

# **FORTRAN Package**

Catalog Number 26-2201



**LANGUAGE**

## **Contents**

- 1. FORTRAN User's Manual**
- 2. FORTRAN-80 Reference Manual**
- 3. LINK-80 Reference Manual**
- 4. EDIT-80 User's Manual**



## O V E R V I E W

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This manual describes Radio Shack's FORTRAN Package, for use with the TRS-80 Disk Operating System (TRSDOS). It does not teach you to write FORTRAN programs; you will need to read a good tutorial book for that. Several are listed in Section 1.2 of the FORTRAN User's Manual.

The FORTRAN Package includes four modules:

- . The Editor, EDIT/CMD, for writing and editing FORTRAN source programs.
- . The Compiler, F80/CMD, which reads your FORTRAN source program and translates it into relocatable object code.
- . The Linking Loader, L80/CMD, which lets you load the compiled program(s), execute them, and save them as TRSDOS command files.
- . The FORTRAN Subroutine Library, FORLIB/REL, for use by the Linking Loader in conjunction with your relocatable FORTRAN files.

In the manual, you will find several references to two other program modules, the MACRO-80 Assembler and the CREF-80 Cross Reference Facility. These programs are not included in the FORTRAN Package, nor are they necessary for using it. You can ignore all references to these modules.

### Using the FORTRAN Package

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The three programs are stored on two diskettes, as follows:

- . Diskette #1 contains F80/CMD and EDIT/CMD
- . Diskette #2 contains L80/CMD and FORLIB/REL

Each diskette also contains all the TRSDOS and DISK BASIC files, so either can be placed in Drive 0.

### WARNING

Never remove a diskette which contains open files. This means you should never swap diskettes during an Edit session, for example. Before changing diskettes, be sure all files are closed.

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# **FORTRAN User's Manual**



## **Important Note**

Be sure to make **BACKUP** copies of both **FORTRAN** diskettes before you begin using the **FORTRAN** Package.

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Microsoft  
TRS-80 FORTRAN Package  
User's Manual

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## SECTION 1

## Introduction

The TRS-80 FORTRAN Package contains the following software and documentation.

<u>Disk</u>	<u>Software</u>	<u>Documentation</u>
#1	TRS-80 FORTRAN Compiler	TRS-80 FORTRAN User's Manual FORTRAN-80 Reference Manual
#2	LINK-80 Linking Loader	LINK-80 Reference Manual
#2	FORLIB/REL FORTRAN-80 Subroutine Library	FORTAN-80 Reference Manual Appendix E
#1	EDIT-80 Text Editor	EDIT-80 User's Guide



## 1.1 Sample Session

This sample session will give you a chance to exercise the FORTRAN package, so you'll see how all the parts fit together. Ideally, you should have both diskettes in the System (Drives 0 and 1) at once, so you won't have to swap diskettes. Single drive users should refer to the F80 Compiler Manual before trying this sample session, since some procedures will need to be changed.

DOS READY should be displayed.

STEP 1: Place the diskette #1 in the drive and enter the command:

EDIT

This loads the EDIT-80 text editor.  
EDIT-80 will respond with

FILE:

If you are using the program in Figure 1, type the filename TEMP/FOR followed by the <break> key. If you are using your own FORTRAN program, type any legal TRSDOS filename. Always follow the filename with <break> when creating a new file and with <enter> when reading in an existing file.

After EDIT-80 prints the message:

```
Creating
Version x.x
Copyright 1977,78 (c) by Microsoft
Created: xxxx
xxxx Bytes free
*
```

enter the command:

I

EDIT-80 will print 00100, which is the first line number.

STEP 2: Start entering the FORTRAN program as listed in Figure 1 (or enter your own FORTRAN program). EDIT-80 will type the next line number each time you <enter> a line.

While you're typing in your program, all of EDIT-80's editing capabilities are available to you. Read through the EDIT-80 User's Guide. You'll see how easy it is to insert and delete lines, modify

text, and search for text. This is a good chance to experiment with EDIT-80.

When writing any FORTRAN program for your TRS-80, use the Microsoft FORTRAN-80 Reference Manual to determine the correct syntax and usage of all FORTRAN statements.

STEP 3: When you are finished typing in the program, type a <break> after the next available line number to return to EDIT-80 command level. To exit the editor, enter the command:

E

The program you typed in is now saved with the name TEMP/FOR. (TEMP is the name you specified in Step 1; /FOR is a default extension supplied by the Editor.) TEMP/FOR is called the source file; it is ready to be compiled.

STEP 4: Syntax check.  
Before proceeding, it is a good idea to check the program for syntax errors. Removing syntax errors now eliminates a possible recompilation later. To perform the syntax check on the source file called TEMP/FOR, place diskette #1 in the disk drive and type:

F80 =TEMP

F80 is the filename of the Compiler. =TEMP is a parameter telling the Compiler which file to compile. Since no extension is supplied, F80 uses the default extension /FOR. No object or list file is specified, so the Compiler will not output either. This is just a "dry run" to see if errors are generated.

If there are errors, KILL the file TEMP/FOR and carefully repeat Steps 1 through 4. (For this exercise, we aren't ready to use the Editor's convenient editing commands, described fully in the EDIT-80 User's Guide.)

During processing, \$MAIN will be displayed. When the Compiler has finished, DOS READY will be displayed.

- STEP 5: Compile the source file.  
To compile the source file called TEMP/FOR and produce an object and listing file, type the following:

```
F80 TEMP,TEMP=TEMP
```

This time, in addition to specifying the target file (=TEMP with default extension /FOR), we specify output files for relocatable object code and for a listing file (showing source statements and the associated Compiler actions). The object file TEMP gets the default extension /REL, and the listing file TEMP gets the default extension /LST. For details of syntax, see Section 2 of this manual. See Figure 2 below for a copy of the listing file TEMP/LST generated by TEMP/FOR.

- STEP 6: Load and execute the program.  
To load the program into memory and execute it, put diskette #2 in the disk drive and type:

```
L80 TEMP-G
```

This command tells TRSDOS to load and run LINK-80, which in turn loads the object file TEMP/REL (LINK-80 provides the default extension /REL) into the correct memory locations; searches the system library to resolved any undefined references; and executes the program. In this case, LINK-80 will not create a command file. Figure 3 shows a sample run.

- STEP 7: Save the object code.  
The object file, once it has been loaded by LINK-80, is in a form that can be executed by the TRS-80 computer. To save a copy of this file, type:

```
L80 TEMP-N,TEMP-E
```



This command creates a command file which can be run directly under TRSDOS. TEMP-N tells LINK-80 to name the file TEMP/CMD; TEMP-E tells LINK-80 to load the object file TEMP/REL. Both /CMD and /REL are default extensions.

You can now load and run the program as a TRSDOS command file, typing:

```
DOS READY
TEMP      <ENTER>
```

FIGURE 1      FORTTRAN SOURCE FILE - TEMP/FOR

```
00100      C      CONVERT FAHRENHEIT TO CENTIGRADE
00200              INTEGER F
00300              WRITE(5,5)
00400          5      FORMAT(33H          FAHRENHEIT          CENTIGRADE)
00500              DO 20 F=20,65,5
00600              C=5./9.*(F-32)
00700              WRITE(5,10)F,C
00800          10      FORMAT(12X,I2,11X,F6.3)
00900          20      CONTINUE
01000              END
01100      $
*
```

← (This is the echo  
from the <break> key.)

FIGURE 2      LISTING FILE TEMP/LST

```

1.  FORTRAN-80 VER. 3.2 COPYRIGHT 1978 (C) BY MICROSOFT
2.  BYTES: 3699
3.  CREATED: 15-FEB-79
4.  00100      C          CONVERT FAHRENHEIT TO CENTIGRADE
5.  00200          INTEGER F
6.  00300          WRITE(5,5)
7.  *****      0000'    LD          BC, $L
8.  *****      0003'    JP          $INIT
9.  *****      0006'    LD          DE, 5L
10. *****      0009'    LD          HL, [      05          00 ]
11. *****      000C'    CALL        $W2
12. 00400          5      FORMAT(33H          FAHRENHEIT          CENTIGRADE)
13. *****      000F'    CALL        $ND
14. 00500          DO 20 F=20, 65, 5
15. 00600          C=5. /9. *(F-32)
16. *****      0012'    LD          HL, 0014
17. *****      0015'    LD          (F), HL
18. 00700          WRITE(5,10)F, C
19. *****      0018'    LD          HL, (F)
20. *****      001B'    LD          DE, FFE0
21. *****      001E'    ADD         HL, DE
22. *****      001F'    LD          (T:000000), HL
23. *****      0022'    LD          HL, [      00          00          20          83 ]
24. *****      0025'    CALL        $L1
25. *****      0028'    LD          HL, [      00          00          10          84 ]
26. *****      002B'    CALL        $DB
27. *****      002E'    LD          HL, (T:000000)
28. *****      0031'    CALL        $MA
29. *****      0034'    LD          HL, C
30. *****      0037'    CALL        $T1
31. *****      003A'    LD          DE, 10L
32. *****      003D'    LD          HL, [      05          00 ]
33. *****      0040'    CALL        $W2
34. 00800          10     FORMAT(12X, I2, 11X, F6. 3)
35. *****      0043'    LD          DE, F
36. *****      0046'    LD          HL, [      01          00 ]
37. *****      0049'    LD          A, 02
38. *****      004B'    CALL        $I0
39. *****      004E'    LD          DE, C
40. *****      0051'    LD          HL, [      01          00 ]
41. *****      0054'    LD          A, 02
42. *****      0056'    CALL        $I1
43. *****      0059'    CALL        $ND
44. 00900          20     CONTINUE
45. 01000          END

```

-continued-

```

46. ***** 005C' LD HL, (F)
47. ***** 005F' LD DE, 0005
48. ***** 0062' ADD HL, DE
49. ***** 0063' LD A, 41
50. ***** 0065' SUB L
51. ***** 0066' LD A, 00
52. ***** 0068' SBC H
53. ***** 0069' JP P, 0015'
54. ***** 006C' CALL $EX
55. ***** 006F' 0100
56. ***** 0071' 0500
57. ***** 0073' 00002083
58. ***** 0077' 00001084
59.
60. PROGRAM UNIT LENGTH=007B (123) BYTES
61. DATA AREA LENGTH=0040 (64) BYTES
62.
63. SUBROUTINES REFERENCED:
64.
65. $I1 $I0 $INIT
66. $W2 $ND $L1
67. $DB $MA $T1
68. $EX
69.
70. VARIABLES:
71.
72. F 0001" C 0029" T:000000
73.
74. LABELS:
75.
76. $L 0006' 5L 0003" 20L 005C'
77. 10L 002F"
78.

```



FIGURE 3      TEMP/FOR PROGRAM OUTPUT

FAHRENHEIT	CENTIGRADE
20	-6.667
25	-3.889
30	-1.111
35	1.667
40	4.444
45	7.222
50	10.000
55	12.778
60	15.556
65	18.333

The TRS-80 FORTRAN Package provides a lot more capability than is demonstrated in this short session. Keep experimenting, and you'll be pleasantly surprised at how much computing power has been added to your TRS-80.

## 1.2 Note on TRS-80 FORTRAN Manuals

The FORTRAN-80 Reference Manual is strictly a reference for the syntax and semantics of the TRS-80 FORTRAN language. It is not intended as a tutorial on FORTRAN programming. If you are new to FORTRAN and need help learning the language, we suggest:

1. "Guide to FORTRAN-IV Programming" by Daniel McCracken (Wiley, 1965)
2. "Ten Statement FORTRAN Plus FORTRAN IV" by Michael Kennedy and Martin B. Solomon (Prentice-Hall, 1975, Second Edition)
3. "FORTRAN" by Kenneth P. Seidel (Goodyear, 1972)
4. "FORTRAN IV, A Self-Teaching Guide" by Jehosua Friedmann, Philip Greenberg, and Alan Hoffbert (John Wiley & Sons, Inc., 1975)
5. "FORTRAN, A Structured, Disciplined Style" by Gordon B. Davis and Thomas R. Hoffman (McGraw-Hill Book Company, 1978)

The LINK-80 Manual is strictly a reference for the commands and switches available.

## SECTION 2

## TRS-80 FORTRAN Compiler

If you followed the sample session, you are becoming familiar with the software in your TRS-80 FORTRAN Package. Now let's look specifically at the TRS-80 FORTRAN compiler.

### 2.1 Running the Compiler

When you give TRSDOS the command

F80

(diskette #1 must be in the disk drive), you are running the TRS-80 FORTRAN compiler. The FORTRAN compiler takes a FORTRAN program (source file) and compiles it to generate a relocatable object file, that is, a file that is in machine code. When the compiler is ready to accept commands, it prompts the user with an asterisk. To exit the compiler, use the <break> key.

A command may also be typed on the same line as the invocation. This is called a "command line." We did this in the Sample Session when we typed the command line:

F80 =TEMP

After executing a command line, the compiler automatically exits to the operating system.

### 2.2 Command Format

A compiler command conveys the name of the source file you want to compile, and what options you want to use. Here is the format for a compiler command (square brackets indicate optional):

[object filename][,listing filename]=source filename[-switch...]

#### NOTE

All filenames must be in TRSDOS filename format:

filename[/ext][.password][:drive#]. If you are using the compiler's default extensions, it is not necessary to specify an extension in a compiler command.



Let's look individually at each part of the compiler command:

1. Object filename

To create a relocatable object file, this part of the command must be included. It is simply the name that you want to call the object file. The default extension for the object filename is /REL.

2. Listing filename

To create a listing file, this part of the command must be included. It is simply the name that you want to call the listing file. The default extension for the listing file is /LST.

3. Source filename

A compiler command must always include a source filename -- that is how the compiler "knows" what to compile. It is simply the name of a FORTRAN program you have saved on disk. The default extension for a FORTRAN source filename is /FOR. The source filename is always preceded by an equal sign in a compiler command.

Examples (asterisk is typed by F80):

*=TEST	Compile the program TEST/FOR without creating an object file or listing file.
--------	---

*TEST,TEST=TEST	Compile the program TEST/FOR. Create a relocatable object file called TEST/REL and a listing file called TEST/LST.
-----------------	--

*,TEST.PASS=TEST.PASS	Compile the program TEST/FOR.PASS and create a listing file called TEST/LST.PASS (No object file created.)
-----------------------	--

*TESTOBJ=TEST	Compile the program TEST/FOR and create an object file called TESTOBJ/REL. (No listing file created.)
---------------	---

4. Switch

A switch on the end of a command specifies a special parameter to be used during compilation. Switches are always preceded by a dash (-). More than one switch may be used in the same command. The available switches are:

<u>Switch</u>	<u>Action</u>
O	Print all listing addresses in octal.
H	Print all listing addresses in hexadecimal (default condition).
N	Do not list the object code that is generated. List only the FORTRAN source code.
P	Each -P allocates an extra 100 bytes of stack space for use during compilation. Use -P if stack overflow errors occur during compilation. Otherwise not needed.
M	Specifies to the compiler that the generated code should be in a form which can be loaded into ROMs. When a -M is specified, the generated code will differ from normal in the following ways: 1. FORMATS will be placed in the program area, with a "JMP" around them. 2. Parameter blocks (for subprogram calls with more than 3 parameters) will be initialized at runtime, rather than being initialized by the loader.

Examples:

\*CT.ME,CT.ME=CT.ME-O    Compile the program CT/FOR.ME. Create a listing file called CT/LST.ME and an object file called CT/REL.ME. The addresses in the listing file will be in octal.

\*CT,CT=CT-N    Compile the program CT/FOR. Create an object file called CT/REL and a listing file called CT/LST. The listing file will contain only the FORTRAN source statements, not the generated object code.

\*MAX10=MAX10-P-P

Compile the program MAX10/FOR and create an object file called MAX10/REL. The compiler is allocated 200 extra bytes of stack space.

#### NOTE

If a FORTRAN program is intended for ROM, the programmer should be aware of the following ramifications:

1. DATA statements should not be used to initialize RAM. Such initialization is done by the loader, and will therefore not be present at execution. Variables and arrays may be initialized during execution via assignment statements, or by READING into them.
2. FORMATS should not be read into during execution.
3. If the standard library I/O routines are used, DISK files should not be OPENed on any LUNs other than 6, 7, 8, 9, 10. If other LUNs are needed for Disk I/O, \$LUNTB should be recompiled with the appropriate addresses pointing to the Disk driver routine.

A library routine, \$INIT, sets the stack pointer at the top of available memory (as indicated by the operating system) before execution begins.

The calling convention is:

```
LXI    B,<return address>
JMP    $INIT
```

If the generated code is intended for some other machine, this routine should probably be rewritten. The source of the standard initialize routine is provided on the disk as "INIT/.MAC". Only the portion of this routine which sets up the stack pointer should ever be modified by the user. The FORTRAN library already contains the standard initialize routine.

### 2.3 Input/Output Device Names

In FORTRAN I/O statements (READ and WRITE), LUNs 1, 3, 4, and 5 default to the console/keyboard, LUN 2 defaults to the line printer, and LUNs 6-10 default to the disk drives.

## SECTION 3

## TRS-80 FORTRAN Disk Files

SEE ALSO FORTRAN-80 REFERENCE MANUAL, SECTION 8.3.

### 3.1 Default Disk Filenames

TRS-80 FORTRAN may access either random or sequential disk files. Any disk file that is OPENed by a READ or WRITE statement is given a default filename that depends on the LUN:

<u>LUN</u>	<u>Default Filename</u>
6	FORT06/DAT
7	FORT07/DAT
8	FORT08/DAT
9	FORT09/DAT
10	FORT10/DAT

### 3.2 CALL OPEN

Instead of using READ or WRITE, a disk file may be OPENed by calling the OPEN subroutine (see the FORTRAN-80 Reference Manual, Section 8.3.2). The format of an OPEN call is:

```
CALL OPEN (LUN, Filename, Reclen)
```

where:

LUN = a Logical Unit Number to be associated with the file (must be an Integer constant or Integer variable with a value between 1 and 10).

