">" Next 0→C:0→F:1→E Do While Getkey WhileEnd Do Getkey→K LpWhile K=0 Mat Z[1,K]→I If (I≥1 And I≤9) Or K=71 Then If C<D:Then If F:Then Z+EI÷10^(F)→Z Isz F Else 10Z+EI→Z IfEnd Locate X+C,Y,I Isz C IfEnd Else If K=61 Then If F=0:Then Locate X+C,Y,"." Isz C:Isz F IfEnd Else If K=44 Then If C:Then If F:Then F-1→F F⇒Int(10^(F-1)Z)÷10^(F-1)→Z Else Int(Z÷10)→Z IfEnd C-1→C C=0⇒1→E Locate X+C,Y,">" IfEnd Else If K=32 Or K=41 Then If C=0:Then Locate X,Y,"-" -1→E:Isz C IfEnd IfEnd:IfEnd IfEnd:IfEnd LpWhile K≠31 For 1→I To D-C Locate X+C+I-1,Y," " Next Mat Z[1,1]→E If E=2:Then Locate 11,7," " Else If E=1:Then Locate 20,7," " IfEnd:IfEnd ClrMat Return </pre>	<pre> EngOff 0→Z {1,79}→Dim Mat Z 1→Mat Z[1,72] 2→Mat Z[1,62] 3→Mat Z[1,52] 4→Mat Z[1,73] 5→Mat Z[1,63] 6→Mat Z[1,53] 7→Mat Z[1,74] 8→Mat Z[1,64] 9→Mat Z[1,54] If E=2:Then Locate 11,7,"<EXE>:ENTER" Else If E=1:Then Locate 20,7,"▶E" IfEnd:IfEnd For 1→I To D Locate X+I-1,Y,">" Next 0→C:0→F Do While Getkey WhileEnd Do Getkey→K LpWhile K=0 Mat Z[1,K]→I If (I≥1 And I≤9) Or K=71 Then If C<D:Then If F:Then Z+I÷10^(F)→Z Isz F Else 10Z+I→Z IfEnd Locate X+C,Y,I Isz C IfEnd Else If K=61 Then If F=0:Then Locate X+C,Y,"." Isz C:Isz F IfEnd Else If K=44 Then If C:Then If F:Then F-1→F F⇒Int(10^(F-1)Z)÷10^(F-1)→Z Else Int(Z÷10)→Z IfEnd C-1→C Locate X+C,Y,">" IfEnd:IfEnd LpWhile K≠31 For 1→I To D-C Locate X+C+I-1,Y," " Next If E=2:Then Locate 11,7," " Else If E=1:Then Locate 20,7," " IfEnd:IfEnd ClrMat Return </pre>	<pre> EngOff 0→Z {1,79}→Dim Mat Z 1→Mat Z[1,72] 2→Mat Z[1,62] 3→Mat Z[1,52] 4→Mat Z[1,73] 5→Mat Z[1,63] 6→Mat Z[1,53] 7→Mat Z[1,74] 8→Mat Z[1,64] 9→Mat Z[1,54] If E=2:Then Locate 11,7,"<EXE>:ENTER" Else If E=1:Then Locate 20,7,"▶E" IfEnd:IfEnd For 1→I To D Locate X+I-1,Y,">" Next 0→C Do While Getkey WhileEnd Do Getkey→K LpWhile K=0 Mat Z[1,K]→I If (I≥1 And I≤9) Or K=71 Then If C<D:Then 10Z+I→Z Locate X+C,Y,I Isz C IfEnd Else If K=44 Then If C:Then Int(Z÷10)→Z C-1→C Locate X+C,Y,">" IfEnd:IfEnd LpWhile K≠31 For 1→I To D-C Locate X+C+I-1,Y," " Next If E=2:Then Locate 11,7," " Else If E=1:Then Locate 20,7," " IfEnd:IfEnd ClrMat Return </pre>