

**Code Source de Petits Carrés pour Ti-82 et Ti-83 (tous modèles), par Valentin Leroux.**

**PRGM : PETICARE**

```
:5->I:0->L:0->M:2->F
:Lbl Z:ClrHome:0-
>G:0->H
:AxesOff
:0->Xmin:94->Xmax
:0->Ymin:30->Ymax
:Menu(" PETITS CARRES
", "JOUER" ,D,"OPTIONS"
,E,"AIDE" ,F,"QUITTER"
,G
:Lbl D:ClrHome
:FnoFF :0->U:0->W
:PlotsOff :0->V
:AxesOff:0->Y
:Split:ClrDraw
:If L=1:Then
:Line(6,24,36,24
:Line(6,0,36,0
:Line(6,24,6,0
:Line(36,24,36,0
:0->L:End
:Text(0,8,"1 2 3 4
5
:For(A,1,4
:Text(A6,1,A
:End
:For(A,6,36,6
:For(B,0,24,6
:Pt-On(A,B
:End:End
:0->J:Lbl 1
:J+1->J
:If J<1:1->J
:0->N
:If J=3:Then
:1->J:1->N
:End
:Lbl 4
:For(A,1,9,8
:Text(A,40,"JOUEUR
",A," : ",G
:End:Text(9,65,"2 :
",H
:If G=I:Then
:Disp "JOUEUR 1
GAGNE!
:Pause :Goto Z
:End
:If H=I:Then
:Disp "JOUEUR 2
GAGNE!
:Pause :Goto Z
:End:ClrHome
:Disp "JOUEUR
:Output(1,8,J
:If J+O=7:Then
:For(P,9,27,6
:For(Q,9,33,6
:pxl-Test(P-3,Q->A
:pxl-Test(P,Q-3->B
:pxl-Test(P+3,Q->C
:pxl-Test(P,Q+3->D
:If A+B+C+D=3:Then
:(P-3)/6->Y
:(Q-3)/6->X
```

```
:If A=0:8->C
:If B=0:4->C
:If C=0:2->C
:If D=0:6->C
:Goto I
:End:End:End:End
:Lbl J
:iPart rand3+1->Y
:iPart rand4+1->X
:2(iPart rand3+1)->C
:If J+O=7:Then
:pxl-Test(6X,6Y+3->A
:pxl-Test(6X+6,6Y+3-
>B
:pxl-Test(6X+3,6Y->R
:pxl-Test(6X+3,6Y+6-
>D
:If A+B+R+D=2:Goto J
:Goto I:End
:If NF=1:Goto I
:Lbl A
:Input "LIGNE N° ",Y
:If Y<1:Goto A
:If Y>4:Goto A
:Lbl B
:Input "COLONNE N°
",X
:If X<1:Goto B
:If X>5:Goto B
:Lbl C
:Input "COTE : ",C
:If C=3:Goto C
:If C=5:Goto C
:If C=7:Goto C
:If C<2:Goto C
:If C>8:Goto C
:Lbl I
:If NF=1:J-1->J
:ClrHome:Y->A
:6X+3->X:27-6Y->Y
:30-Y->Z
:X->O
:If C=4:Then
:O-6->O:Z-6->Z
:If pxl-Test(Z+6,X-
3)=1:Goto J
:Line(X-3,Y-3,X-
3,Y+3
:End
:If C=8:Then
:O-6->O:Z-6->Z
:If pxl-
Test(Z+3,X)=1:Goto J
:Line(X-
3,Y+3,X+3,Y+3
:End
:If C=2:Then
:If pxl-
Test(Z+3,X)=1:Goto J
:Line(X-3,Y-3,X+3,Y-
3
:End
:If C=6:Then
:If pxl-
Test(Z,X+3)=1:Goto J
:Line(X+3,Y-
3,X+3,Y+3
:End
:1->E:If A=4
:Then:Z-6->Z
:If C=4:Z+6->Z
:If C=8:Z+6->Z
```

```
:End:0->K:Lbl 0
:If E=2:Z+6->Z
:If E=3:O+6->O