Filename = an ASCII name which TRSDOS will associate with the file. The Filename should be a Hollerith or Literal constant, or a variable or array name where the variable or array contains the ASCII name. The Filename should be in the form normally required by TRSDOS,

```
filename/ext.password:drive#
```

and it should be terminated with a non-alpha character, preferably a blank.

Reclen = The number of bytes you wish to specify (up to 256) as the record length. The default record length is 128 bytes. Reclen must be an Integer constant or Integer variable. If zero is

supplied for Reclen, the record length will be 256 bytes.

The following are examples of valid OPEN calls:

```
CALL OPEN (6,'TIME/DAT.JULY:1 ',256)
```

```
CALL OPEN (7,'COUNT/NUM ',200)
```

```
CALL OPEN (1,'TESTQ/MIN:2 ',100)
```

## SECTION 4

## Error Messages

4.1 FORTRAN Compiler Error Messages

The FORTRAN-80 Compiler detects two kinds of errors: Warnings and Fatal Errors. When a Warning is issued, compilation continues with the next item on the source line. When a Fatal Error is found, the compiler ignores the rest of the logical line, including any continuation lines. Warning messages are preceded by percent signs (%), and Fatal Errors by question marks (?). The editor line number, if any, or the physical line number is printed next. It is followed by the error code or error message.

Example:

?Line 25: Mismatched Parentheses

%Line 16: Missing Integer Variable

When either type of error occurs, the program should be changed so that it compiles without errors. No guarantee is made that a program that compiles with errors will execute sensibly.

Fatal Errors:

<u>Error Number</u>	<u>Message</u>
100	Illegal Statement Number
101	Statement Unrecognizable or Misspelled
102	Illegal Statement Completion
103	Illegal DO Nesting
104	Illegal Data Constant
105	Missing Name
106	Illegal Procedure Name
107	Invalid DATA Constant or Repeat Factor
108	Incorrect Number of DATA Constants
109	Incorrect Integer Constant
110	Invalid Statement Number
111	Not a Variable Name
112	Illegal Logical Form Operator
113	Data Pool Overflow
114	Literal String Too Large
115	Invalid Data List Element in I/O
116	Unbalanced DO Nest
117	Identifier Too Long
118	Illegal Operator
119	Mismatched Parenthesis



120	Consecutive Operators
121	Improper Subscript Syntax
122	Illegal Integer Quantity
123	Illegal Hollerith Construction
124	Backwards DO reference
125	Illegal Statement Function Name
126	Illegal Character for Syntax
127	Statement Out of Sequence
128	Missing Integer Quantity
129	Invalid Logical Operator
130	Illegal Item Following INTEGER or REAL or LOGICAL
131	Premature End Of File on Input Device
132	Illegal Mixed Mode Operation
133	Function Call with No Parameters
134	Stack Overflow
135	Illegal Statement Following Logical IF

## Warnings:

0	Duplicate Statement Label
1	Illegal DO Termination
2	Block Name = Procedure Name
3	Array Name Misuse
4	COMMON Name Usage
5	Wrong Number of Subscripts
6	Array Multiply EQUIVALENCED within a Group
7	Multiple EQUIVALENCE of COMMON
8	COMMON Base Lowered
9	Non-COMMON Variable in BLOCK DATA
10	Empty List for Unformatted WRITE
11	Non-Integer Expression
12	Operand Mode Not Compatible with Operator
13	Mixing of Operand Modes Not Allowed
14	Missing Integer Variable
15	Missing Statement Number on FORMAT
16	Zero Repeat Factor
17	Zero Format Value
18	Format Nest Too Deep
19	Statement Number Not FORMAT Associated
20	Invalid Statement Number Usage
21	No Path to this Statement
22	Missing Do Termination
23	Code Output in BLOCK DATA
24	Undefined Labels Have Occurred
25	RETURN in a Main Program
26	STATUS Error on READ
27	Invalid Operand Usage
28	Function with no Parameter
29	Hex Constant Overflow
30	Division by Zero
32	Array Name Expected
33	Illegal Argument to ENCODE/DECODE

## 4.2 FORTTRAN Runtime Error Messages

During execution of a FORTRAN program one or more of the following errors could occur. Fatal errors cause execution to cease. Execution continues after a warning error. However, execution will cease after 20 warnings. Runtime errors are surrounded by asterisks as follows

**\*\*FW\*\***

### Warning Errors:

IB	Input Buffer Limit Exceeded
TL	Too Many Left Parentheses in FORMAT
OB	Output Buffer Limit Exceeded
DE	Decimal Exponent Overflow (Number in input stream had an exponent larger than 99)
IS	Integer Size Too Large
BE	Binary Exponent Overflow
IN	Input Record Too Long
OV	Arithmetic Overflow
CN	Conversion Overflow on REAL to INTEGER Conversion
SN	Argument to SIN Too Large
A2	Both Arguments of ATAN2 are 0
IO	Illegal I/O Operation
BI	Buffer Size Exceeded During Binary I/O
RC	Negative Repeat Count in FORMAT

### Fatal Errors:

ID	Illegal FORMAT Descriptor
F0	FORMAT Field Width is Zero
MP	Missing Period in FORMAT
FW	FORMAT Field Width is Too Small
IT	I/O Transmission Error
ML	Missing Left Parenthesis in FORMAT
DZ	Division by Zero, REAL or INTEGER
LG	Illegal Argument to LOG Function (Negative or Zero)
SQ	Illegal Argument to SQRT Function (Negative)
DT	Data Type Does Not Agree With FORMAT Specification
EF	EOF Encountered on READ



# **FORTRAN-80 Version 3.2 Reference Manual**



**For Use with the TRS-80  
Disk Operating System (TRSDOS)**



MICROSOFT FORTRAN-80  
Reference Manual

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## SECTION 1

## INTRODUCTION

FORTRAN is a universal, problem oriented programming language designed to simplify the preparation and check-out of computer programs. The name of the language - FORTRAN - is an acronym for FORMula TRANslator.

The syntactical rules for using the language are rigorous and require the programmer to define fully the characteristics of a problem in a series of precise statements. These statements, called the source program, are translated by a system program called the FORTRAN processor into an object program in the machine language of the computer on which the program is to be executed.

This manual defines the FORTRAN source language for the 8080 and Z-80 microcomputers. This language includes the American National Standard FORTRAN language as described in ANSI document X3.9-1966, approved on March 7, 1966, plus a number of language extensions and some restrictions. These language extensions and restrictions are described in the text of this document and are listed in Appendix A.

## NOTE

This FORTRAN differs from the Standard in that it does not include the COMPLEX data type.

Examples are included throughout the manual to illustrate the construction and use of the language elements. The programmer should be familiar with all aspects of the language to take full advantage of its capabilities.

Section 2 describes the form and components of an 8080 FORTRAN source program. Sections 3 and 4 define data types and their expressional relationships. Sections 5 through 9 describe the proper construction and usage of the various statement classes.

## SECTION 2

## FORTRAN PROGRAM FORM

8080 FORTRAN source programs consist of one program unit called the Main program and any number of program units called subprograms. A discussion of subprogram types and methods of writing and using them is in Section 9 of this manual.

Programs and program units are constructed of an ordered set of statements which precisely describe procedures for solving problems and which also define information to be used by the FORTRAN processor during compilation of the object program. Each statement is written using the FORTRAN character set and following a prescribed line format.

## 2.1 FORTRAN CHARACTER SET

To simplify reference and explanation, the FORTRAN character set is divided into four subsets and a name is given to each.

### 2.1.1 LETTERS

A,B,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T,U  
V,W,X,Y,Z,\$

#### NOTE

No distinction is made between upper and lower case letters. However, for clarity and legibility, exclusive use of upper case letters is recommended.

### 2.1.2 DIGITS

0,1,2,3,4,5,6,7,8,9

#### NOTE

Strings of digits representing numeric quantities are normally interpreted as decimal numbers. However, in certain statements, the interpretation is in the

Hexadecimal number system in which case the letters A, B, C, D, E, F may also be used as Hexadecimal digits. Hexadecimal usage is defined in the descriptions of statements in which such notation is allowed.

### 2.1.3 ALPHANUMERICS

A sub-set of characters made up of all letters and all digits.

### 2.1.4 SPECIAL CHARACTERS

	Blank
=	Equality Sign
+	Plus Sign
-	Minus Sign
*	Asterisk
/	Slash
(	Left Parenthesis
)	Right Parenthesis
,	Comma
.	Decimal Point

#### NOTES:

1. FORTRAN program lines consist of 80 character positions or columns, numbered 1 through 80. They are divided into four fields.
2. The following special characters are classified as Arithmetic Operators and are significant in the unambiguous statement of arithmetic expressions.  
  

+	Addition or Positive Value
-	Subtraction or Negative Value
*	Multiplication
/	Division
**	Exponentiation
3. The other special characters have specific application in the syntactical expression of the FORTRAN language and in the construction of FORTRAN statements.

4. Any printable character may appear in a Hollerith or Literal field.

## 2.2 FORTRAN LINE FORMAT

The sample FORTRAN coding form (Figure 2.1) shows the format of FORTRAN program lines. The lines of the form consist of 80 character positions or columns, numbered 1 through 80, and are divided into four fields.

1. Statement Label (or Number) field- Columns 1 through 5 (See definition of statement labels).
2. Continuation character field- Column 6
3. Statement field- Columns 7 through 72
4. Identification field- Columns 73 through 80

The identification field is available for any purpose the FORTRAN programmer may desire and is ignored by the FORTRAN processor.

The lines of a FORTRAN statement are placed in Columns 1 through 72 formatted according to line types. The four line types, their definitions, and column formats are:

1. Comment line -- used for source program annotation at the convenience of the programmer.
  1. Column 1 contains the letter C.
  2. Columns 2 - 72 are used in any desired format to express the comment or they may be left blank.
  3. A comment line may be followed only by an initial line, an END line, or another comment line.
  4. Comment lines have no effect on the object program and are ignored by the FORTRAN processor except for display purposes in the listing of the program.

FORTRAN STATEMENT (COL'S 65-72 NOT SHOWN; ID SEQ. 73-80 NOT SHOWN)

[illegible]

FIGURE 2.1

Example:

```
C      COMMENT LINES ARE INDICATED BY THE
C      CHARACTER C IN COLUMN 1.
C      THESE ARE COMMENT LINES
```

2. END line -- the last line of a program unit.
  1. Columns 1-5 may contain a statement label.
  2. Column 6 must contain a zero or blank.
  3. Columns 7-72 contain one of the characters E, N or D, in that order, preceded by, separated by or followed by blank characters.
  4. Each FORTRAN program unit must have an END line as its last line to inform the Processor that it is at the physical end of the program unit.
  5. An END line may follow any other type line.

Example:

```
      END
```

3. Initial Line -- the first or only line of each statement.
  1. Columns 1-5 may contain a statement label to identify the statement.
  2. Column 6 must contain a zero or blank.
  3. Columns 7-72 contain all or part of the statement.
  4. An initial line may begin anywhere within the statement field.

Example:

```
C THE STATEMENT BELOW CONSISTS
C   OF AN INITIAL LINE
C
      A= .5*SQRT(3-2.*C)
```



4. Continuation Line -- used when additional lines of coding are required to complete a statement originating with an initial line.
  1. Columns 1-5 are ignored, unless Column 1 contains a C.
  2. If Column 1 contains a C, it is a comment line.
  3. Column 6 must contain a character other than zero or blank.
  4. Columns 7-72 contain the continuation of the statement.
  5. There may be as many continuation lines as needed to complete the statement.

Example:

```
C THE STATEMENTS BELOW ARE AN INITIAL LINE
C      AND 2 CONTINUATION LINES
C
63 BETA(1,2) =
    1      A6BAR**7-(BETA(2,2)-A5BAR*50
    2      +SQRT (BETA(2,1)))
```

A statement label may be placed in columns 1-5 of a FORTRAN statement initial line and is used for reference purposes in other statements.

The following considerations govern the use of statement labels:

1. The label is an integer from 1 to 99999.
2. The numeric value of the label, leading zeros and blanks are not significant.
3. A label must be unique within a program unit.
4. A label on a continuation line is ignored by the FORTRAN Processor.

Example:

```
C  EXAMPLES OF STATEMENT LABELS
C
   1
   1 01
99999
   763
```

2.3 STATEMENTS

Individual statements deal with specific aspects of a procedure described in a program unit and are classified as either executable or non-executable.

Executable statements specify actions and cause the FORTRAN Processor to generate object program instructions. There are three types of executable statements:

1. Replacement statements.
2. Control statements.
3. Input/Output statements.

Non-executable statements describe to the processor the nature and arrangement of data and provide information about input/output formats and data initialization to the object program during program loading and execution. There are five types of non-executable statements:

1. Specification statements.
2. DATA Initialization statements.
3. FORMAT statements.
4. FUNCTION defining statements.
5. Subprogram statements.

The proper usage and construction of the various types of statements are described in Sections 5 through 9.

## SECTION 3

## DATA REPRESENTATION / STORAGE FORMAT

The FORTRAN Language prescribes a definitive method for identifying data used in FORTRAN programs by name and type.

3.1 DATA NAMES AND TYPES3.1.1 NAMES

1. Constant - An explicitly stated datum.
2. Variable - A symbolically identified datum.
3. Array - An ordered set of data in 1, 2 or 3 dimensions.
4. Array Element - One member of the set of data of an array.

3.1.2 TYPES

1. Integer -- Precise representation of integral numbers (positive, negative or zero) having precision to 5 digits in the range -32768 to +32767 inclusive ( $-2^{15}$  to  $2^{15}-1$ ).
2. Real -- Approximations of real numbers (positive, negative or zero) represented in computer storage in 4-byte, floating-point form. Real data are precise to 7+ significant digits and their magnitude may lie between the approximate limits of  $10^{-38}$  and  $10^{38}$  ( $2^{-127}$  and  $2^{127}$ ).
3. Double Precision -- Approximations of real numbers (positive, negative or zero) represented in computer storage in 8-byte, floating-point form. Double Precision data are precise to 16+ significant digits in the same magnitude range as real data.
4. Logical -- One byte representations of the truth values "TRUE" or "FALSE" with "FALSE" defined to have an internal representation of zero. The constant .TRUE. has the value -1, however any non-zero value will be treated as .TRUE. in a Logical IF statement. In addition, Logical types may be used as one byte signed integers in the

range -128 to +127, inclusive.

5. Hollerith -- A string of any number of characters from the computer's character set. All characters including blanks are significant. Hollerith data require one byte for storage of each character in the string.

### 3.2 CONSTANTS

FORTRAN constants are identified explicitly by stating their actual value. The plus (+) character need not precede positive valued constants.

Formats for writing constants are shown in Table 3-1.

Table 3-1. CONSTANT FORMATS

<u>TYPE</u>	<u>FORMATS AND RULES OF USE</u>	<u>EXAMPLES</u>
INTEGER	1. 1 to 5 decimal digits interpreted as a decimal number.	-763 1 +00672
	2. A preceding plus (+) or minus (-) sign is optional.	-32768 +32767
	3. No decimal point (.) or comma (,) is allowed.	
	4. Value range: -32768 through +32767 (i.e., $-2^{15}$ through $2^{15}-1$ ).	
REAL	1. A decimal number with precision to 7 digits and represented in one of the following forms:  a. + or -.f + or -i.f b. + or -i.E+ or -e + or -.fE+ or -e + or -i.fE+ or -e  where i, f, and e are each strings representing integer, fraction, and exponent respectively.	345. -.345678 +345.678 +.3E3 -73E4
	2. Plus (+) and minus (-) characters are optional.  3. In the form shown in 1 b above, if r represents any of the forms preceding E+ or -e (i.e., rE+ or -e), the value of the constant is interpreted as r times $10^e$ , where $-38 \leq e \leq 38$ .  4. If the constant preceding E+ or -e contains more significant digits than	

the precision for real data allows, truncation occurs, and only the most significant digits in the range will be represented.

DOUBLE	A decimal number with	+345.678
PRECISION	precision to 16 digits. All	+.3D3
	formats and rules are identical to those for REAL constants, except D is used in place of E. Note that a real constant is assumed single precision unless it contains a "D" exponent.	-73D4

LOGICAL	.TRUE. generates a non-zero byte (hexadecimal FF) and .FALSE. generates a byte in which all bits are 0.	.TRUE. .FALSE.
---------	---	-------------------

If logical values are used as one-byte integers, the rules for use are the same as for type INTEGER, except that the range allowed is -128 to +127, inclusive.

LITERAL	In the literal form, any number of characters may be enclosed by single quotation marks. The form is as follows:
---------	--

'X<sub>1</sub>X<sub>2</sub>X<sub>3</sub>...X<sub>n</sub>'

where each X<sub>i</sub> is any character other than '. Two quotation marks in succession may be used to represent the quotation mark character within the string, i.e., if X<sub>2</sub> is to be the quotation mark character, the string appears as the following:

'X<sub>1</sub>' 'X<sub>3</sub>...X<sub>n</sub>'

HEXADECIMAL	1. The letter Z or X followed by a single quote, up to 4 hexadecimal	Z'12' X'AB1F'
-------------	--	------------------

digits (0-9 and A-F) and a single quote is recognized as a hexadecimal value.

Z'FFFF'

X'1F'

2. A hexadecimal constant is right justified in its storage value.

### 3.3 VARIABLES

Variable data are identified in FORTRAN statements by symbolic names. The names are unique strings of from 1 to 6 alphanumeric characters of which the first is a letter.

