

```
*REFLEX.PRG
*****
CLEAR
SET ECHO OFF
SET TALK OFF
ADL = 0
ADV = 0
COM = 0
ROM =0
DRA = 0
WR = 0
WSTRN = 0
HOR = 0
SCI = 0
MUS = 0
MAR = 0
MV = 0
ANIM = 0
MYS = 0
EX = 0
USE RFLXFILM
GO TOP
DO WHILE .NOT. EOF()
SET CONSOLE OFF
IF RATING = "XX"
ADL = ADL + 1
@10,30 SAY RECNO()
SKIP
LOOP
ENDIF
IF ADVEN
ADV = ADV + 1
ENDIF
IF COMEDY
COM = COM + 1
ENDIF
IF ROMANCE
ROM = ROM + 1
ENDIF
IF DRAMA
DRA = DRA + 1
ENDIF
IF WAR
WR = WR + 1
ENDIF
IF WESTERN
WSTRN =WSTRN + 1
ENDIF
IF HORROR
HOR = HOR + 1
ENDIF
IF SCIFI
SCI = SCI + 1
ENDIF
```

```
IF MUSICAL
MUS = MUS + 1
ENDIF
IF MARTIAL
MAR = MAR + 1
ENDIF
IF MUSIC
MV = MV + 1
ENDIF
IF ANIMATION
ANIM = ANIM + 1
ENDIF
IF MYSTERY
MYS = MYS + 1
ENDIF
IF EXERCISE
EX = EX + 1
ENDIF
SET CONSOLE ON
@10,30 SAY RECNO()
SKIP
LOOP
ENDDO
@12,01 SAY "ADULT=" + STR(ADL,3)
@12,12 SAY "ADVEN=" + STR(ADV,3)
@12,22 SAY "COMEDY=" + STR(COM,3)
@12,33 SAY "ROMANCE=" + STR(ROM,3)
@12,45 SAY "DRAMA=" + STR(DRA,3)
@12,53 SAY "WAR=" + STR(WR,3)
@12,60 SAY "WESTERN=" + STR(WSTRN,3)
@13,01 SAY "HORROR=" + STR(HOR,3)
@13,12 SAY "SCIFI=" + STR(SCI,3)
@13,22 SAY "MUSICAL=" + STR(MUS,3)
@13,34 SAY "MARTIAL=" + STR(MAR,3)
@13,46 SAY "MUSIC=" + STR(MV,3)
@13,56 SAY "ANIMATION=" + STR(ANIM,3)
@14,01 SAY "MYSTERY=" + STR(MYS,3)
@14,10 SAY "EXERCISE=" + STR(EX,3)
RETURN
```

□