# Programming Sport History Using Superpilot

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SuperPILOT is an authorizing language which enables the sport historian to create lessons which can provide valuable computer-based learning experiences for students.

The authorizing language is a code by which an AUTHOR directs COMPUTER to display a LESSON to be experienced by a student. Thus, although there is a conceptual relationship between what an author enters as code and what the student experiences when the lesson is run, WHAT THE AUTHOR ENTERS INTO THE COMPUTER IS NOT WHAT THE STUDENT SEES ON THE VIDEO SCREEN DURING A LESSON!

Until an author becomes comfortable with the symbols used for authoring in super-PILOT, there is a tendency to think in terms of the lesson which the author is striving to create, rather than the code which will direct the computer to display the desired lesson. As one gains familiarity with the superPILOT system, this problem tends to disappear completely.

Generally speaking. the easier a language is to use, the language is of a higher level. An authoring language is a complex language of a high level.

When getting started in superPILOT the following are required: Apple II+ or IIe, 64K RAM minimum, 2 disk drives, monitor, and blank disks. It takes 2 disk drives to create a program, however, you can run a program with only one disk drive.

The scope of this presentation deals only with SuperPILOT devised for Apple systems. Other forms of PILOT and superPILOT may be available for other systems.

The following information is a short summary of basic materials to begin using superPILOT.

When the booting process is completed the SuperPILOT logo and the Main Menu will appear. The first four choices offer you entry points into the several editors available to an author in developing courseware with the SuperPILOT language. The last two choices are what are known as “utilities”, i.e., the means for accomplishing certain routine jobs.

The majority of Computer Assisted Instruction (CAI) experiences are text-based and most of an author’s program development time is spent with the text editor.

The Lesson Test Editor (LTE) is the principle tool that the author uses. The LTE menu appears with your Lesson Titles (lessons you have created) plus information at the bottom of the screen.

New, Edit, Run, Print, Delete, Quit
= = >

Type option letter and press RETURN

The individual will select which operation he wishes to use. New is to create a new lesson. Edit is used to make changes in an existing lesson. Run will run an existing lesson. You may print a hard copy of a lesson by selecting Print. Delete erases a file and Quit sends you to the Main Menu.

When creating the lesson the author will use a series of lesson text commands. The following is a partial list of the commands used most often:

For those who have BASIC programming experiences the commands compare as follows:

| PILOT | BASIC |
|---|---|
| type | print |
| accept | input |
| match | IF Then |
| wait | for next - acts as a timer |
| remark | remark - documentation |

As the author gains experience in using SuperPILOT. lessons become easier to create. After understanding lesson text programs, the author can then add graphics. sound. and character sets.