totf = 0: totz = 0
For i = 1 To 5
    a = Int(Rnd * 60 - 20)
    Print a;
    If a < 0 And Int(a / 2) <> a / 2 Then
        totf = totf + a
    End If
    If a > 0 And Int(a / 2) = a / 2 Then
        totz = totz + a
    End If
Next i
Print
Print totf, totz
Cls
Dim a(18)
List1.Clear
For i = 1 To 18
    a(i) = Int(Rnd * 10)
    List1.AddItem a(i)
Next i
Print a(3)
Print a(1)
Print a(7)
Cls
Dim m(4, 3)
For i = 1 To 4
    For j = 1 To 3
        m(i, j) = Int(Rnd * 10)
        Print m(i, j);
    Next j
    Print
Next i
Print
Print m(2, 3)
Print m(4, 3)
Cls
a = 3
b = 2
c = a
a = b
b = c
Print a, b

Cls
Dim a(20)
For i = 1 To 20
a(i) = Int(Rnd * 100)
Print a(i);
Next i
For i = 1 To 20
For j = 1 To 20 - i
If a(j) > a(j + 1) Then
  c = a(j): a(j) = a(j + 1): a(j + 1) = c
End If
Next j
Next i
Print
For i = 1 To 20
Print a(i);
Next i

For i = 1 To 5
Image1.Stretch = True
ax = LTrim(Str(i) + ".jpg")
Image1.Picture = LoadPicture("c:\pic\" + ax)
For k = 500000 To 1 Step -1
DoEvents
Next k