#### NOTE

System variable names and runtime subprogram names are distinguished from other variable names in that they begin with the dollar sign character (\$). It is therefore strongly recommended that in order to avoid conflicts, symbolic names in FORTRAN source programs begin with some letter other than "\$".

#### Examples:

I5, TBAR, B23, ARRAY, XFM79, MAX, A1\$C

Variable data are classified into four types: INTEGER, REAL, DOUBLE PRECISION and LOGICAL. The specification of type is accomplished in one of the following ways:

1. Implicit typing in which the first letter of the symbolic name specifies Integer or Real type. Unless explicitly typed (2., below), symbolic names beginning with I, J, K, L, M or N represent Integer variables, and symbolic names beginning with letters other than I, J, K, L, M or N represent Real variables.

#### Integer Variables

ITEM  
J1  
MODE  
K123  
N2



Real Variables

BETA  
H2  
ZAP  
AMAT  
XID

2. Variables may be typed explicitly. That is, they may be given a particular type without reference to the first letters of their names. Variables may be explicitly typed as INTEGER, REAL, DOUBLE PRECISION or LOGICAL. The specific statements used in explicitly typing data are described in Section 6.

Variable data receive their numeric value assignments during program execution or, initially, in a DATA statement (Section 6).

Hollerith or Literal data may be assigned to any type variable. Sub-paragraph 3.6 contains a discussion of Hollerith data storage.

### 3.4 ARRAYS AND ARRAY ELEMENTS

An array is an ordered set of data characterized by the property of dimension. An array may have 1, 2 or 3 dimensions and is identified and typed by a symbolic name in the same manner as a variable except that an array name must be so declared by an "array declarator." Complete discussions of the array declarators appear in Section 6 of this manual. An array declarator also indicates the dimensionality and size of the array. An array element is one member of the data set that makes up an array. Reference to an array element in a FORTRAN statement is made by appending a subscript to the array name. The term array element is synonymous with the term subscripted variable used in some FORTRAN texts and reference manuals.

An initial value may be assigned to any array element by a DATA statement or its value may be derived and defined during program execution.

### 3.5 SUBSCRIPTS

A subscript follows an array name to uniquely

identify an array element. In use, a subscript in a FORTRAN statement takes on the same representational meaning as a subscript in familiar algebraic notation.

Rules that govern the use of subscripts are as follows:

1. A subscript contains 1, 2 or 3 subscript expressions (see 4 below) enclosed in parentheses.
2. If there are two or three subscript expressions within the parentheses, they must be separated by commas.
3. The number of subscript expressions must be the same as the specified dimensionality of the Array Declarator except in EQUIVALENCE statements (Section 6).
4. A subscript expression is written in one of the following forms:

```

K  C*V      V-K
V  C*V+K    C*V-K
V+K

```

where C and K are integer constants and V is an integer variable name (see Section 4 for a discussion of expression evaluation).

5. Subscripts themselves may not be subscripted.  
Examples:

```

X(2*J-3,7)    A(I,J,K)    I(20)    C(L-2)    Y(I)

```

### 3.6 DATA STORAGE ALLOCATION

Allocation of storage for FORTRAN data is made in numbers of storage units. A storage unit is the memory space required to store one real data value (4 bytes).

Table 3-2 defines the word formats of the three data types.

Hexadecimal data may be associated (via a DATA statement) with any type data. Its storage allocation is the same as the associated datum.

Hollerith or literal data may be associated with any data type by use of DATA initialization

statements (Section 6).

Up to eight Hollerith characters may be associated with Double Precision type storage, up to four with Real, up to two with Integer and one with Logical type storage.

TABLE 3-2. STORAGE ALLOCATION BY DATA TYPES

<u>TYPE</u>	<u>ALLOCATION</u>
INTEGER	<p>2 bytes/ 1/2 storage unit</p> <p>S      Binary Value</p> <p>Negative numbers are the 2's complement of positive representations.</p>
LOGICAL	<p>1 byte/ 1/4 storage unit</p> <p>Zero (false) or non-zero (true)</p> <p>A non-zero valued byte indicates true (the logical constant .TRUE. is represented by the hexadecimal value FF). A zero valued byte indicates false.</p> <p>When used as an arithmetic value, a Logical datum is treated as an Integer in the range -128 to +127.</p>
REAL	<p>4 bytes/ 1 storage unit</p> <p>Characteristic      S      Mantissa Mantissa              (continued)</p> <p>The first byte is the characteristic expressed in excess 200 (octal) notation; i.e., a value of 200 (octal) corresponds to a binary exponent of 0. Values less than 200 (octal) correspond to negative exponents, and values greater than 200 correspond to positive exponents. By definition, if the characteristic is zero, the entire number is zero.</p> <p>The next three bytes constitute the mantissa. The mantissa is always normalized such that the high order bit is one, eliminating the need to actually save that bit. The high bit is used instead to indicate the sign of the number. A one indicates a negative number, and zero indicates a positive number. The mantissa is assumed to be a binary fraction whose binary point is to the left of the mantissa.</p>

**DOUBLE  
PRECISION**

8 bytes/ 2 storage units

The internal form of Double Precision data is identical with that of Real data except Double Precision uses 4 extra bytes for the mantissa.

## SECTION 4

## FORTRAN EXPRESSIONS

A FORTRAN expression is composed of a single operand or a string of operands connected by operators. Two expression types --Arithmetic and Logical-- are provided by FORTRAN. The operands, operators and rules of use for both types are described in the following paragraphs.

4.1 ARITHMETIC EXPRESSIONS

The following rules define all permissible arithmetic expression forms:

1. A constant, variable name, array element reference or FUNCTION reference (Section 9) standing alone is an expression.

Examples:

S(I)            JOBNO    217            17.26    SQRT(A+B)

2. If E is an expression whose first character is not an operator, then +E and -E are called signed expressions.

Examples

-S +JOBNO   -217            +17.26    -SQRT(A+B)

3. If E is an expression, then (E) means the quantity resulting when E is evaluated.

Examples:

(-A)            -(JOBNO)            -(X+1)    (A-SQRT(A+B))

4. If E is an unsigned expression and F is any expression, then: F+E, F-E, F\*E, F/E and F\*\*E are all expressions.

Examples:

-(B(I,J)+SQRT(A+B(K,L)))  
1.7E-2\*\*(X+5.0)  
-(B(I+3,3\*J+5)+A)

5. An evaluated expression may be Integer, Real, Double Precision, or Logical. The type is determined by the data types of the elements of the expression. If the elements of the expression are not all of the same type, the type of the expression is determined by the element having the highest type. The type hierarchy (highest to lowest) is as follows: DOUBLE PRECISION, REAL, INTEGER, LOGICAL.
6. Expressions may contain nested parenthesized elements as in the following:

$$A*(Z-((Y+X)/T))^{**}J$$

where  $Y+X$  is the innermost element,  $(Y+X)/T$  is the next innermost,  $Z-((Y+X)/T)$  the next. In such expressions, care should be taken to see that the number of left parentheses and the number of right parentheses are equal.

#### 4.2 EXPRESSION EVALUATION

Arithmetic expressions are evaluated according to the following rules:

1. Parenthesized expression elements are evaluated first. If parenthesized elements are nested, the innermost elements are evaluated, then the next innermost until the entire expression has been evaluated.
2. Within parentheses and/or wherever parentheses do not govern the order or evaluation, the hierarchy of operations in order of precedence is as follows:
  - a. FUNCTION evaluation
  - b. Exponentiation
  - c. Multiplication and Division
  - d. Addition and Subtraction

##### Example:

The expression

$$A*(Z-((Y+R)/T))^{**}J+VAL$$

is evaluated in the following sequence:

```
Y+R  = e1
(e1)/T = e2
Z-e2  = e3
e3**J  = e4
A*e4   = e5
e5+VAL = e6
```

3. The expression  $X^{**}Y^{**}Z$  is not allowed. It should be written as follows:

$(X^{**}Y)^{**}Z$       or    $X^{**}(Y^{**}Z)$

4. Use of an array element reference requires the evaluation of its subscript. Subscript expressions are evaluated under the same rules as other expressions.

#### 4.3 LOGICAL EXPRESSIONS

A Logical Expression may be any of the following:

1. A single Logical Constant (i.e., `.TRUE.` or `.FALSE.`), a Logical variable, Logical Array Element or Logical FUNCTION reference (see FUNCTION, Section 9).
2. Two arithmetic expressions separated by a relational operator (i.e., a relational expression).
3. Logical operators acting upon logical constants, logical variables, logical array elements, logical FUNCTIONS, relational expressions or other logical expressions.



The value of a logical expression is always either `.TRUE.` or `.FALSE.`

#### 4.3.1 RELATIONAL EXPRESSIONS

The general form of a relational expression is as follows:

$$e1 \ r \ e2$$

where `e1` and `e2` are arithmetic expressions and `r` is a relational operator. The six relational operators are as follows:

<code>.LT.</code>	Less Than
<code>.LE.</code>	Less than or equal to
<code>.EQ.</code>	Equal to
<code>.NE.</code>	Not equal to
<code>.GT.</code>	Greater than
<code>.GE.</code>	Greater than or equal to

The value of the relational expression is `.TRUE.` if the condition defined by the operator is met. Otherwise, the value is `.FALSE.`

##### Examples:

```
A.EQ.B
(A**J).GT.(ZAP*(RHO*TAU-ALPH))
```

#### 4.3.2 LOGICAL OPERATORS

Table 4-1 lists the logical operations. `U` and `V` denote logical expressions.

Table 4-1. Logical Operations

.NOT.U	The value of this expression is the logical complement of U (i.e., 1 bits become 0 and 0 bits become 1).
U.AND.V	The value of this expression is the logical product of U and V (i.e., there is a 1 bit in the result only where the corresponding bits in both U and V are 1.
U.OR.V	The value of this expression is the logical sum of U and V (i.e., there is a 1 in the result if the corresponding bit in U or V is 1 or if the corresponding bits in both U and V are 1.
U.XOR.V	The value of this expression is the exclusive OR of U and V (i.e., there is a one in the result if the corresponding bits in U and V are 1 and 0 or 0 and 1 respectively.

Examples:

If U = 01101100 and V = 11001001 , then

.NOT.U = 10010011  
U.AND.V = 01001000  
U.OR.V = 11101101  
U.XOR.V = 10100101

The following are additional considerations for construction of Logical expressions:

1. Any Logical expression may be enclosed in parentheses. However, a Logical expression to which the `.NOT.` operator is applied must be enclosed in parentheses if it contains two or more elements.
2. In the hierarchy of operations, parentheses may be used to specify the ordering of the expression evaluation. Within parentheses, and where parentheses do not dictate evaluation order, the order is understood to be as follows:
  - a. FUNCTION Reference
  - b. Exponentiation (`**`)
  - c. Multiplication and Division (`*` and `/`)
  - d. Addition and Subtraction (`+` and `-`)
  - e. `.LT.`, `.LE.`, `.EQ.`, `.NE.`, `.GT.`, `.GE.`
  - f. `.NOT.`
  - g. `.AND.`
  - h. `.OR.`, `.XOR.`

Examples:

The expression

```
X .AND. Y .OR. B(3,2) .GT. Z
```

is evaluated as

```
e1 = B(3,2).GT.Z
e2 = X .AND. Y
e3 = e2 .OR. e1
```

The expression

```
X .AND. (Y .OR. B(3,2) .GT. Z)
```

is evaluated as

```
e1 = B(3,2) .GT. Z
e2 = Y .OR. e1
e3 = X .AND. e2
```

3. It is invalid to have two contiguous logical operators except when the second operator is `.NOT.`

That is,

.AND..NOT.

and

.OR..NOT.

are permitted.

Example:

A.AND..NOT.B      is permitted

A.AND..OR.B      is not permitted

#### 4.4 HOLLERITH, LITERAL, AND HEXADECIMAL CONSTANTS IN EXPRESSIONS

Hollerith, Literal, and Hexadecimal constants are allowed in expressions in place of Integer constants. These special constants always evaluate to an Integer value and are therefore limited to a length of two bytes. The only exceptions to this are:

1. Long Hollerith or Literal constants may be used as subprogram parameters.
2. Hollerith, Literal, or Hexadecimal constants may be up to four bytes long in DATA statements when associated with Real variables, or up to eight bytes long when associated with Double Precision variables.

## SECTION 5

## REPLACEMENT STATEMENTS

Replacement statements define computations and are used similarly to equations in normal mathematical notation. They are of the following form:

$$v = e$$

where  $v$  is any variable or array element and  $e$  is an expression.

FORTRAN semantics defines the equality sign (=) as meaning to be replaced by rather than the normal is equivalent to. Thus, the object program instructions generated by a replacement statement will, when executed, evaluate the expression on the right of the equality sign and place that result in the storage space allocated to the variable or array element on the left of the equality sign.

The following conditions apply to replacement statements:

1. Both  $v$  and the equality sign must appear on the same line. This holds even when the statement is part of a logical IF statement (section 7).

Example:

```
C IN A REPLACEMENT STATEMENT THE '='  
C      MUST BE IN THE INITIAL LINE.  
      A(5,3) =  
1      B(7,2) + SIN(C)
```

The line containing  $v=$  must be the initial line of the statement unless the statement is part of a logical IF statement. In that case the  $v=$  must occur no later than the end of the first line after the end of the IF.

2. If the data types of the variable,  $v$ , and the expression,  $e$ , are different, then the value determined by the expression will be converted, if possible, to conform to the typing of the variable. Table 5-1 shows which type expressions may be equated to which type of variable. Y indicates a valid replacement and N indicates an invalid replacement. Footnotes to Y indicate conversion considerations.

Table 5-1. Replacement By Type

Variable Types	Expression Types (e)			
	Integer	Real	Logical	Double
Integer	Y	Ya	Yb	Ya
Real	Yc	Y	Yc	Ye
Logical	Yd	Ya	Y	Ya
Double	Yc	Y	Yc	Y

- a. The Real expression value is converted to Integer, truncated if necessary to conform to the range of Integer data.
- b. The sign is extended through the second byte.
- c. The variable is assigned the Real approximation of the Integer value of the expression.
- d. The variable is assigned the truncated value of the Integer expression (the low-order byte is used, regardless of sign).
- e. The variable is assigned the rounded value of the Real expression.

## SECTION 6

## SPECIFICATION STATEMENTS

Specification statements are non-executable, non-generative statements which define data types of variables and arrays, specify array dimensionality and size, allocate data storage or otherwise supply determinative information to the FORTRAN processor. DATA initialization statements are non-executable, but generate object program data and establish initial values for variable data.

6.1 SPECIFICATION STATEMENTS

There are six kinds of specification statements. They are as follows:

- Type, EXTERNAL, and DIMENSION statements
- COMMON statements
- EQUIVALENCE statements
- DATA initialization statements

All specification statements are grouped at the beginning of a program unit and must be ordered as they appear above. Specification statements may be preceded only by a FUNCTION, SUBROUTINE, PROGRAM or BLOCK DATA statement. All specification statements must precede statement functions and the first executable statement.

6.2 ARRAY DECLARATORS

Three kinds of specification statements may specify array declarators. These statements are the following:

- Type statements
- DIMENSION statements
- COMMON statements

Of these, DIMENSION statements have the declaration of arrays as their sole function. The other two serve dual purposes. These statements are defined in subparagraphs 6.3, 6.5 and 6.6.

Array declarators are used to specify the name, dimensionality and sizes of arrays. An array may be declared only once in a program unit.

An array declarator has one of the following forms:

```

      ui (k)
      ui (k1,k2)
      ui (k1,k2,k3)

```

where ui is the name of the array, called the declarator name, and the k's are integer constants.

Array storage allocation is established upon appearance of the array declarator. Such storage is allocated linearly by the FORTRAN processor where the order of ascendancy is determined by the first subscript varying most rapidly and the last subscript varying least rapidly.

For example, if the array declarator AMAT(3,2,2) appears, storage is allocated for the 12 elements in the following order:

```

AMAT(1,1,1), AMAT(2,1,1), AMAT(3,1,1), AMAT(1,2,1),
AMAT(2,2,1), AMAT(3,2,1), AMAT(1,1,2), AMAT(2,1,2),
AMAT(3,1,2), AMAT(1,2,2), AMAT(2,2,2), AMAT(3,2,2)

```

### 6.3 TYPE STATEMENTS

Variable, array and FUNCTION names are automatically typed Integer or Real by the 'predefined' convention unless they are changed by Type statements. For example, the type is Integer if the first letter of an item is I, J, K, L, M or N. Otherwise, the type is Real.

Type statements provide for overriding or confirming the pre-defined convention by specifying the type of an item. In addition, these statements may be used to declare arrays.

Type statements have the following general form:

```

      t v1,v2,...vn

```

where t represents one of the terms INTEGER, INTEGER\*1, INTEGER\*2, REAL, REAL\*4, REAL\*8, DOUBLE PRECISION, LOGICAL, LOGICAL\*1, LOGICAL\*2, or BYTE. Each v is an array declarator or a variable, array or FUNCTION name. The INTEGER\*1, INTEGER\*2, REAL\*4, REAL\*8, LOGICAL\*1, and LOGICAL\*2 types are allowed for readability and compatibility with other FORTRANs. BYTE, INTEGER\*1, LOGICAL\*1, and LOGICAL are all equivalent; INTEGER\*2, LOGICAL\*2, and INTEGER are equivalent; REAL and REAL\*4 are equivalent; DOUBLE PRECISION and REAL\*8 are equivalent.



Example:

```
REAL AMAT(3,3,5),BX,IETA,KLPH
```

## NOTE

1. AMAT and BX are redundantly typed.
2. IETA and KLPH are unconditionally declared Real.
3. AMAT(3,3,5) is a constant array declarator specifying an array of 45 elements.

