

Forum:[Hack Forums](#)

Thread: [Whatcha Been Workin' On?](#)

astoundMe - December 6, 2017, 12:43 am

Might as well try to get a little life in here.

What have ya been working on lately? I've been reading Batchography and a Python book but not much scripting itself.

I had some plans for a game but deleted them all on accident so goodbye to that. It's alright though, this book is teaching me more about the command line.

Besides batch though, I've gotten into TurtleWorld in Python. Sadly, I don't know much about mathematics so graphics is a harsh area for me in every way. It's especially unfortunate because I'm astounded by the subject and have read books about its history. I've also dabbled in a bit of theoretical computer science which really showed me what math can abstract.

I've just never known where to really start. Honestly I barely remember how to divide, it's that bad. If any of you have some magical recommendations, pls send them my way. ?

?CARUs L?VE?™ - December 6, 2017, 11:15 am

I learned to love math when I learned that I love programming. I learned that math could make code do things much faster than you'd be able to code it all by hand. For example, you could draw a bunch of echo that will display a circle, or you could use an algorithm to do it for you. Math is powerful, and it's a wonderful too to have.

Personally, I loooooove graphics in batch, and learning to create shapes and animations with them. I will gladly teach you more about that if you wish. Another great source is DOSTIPS forums, which is where I learned most about math, and macros.

My most important advice would be not to be discouraged because you don't understand something, become enticed. Get excited. Do the maths. It's wrong? Who cares, code it again and find out WHY it was wrong. Computer Science is amazing! You just need to know how to make a computer tic. Literally.

astoundMe - December 6, 2017, 12:54 pm

(Dec 6, 2017 12:15 PM)?CARUs L?VE?™ Wrote: [\[CITE\]](#) I learned to love math when I learned that I love programming. I learned that math could make code do things much faster than you'd be able to code it all by hand. For example, you could draw a bunch of echo that will display a circle, or you could use an algorithm to do it for you. Math is powerful, and it's a wonderful too to have.

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It rarely becomes a discouragement. I love puzzles.

Anyways, it'd be awesome if you could teach me some stuff about Batch graphics. I've been trying

to make a dynamic menu that doesn't misshapen when user input is outputted on it. My problem is the borders of the menu move out of place due to the input being called.

I've been stuck on it for like a week. I found a nice tutorial on menus on DOSTips, just haven't gotten around to reading it and I'm not sure it has what I'm looking for.

?CARUs L?VE?™ - December 7, 2017, 2:56 pm

I would love to help you learn batch graphics! Feel free to skype me

SKYPE: qwaserfs

Sir-Teabag - December 22, 2017, 10:00 pm

I don't work on many scripts these days since I've got an actual job now. But one of the most recent ones I've made is to work out how much money I'm earning each day.

It gets how many hours I work, times my wage without cents. Then it grabs my cents from the wage and sets it as a new variable (since from what I know you cant math decimals in Batch) and does some more stuff. Then it asks for how much I spent on food while working and grabs the cents from the dollars, and minuses that from my wage.

Afterwards it echos it all to file in a format similar to an SQL database (but I'm too cool to learn SQL so it's in plain txt). It's currently only working for my computer but I'll fix it up and give you the finished code if you like. I'll add things like tax deductions and shit but for now it's just basic.

Here's the main part if you're curious. Don't mind all the variables and the testing area that I'm still fiddling with

[http: //net-paste.com/id/ef5a2e9c2.html](http://net-paste.com/id/ef5a2e9c2.html)