

## 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 goes here code`

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