Example:

```
INTEGER M1, HT, JMP(15), FL
```

## NOTE

M1 is redundantly typed here. Typing of HT and FL by the pre-defined convention is overridden by their appearance in the INTEGER statement. JMP(15) is a constant array declarator. It redundantly types the array elements as Integer and communicates to the processor the storage requirements and dimensionality of the array.

Example:

```
LOGICAL L1, TEMP
```

## NOTE

All variables, arrays or FUNCTIONS required to be typed Logical must appear in a LOGICAL statement, since no starting letter indicates these types by the default convention.

#### 6.4 EXTERNAL STATEMENTS

EXTERNAL statements have the following form:

```
EXTERNAL u1,u2,...,un
```

where each  $u_i$  is a SUBROUTINE, BLOCK DATA or FUNCTION name. When the name of a subprogram is used as an argument in a subprogram reference, it must have appeared in a preceding EXTERNAL statement.

When a BLOCK DATA subprogram is to be included in a program load, its name must have appeared in an EXTERNAL statement within the main program unit.

For example, if SUM and AFUNC are subprogram names to be used as arguments in the subroutine SUBR, the following statements would appear in the calling program unit:

```
.  
.   
.   
EXTERNAL SUM, AFUNC  
.   
.   
.   
CALL SUBR(SUM,AFUNC,X,Y)
```

#### 6.5 DIMENSION STATEMENTS

A DIMENSION statement has the following form:

```
DIMENSION u1,u2,u3,...,un
```

where each  $u_i$  is an array declarator.

Example:

```
DIMENSION RAT(5,5),BAR(20)
```

This statement declares two arrays - the 25 element array RAT and the 20 element array BAR.

#### 6.6 COMMON STATEMENTS

COMMON statements are non-executable, storage allocating statements which assign variables and arrays to a storage area called COMMON storage and provide the facility for various program units to share the use of the same storage area.

COMMON statements are expressed in the following form:

```
COMMON /Y1/A1/Y2/A2/.../Yn/An
```

where each  $Y_i$  is a COMMON block storage name and each  $A_i$  is a sequence of variable names, array names or constant array declarators, separated by commas. The elements in  $A_i$  make up the COMMON block storage area specified by the name  $Y_i$ . If any  $Y_i$  is omitted leaving two consecutive slash characters (//), the block of storage so indicated is called blank COMMON. If the first block name ( $Y_1$ ) is omitted, the two slashes may be omitted.

Example:

```
COMMON /AREA/A,B,C/BDATA/X,Y,Z,  
X                      FL,ZAP(30)
```

In this example, two blocks of COMMON storage are allocated - AREA with space for three variables and BDATA, with space for four variables and the 30 element array, ZAP.

Example

```
COMMON //A1,B1/CDATA/ZOT(3,3)  
X                      //T2,Z3
```

In this example, A1, B1, T2 and Z3 are assigned to blank COMMON in that order. The pair of slashes preceding A1 could have been omitted.

CDATA names COMMON block storage for the nine element array, ZOT and thus ZOT (3,3) is an array declarator. ZOT must not have been previously declared. (See "Array Declarators," Paragraph 6.3.)

Additional Considerations:

1. The name of a COMMON block may appear more than once in the same COMMON statement, or in more than one COMMON statement.
2. A COMMON block name is made up of from 1 to 6 alphanumeric characters, the first of which must be a letter.
3. A COMMON block name must be different from any subprogram names used throughout the program.

4. The size of a COMMON area may be increased by the use of EQUIVALENCE statements. See "EQUIVALENCE Statements," Paragraph 6.7.
5. The lengths of COMMON blocks of the same name need not be identical in all program units where the name appears. However, if the lengths differ, the program unit specifying the greatest length must be loaded first (see the discussion of LINK-80 in the User's Guide). The length of a COMMON area is the number of storage units required to contain the variables and arrays declared in the COMMON statement (or statements) unless expanded by the use of EQUIVALENCE statements.

## 6.7 EQUIVALENCE STATEMENTS

Use of EQUIVALENCE statements permits the sharing of the same storage unit by two or more entities. The general form of the statement is as follows:

EQUIVALENCE (u1), (u2), ..., (un)

where each  $u_i$  represents a sequence of two or more variables or array elements, separated by commas. Each element in the sequence is assigned the same storage unit (or portion of a storage unit) by the processor. The order in which the elements appear is not significant.

### Example:

EQUIVALENCE (A,B,C)

The variables A, B and C will share the same storage unit during object program execution.

If an array element is used in an EQUIVALENCE statement, the number of subscripts must be the same as the number of dimensions established by the array declarator, or it must be one, where the one subscript specifies the array element's number relative to the first element of the array.

### Example:

If the dimensionality of an array, Z, has been declared as Z(3,3) then in an EQUIVALENCE statement Z(6) and Z(3,2) have the same meaning.

## Additional Considerations:

1. The subscripts of array elements must be integer constants.
2. An element of a multi-dimensional array may be referred to by a single subscript, if desired.
3. Variables may be assigned to a COMMON block through EQUIVALENCE statements.

Example:

```
COMMON /X/A,B,C
EQUIVALENCE (A,D)
```

In this case, the variables A and D share the first storage unit in COMMON block X.

4. EQUIVALENCE statements can increase the size of a block indicated by a COMMON statement by adding more elements to the end of the block.

Example:

```
DIMENSION R(2,2)
COMMON /Z/W,X,Y
EQUIVALENCE (Y,R(3))
```

The resulting COMMON block will have the following configuration:

<u>Variable</u>	<u>Storage Unit</u>
W = L(1,1)	0
X = R(2,1)	1
Y = R(1,2)	2
R(2,2)	3

The COMMON block established by the COMMON statement contains 3 storage units. It is expanded to 4 storage units by the EQUIVALENCE statement.

COMMON block size may be increased only from the last element established by the COMMON statement forward; not from its first element backward.

Note that EQUIVALENCE (X,R(3)) would be invalid in the example. The COMMON statement established W as the first element in the COMMON block and an attempt to make X and R(3) equivalent would be an attempt to make R(1) the first element.

5. It is invalid to EQUIVALENCE two elements of the same array or two elements belonging to the same or different COMMON blocks.

Example:

```

      DIMENSION XTABLE (20), D(5)
      COMMON A,B(4)/ZAP/C,X
      .
      .
      .
      EQUIVALENCE (XTABLE (6),A(7)
X                B(3),XTABLE(5)),
Y                (B(3),D(5))
      .
      .
      .

```

This EQUIVALENCE statement has the following errors:

1. It attempts to EQUIVALENCE two elements of the same array, XTABLE(6) and XTABLE(15).
2. It attempts to EQUIVALENCE two elements of the same COMMON block, A(7) and B(3).
3. Since A is not an array, A(7) is an illegal reference.
4. Making B(3) equivalent to D(5) extends COMMON backwards from its defined starting point.

## 6.8 DATA INITIALIZATION STATEMENT

The DATA initialization statement is a non-executable statement which provides a means of compiling data values into the object program and assigning these data to variables and array elements referenced by other statements.

The statement is of the following form:

```
DATA list/u1,u2,...,un/,list.../uk,uk+1,...uk+n/
```

where "list" represents a list of variable, array or array element names, and the  $u_i$  are constants corresponding in number to the elements in the list. An exception to the one-for-one correspondence of list items to constants is that an array name (unsubscripted) may appear in the

list, and as many constants as necessary to fill the array may appear in the corresponding position between slashes. Instead of *ui*, it is permissible to write *k\*ui* in order to declare the same constant, *ui*, *k* times in succession. *k* must be a positive integer. Dummy arguments may not appear in the list.

Example:

```
DIMENSION C(7)
DATA A, B, C(1),C(3)/14.73,
X          -8.1,2*7.5/
```

This implies that

A=14.73, B=-8.1, C(1)=7.5, C(3)=7.5

The type of each constant *ui* must match the type of the corresponding item in the list, except that a Hollerith or Literal constant may be paired with an item of any type.

When a Hollerith or Literal constant is used, the number of characters in its string should be no greater than four times the number of storage units required by the corresponding item, i.e., 1 character for a Logical variable, up to 2 characters for an Integer variable and 4 or fewer characters for a Real variable.

If fewer Hollerith or Literal characters are specified, trailing blanks are added to fill the remainder of storage.

Hexadecimal data are stored in a similar fashion. If fewer Hexadecimal characters are used, sufficient leading zeros are added to fill the remainder of the storage unit.

The examples below illustrate many of the features of the DATA statement.

```
DIMENSION HARY (2)
DATA HARY,B/ 4HTHIS, 4H OK.
1      ,7.86/
```

```
REAL LIT(2)
LOGICAL LT,LF
DIMENSION H4(2,2),PI3(3)
DATA A1,B1,K1,LT,LF,H4(1,1),H4(2,1)
1      H4(1,2),H4(2,2),PI3/5.9,2.5E-4,
2      64,.FALSE.,.TRUE.,1.75E-3,
3      0.85E-1,2*75.0,1.,2.,3.14159/
4      LIT(1)/'NOGO'/'
```



## SECTION 7

## FORTRAN CONTROL STATEMENTS

FORTRAN control statements are executable statements which affect and guide the logical flow of a FORTRAN program. The statements in this category are as follows:

1. GO TO statements:
  1. Unconditional GO TO
  2. Computed GO TO
  3. Assigned GO TO
2. ASSIGN
3. IF statements:
  1. Arithmetic IF
  2. Logical IF
4. DO
5. CONTINUE
6. STOP
7. PAUSE
8. CALL
9. RETURN

When statement labels of other statements are a part of a control statement, such statement labels must be associated with executable statements within the same program unit in which the control statement appears.

### 7.1 GO TO STATEMENTS

#### 7.1.1 UNCONDITIONAL GO TO

Unconditional GO TO statements are used whenever control is to be transferred unconditionally to some other statement within the program unit.

The statement is of the following form:

```
GO TO k
```

where k is the statement label of an executable statement in the same program unit.

Example:

```
GO TO 376
310  A(7) = V1 -A(3)
      .
      .
376  A(2) =VECT
      GO TO 310
```

In these statements, statement 376 is ahead of statement 310 in the logical flow of the program of which they are a part.

7.1.2 COMPUTED GO TO

Computed GO TO statements are of the form:

```
GO TO (k1,k2,...,n),j
```

where the  $k_i$  are statement labels, and  $j$  is an integer variable,  $1 \leq j \leq n$ .

This statement causes transfer of control to the statement labeled  $k_j$ . If  $j < 1$  or  $j > n$ , control will be passed to the next statement following the Computed GOTO.

Example:

```
J=3
      .
      .
      .
      GO TO(7, 70, 700, 7000, 70000), J
310  J=5
      GO TO 325
```

When  $J = 3$ , the computed GO TO transfers control to statement 700. Changing  $J$  to equal 5 changes the transfer to statement 70000. Making  $J = 0$  or  $J = 6$  would cause control to be transferred to statement 310.

7.1.3 ASSIGNED GO TO

Assigned GO TO statements are of the following

form:

```
GO TO j, (k1, k2, ..., kn)
```

or

```
GOTO J
```

where J is an integer variable name, and the  $k_i$  are statement labels of executable statements. This statement causes transfer of control to the statement whose label is equal to the current value of J.

#### Qualifications

1. The ASSIGN statement must logically precede an assigned GO TO.
2. The ASSIGN statement must assign a value to J which is a statement label included in the list of k's, if the list is specified.

#### Example:

```
GO TO LABEL, (80, 90, 100)
```

Only the statement labels 80, 90 or 100 may be assigned to LABEL.

## 7.2 ASSIGN STATEMENT

This statement is of the following form:

```
ASSIGN j TO i
```

where j is a statement label of an executable statement and i is an integer variable.

The statement is used in conjunction with each assigned GO TO statement that contains the integer variable i. When the assigned GO TO is executed, control will be transferred to the statement labeled j.

Example:

```

      ASSIGN 100 TO LABEL
      .
      .
      .
      ASSIGN 90 TO LABEL
      GO TO LABEL, (80,90,100)

```

7.3 IF STATEMENT

IF statements transfer control to one of a series of statements depending upon a condition. Two types of IF statements are provided:

Arithmetic IF  
Logical IF

7.3.1 ARITHMETIC IF

The arithmetic IF statement is of the form:

```
IF(e) m1,m2,m3
```

where e is an arithmetic expression and m1, m2 and m3 are statement labels.

Evaluation of expression e determines one of three transfer possibilities:

If e is:	Transfer to:
< 0	m1
= 0	m2
> 0	m3

Examples:

Statement	Expression Value	Transfer to
IF (A) 3,4,5	15	5
IF (N-1) 50,73,9	0	73
IF (AMTX(2,1,2)) 7,2,1	-256	7

7.3.2 LOGICAL IF

The Logical IF statement is of the form:

```
IF (u)s
```

where u is a Logical expression and s is any executable statement except a DO statement (see 7.4) or another Logical IF statement. The Logical

expression *u* is evaluated as `.TRUE.` or `.FALSE.`. Section 4 contains a discussion of Logical expressions.

#### Control Conditions:

If *u* is `FALSE`, the statement *s* is ignored and control goes to the next statement following the Logical IF statement. If, however, the expression is `TRUE`, then control goes to the statement *s*, and subsequent program control follows normal conditions.

If *s* is a replacement statement (*v* = *e*, Section 5), the variable and equality sign (=) must be on the same line, either immediately following `IF(u)` or on a separate continuation line with the line spaces following `IF(u)` left blank. See example 4 below.

#### Examples:

1. `IF(I.GT.20) GO TO 115`
2. `IF(Q.AND.R) ASSIGN 10 TO J`
3. `IF(Z) CALL DECL(A,B,C)`
4. `IF(A.OR.B.LE.PI/2) I=J`
5. `IF(A.OR.B.LE.PI/2)`  
    `X      I=J`

### 7.4 DO STATEMENT

The DO statement, as implemented in FORTRAN, provides a method for repetitively executing a series of statements. The statement takes of one of the two following forms:

1) `DO k i = m1,m2,m3`

or

2) `DO k i = m1,m2`

where *k* is a statement label, *i* is an integer or logical variable, and *m1*, *m2* and *m3* are integer constants or integer or logical variables.

If *m3* is 1, it may be omitted as in 2) above.

The following conditions and restrictions govern the use of DO statements:

1. The DO and the first comma must appear on the initial line.
2. The statement labeled k, called the terminal statement, must be an executable statement.
3. The terminal statement must physically follow its associated DO, and the executable statements following the DO, up to and including the terminal statement, constitute the range of the DO statement.
4. The terminal statement may not be an Arithmetic IF, GO TO, RETURN, STOP, PAUSE or another DO.
5. If the terminal statement is a logical IF and its expression is .FALSE., then the statements in the DO range are reiterated.

If the expression is .TRUE., the statement of the logical IF is executed and then the statements in the DO range are reiterated. The statement of the logical IF may not be a GO TO, Arithmetic IF, RETURN, STOP or PAUSE.

6. The controlling integer variable, i, is called the index of the DO range. The index must be positive and may not be modified by any statement in the range.
7. If m1, m2, and m3 are Integer\*1 variables or constants, the DO loop will execute faster and be shorter, but the range is limited to 127 iterations. For example, the loop overhead for a DO loop with a constant limit and an increment of 1 depends upon the type of the index variable as follows:

Index Variable Type	Overhead	
	Microseconds	Bytes
INTEGER*2	35.5	19
INTEGER*1	24	14

8. During the first execution of the statements in the DO range, i is equal to m1; the second execution,  $i = m1 + m3$ ; the third,  $i = m1 + 2 * m3$ , etc., until i is equal to the highest value in this sequence less than or equal to m2, and then the DO is said to be satisfied. The statements in the DO range will always be executed at least once, even if  $m1 \leq m2$ .

When the DO has been satisfied, control passes to the statement following the terminal

statement, otherwise control transfers back to the first executable statement following the DO statement.

Example:

The following example computes

100  
Sigma  $A_i$  where  $a$  is a one-dimensional array  
 $i=1$

```
100  DIMENSION A(100)
      .
      .
      .
      SUM = A(1)
      DO 31 I = 2,100
31    SUM =SUM + A(I)

      END
```

9. The range of a DO statement may be extended to include all statements which may logically be executed between the DO and its terminal statement. Thus, parts of the DO range may be situated such that they are not physically between the DO statement and its terminal statement but are executed logically in the DO range. This is called the extended range.

Example:

```
      DIMENSION A(500), B(500)
      .
      .
      .
      DO 50 I = 10, 327, 3
      .
      .
      .
      IF (V7 -C*C) 20,15,31
30    .
      .
      .
      50  A(I) = B(I) + C
      .
      .
      .
      20  C = C - .05
          GO TO 50
      31  C=C+ .0125
          GO TO 30
```

10. It is invalid to transfer control into the range of a DO statement not itself in the range or extended range of the same DO statement.
11. Within the range of a DO statement, there may be other DO statements, in which case the DO's must be nested. That is, if the range of one DO contains another DO, then the range of the inner DO must be entirely included in the range of the outer DO.

The terminal statement of the inner DO may also be the terminal statement of the outer DO.

For example, given a two dimensional array A of 15 rows and 15 columns, and a 15 element one-dimensional array B, the following statements compute the 15 elements of array C to the formula:

```

          15
      Ck =Sigma      AkjBm, k = 1,2,...,15
          j=1

      DIMENSION A(15,15), B(15), C(15)
      .
      .
      .
      DO 80 K =1,15
      C(K) = 0.0
      DO 80 J=1,15
80  C(K) = C(K) +A(K,J) * B(J)
      .
      .
      .

