

# The Color Computer 2° Makes Learning Fun



If you thought the Color Computer 2 was for fun—you were right! But the 64K Color Computer 2 (26-3127, \$199.95) is also a valuable educational tool at home, or in the classroom.



Student's love learning their "three R's" with the Color Computer. Programs like The Number Factory, Fraction Fever and Space Probe Math. teach children math skills. Covernment comes to life when learning with the Disney character, in Coofy Covers Covernment. Ecology becomes a fascinating game when learning with Biosphere. There are even programs for spelling, vocabulary improvement, typing and much more.

Parents can teach children about "realworld" situations and daily activities in a fun and interesting way. Kids can learn to design complete meal menus that are tasty and well balanced, with *Cookbook*. They can even learn to balance a home budget.

The Color Computer is also ideal for drawings, designs, charts, engineering diagrams, and even animation. Children need only use simple, one-line commands to make beautiful, detailed color graphics.

Give your children the head start they deserve. Come in and visit your local Radio Shack today!

#### Radio Shack The Technology Store

was a new 1995 Computer Catalog.

Prices apply at participating Radio Shack stores and dealers. Biosphere, Cookbook and The Number Factory/TM Radio Shack. Fraction Fever/TM Spinnaker In Prices apply at participating Radio Shack stores and dealers. Biosphere, Cookbook and The Number Factory/TM Radio Shack. Fraction Fever/TM Spinnaker In Prices apply at participating Radio Shack stores and dealers. Biosphere, Cookbook and The Number Factory/TM Radio Shack. Fraction Fever/TM Spinnaker In Prices apply at participating Radio Shack stores and dealers.

































































































































































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# COMPUTER LANGUAGE

BACK-UP DISKETTE A "Safe Copy" made from the original diskette and kept in case of damage or destruction of data on the original diskette.

BASIC Beginner's All-purpose Symbolic Instruction Code, a widely-used programming language.

BINARY A numbering system using only two digits, 0 and 1

BIT The smallest unit a computer circuit can recognize.

**BOOT UP** To turn on a computer system (including all peripherals) and load an operating system or program.

BREAK To stop the execution of a program by pressing the key (BREAK) or by typing the word "STOP"

BYTE A combination of 8 consecutive binary digits

CASSETTE An information storage medium composed of magnetic tape on a spool enclosed in plastic case.

COMMAND A function the computer performs upon your instructions.

CONTROL. That section of a computer which directs the activity of all other sections.

**CURSOR** A flashing, white box on the screen which marks the location of the next letter or numeral.

DATA The information processed by a computer.

DEFAULT An action or value taken by a program if you do not specify which is to

**DIRECTORY** A listing of the contents stored on a disk

DISK A magnetic recording device for storage of data EDIT To change existing information.

ENTER The key on a keyboard that is pressed to enter data into the computer

K or KILOBYTE The letter symbol for 1024 bytes

MEMORY The section of a computer used for storage of information (also called data).

MENU A list of questions, or prompts, the answers to which determine how the computer will execute an instruction

PASSWORD A file security option of up to 8 alphanumeric characters

POWER UP To turn on the computer system (including all peripheral equipment)

PROGRAM The instructions that tell a computer how to process and deliver its answer or information.

PROMPTS Questions displayed on the screen which enable you to complete necessary instruction to the computer.

SCRIPSIT A program used in word-processing.

### the computers!

NATIONWIDE, IN CROWDED AIR TERMINALS COMPUTERS ARE SPEEDING PROCESSING OF RESERVATIONS AND TICKETS



IN REDUCING TIME AND PAPERWORK FOR



COMPUTERS LIKE THE TANDY 1000 ARE BEING USED AS TEACHING AIDS TO BUILD SKILLS IN MATH AND SCIENCE...





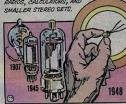


ODAY, MICROCOMPUTERS (MEANING TINY IN SIZE) ARE RESHAPING OUR WAY OF LIFE: THE COMPUTER AGE IS TRULY HERE. BUT, IT REALLY BEGAN ALMOST 2000 YEARS AGO!

IN THE LATE 1940'S, SCIENTISTS
MADE A REVOLUTIONARY DISCOVERY
FOR RADIO CIRCUITS.
WHAT WAS IT?



