

28 Merging BASIC programs

Two methods are given here by which you can merge two BASIC programs which are stored on cassette, and in future expansions, disc as well.

(i) This method requires you to **LOAD** one of the programs (preferably the shorter) and then to re-save it as an ASCII file using ***SPOOL**. You can then **LOAD** the other program; and the spooled program will be entered as the equivalent of keyboard input by loading it using ***EXEC**. Assuming that the two programs are called **LARGE** and **SMALL**, the procedure is as follows:

```
LOAD "SMALL"
```

Now set the tape recorder to a blank section of tape.

```
*SPOOL "SMALL"  
LIST  
*SPOOL
```

The program **SMALL** is now saved as an ASCII text file.

```
LOAD "LONG"  
*EXEC "SMALL"
```

The merger is now complete. Any line numbers in **LARGE** that coincide with those in **SMALL** will be overwritten. If you want to add **SMALL** to the end of **LARGE** then you have to adjust the line numbers before **SMALL** is spooled. When you use ***SPOOL**, anything that is output to the screen is also sent to the cassette. That is why you must type **LIST**. ***SPOOL** without the file name closes the file that has been spooled.

(ii) This is a slightly simpler method, but the line numbers of **SMALL** must be adjusted so as all to be higher than the highest line number in **LARGE**. The idea is to **LOAD** the program with the lower line numbers, and ***LOAD** the program with higher numbers at **TOP-2**. Lastly, it is necessary to type **END** so that the computer can trace the lengthened program.

The procedure is:

```
LOAD"LARGE"  
OSCLI"LOAD" "SMALL" " " + STR$(TOP-2)  
END
```

This method is very easy, but you must be careful to adjust the line numbers.