```

## 7.5 CONTINUE STATEMENT

CONTINUE is classified as an executable statement. However, its execution does nothing. The form of the CONTINUE statement is as follows:

```
CONTINUE
```

CONTINUE is frequently used as the terminal statement in a DO statement range when the statement which would normally be the terminal statement is one of those which are not allowed or is only executed conditionally.



Example:

```
      DO 5 K = 1,10
      .
      .
      .
      IF (C2) 5,6,6
6     CONTINUE
      .
      .
      .
      C2 = C2 +.005
5     CONTINUE
```

7.6 STOP STATEMENT

A STOP statement has one of the following forms:

STOP

or

STOP c

where c is any string of one to six characters.

When STOP is encountered during execution of the object program, the characters c (if present) are displayed on the operator control console and execution of the program terminates.

The STOP statement, therefore, constitutes the logical end of the program.

7.7 PAUSE STATEMENT

A PAUSE statement has one of the following forms:

PAUSE

or

PAUSE c

where c is any string of up to six characters.

When PAUSE is encountered during execution of the object program, the characters c (if present) are displayed on the operator control console and execution of the program ceases.

The decision to continue execution of the program is not under control of the program. If execution

is resumed through intervention of an operator without otherwise changing the state of the processor, the normal execution sequence, following PAUSE, is continued.

Execution may be terminated by typing a "T" at the operator console. Typing any other character will cause execution to resume.

#### 7.8 CALL STATEMENT

CALL statements control transfers into SUBROUTINE subprograms and provide parameters for use by the subprograms. The general forms and detailed discussion of CALL statements appear in Section 9, FUNCTIONS AND SUBPROGRAMS.

#### 7.9 RETURN STATEMENT

The form, use and interpretation of the RETURN statement is described in Section 9.

#### 7.10 END STATEMENT

The END statement must physically be the last statement of any FORTRAN program. It has the following form:

END

The END statement is an executable statement and may have a statement label. It causes a transfer of control to be made to the system exit routine \$EX, which returns control to the operating system.

## SECTION 8

### INPUT / OUTPUT

FORTRAN provides a series of statements which define the control and conditions of data transmission between computer memory and external data handling or mass storage devices such as magnetic tape, disk, line printer, punched card processors, keyboard printers, etc.

These statements are grouped as follows:

1. Formatted READ and WRITE statements which cause formatted information to be transmitted between the computer and I/O devices.
2. Unformatted READ and WRITE statements which transmit unformatted binary data in a form similar to internal storage.
3. Auxiliary I/O statements for positioning and demarcation of files.
4. ENCODE and DECODE statements for transferring data between memory locations.
5. FORMAT statements used in conjunction with formatted record transmission to provide data conversion and editing information between internal data representation and external character string forms.

#### 8.1 FORMATTED READ/WRITE STATEMENTS

##### 8.1.1 FORMATTED READ STATEMENTS

A formatted READ statement is used to transfer information from an input device to the computer.

Two forms of the statement are available, as follows:

```
READ (u,f,ERR=L1,END=L2) k
```

or

```
READ (u,f,ERR=L1,END=L2)
```

where:

u - specifies a Physical and Logical Unit Number  
and may be either an unsigned integer or an

integer variable in the range 1 through 255. If an Integer variable is used, an Integer value must be assigned to it prior to execution of the READ statement.

Units 1, 3, 4, and 5 are preassigned to the console Teletypewriter. Unit 2 is preassigned to the Line Printer (if one exists). Units 6-10 are preassigned to Disk Files (see Appendix E). These units, as well as units 11 - 255, may be re-assigned by the user (see Appendix B).

- f - is the statement label of the FORMAT statement describing the type of data conversion to be used within the input transmission or it may be an array name, in which case the formatting information may be input to the program at the execution time. (See 8.7.10)
- L1- is the FORTRAN label on the statement to which the I/O processor will transfer control if an I/O error is encountered.
- L2- is the FORTRAN label on the statement to which the I/O processor will transfer control if an End-of-File is encountered.
- k - is a list of variable names, separated by commas, specifying the input data.

READ (u,f)k is used to input a number of items, corresponding to the names in the list k, from the file on logical unit u, and using the FORMAT statement f to specify the external representation of these items (FORMAT statements, 8.7) The ERR= and END= clauses are optional. If not specified, I/O errors and End-of-Files cause fatal runtime errors.

The following notes further define the function of the READ (u,f)k statement:

1. Each time execution of the READ statement begins, a new record from the input file is read.
2. The number of records to be input by a single READ statement is determined by the list, k, and format specifications.
3. The list k specifies the number of items to be read from the input file and the locations into which they are to be stored.

4. Any number of items may appear in a single list and the items may be of different data types.
5. If there are more quantities in an input record than there are items in the list, only the number of quantities equal to the number of items in the list are transmitted. Remaining quantities are ignored.
6. Exact specifications for the list *k* are described in 8.6.

Examples:

1. Assume that four data entries are punched in a card, with three blank columns separating each, and that the data have field widths of 3, 4, 2 and 5 characters respectively starting in column 1 of the card. The statements

```
      READ(5,20)K,L,M,N
20  FORMAT(I3,3X,I4,3X,I2,3X,I5)
```

will read the card (assuming the Logical Unit Number 5 has been assigned to the card reader) and assign the input data to the variables K, L, M and N. The FORMAT statement could also be

```
20  FORMAT(I3,I7,I5,I8)
```

See 8.7 for complete description of FORMAT statements.

2. Input the quantities of an array (ARRY):

```
      READ(6,21)ARRY
```

Only the name of the array needs to appear in the list (see 8.6). All elements of the array ARRY will be read and stored using the appropriate formatting specified by the FORMAT statement labeled 21.

READ(*u*,*k*) may be used in conjunction with a FORMAT statement to read H-type alphanumeric data into an existing H-type field (see Hollerith Conversions, 8.7.3).

For example, the statements

```
      READ(I,25)
      .
      .
      .
25  FORMAT(10HABCDEFGHJIJ)
```

cause the next 10 characters of the file on input device I to be read and replace the characters ABCDEFGHIJ in the FORMAT statement.

### 8.1.2 FORMATTED WRITE STATEMENTS

A formatted WRITE statement is used to transfer information from the computer to an output device.

Two forms of the statement are available, as follows:

```
WRITE(u,f,ERR=L1,END=L2)k
```

or

```
WRITE (u,f,ERR=L1,END=L2)
```

where:

u - specifies a Logical Unit Number.

f - is the statement label of the FORMAT statement describing the type of data conversion to be used with the output transmission.

L1- specifies an I/O error branch.

L2- specifies an EOF branch.

k - is a list of variable names separated by commas, specifying the output data.

WRITE (u,f)k is used to output the data specified in the list k to a file on logical unit u using the FORMAT statement f to specify the external representation of the data (see FORMAT statements, 8.7). The following notes further define the function of the WRITE statement:

1. Several records may be output with a single WRITE statement, with the number determined by the list and FORMAT specifications.
2. Successive data are output until the data specified in the list are exhausted.
3. If output is to a device which specifies fixed length records and the data specified in the list do not fill the record, the remainder of the record is filled with blanks.

Example:

```
WRITE(2,10)A,B,C,D
```

The data assigned to the variables A, B, C and D are output to Logical Unit Number 2, formatted according to the FORMAT statement labeled 10.

WRITE(u,f) may be used to write alphanumeric information when the characters to be written are specified within the FORMAT statement. In this case a variable list is not required.

For example, to write the characters 'H CONVERSION' on unit 1,

```
WRITE(1,26)
.
.
.
26 FORMAT (12HH CONVERSION)
```

## 8.2 UNFORMATTED READ/WRITE

Unformatted I/O (i.e. without data conversion) is accomplished using the statements:

```
READ(u,ERR=L1,END=L2) k
```

```
WRITE(u,ERR=L1,END=L2) k
```

where:

u - specifies a Logical Unit Number.

L1- specifies an I/O error branch.

L2- specifies an EOF branch.

k - is a list of variable names, separated by commas, specifying the I/O data.

The following notes define the functions of unformatted I/O statements.

1. Unformatted READ/WRITE statements perform memory-image transmission of data with no data conversion or editing.
2. The amount of data transmitted corresponds to the number of variables in the list k.

3. The total length of the list of variable names in an unformatted READ must not be longer than the record length. If the logical record length and the length of the list are the same, the entire record is read. If the length of the list is shorter than the logical record length the unread items in the record are skipped.
4. The WRITE(a)k statement writes one logical record.
5. A logical record may extend across more than one physical record.

### 8.3 DISK FILE I/O

A READ or WRITE to a disk file (LUN 6-10) automatically OPENS the file for I/O. The file remains open until closed by an ENDFILE command (see Section 8.4) or until normal program termination.

#### NOTE

Exercise caution when doing sequential output to disk files. If output is done to an existing file, the existing file will be deleted and replaced with a new file of the same name.

#### 8.3.1 RANDOM DISK I/O

SEE ALSO SECTION 3 OF YOUR MICROSOFT FORTRAN USER'S MANUAL.

Some versions of FORTRAN-80 also provide random disk I/O. For random disk access, the record number is specified by using the REC=n option in the READ or WRITE statement. For example:

```
I = 10
WRITE (6,20,REC=I,ERR=50) X, Y, Z
.
.
.
```

This program segment writes record 10 on LUN 6. If a previous record 10 exists, it is written over. If no record 10 exists, the file is extended to



create one. Any attempt to read a non-existent record results in an I/O error.

In random access files, the record length varies with different versions of FORTRAN. See Section 3 of your Microsoft FORTRAN User's Manual. It is recommended that any file you wish to read randomly be created via FORTRAN (or Microsoft BASIC) random access statements. Files created this way (using either binary or formatted WRITE statements) will zero-fill each record to the proper length if the data does not fill the record.

Any disk file that is OPENed by a READ or WRITE statement is assigned a default filename that is specific to the operating system. See also Section 3 of the FORTRAN User's Manual.

### 8.3.2 OPEN SUBROUTINE

Alternatively, a file may be OPENed using the OPEN subroutine. LUNs 1-5 may also be assigned to disk files with OPEN. The OPEN subroutine allows the program to specify a filename and device to be associated with a LUN.

An OPEN of a non-existent file creates a null file of the appropriate name. An OPEN of an existing file followed by sequential output deletes the existing file. An OPEN of an existing file followed by an input allows access to the current contents of the file.

The form of an OPEN call varies under different operating systems. See your Microsoft FORTRAN User's Manual, Section 3.

### 8.4 AUXILIARY I/O STATEMENTS

Three auxiliary I/O statements are provided:

```
BACKSPACE u
REWIND u
ENDFILE u
```

The actions of all three statements depend on the LUN with which they are used (see Appendix B). When the LUN is for a terminal or line printer, the three statements are defined as no-ops.

When the LUN is for a disk drive, the ENDFILE and REWIND commands allow further program control of disk files. ENDFILE u closes the file associated with LUN u. REWIND u closes the file associated

with LUN u, then opens it again. BACKSPACE is not implemented at this time, and therefore causes an error if used.

## 8.5 ENCODE/DECODE

ENCODE and DECODE statements transfer data, according to format specifications, from one section of memory to another. DECODE changes data from ASCII format to the specified format. ENCODE changes data of the specified format into ASCII format. The two statements are of the form:

```
ENCODE(A,F) K  
DECODE(A,F) K
```

where;

```
A is an array name  
F is FORMAT statement number  
K is an I/O List
```

DECODE is analogous to a READ statement, since it causes conversion from ASCII to internal format. ENCODE is analogous to a WRITE statement, causing conversion from internal formats to ASCII.

## NOTE

Care should be taken that the array A is always large enough to contain all of the data being processed. There is no check for overflow. An ENCODE operation which overflows the array will probably wipe out important data following the array. A DECODE operation which overflows will attempt to process the data following the array.

8.6 INPUT/OUTPUT LIST SPECIFICATIONS

Most forms of READ/WRITE statements may contain an ordered list of data names which identify the data to be transmitted. The order in which the list items appear must be the same as that in which the corresponding data exists (Input), or will exist (Output) in the external I/O medium.

Lists have the following form:

m1,m2,...,mn

where the m<sub>i</sub> are list items separated by commas, as shown.

8.6.1 LIST ITEM TYPES

A list item may be a single datum identifier or a multiple data identifier.

1. A single datum identifier item is the name of a variable or array element. One or more of these items may be enclosed in parentheses without changing their intended meaning.

Examples:

A  
C(26,1),R,K,D,(I,J)  
B,I(10,10),S,(R,K),F(1,25)

## NOTE

The entry (I,J) defines two items in a list while (26,1) is a subscript.

2. Multiple data identifier items are in two forms:

- a. An array name appearing in a list without subscript(s) is considered equivalent to the listing of each successive element of the array.

Example:

If B is a two dimensional array, the list item B is equivalent to: B(1,1),B(2,1),B(3,1)...., B(1,2),B(2,2)....,B(j,k).

where j and k are the subscript limits of B.

- b. DO-implied items are lists of one or more single datum identifiers or other DO-implied items followed by a comma character and an expression of the form:

$$i = m1,m2,m3 \text{ or } i = m1,m2$$

and enclosed in parentheses.

The elements i,m1,m2,m3 have the same meaning as defined for the DO statement. The DO implication applies to all list items enclosed in parentheses with the implication.

Examples:

DO-Implied Lists	Equivalent Lists
(X(I),I=1,4)	X(1),X(2),X(3),X(4)
(Q(J),R(J),J=1,2)	Q(1),R(1),Q(2),R(2)
(G(K),K=1,7,3)	G(1),G(4),G(7)
((A(I,J),I=3,5),J=1,9,4)	A(3,1),A(4,1),A(5,1) A(3,5),A(4,5),A(5,5) A(3,9),A(4,9),A(5,9)
(R(M),M=1,2),I,ZAP(3)	R(1),R(2),I,ZAP(3)
(R(3),T(I),I=1,3)	R(3),T(1),R(3),T(2), R(3),T(3)

Thus, the elements of a matrix, for example, may be transmitted in an order different from the order in which they appear in storage. The array A(3,3) occupies storage in the order A(1,1),A(2,1), A(3,1),A(1,2),A(2,2),A(3,2), A(1,3),A(2,3),A(3,3). By specifying the transmission of the array with the DO-implied list item ((A(I,J),J=1,3),I=1,3), the order of transmission is:

```
A(1,1),A(1,2),A(1,3),A(2,1),A(2,2),
A(2,3),A(3,1),A(3,2),A(3,3)
```

### 8.6.2 SPECIAL NOTES ON LIST SPECIFICATIONS

1. The ordering of a list is from left to right with repetition of items enclosed in parentheses (other than as subscripts) when accompanied by controlling DO-implied index parameters.
2. Arrays are transmitted by the appearance of the array name (unsubscripted) in an input/output list.
3. Constants may appear in an input/output list only as subscripts or as indexing parameters.
4. For input lists, the DO-implying elements *i*, *m1*, *m2* and *m3* may not appear within the parentheses as list items.

#### Examples:

1. READ (1,20) (I,J,A(I),I=1,J,2) is not allowed
2. READ(1,20)I,J,(A(I),I=1,J,2) is allowed
3. WRITE(1,20)(I,J,A(I),I=1,J,2) is allowed

Consider the following examples:

```
DIMENSION A(25)
```

```
A(1) = 2.1
```

```
A(3) = 2.2
```

```
A(5) = 2.3
```

```
J = 5
```

```
WRITE (1,20) J,(I,A(I),I=1,J,2)
```

```
·
·
·
```

the output of this WRITE statement is

```
5,1,2.1,3,2.2,5,2.3
```

1. Any number of items may appear in a single list.

2. In a formatted transmission (READ(u,f)k, WRITE(u,f)k) each item must have the correct type as specified by a FORMAT statement.

## 8.7 FORMAT STATEMENTS

FORMAT statements are non-executable, generative statements used in conjunction with formatted READ and WRITE statements. They specify conversion methods and data editing information as the data is transmitted between computer storage and external media representation.

FORMAT statements require statement labels for reference (f) in the READ(u,f)k or WRITE(u,f)k statements.

The general form of a FORMAT statement is as follows:

```
n FORMAT (s1,s2,...,sn/s1',s2',...,sn'/. ...)
```

where n is the statement label and each si is a field descriptor. The word FORMAT and the parentheses must be present as shown. The slash (/) and comma (,) characters are field separators and are described in a separate subparagraph. The field is defined as that part of an external record occupied by one transmitted item.

### 8.7.1 FIELD DESCRIPTORS

Field descriptors describe the sizes of data fields and specify the type of conversion to be exercised upon each transmitted datum. The FORMAT field descriptors may have any of the following forms:

Descriptor	Classification
rFw.d rGw.d rEw.d rDw.d rIw	Numeric Conversion
rLw	Logical Conversion
rAw nHh1h2...hn 'l1l2...ln'	Hollerith Conversion
nX mP	Spacing Specification Scaling Factor

where:

1. w and n are positive integer constants defining the field width (including digits, decimal points, algebraic signs) in the external data representation.
2. d is an integer specifying the number of fractional digits appearing in the external data representation.
3. The characters F, G, E, D, I, A and L indicate the type of conversion to be applied to the items in an input/output list.
4. r is an optional, non-zero integer indicating that the descriptor will be repeated r times.
5. The hi and li are characters from the FORTRAN character set.
6. m is an integer constant (positive, negative, or zero) indicating scaling.

#### 8.7.2 NUMERIC CONVERSIONS

Input operations with any of the numeric conversions will allow the data to be represented in a "Free Format"; i.e., commas may be used to separate the fields in the external representation.

##### F-type conversion

Form: Fw.d

Real or Double Precision type data are processed using this conversion. w characters are processed of which d are considered fractional.

