

```
'Jackie Blue
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```
nomainwin
WindowWidth=400
WindowHeight=440
UpperLeftX=int((DisplayWidth-WindowWidth)/2)
UpperLeftY=int((DisplayHeight-WindowHeight)/2)
open "Jackie Blue" for graphics_nf_nsb as #jack
print #jack, "trapclose [quit]"

#jack, "down"
#jack, "fill 1 3 31"
#jack, "getbmp blue 0 0 400 440"
#jack, "color green ; size 8 ; bgcolor green"
#jack, "place 190 30 ; boxfilled 210 60"
#jack, "home ; color yellow ; circle 140"
#jack, "size 5"
for x = 1 to 3
    read startX, startY
    #jack, "place ";startX;" ";startY
    #jack, "north ; turn 135 ; go 35"
    #jack, "turn 135 ; go 50 ; turn 135 ; go 35"
next x
#jack, "place 200 260 ; ellipse 130 40"
#jack, "size 9 ; place 190 242 ; north ; turn 200"
#jack, "go 15 ; turn 140 ; go 12"
#jack, "place 210 242 ; north ; turn 160"
#jack, "go 15 ; turn 220 ; go 12"
#jack, "place 198 275 ; north ; turn 10 ; go 10"
#jack, "turn 150 ; go 12"
#jack, "getbmp jack 0 0 400 440"
for x = 1 to 25
    #jack, "drawbmp blue 0 0"
    call delay 100
    #jack, "discard"
    #jack, "drawbmp jack 0 0"
    call delay 200
    #jack, "discard"
next x
#jack, "color blue ; bgcolor 1 3 31"
#jack, "font arial_bold 18"
newX=13
for x = 1 to 15
    #jack, "place ";newX;" 390"
    read letter
    read ltrSpc
```

```
        #jack, "\ ";chr$(letter);
        call delay 300
        newX=newX+ltrSpc
        #jack, "flush"
    next x
```

```
wait
```

```
[quit]
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```
    #jack, "cls"
    #jack, "discard"
    close #jack
end
```

```
sub delay p
    t=time$("milliseconds")
    while time$("milliseconds")<t+p
    wend
end sub
```

```
    data 140, 140, 250, 140, 200, 180
    data 72, 26, 65, 25, 80, 23, 80, 23, 89, 24, 32, 10
    data 72, 26, 65, 25, 76, 21, 76, 21, 79, 26, 87, 31, 69, 22, 69
, 22, 78, 10
```