:If E=4:Z-6->Z
:pxl-Test(Z-3,O->A
:pxl-Test(Z+3,O->B
:pxl-Test(Z,O+3->C
:pxl-Test(Z,O-3->D
:If ABCD=1:Then
:J-1->J
:If NF#1:Then
:If J=0:G+1->G
:If J=1:H+1->H
:End
:For(A,Z-2,Z+2
:Px1-Off(A,O-3
:Px1-Off(A,O+3
:End
:For(A,O-2,O+2
:Px1-Off(Z-3,A
:Px1-Off(Z+3,A
:End
:If M=1:Goto D
:End:E+1->E
:If E<5:Goto 0
:Goto 1
:Lbl E:FullScreen
:Disp "POINTS POUR
:Input "GAGNER :
",I
:Disp "BORDURE :
1=OUI
:Input "2=NON : ",L
:Disp "TOUT
EFFACER","QUAND UN
POINT","EST MARQUE
:Input "1=OUI 2=NON
: ",M
:ClrHome
:Disp "COUPS
ALEATOIRES
:Input "1=OUI 2=NON
: ",F
:Disp "JEU SOLO
:Input "1=OUI 2=NON
: ",O
:50->O:Goto Z
:Lbl
F:ClrDraw:FullScree
n:ZSquare
:Text(1,7,"PETITS
CARRES (C) - AIDE
:Text(15,0,"BUT DU
JEU :
:Text(22,0,"FAIRE
UN MAXIMUM DE CASES
:Text(29,0,"AVANT
VOTRE ADVERSAIRE.
:Text(36,0,"CHOISIS
SEZ LA LIGNE, LA
:Text(43,0,"COLONNE
ET LE COTE DE LA
:Text(50,0,"CASE A
JOUER.
:Pause :ClrDraw
:Text(1,7,"POUR
CHOISIR LES COTES :
:Text(11,30,"8 =
HAUT
:Text(18,6,"4 =
GAUCHE
```

```
:Text(18,48,"6 = DROITE
:Text(25,30,"2 = BAS
:Text(36,0,"QUAND VOUS
FINISSEZ UN
:Text(43,0,"CARRE, CELUI-CI
DISPARAIT,
:Text(50,0,"VOUS MARQUEZ UN
POINT ET
:Text(57,0,"VOUS POUVEZ
REJOUER.
:Pause :ClrDraw
:Text(0,0,"PETITS CARRES
(C) A ETE
:Text(7,0,"ENTIEREMENT
REALISE ET
:Text(14,0,"PROGRAMME PAR
VALENTIN
:Text(21,0,"LEROUX.
:Text(28,0,"SI VOUS
SOUHAITEZ MODIFIER
:Text(35,0,"CE JEU, MERCI
DE ME
:Text(42,0,"CONTACTER A
CETTE ADRESSE :
:Text(54,15,"TIONLINE a
FREE.FR
:For(A,14,78
:Px1-On(61,A
:End
:Circle(50,-11,3
:Pause
:Goto Z:Lbl G
:FullScreen
:ClrDraw:ZSquare
:Text(1,5,"RETROUVEZ DES
CENTAINES
:Text(8,15,"D AUTRES JEUX
SUR :
:Px1-On(9,19
:Px1-On(10,19
:Text(18,3,"HTTP://TIONLINE
.FREE.FR
:For(A,2,86
:Px1-On(25,A
:End
:Text(38,1,"Ecrivez-moi vos
QUESTIONS
:Text(45,20,"ET REMARQUES A
:
:Text(54,15,"TIONLINE a
FREE.FR
:For(A,14,78
:Px1-On(61,A
:End
:Circle(50,-11,3
:Pause :AxesOn
:ClrHome
```

**\* Dans la version pour Ti-82, il faut modifier à deux reprises**

```
:Circle(50,-11,3 par
:Circle(48,-11,3.
```