##### F-output

Values are converted and output as minus sign (if negative), followed by the integer portion of the number, a decimal point and d digits of the fractional portion of the number. If a value does not fill the field, it is right justified in the field and enough preceding blanks to fill the field are inserted. If a value requires more field positions than allowed by w, the first w-1 digits of the value are output, preceded by an asterisk.

## F-Output Examples:

FORMAT Descriptor	Internal Value	Output (b=blank)
F10.4	368.42	bb362.4200
F7.1	-4786.361	-4786.4
F8.4	8.7E-2	bb0.0375
F6.4	4739.76	*.7600
F7.3	-5.6	b-5.600

\* Note the loss of leading digits in the 4th line above.

## F-Input

(See the description under E-Input below.)

E-type Conversion

Form: Ew.d

Real or Double Precision type data are processed using this conversion. w characters are processed of which d are considered fractional.

## E-Output

Values are converted, rounded to d digits, and output as:

1. a minus sign (if negative),
2. a zero and a decimal point,
3. d decimal digits,
4. the letter E,
5. the sign of the exponent (minus or blank),
6. two exponent digits,

in that order. The values as described are right justified in the field w with preceding blanks to fill the field if necessary. The field width w should satisfy the relationship:

$$w > d + 7$$

Otherwise significant characters may be lost. Some E-Output examples follow:



FORMAT Descriptor	Internal Value	Output (b=blank)
E12.5	76.573	bb.76573Eb02
E14.7	-32672.354	-b.3267235Eb05
E13.4	-0.0012321	bb-b.1232E-02
E8.2	76321.73	b.76Eb05

### E-Input

Data values which are to be processed under E, F, or G conversion can be a relatively loose format in the external input medium. The format is identical for either conversion and is as follows:

1. Leading spaces (ignored)
2. A + or - sign (an unsigned input is assumed to be positive)
3. A string of digits
4. A decimal point
5. A second string of digits
6. The character E
7. A + or - sign
8. A decimal exponent

Each item in the list above is optional; but the following conditions must be observed:

1. If FORMAT items 3 and 5 (above) are present, then 4 is required.
2. If FORMAT item 8 is present, then 6 or 7 or both are required.
3. All non-leading spaces are considered zeros.

Input data can be any number of digits in length, and correct magnitudes will be developed, but precision will be maintained only to the extent specified in Section 3 for Real data.

## E- and F- and G- Input Examples:

FORMAT Descriptor	Input (b=blank)	Internal Value
E10.3	+0.23756+4	+2375.60
E10.3	bbbbbb17631	+17.631
G8.3	b1628911	+1628.911
F12.4	bbbb-6321132	-632.1131

Note in the above examples that if no decimal point is given among the input characters, the d in the FORMAT specification establishes the decimal point in conjunction with an exponent, if given. If a decimal point is included in the input characters, the d specification is ignored.

The letters E, F, and G are interchangeable in the input format specifications. The end result is the same.

D-Type Conversions

D-Input and D-Output are identical to E-Input and E-Output except the exponent may be specified with a "D" instead of an "E."

G-Type Conversions

Form: Gw.d

Real or Double Precision type data are processed using this conversion. w characters are processed of which d are considered significant.

G-Input:

(See the description under E-Input)

G-Output:

The method of output conversion is a function of the magnitude of the number being output. Let n be the magnitude of the number. The following table shows how the number will be output:

<u>Magnitude</u>	<u>Equivalent Conversion</u>
$.1 \leq n \leq 1$	$F(w-4).d, 4X$
$1 \leq n \leq 10$	$F(w-4).(d-1), 4X$
.	.
.	.
.	.
$10^{d-2} \leq n < 10^{d-1}$	$F(w-4).1, 4X$
$10^{d-1} \leq n < 10^d$	$F(w-4).0, 4X$
Otherwise	$Ew.d$

I-Conversions

Form:  $Iw$

Only Integer data may be converted by this form of conversion.  $w$  specifies field width.

I-Output:

Values are converted to Integer constants. Negative values are preceded by a minus sign. If the value does not fill the field, it is right justified in the field and enough preceding blanks to fill the field are inserted. If the value exceeds the field width, only the least significant  $w-1$  characters are output preceded by an asterisk.

Examples:

FORMAT Descriptor	Internal Value	Output (b=blank)
I6	+281	bbb281
I6	-23261	-23261
I3	126	126
I4	-226	-226

I-Input:

A field of  $w$  characters is input and converted to internal integer format. A minus sign may precede the integer digits. If a sign is not present, the value is considered positive.

Integer values in the range -32768 to 32767 are accepted. Non-leading spaces are treated as zeros.

Examples:

Format Descriptor	Input (b=blank)	Internal Value
I4	b124	124
I4	-124	-124
I7	bb6732b	67320
I4	1b2b	1020

8.7.3 HOLLERITH CONVERSIONS

A-Type Conversion

The form of the A conversion is as follows:

Aw

This descriptor causes unmodified Hollerith characters to be read into or written from a specified list item.

The maximum number of actual characters which may be transmitted between internal and external representations using Aw is four times the number of storage units in the corresponding list item (i.e., 1 character for logical items, 2 characters for Integer items, 4 characters for Real items and 8 characters for Double Precision items).

A-Output:

If w is greater than 4n (where n is the number of storage units required by the list item), the external output field will consist of w-4n blanks followed by the 4n characters from the internal representation. If w is less than 4n, the external output field will consist of the leftmost w characters from the internal representation.

Examples:

Format Descriptor	Internal	Type	Output (b=blanks)
A1	A1	Integer	A
A2	AB	Integer	AB
A3	ABCD	Real	ABC
A4	ABCD	Real	ABCD
A7	ABCD	Real	bbbABCD

A-Input:

If w is greater than 4n (where n is the number of

storage units required by the corresponding list item), the rightmost 4n characters are taken from the external input field. If w is less than 4n, the w characters appear left justified with w-4n trailing blanks in the internal representation.

Examples:

Format Descriptor	Input Characters	Type	Internal (b=blanks)
A1	A	Integer	Ab
A3	ABC	Integer	AB
A4	ABCD	Integer	AB
A1	A	Real	Abbb
A7	ABCDEFG	Real	DEFG

H-Conversion

The forms of H conversion are as follows:

nHh1h2...hn

'h1h2...hn'

These descriptors process Hollerith character strings between the descriptor and the external field, where each h represents any character from the ASCII character set.

NOTE

Special consideration is required if an apostrophe (') is to be used within the literal string in the second form. An apostrophe character within the string is represented by two successive apostrophes. See the examples below.

H-Output:

The n characters hi, are placed in the external field. In the nHh1h2...hn form the number of characters in the string must be exactly as specified by n. Otherwise, characters from other descriptors will be taken as part of the string. In both forms, blanks are counted as characters.

Examples:

Format Descriptor		Output (b=blanks)
1HA	or 'A'	A
8HbSTRINGb	or 'bSTRINGb'	bSTRINGb
11HX(2,3)=12.0	or 'X(2,3)=12.0'	X(2,3)=12.0
12HIbSHOULDN'T	or 'IbSHOULDN'T'	IbSHOULDN'T

H-Input

The n characters of the string hi are replaced by the next n characters from the input record. This results in a new string of characters in the field descriptor.

FORMAT Descriptor		Input (b=blank)	Resultant Descriptor
4H1234	or '1234'	ABCD	4HABCD or 'ABCD'
7HbbFALSE	or 'bbFALSE'	bFALSEb	7HbFALSEb or 'bFALSEb'
6Hbbbbbb	or 'bbbbbb'	MATRIX	6HMATRIX or 'MATRIX'

8.7.4 LOGICAL CONVERSIONS

The form of the logical conversion is as follows:

Lw

L-Output:

If the value of an item in an output list corresponding to this descriptor is 0, an F will be output; otherwise, a T will be output. If w is greater than 1, w-1 leading blanks precede the letters.

Examples:

FORMAT Descriptor	Internal Value	Output (b=blank)
L1	=0	F
L1	<>0	T
L5	<>0	bbbbT
L7	=0	bbbbbbF

L-Input

The external representation occupies w positions. It consists of optional blanks followed by a "T" or "F", followed by optional characters.

8.7.5 X DESCRIPTOR

The form of X conversion is as follows:

nX

This descriptor causes no conversion to occur, nor does it correspond to an item in an input/output list. When used for output, it causes n blanks to be inserted in the output record. Under input circumstances, this descriptor causes the next n characters of the input record to be skipped.

Output Examples:

FORMAT Statement	Output (b=blanks)
3   FORMAT   (1HA,4X,2HBC)	AbbbbBC
7   FORMAT   (3X,4HABCD,1X)	bbbABCDb

Input Examples:

FORMAT Statement	Input String	Resultant Input
10   FORMAT   (F4.1,3X,F3.0)	12.5ABC120	12.5,120
5    FORMAT   (7X,I3)	1234567012	012

8.7.6 P DESCRIPTOR

The P descriptor is used to specify a scaling factor for real conversions (F, E, D, G). The form is nP where n is an integer constant (positive, negative, or zero).

The scaling factor is automatically set to zero at the beginning of each formatted I/O call (each READ or WRITE statement). If a P descriptor is encountered while scanning a FORMAT, the scale factor is changed to n. The scale factor remains changed until another P descriptor is encountered or the I/O terminates.

Effects of Scale Factor on Input:

During E, F, or G input the scale factor takes effect only if no exponent is present in the external representation. In that case, the internal value will be a factor of  $10^{*n}$  less than the external value (the number will be divided by  $10^{*n}$  before being stored).

Effect of Scale Factor on Output:

## E-Output, D-Output:

The coefficient is shifted left  $n$  places relative to the decimal point, and the exponent is reduced by  $n$  (the value remains the same).

## F-Output:

The external value will be  $10^{*n}$  times the internal value.

## G-Output:

The scale factor is ignored if the internal value is small enough to be output using F conversion. Otherwise, the effect is the same as for E output.

8.7.7 SPECIAL CONTROL FEATURES OF FORMAT STATEMENTS8.7.7.1 Repeat Specifications

1. The E, F, D, G, I, L and A field descriptors may be indicated as repetitive descriptors by using a repeat count  $r$  in the form  $rEw.d$ ,  $rFw.d$ ,  $rGw.d$ ,  $rIw$ ,  $rLw$ ,  $rAw$ . The following pairs of FORMAT statements are equivalent:

```
66  FORMAT (3F8.3,F9.2)
C   IS EQUIVALENT TO:
66  FORMAT (F8.3,F8.3,F8.3,F9.2)
```

```
14  FORMAT (2I3,2A5,2E10.5)
C   IS EQUIVALENT TO:
14  FORMAT (I3,I3,A5,A5,E10.5,E10.5)
```

2. Repetition of a group of field descriptors is accomplished by enclosing the group in parentheses preceded by a repeat count. Absence of a repeat count indicates a count of one. Up to two levels of parentheses, including the parentheses required by the FORMAT statement, are permitted.

Note the following equivalent statements:



```

22  FORMAT (I3,4(F6.1,2X))
C   IS EQUIVALENT TO:
22  FORMAT (I3,F6.1,2X,F6.1,2X,F6.1,2X,
1    F6.1,2X)

```

3. Repetition of FORMAT descriptors is also initiated when all descriptors in the FORMAT statement have been used but there are still items in the input/output list that have not been processed. When this occurs the FORMAT descriptors are re-used starting at the first opening parenthesis in the FORMAT statement. A repeat count preceding the parenthesized descriptor(s) to be re-used is also active in the re-use. This type of repetitive use of FORMAT descriptors terminates processing of the current record and initiates the processing of a new record each time the re-use begins. Record demarcation under these circumstances is the same as in the paragraph 8.7.7.2 below.

Input Example:

```

      DIMENSION A(100)
      READ (3,13) A
      .
      .
      .
13   FORMAT (5F7.3)

```

In this example, the first 5 quantities from each of 20 records are input and assigned to the array elements of the array A.

Output Example:

```

      .
      .
      .
      WRITE (6,12)E,F,K,L,M, KK,LL,MM,K3,LE,
1      M3
      .
      .
      .
12   FORMAT (2F9.4,(3I7))

```

In this example, three records are written. Record 1 contains E, F, K, L and M. Because the descriptor 3I7 is reused twice, Record 2 contains KK, LL and MM and Record 3 contains K3, L3 and M3.

### 8.7.7.2 Field Separators

Two adjacent descriptors must be separated in the FORMAT statement by either a comma or one or more slashes.

#### Example:

2H0K/F6.3 or 2H0K,F6.3

The slash not only separates field descriptors, but it also specifies the demarcation of formatted records.

Each slash terminates a record and sets up the next record for processing. The remainder of an input record is ignored; the remainder of an output record is filled with blanks. Successive slashes (///.../) cause successive records to be ignored on input and successive blank records to be written on output.

#### Output example:

```

      DIMENSION A(100),J(20)
      .
      .
      .
      WRITE (7,8) J,A
8     FORMAT (10I7/10I7/50F7.3/50F7.3)

```

In this example, the data specified by the list of the WRITE statement are output to unit 7 according to the specifications of FORMAT statement 8. Four records are written as follows:

Record 1	Record 2	Record 3	Record 4
J(1)	J(11)	A(1)	A(51)
J(2)	J(12)	A(2)	A(52)
.	.	.	.
.	.	.	.
J(10)	J(20)	A(50)	A(100)

#### Input Example:

```

      DIMENSION B(10)
      .
      .
      .
      READ (4,17) B
17    FORMAT(F10.2/F10.2///8F10.2)

```

In this example, the two array elements B(1) and B(2) receive their values from the first data

fields of successive records (the remainders of the two records are ignored). The third and fourth records are ignored and the remaining elements of the array are filled from the fifth record.

#### 8.7.8 FORMAT CONTROL, LIST SPECIFICATIONS AND RECORD DEMARCATION

The following relationships and interactions between FORMAT control, input/output lists and record demarcation should be noted:

1. Execution of a formatted READ or WRITE statement initiates FORMAT control.
2. The conversion performed on data depends on information jointly provided by the elements in the input/output list and field descriptors in the FORMAT statement.
3. If there is an input/output list, at least one descriptor of types E, F, D, G, I, L or A must be present in the FORMAT statement.
4. Each execution of a formatted READ statement causes a new record to be input.
5. Each item in an input list corresponds to a string of characters in the record and to a descriptor of the types E, F, G, I, L or A in the FORMAT statement.
6. H and X descriptors communicate information directly between the external record and the field descriptors without reference to list items.
7. On input, whenever a slash is encountered in the FORMAT statement or the FORMAT descriptors have been exhausted and re-use of descriptors is initiated, processing of the current record is terminated and the following occurs:
  - a. Any unprocessed characters in the record are ignored.
  - b. If more input is necessary to satisfy list requirements, the next record is read.

8. A READ statement is terminated when all items in the input list have been satisfied if:
  - a. The next FORMAT descriptor is E, F, G, I, L or A.
  - b. The FORMAT control has reached the last outer right parenthesis of the FORMAT statement.

If the input list has been satisfied, but the next FORMAT descriptor is H or X, more data are processed (with the possibility of new records being input) until one of the above conditions exists.
9. If FORMAT control reaches the last right parenthesis of the FORMAT statement but there are more list items to be processed, all or part of the descriptors are reused. (See item 3 in the description of Repeat Specifications, sub-paragraph 8.7.7.1)
10. When a Formatted WRITE statement is executed, records are written each time a slash is encountered in the FORMAT statement or FORMAT control has reached the rightmost right parenthesis. The FORMAT control terminates in one of the two methods described for READ termination in 8 above. Incomplete records are filled with blanks to maintain record lengths.

#### 8.7.9 FORMAT CARRIAGE CONTROL

The first character of every formatted output record is used to convey carriage control information to the output device, and is therefore never printed. The carriage control character determines what action will be taken before the line is printed. The options are as follows:

Control Character	Action Taken Before Printing
0	Skip 2 lines
1	Insert Form Feed
+	No advance
Other	Skip 1 line

#### 8.7.10 FORMAT SPECIFICATIONS IN ARRAYS

The FORMAT reference, *f*, of a formatted READ or WRITE statement (See 8.1) may be an array name instead of a statement label. If such reference is

made, at the time of execution of the READ/WRITE statement the first part of the information contained in the array, taken in natural order, must constitute a valid FORMAT specification. The array may contain non-FORMAT information following the right parenthesis that ends the FORMAT specification.

The FORMAT specification which is to be inserted in the array has the same form as defined for a FORMAT statement (i.e., it begins with a left parenthesis and ends with a right parenthesis).

The FORMAT specification may be inserted in the array by use of a DATA initialization statement, or by use of a READ statement together with an Aw FORMAT. Example:

Assume the FORMAT specification

(3F10.3,4I6)

or a similar 12 character specification is to be stored into an array. The array must allow a minimum of 3 storage units.

The FORTRAN coding below shows the various methods of establishing the FORMAT specification and then referencing the array for a formatted READ or WRITE.

```
C  DECLARE A REAL ARRAY
      DIMENSION A(3), B(3), M(4)
C  INITIALIZE FORMAT WITH DATA STATEMENT
      DATA A/'(3F1','0.3','4I6)'/
      .
      .
      .
C  READ DATA USING FORMAT SPECIFICATIONS
C  IN ARRAY A
      READ(6,A) B, M

C  DECLARE AN INTEGER ARRAY
      DIMENSION IA(4), B(3), M(4)
      .
      .
      .
C  READ FORMAT SPECIFICATIONS
      READ (7,15) IA
C  FORMAT FOR INPUT OF FORMAT SPECIFICATIONS
15  FORMAT (4A2)
      .
      .
      .
C  READ DATA USING PREVIOUSLY INPUT
C  FORMAT SPECIFICATION
      READ (7,IA) B,M
      .
      .
      .
```

## SECTION 9

## FUNCTIONS AND SUBPROGRAMS

The FORTRAN language provides a means for defining and using often needed programming procedures such that the statement or statements of the procedures need appear in a program only once but may be referenced and brought into the logical execution sequence of the program whenever and as often as needed.

