

Science Programming in Liberty BASIC

Welcome to the Liberty Basic Science Programming Page. I hope this page will offer interested parties many ideas, solutions, and interesting LB programming code that will enrich your teaching/learning experience in the field of science. I have been a science teacher for longer than I wish to admit. I still enjoy the learning, however, and especially love writing programs in Liberty Basic that help me to get the point across, or sometimes, help me manage my classroom.

I would like to get things off to a good start by posting some code to a program I just finished today involving the spectral lines produced by quantum electron transitions.

[Spectral Lines](#)

Also- don't be shy about posting you own code or maybe a program you have been thinking about writing. This is a place for sharing information and ideas.--Scott

More Science Programs that might prove useful to science teachers and their students.

[Practice Reading a Metric Ruler](#)

[Gas Laws Solver](#)

[Radioactive Decay Isotope Predictor](#)

[Specific Heat Solver](#)

[Nuclear Binding Energy Solver](#)

[Half-Life Solver](#)

[Monatomic Ions](#)

[Polyatomic ions](#)

[Ballistic Trajectory Calculator](#)

Some Links to other sites with LB Science Programming

[Jack Ord's Website- Some good LB Science related programs](#)

[A very prolific site using LB in amazing ways.](#)

Model Rocket Flight Analysis

[Rockets](#)

[Rockets Page 2 \(Rocket Impulse\)](#)

(under construction)

You may edit this page by clicking the button at the top labeled "Edit This Page".
Or [CLICK HERE](#).

The editor for the wiki is similar to Wordpad. The toolbar at the top has buttons for formatting, adding links and files, and to preview or save the modifications.

New pages can be added by creating a link on this page, or by selecting "New Page" from the main navigation pane at the upper left corner of the wiki. You can choose to use the "Science" template to get started, or you can start from a blank page.

When you visit your new page, you can add code by using code tags. Here is a sample.

code [[code]] code goes here code [[code]]

```
for i = 1 to 10
print i
next
```