Chapter 1: What is a program?  1
  1.1 Computer Languages
  1.2 RobotBASIC
  1.3 The Output or Terminal Screen
  1.4 Drawing Lines
  1.5 Running Programs
  1.6 Saving and Retrieving Programs
  1.7 Errors in a Program
  1.8 Adding to the Program
  1.9 Connecting Lines (the easy way)
  1.10 The Robot Simulator
  1.11 Summary
  1.12 Exercises

Chapter 2: Variables  13
  2.1 What is a Variable?
  2.2 Case Sensitivity
  2.3 Rectangles
  2.4 Using Variables
  2.5 User Input
  2.6 Circles and Ellipses
  2.7 Using the Robot
  2.8 Summary
  2.9 Exercises

Chapter 3: Loops  23
  3.1 Efficiency
  3.2 The WHILE-WEND-Structure
  3.3 The REPEAT-UNTIL-Structure
  3.4 A Counting-Structure
  3.5 Loops in RobotBASIC
  3.6 The FOR-NEXT loop
  3.7 The Random Function
  3.8 The Delay Command
  3.9 The For-Loop Syntax
  3.10 Using the Mouse
  3.11 The Repeat-Until Loop
  3.12 The While-Wend Loop
  3.13 Error Messages
  3.14 Summary
  3.15 Exercises
Chapter 4: Making decisions
  4.1 The if-then Structure
  4.2 The if-end if Structure
  4.3 The if-else-end if Structure
  4.4 Typical Expressions
  4.5 A Simple Example
  4.6 Nested if Statements
  4.7 Expressions in Loops
  4.8 Summary
  4.9 Exercises

Chapter 5: Using the mouse
  5.1 Using Mouse Buttons to Control Shapes
  5.2 Drawing with the Mouse
  5.3 A Simple Animation
  5.4 Two Sizes of Shapes
  5.5 Using the Enhanced Program
  5.6 Summary
  5.7 Exercises

Chapter 6: A Smarter Robot
  6.1 Bumper Switches
  6.2 Designing a Program
  6.3 Explaining the Program
  6.4 Improving the Program
  6.5 Finding the Problem
  6.6 Adding Randomness
  6.7 Adding Obstacles in the Room
  6.8 Testing the New Program
  6.9 Handling the Backup Problem
  6.10 Our Robot Can Draw
  6.11 Summary
  6.12 Exercises

Chapter 7: Modular Programming
  7.1 Subroutines and Labels
  7.2 The Gosub Command
  7.3 Advantages of Modular Programming
  7.4 Organizing a Program
  7.5 Analyzing the Program
  7.6 Backing Up
  7.7 Drawing an Object
  7.8 Turning Away from the Collision
  7.9 Moving Forward Until a Collision
  7.10 Drawing Objects
  7.11 More Advantages
  7.12 Summary
  7.13 Exercises