These procedures are as follows:

1. Statement functions.
2. Library functions.
3. FUNCTION subprograms.
4. SUBROUTINE subprograms.

Each of these procedures has its own unique requirements for reference and defining purposes. These requirements are discussed in subsequent paragraphs of this section. However, certain features are common to the whole group or to two or more of the procedures. These common features are as follows:

1. Each of these procedures is referenced by its name which, in all cases, is one to six alphanumeric characters of which the first is a letter.
2. The first three are designated as "functions" and are alike in that:
  1. They are always single valued (i.e., they return one value to the program unit from which they are referenced).
  2. They are referred to by an expression containing a function name.
  3. They must be typed by type specification statements if the data type of the single-valued result is to be different from that indicated by the pre-defined convention.
3. FUNCTION subprograms and SUBROUTINE subprograms are considered program units.

In the following descriptions of these procedures, the term calling program means the program unit or procedure in which a reference to a procedure is made, and the term "called program" means the procedure to which a reference is made.

### 9.1 THE PROGRAM STATEMENT

The PROGRAM statement provides a means of specifying a name for a main program unit. The form of the statement is:

PROGRAM name

If present, the PROGRAM statement must appear before any other statement in the program unit. The name consists of 1-6 alphanumeric characters, the first of which is a letter. If no PROGRAM statement is present in a main program, the compiler assigns a name of \$MAIN to that program.

### 9.2 STATEMENT FUNCTIONS

Statement functions are defined by a single arithmetic or logical assignment statement and are relevant only to the program unit in which they appear. The general form of a statement function is as follows:

$$f(a_1, a_2, \dots, a_n) = e$$

where  $f$  is the function name, the  $a_i$  are dummy arguments and  $e$  is an arithmetic or logical expression.

Rules for ordering, structure and use of statement functions are as follows:

1. Statement function definitions, if they exist in a program unit, must precede all executable statements in the unit and follow all specification statements.
2. The  $a_i$  are distinct variable names or array elements, but, being dummy variables, they may have the same names as variables of the same type appearing elsewhere in the program unit.
3. The expression  $e$  is constructed according to the rules in SECTION 4 and may contain only references to the dummy arguments and non-Literal constants, variable and array element references, utility and mathematical function references and references to



previously defined statement functions.

4. The type of any statement function name or argument that differs from its pre-defined convention type must be defined by a type specification statement.
5. The relationship between f and e must conform to the replacement rules in Section 5.
6. A statement function is called by its name followed by a parenthesized list of arguments. The expression is evaluated using the arguments specified in the call, and the reference is replaced by the result.
7. The ith parameter in every argument list must agree in type with the ith dummy in the statement function.

The example below shows a statement function and a statement function call.

```
C  STATEMENT FUNCTION DEFINITION
C
      FUNC1(A,B,C,D) = ((A+B)**C)/D

C  STATEMENT FUNCTION CALL
C
      A12=A1-FUNC1(X,Y,Z7,C7)
```

### 9.3 LIBRARY FUNCTIONS

Library functions are a group of utility and mathematical functions which are "built-in" to the FORTRAN system. Their names are pre-defined to the Processor and automatically typed. The functions are listed in Tables 9-1 and 9-2. In the tables, arguments are denoted as  $a_1, a_2, \dots, a_n$ , if more than one argument is required; or as  $a$  if only one is required.

A library function is called when its name is used in an arithmetic expression. Such a reference takes the following form:

$f(a_1, a_2, \dots, a_n)$

where  $f$  is the name of the function and the  $a_i$  are actual arguments. The arguments must agree in type, number and order with the specifications indicated in Tables 9-1 and 9-2.

In addition to the functions listed in 9-1 and 9-2, four additional library subprograms are provided to enable direct access to the 8080 (or Z80) hardware. These are:

PEEK, POKE, INP, OUT

PEEK and INP are Logical functions; POKE and OUT are subroutines. PEEK and POKE allow direct access to any memory location. PEEK(a) returns the contents of the memory location specified by a. CALL POKE(a1,a2) causes the contents of the memory location specified by a1 to be replaced by the contents of a2. INP and OUT allow direct access to the I/O ports. INP(a) does an input from port a and returns the 8-bit value input. CALL OUT(a1,a2) outputs the value of a2 to the port specified by a1.

Examples:

A1 = B+FLOAT (I7)

MAGNI = ABS(KBAR)

PDIF = DIM(C,D)

S3 = SIN(T12)

ROOT = 
$$\frac{(-B + \sqrt{B^2 - 4 \cdot A \cdot C})}{2 \cdot A}$$

TABLE 9-1

## Intrinsic Functions

<u>Function Name</u>	<u>Definition</u>	<u>Types</u>	
		<u>Argument</u>	<u>Function</u>
ABS	a	Real	Real
IABS		Integer	Integer
DABS		Double	Double
AINT	Sign of a times largest integer $\leq  a $	Real	Real
INT		Real	Integer
IDINT		Double	Integer
AMOD	a1(mod a2)	Real	Real
MOD		Integer	Integer
AMAX0	Max(a1,a2,...)	Integer	Real
AMAX1		Real	Real
MAX0		Integer	Integer
MAX1		Real	Integer
DMAX1		Double	Double
AMIN0	Min(a1,a2,...)	Integer	Real
AMIN1		Real	Real
MIN0		Integer	Integer
MIN1		Real	Integer
DMIN1		Double	Double
FLOAT	Conversion from Integer to Real	Integer	Real
IFIX	Conversion from Real to Integer	Real	Integer
SIGN	Sign of a2 times  a1	Real	Real
ISIGN		Integer	Integer
DSIGN		Double	Double
DIM	a1 - Min(a1,a2)	Real	Real
IDIM		Integer	Integer
SNGL		Double	Real
DBLE		Real	Double

TABLE 9-2

## Basic External Functions

<u>Name</u>	<u>Number of Arguments</u>	<u>Definition</u>	<u>Argument</u>	<u>Type Function</u>
EXP	1	e**a	Real	Real
DEXP	1		Double	Double
ALOG	1	ln (a)	Real	Real
DLOG	1		Double	Double
ALOG10	1	log10(a)	Real	Real
DLOG10	1		Double	Double
SIN	1	sin (a)	Real	Real
DSIN	1		Double	Double
COS	1	cos (a)	Real	Real
DCOS	1		Double	Double
TANH	1	tanh (a)	Real	Real
SQRT	1	(a) ** 1/2	Real	Real
DSQRT	1		Double	Double
ATAN	1	arctan (a)	Real	Real
DATAN	1		Double	Double
ATAN2	2	arctan (a1/a2)	Real	Real
DATAN2	2		Double	Double
DMOD	2	a1(mod a2)	Double	Double

#### 9.4 FUNCTION SUBPROGRAMS

A program unit which begins with a FUNCTION statement is called a FUNCTION subprogram.

A FUNCTION statement has one of the following forms:

t FUNCTION f(a1,a2,...an)

or

FUNCTION f(a1,a2,...an)

where:

1. t is either INTEGER, REAL, DOUBLE PRECISION or LOGICAL or is empty as shown in the second form.
2. f is the name of the FUNCTION subprogram.
3. The ai are dummy arguments of which there must be at least one and which represent variable names, array names or dummy names of SUBROUTINE or other FUNCTION subprograms.

#### 9.5 CONSTRUCTION OF FUNCTION SUBPROGRAMS

Construction of FUNCTION subprograms must comply with the following restrictions:

1. The FUNCTION statement must be the first statement of the program unit.
2. Within the FUNCTION subprogram, the FUNCTION name must appear at least once on the left side of the equality sign of an assignment statement or as an item in the input list of an input statement. This defines the value of the FUNCTION so that it may be returned to the calling program.

Additional values may be returned to the calling program through assignment of values to dummy arguments.

Example:

```
      FUNCTION Z7(A,B,C)
      .
      .
      .
      Z7 = 5.*(A-B) + SQRT(C)
      .
      .
      .
      C REDEFINE ARGUMENT
      B=B+Z7
      .
      .
      .
      RETURN
      .
      .
      .
      END
```

3. The names in the dummy argument list may not appear in EQUIVALENCE, COMMON or DATA statements in the FUNCTION subprogram.
4. If a dummy argument is an array name, then an array declarator must appear in the subprogram with dimensioning information consistent with that in the calling program.
5. A FUNCTION subprogram may contain any defined FORTRAN statements other than BLOCK DATA statements, SUBROUTINE statements, another FUNCTION statement or any statement which references either the FUNCTION being defined or another subprogram that references the FUNCTION being defined.
6. The logical termination of a FUNCTION subprogram is a RETURN statement and there must be at least one of them.
7. A FUNCTION subprogram must physically terminate with an END statement.

Example:

```
      FUNCTION SUM (BARY,I,J)
      DIMENSION BARY(10,20)
      SUM = 0.0
      DO 8 K=1,I
      DO8 M = 1,J
8      SUM = SUM + BARY(K,M)
      RETURN
      END
```

9.6 REFERENCING A FUNCTION SUBPROGRAM

FUNCTION subprograms are called whenever the FUNCTION name, accompanied by an argument list, is used as an operand in an expression. Such references take the following form:

$f(a_1, a_2, \dots, a_n)$

where  $f$  is a FUNCTION name and the  $a_i$  are actual arguments. Parentheses must be present in the form shown.

The arguments  $a_i$  must agree in type, order and number with the dummy arguments in the FUNCTION statement of the called FUNCTION subprogram. They may be any of the following:

1. A variable name.
2. An array element name.
3. An array name.
4. An expression.
5. A SUBROUTINE or FUNCTION subprogram name.
6. A Hollerith or Literal constant.

If an  $a_i$  is a subprogram name, that name must have previously been distinguished from ordinary variables by appearing in an EXTERNAL statement and the corresponding dummy arguments in the called FUNCTION subprograms must be used in subprogram references.

If  $a_i$  is a Hollerith or Literal constant, the corresponding dummy variable should encompass enough storage units to correspond exactly to the amount of storage needed by the constant.

When a FUNCTION subprogram is called, program

control goes to the first executable statement following the FUNCTION statement.

The following examples show references to FUNCTION subprograms.

```
Z10 = FT1+Z7(D,T3,RHO)

DIMENSION DAT(5,5)
.
.
.
S1 = TOT1 + SUM(DAT,5,5)
```

### 9.7 SUBROUTINE SUBPROGRAMS

A program unit which begins with a SUBROUTINE statement is called a SUBROUTINE subprogram. The SUBROUTINE statement has one of the following forms:

```
SUBROUTINE s (a1,a2,...,an)
```

or

```
SUBROUTINE s
```

where s is the name of the SUBROUTINE subprogram and each ai is a dummy argument which represents a variable or array name or another SUBROUTINE or FUNCTION name.

### 9.8 CONSTRUCTION OF SUBROUTINE SUBPROGRAMS

1. The SUBROUTINE statement must be the first statement of the subprogram.
2. The SUBROUTINE subprogram name must not appear in any statement other than the initial SUBROUTINE statement.
3. The dummy argument names must not appear in EQUIVALENCE, COMMON or DATA statements in the subprogram.
4. If a dummy argument is an array name then an array declarator must appear in the subprogram with dimensioning information consistent with that in the calling program.
5. If any of the dummy arguments represent values that are to be determined by the SUBROUTINE subprogram and returned to the calling program, these dummy



arguments must appear within the subprogram on the left side of the equality sign in a replacement statement, in the input list of an input statement or as a parameter within a subprogram reference.

6. A SUBROUTINE may contain any FORTRAN statements other than BLOCK DATA statements, FUNCTION statements, another SUBROUTINE statement, a PROGRAM statement or any statement which references the SUBROUTINE subprogram being defined or another subprogram which references the SUBROUTINE subprogram being defined.
7. A SUBROUTINE subprogram may contain any number of RETURN statements. It must have at least one.
8. The RETURN statement(s) is the logical termination point of the subprogram.
9. The physical termination of a SUBROUTINE subprogram is an END statement.
10. If an actual argument transmitted to a SUBROUTINE subprogram by the calling program is the name of a SUBROUTINE or FUNCTION subprogram, the corresponding dummy argument must be used in the called SUBROUTINE subprogram as a subprogram reference.

Example:

```
C  SUBROUTINE TO COUNT POSITIVE ELEMENTS
C      IN AN ARRAY
      SUBROUTINE COUNT P(ARRY,I,CNT)
      DIMENSION ARRY(7)
      CNT = 0
      DO 9 J=1,I
      IF(ARRY(J)) 9,5,5
9     CONTINUE
      RETURN
5     CNT = CNT+1.0
      GO TO 9
      END
```

9.9      REFERENCING A SUBROUTINE SUBPROGRAM

A SUBROUTINE subprogram may be called by using a CALL statement. A CALL statement has one of the following forms:

CALL s(a1,a2,...,an)

or

### CALL s

where s is a SUBROUTINE subprogram name and the ai are the actual arguments to be used by the subprogram. The ai must agree in type, order and number with the corresponding dummy arguments in the subprogram-defining SUBROUTINE statement.

The arguments in a CALL statement must comply with the following rules:

1. FUNCTION and SUBROUTINE names appearing in the argument list must have previously appeared in an EXTERNAL statement.
2. If the called SUBROUTINE subprogram contains a variable array declarator, then the CALL statement must contain the actual name of the array and the actual dimension specifications as arguments.
3. If an item in the SUBROUTINE subprogram dummy argument list is an array, the corresponding item in the CALL statement argument list must be an array.

When a SUBROUTINE subprogram is called, program control goes to the first executable statement following the SUBROUTINE statement.

#### Example:

```
        DIMENSION DATA(10)
        .
        .
        .
C  THE STATEMENT BELOW CALLS THE
C      SUBROUTINE IN THE PREVIOUS PARAGRAPH
C
        CALL COUNTP(DATA,10,CPOS)
```

## 9.10 RETURN FROM FUNCTION AND SUBROUTINE SUBPROGRAMS

The logical termination of a FUNCTION or SUBROUTINE subprogram is a RETURN statement which transfers control back to the calling program. The general form of the RETURN statement is simply the word

### RETURN

The following rules govern the use of the RETURN statement:

1. There must be at least one RETURN statement in each SUBROUTINE or FUNCTION subprogram.
2. RETURN from a FUNCTION subprogram is to the instruction sequence of the calling program following the FUNCTION reference.
3. RETURN from a SUBROUTINE subprogram is to the next executable statement in the calling program which would logically follow the CALL statement.
4. Upon return from a FUNCTION subprogram the single-valued result of the subprogram is available to the evaluation of the expression from which the FUNCTION call was made.
5. Upon return from a SUBROUTINE subprogram the values assigned to the arguments in the SUBROUTINE are available for use by the calling program.

Example:

Calling Program Unit

```

.
.
.
CALL SUBR(Z9,B7,R1)
.
.
.

```

Called Program Unit

```

SUBROUTINE SUBR(A,B,C)
READ(3,7) B
A = B**C
RETURN
7  FORMAT(F9.2)
END

```

In this example, Z9 and B7 are made available to the calling program when the RETURN occurs.

## 9.11 PROCESSING ARRAYS IN SUBPROGRAMS

If a calling program passes an array name to a subprogram, the subprogram must contain the dimension information pertinent to the array. A subprogram must contain array declarators if any of its dummy arguments represent arrays or array

elements.

For example, a FUNCTION subprogram designed to compute the average of the elements of any one dimension array might be the following:

Calling Program Unit

```
DIMENSION Z1(50),Z2(25)
```

```
.  
.  
.
```

```
A1 = AVG(Z1,50)
```

```
.  
.  
.
```

```
A2 = A1-AVG(Z2,25)
```

```
.  
.  
.
```

Called Program Unit

```
FUNCTION AVG(ARG,I)
```

```
DIMENSION ARG(50)
```

```
SUM = 0.0
```

```
DO 20 J=1,I
```

```
20 SUM = SUM + ARG(J)
```

```
AVG = SUM/FLOAT(I)
```

```
RETURN
```

```
END
```

Note that actual arrays to be processed by the FUNCTION subprogram are dimensioned in the calling program and the array names and their actual dimensions are transmitted to the FUNCTION subprogram by the FUNCTION subprogram reference. The FUNCTION subprogram itself contains a dummy array and specifies an array declarator.

Dimensioning information may also be passed to the subprogram in the parameter list. For example:

## Calling Program Unit

```
DIMENSION A(3,4,5)
.
.
.
CALL SUBR(A,3,4,5)
.
.
.
END
```

## Called Program Unit

```
SUBROUTINE SUBR(X,I,J,K)
DIMENSION X(I,J,K)
.
.
.
RETURN
END
```

It is valid to use variable dimensions only when the array name and all of the variable dimensions are dummy arguments. The variable dimensions must be type Integer. It is invalid to change the values of any of the variable dimensions within the called program.

9.12 BLOCK DATA SUBPROGRAMS

A BLOCK DATA subprogram has as its only purpose the initialization of data in a COMMON block during loading of a FORTRAN object program. BLOCK DATA subprograms begin with a BLOCK DATA statement of the following form:

BLOCK DATA [subprogram-name]

and end with an END statement. Such subprograms may contain only Type, EQUIVALENCE, DATA, COMMON and DIMENSION statements and are subject to the following considerations:

1. If any element in a COMMON block is to be initialized, all elements of the block must be listed in the COMMON statement even though they might not all be initialized.
2. Initialization of data in more than one COMMON block may be accomplished in one BLOCK DATA subprogram.

3. There may be more than one BLOCK DATA subprogram loaded at any given time.
4. Any particular COMMON block item should only be initialized by one program unit.