THEIR RESEARCH WAS DONE AT WORLD FAMOUS BELL TELEPHONE LABS. MANY TIMES SMALLER THAN RAPIO TUBES, THE TRANSISTOR MADE POSSIBLE POCKET RAPIOS, CALCULATORS, AND



UN 1801, JOSÉPH MARIE VACQUARD, CALLED THE "FATHER OF THE COMPUTES", WAS HONGRED BY THE EXPOSITION IN PARIS FOR A WEAVING LOOM WHICH USED PROGRAMMED, PUNCHED, CARDS TO CONTROL THE WEAVING OF COMPLEX PATTERNS FROM THREAD





YES, THE NOBEL PRIZE IN PHYSICS WAS SPLIT BETWEEN THREE AMERICANS... FOR INVENTING THE TRANSISTOR: JOHN BARDEEN, WILLIAM SHOCKLEY.

JOHN BARDEEN, WILLIAM SHOCKLE AND WALTER BRATTAIN.



NEXT CAME THE TINY IC (INTEGRATED CIRCUIT) USED IN TODAY'S RADIOS, STEREO HI-FI SETS, AND POWERFUL DESK-SIZE HOME AND BUSINESS COMPUTERS LIKE THE TANDY 1000.



ON THE LATE 1940'S, THE SSEC (SELECTIVES SEQUENCE ELECTRONIC SEQUENCE ELECTRONIC SEQUENCE ELECTRONIC SEQUENCE ELECTRONIC SEQUENCE A TEXT AND ASSOCIATES TO CONPOUTE A NEW ASSOCIATES TO CONPOUTE A NEW ASSOCIATES TO CONPOUTE A NEW ASSOCIATES OLICITATE ALMANACI) FOR THE CONTEX PLANSIS JUDITED RIBOLISM PLUTD, IT REPORTENTLY FOR \$120 UNITED TO PERROOM ALL OF THE CALCULATENES.

THESE SAME CALCULATIONS WERE REPORTEDLY PERFORMED BY A TRS-80 MODEL 1 1979 DESK-TOP COMPUTER AND PRINTER IN LESS THAN 11 HOURS!

GUOTED IN PART BY PERMISSION FROM APRIL 100 SKY AND TELESCOPE MAGAZINE

The astronomeal olderators are street as the 1779 MODEL 1 COLLD SE PERFORMED EVEN PASTER BY TRONG'S TANDY 1000 MISCOOMERCE "ABOOMIZE FOR ITS POWER AND STORGE CAPACTY IN BUSINESS AND EDUCATIONAL USE."



MODIOENTALLY, ESTIMATES SAY THAT IT WOULD HAVE TAKEN ONE PERSON ABOUT 80 YEARS TO DO THE JOB — WITHOUT THE HELP OF A COMPUTER! THE HISTORY OF COMPUTERS REALLY BEGAN COUNTLESS CENTURIES ASO BECAUSE OUR AMESTICS HAD A MITURAL CURIOSITY ABOUT THINGS. CASH GENERATIVE EXPONENCE OR SERVED, PROSOUREED, MINETTE AND PROSED ALOMS OF THE MIXT GENERATION THERE CONTRIBUTION TO THE BODY OF KNOWLEDGE WE CALL SCIENCE WAS CALL FREEDOM!







THAT'S WHY THE PILBRIMS CAME TO AMERICA IN 1620—SEARCHING FOR RELIGIOUS FREEDOM AND THE RIGHT TO GOVERNMENT BY THE PEOPLE.



...DEDIGATED PEOPLE WHOSE YEARS OF STUDY AND COUNTLESS HOURS OF TEDIOUS RESEARCH BROUGHT US...



MOST OF THESE GREAT



PAST CENTURY (100 YEARS)!

...AND THAT'S WHY YOU
MUST STUDY HARD ...LEARN
ALL YOU CAN ABOUT MATH,
PAYSIOS, ELECTRICITY...

...CHEMISTRY AND OTHER SCIENCES...
SO THAT YOU CAN GAIN THE KNOWLEDGE
IT TAKES TO BE A SCIENCE EXPLORER.
IT'S NOT EASY, BUT YOU CAN DO IT!

YEAAAY!
WE CAN DO IT!



IT WILL BE YOUR TURN TO MAKE A CONTRIBUTION TO SEIENTIFIC KNOWLEDGE THAT CONTINUES PROGRESS WITHOUT ENDANGERING DUR HOME BASE...SPRICESHIP EARTH — A CONTRIBUTION THAT ALSO BENEFITS PEOPLE OF OTHER NATIONS.

### Science Fair Kits Are Fun and Educational



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A colorful two-part comic book blending an exciting narrative th same of the proclacid uses of computers in learning, and in everyday life. plus a warning about drug abuse. The second part highlights the history and development of computers, and a quide to computer fonaucide.

## WHEETS

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