Example:

```
BLOCK DATA
LOGICAL A1
COMMON/BETA/B(3,3)/GAM/C(4)
COMMON/ALPHA/A1,C,E,D
DATA B/1.1,2.5,3.8,3*4.96,
12*0.52,1.1/,C/1.2E0,3*4.0/
DATA A1/.TRUE/,E/-5.6/
```

## APPENDIX A

## Language Extensions and Restrictions

The FORTRAN-80 language includes the following extensions to ANSI Standard FORTRAN (X3.9-1966).

1. If c is used in a 'STOP c' or 'PAUSE c' statement, c may be any six ASCII characters.
2. Error and End-of-File branches may be specified in READ and WRITE statements using the ERR= and END= options.
3. The standard subprograms PEEK, POKE, INP, and OUT have been added to the FORTRAN library.
4. Statement functions may use subscripted variables.
5. Hexadecimal constants may be used wherever Integer constants are normally allowed.
6. The literal form of Hollerith data (character string between apostrophe characters) is permitted in place of the standard nH form.
7. Holleriths and Literals are allowed in expressions in place of Integer constants.
8. There is no restriction to the number of continuation lines.
9. Mixed mode expressions and assignments are allowed, and conversions are done automatically.

FORTRAN-80 places the following restrictions upon Standard FORTRAN.

1. The COMPLEX data type is not implemented. It may be included in a future release.
2. The specification statements must appear in the following order:
  1. PROGRAM, SUBROUTINE, FUNCTION, BLOCK DATA
  2. Type, EXTERNAL, DIMENSION
  3. COMMON
  4. EQUIVALENCE

## 5. DATA

## 6. Statement Functions

3. A different amount of computer memory is allocated for each of the data types: Integer, Real, Double Precision, Logical.
4. The equal sign of a replacement statement and the first comma of a DO statement must appear on the initial statement line.

Descriptions of these language extensions and restrictions are included at the appropriate points in the text of this document.



## APPENDIX B

## I/O Interface

Input/Output operations are table-dispatched to the driver routine for the proper Logical Unit Number. \$LUNTB is the dispatch table. It contains one 2-byte driver address for each possible LUN. It also has a one-byte entry at the beginning, which contains the maximum LUN plus one. The initial run-time package provides for 10 LUN's (1 - 10), all of which correspond to the TTY. Any of these may be redefined by the user, or more added, simply by changing the appropriate entries in \$LUNTB and adding more drivers. The runtime system uses LUN 3 for errors and other user communication. Therefore, LUN 3 should correspond to the operator console. The initial structure of \$LUNTB is shown in the listings following this appendix.

The device drivers also contain local dispatch tables. Note that \$LUNTB contains one address for each device, yet there are really seven possible operations per device:

- 1) Formatted Read
- 2) Formatted Write
- 3) Binary Read
- 4) Binary Write
- 5) Rewind
- 6) Backspace
- 7) Endfile

Each device driver contains up to seven routines. The starting addresses of each of these seven routines are placed at the beginning of the driver, in the exact order listed above. The entry in \$LUNTB then points to this local table, and the runtime system indexes into it to get the address of the appropriate routine to handle the requested I/O operation.

The following conventions apply to the individual I/O routines:

1. Location \$BF contains the data buffer address for READS and WRITES.
2. For a WRITE, the number of bytes to write is in location \$BL.
3. For a READ, the number of bytes read should be returned in \$BL.

4. All I/O operations set the condition codes before exit to indicate an error condition, end-of-file condition, or normal return:
  - a) CY=1, Z=don't care - I/O error
  - b) CY=0, Z=0 - end-of-file encountered
  - c) CY=0, Z=1 - normal return

The runtime system checks the condition codes after calling the driver. If they indicate a non-normal condition, control is passed to the label specified by "ERR=" or "END=" or, if no label is specified, a fatal error results.

5. \$IOERR is a global routine which prints an "ILLEGAL I/O OPERATION" message (non-fatal). This routine may be used if there are some operations not allowed on a particular device (i.e. Binary I/O on a TTY).

#### NOTE

The I/O buffer has a fixed maximum length of 132 bytes unless it is changed at installation time. If a driver allows an input operation to write past the end of the buffer, essential runtime variables may be affected. The consequences are unpredictable.

The listings following this appendix contain an example driver for a TTY. REWIND, BACKSPACE, and ENDFILE are implemented as No-Ops and Binary I/O as an error. This is the TTY driver provided with the runtime package.

```

00100 ; TTY I/O DRIVER
00200
00300
00400 IRECER EXT $IOERR,$BL,$BF,$ERR,$TTYIN,$TTYOT
00500 ENTRY 022 ;INPUT RECORD TOO LONG
00600 $DRV3: DW DRV3FR ;FORMATTED READ
00700 DW DRV3FW ;FORMATTED WRITE
00800 DW DRV3BR ;BINARY READ
00900 DW DRV3BW ;BINARY WRITE
01000 DW DRV3RE ;REWIND
01100 DW DRV3BA ;BACKSPACE
01200 DW DRV3EN ;ENDFILE
01300 DRV3EN: XRA A ;THESE OPERATIONS ARE
01400 ;NO-OPS FOR TTY
01500 DRV3RE EQU DRV3EN
01600 DRV3BA EQU DRV3EN
01700 RET
01800 DRV3BW: JMP $IOERR ;ILLEGAL OPERATIONS
01900 ; (PRINT ERROR AND RETURN)
02000 DRV3BR EQU DRV3BW
02100 DRV3FR: XRA A ;READ
02200 STA $BL ;ZERO BUFFER LENGTH
02300 DRV31: CALL $TTYIN ;INPUT A CHAR
02400 ANI 0177 ;AND OFF PARITY
02500 CPI 10 ;IGNORE LINE FEEDS
02600 JZ DRV31
02700 PUSH PSW ;SAVE IT
02800 LHL $BL ;GET CHAR POSIT IN BUFFER
02900 MVI H,0 ;ONLY 1 BYTE
03000 XCHG
03100 LHL $BF ;GET BUFFER ADDR
03200 DAD D ;ADD OFFSET
03300 POP PSW ;GET CHAR
03400 MOV M,A ;PUT IT IN BUFFER
03500 INX D ;INCREMENT $BL
03600 XCHG
03700 SHLD $BL ;SAVE IT
03800 CPI 015 ;CR?
03900 RZ ;YES--DONE
04000 MOV A,L ;$BL
04100 CPI 128 ;MAX IS DECIMAL 128
04200 JC DRV31 ;GET NEXT CHAR
04300 CALL $ERR
04400 DB IRECER ;INPUT RECORD TOO LONG
04500 XRA A ;CLEAR FLAGS
04600 RET
04700 DRV3FW: LDA $BL ;BUFFER LENGTH
04800 ORA A

```

0046	C8	04900	RZ		;EMPTY BUFFER
0047	2A 0029 *	05000	LHLD	\$BF	;BUFFER ADDRESS
004A	3D	05100	DCR	A	;DECREMENT LENGTH
004B	F5	05200	PUSH	PSW	;SAVE IT
004C	3E 0D	05300	MVI	A,13	;CR
004E	CD 0000 *	05400	CALL	\$TTYOT	;OUTPUT IT
0051	7E	05500	MOV	A,M	;GET FIRST CHAR IN BUFFER
0052	FE 2B	05600	CPI	'+'	
0054	CA 0079 '	05700	JZ	DR3FW2	;NO LINE FEEDS
0057	FE 31	05800	CPI	'1'	
0059	C2 0064 '	05900	JNZ	DR3FW1	;NOT FORM FEED
005C	3E 0C	06000	MVI	A,12	;FORM FEED
005E	CD 004F *	06100	CALL	\$TTYOT	;OUTPUT IT
0061	C3 0079 '	06200	JMP	DR3FW2	
0064	3E 0A	06300	MVI	A,10	;LF
0066	CD 005F *	06400	CALL	\$TTYOT	
0069	7E	06500	MOV	A,M	;GET CHAR BACK
006A	FE 20	06600	CPI	'0'	
006C	CA 0079 '	06700	JZ	DR3FW2	;NO MORE LINE FEEDS
006F	FE 30	06800	CPI	'0'	
0071	C2 0079 '	06900	JNZ	DR3FW2	;NO MORE LINE FEEDS
0074	3E 0A	07000	MVI	A,10	;LF
0076	CD 0067 *	07100	CALL	\$TTYOT	
0079	F1	07200	POP	PSW	;GET LENGTH BACK
007A	23	07300	INX	H	;INCREMENT PTR
007B	C8	07400	RZ		
007C	F5	07500	PUSH	PSW	;SAVE CHAR COUNT
007D	7E	07600	MOV	A,M	;GET NEXT CHAR
007E	23	07700	INX	H	;INCREMENT PTR
007F	CD 0077 *	07800	CALL	\$TTYOT	;OUTPUT CHAR
0082	F1	07900	POP	PSW	;GET COUNT
0083	3D	08000	DCR	A	;DECREMENT IT
0084	C3 007B '	08100	JMP	DRV32	;ONE MORE TIME
0087		08200	END		

\$IOERR	0011*	\$BL	0043*	\$BF	0048*	\$ERR	003D*
\$TTYIN	0018*	\$TTYOT	0080*	IRECER	0012	\$DRV3	0000'
DRV3FR	0013'	DRV3FW	0042'	DRV3BR	0010'	DRV3BW	0010'
DRV3RE	000E'	DRV3BA	000E'	DRV3EN	000E'	DRV31	0017'
DRV3FW2	0079'	DRV3FW1	0064'	DRV32	007B'		

```

00100 ;COMMENT *
00200 ; DRIVER ADDRESSES FOR LUN'S 1 THROUGH 10
00210 ;
0001 00220 LPT EQU 1 ;UNIT 2 IS LPT
0001 00230 DSK EQU 1 ;UNITS 6-10 ARE DSK
0000 00235 DTC EQU 0 ;DTC COMMUNICATIONS UNIT 4
0000 00240 ;
0000 00300
0000 00400 ENTRY $LUNTB
0000 00500 EXT $DRV3
0000 00600 $LUNTB: DB 013 ;MAX LUN + 1
0001 0000 * 00700 DW $DRV3 ;THEY ALL POINT TO $DRV3 FOR NOW
0003 00800 IFF LPT
0003 00900 DW $DRV3
0003 01000 ENDIF
0003 01100 IFT LPT
0003 01200 EXT LPTDRV
0003 01300 DW LPTDRV
0005 01400 ENDIF
0005 01500 DW $DRV3
0007 01510 IFF DTC
0007 01600 DW $DRV3
0009 01602 ENDIF
0009 01604 IFT DTC
0009 01605 EXT $CMDRV
0009 01606 DW $CMDRV
0009 01608 ENDIF
0009 01700 DW $DRV3
000B 01800 IFF DSK
000B 01900 DW $DRV3
000B 02000 DW $DRV3
000B 02100 DW $DRV3
000B 02200 DW $DRV3
000B 02300 DW $DRV3
000B 02400 ENDIF
000B 02500 IFT DSK
000B 02600 EXT DSKDRV
000B 02700 DW DSKDRV
000D 02800 DW DSKDRV
000F 02900 DW DSKDRV
0011 03000 DW DSKDRV
0013 03100 DW DSKDRV
0015 03200 ENDIF
0015 03300 END

```

```

LPT 0001 DSK 0001 DTC 0000 $LUNTB 0000'
$DRV3 0009* LPTDRV 0003* DSKDRV 0013*

```

## APPENDIX C

## Subprogram Linkages

This appendix defines a normal subprogram call as generated by the FORTRAN compiler. It is included to facilitate linkages between FORTRAN programs and those written in other languages, such as 8080 Assembly.

A subprogram reference with no parameters generates a simple "CALL" instruction. The corresponding subprogram should return via a simple "RET." (CALL and RET are 8080 opcodes - see the assembly manual or 8080 reference manual for explanations.)

A subprogram reference with parameters results in a somewhat more complex calling sequence. Parameters are always passed by reference (i.e., the thing passed is actually the address of the low byte of the actual argument). Therefore, parameters always occupy two bytes each, regardless of type.

The method of passing the parameters depends upon the number of parameters to pass:

1. If the number of parameters is less than or equal to 3, they are passed in the registers. Parameter 1 will be in HL, 2 in DE (if present), and 3 in BC (if present).
2. If the number of parameters is greater than 3, they are passed as follows:
  1. Parameter 1 in HL.
  2. Parameter 2 in DE.
  3. Parameters 3 through n in a contiguous data block. BC will point to the low byte of this data block (i.e., to the low byte of parameter 3).

Note that, with this scheme, the subprogram must know how many parameters to expect in order to find them. Conversely, the calling program is responsible for passing the correct number of parameters. Neither the compiler nor the runtime system checks for the correct number of parameters.

If the subprogram expects more than 3 parameters, and needs to transfer them to a local data area, there is a system

subroutine which will perform this transfer. This argument transfer routine is named \$AT, and is called with HL pointing to the local data area, BC pointing to the third parameter, and A containing the number of arguments to transfer (i.e., the total number of arguments minus 2). The subprogram is responsible for saving the first two parameters before calling \$AT. For example, if a subprogram expects 5 parameters, it should look like:

```

SUBR:  SHLD    P1      ;SAVE PARAMETER 1
      XCHG
      SHLD    P2      ;SAVE PARAMETER 2
      MVI     A,3      ;NO. OF PARAMETERS LEFT
      LXI     H,P3     ;POINTER TO LOCAL AREA
      CALL    $AT      ;TRANSFER THE OTHER 3 PARAMETERS
      .
      .
      [Body of subprogram]
      .
      .
      RET           ;RETURN TO CALLER
P1:    DS      2       ;SPACE FOR PARAMETER 1
P2:    DS      2       ;SPACE FOR PARAMETER 2
P3:    DS      6       ;SPACE FOR PARAMETERS 3-5

```

When accessing parameters in a subprogram, don't forget that they are pointers to the actual arguments passed.

#### NOTE

It is entirely up to the programmer to see to it that the arguments in the calling program match in number, type, and length with the parameters expected by the subprogram. This applies to FORTRAN subprograms, as well as those written in assembly language.

FORTRAN Functions (Section 9) return their values in registers or memory depending upon the type. Logical results are returned in (A), Integers in (HL), Reals in memory at \$AC, Double Precision in memory at \$DAC. \$AC and \$DAC are the addresses of the low bytes of the mantissas.

APPENDIX D  
ASCII CHARACTER CODES

DECIMAL	CHAR.	DECIMAL	CHAR.	DECIMAL	CHAR.
000	NUL	043	+	086	V
001	SOH	044	,	087	W
002	STX	045	-	088	X
003	ETX	046	.	089	Y
004	EOT	047	/	090	Z
005	ENQ	048	0	091	[
006	ACK	049	1	092	\
007	BEL	050	2	093	]
008	BS	051	3	094	^ (or ↑)
009	HT	052	4	095	< (or ←)
010	LF	053	5	096	'
011	VT	054	6	097	a
012	FF	055	7	098	b
013	CR	056	8	099	c
014	SO	057	9	100	d
015	SI	058	:	101	e
016	DLE	059	;	102	f
017	DC1	060	<	103	g
018	DC2	061	=	104	h
019	DC3	062	>	105	i
020	DC4	063	?	106	j
021	NAK	064	@	107	k
022	SYN	065	A	108	l
023	ETB	066	B	109	m
024	CAN	067	C	110	n
025	EM	068	D	111	o
026	SUB	069	E	112	p
027	ESCAPE	070	F	113	q
028	FS	071	G	114	r
029	GS	072	H	115	s
030	RS	073	I	116	t
031	US	074	J	117	u
032	SPACE	075	K	118	v
033	!	076	L	119	w
034	"	077	M	120	x
035	#	078	N	121	y
036	\$	079	O	122	z
037	%	080	P	123	{
038	&	081	Q	124	
039	'	082	R	125	}
040	(	083	S	126	~
041	)	084	T	127	DEL
042	*	085	U		

LF=Line Feed    FF=Form Feed    CR=Carriage Return    DEL=Rubout



## APPENDIX E

## FORTRAN-80 Library Subroutines

The FORTRAN-80 library contains a number of subroutines that may be referenced by the user from FORTRAN or assembly programs. In the following descriptions, \$AC refers to the floating accumulator; \$AC is the address of the low byte of the mantissa. \$AC+3 is the address of the exponent. \$DAC refers to the DOUBLE PRECISION accumulator; \$DAC is the address of the low byte of the mantissa. \$DAC+7 is the address of the DOUBLE PRECISION exponent.

All arithmetic routines (addition, subtraction, multiplication, division, exponentiation) adhere to the following calling conventions.

1. Argument 1 is passed in the registers:  
Integer in [HL]  
Real in \$AC  
Double in \$DAC
2. Argument 2 is passed either in registers, or in memory depending upon the type:
  - a. Integers are passed in [HL], or [DE] if [HL] contains Argument 1.
  - b. Real and Double Precision values are passed in memory pointed to by [HL]. ([HL] points to the low byte of the mantissa.)

The following arithmetic routines are contained in the Library:

<u>Function</u>	<u>Name</u>	<u>Argument 1 Type</u>	<u>Argument 2 Type</u>
Addition	\$AA	Real	Integer
	\$AB	Real	Real
	\$AQ	Double	Integer
	\$AR	Double	Real
	\$AU	Double	Double
Division	\$D9	Integer	Integer
	\$DA	Real	Integer
	\$DB	Real	Real
	\$DQ	Double	Integer
	\$DR	Double	Real
	\$DU	Double	Double
Exponentiation	\$E9	Integer	Integer
	\$EA	Real	Integer
	\$EB	Real	Real
	\$EQ	Double	Integer
	\$ER	Double	Real
	\$EU	Double	Double
Multiplication	\$M9	Integer	Integer
	\$MA	Real	Integer
	\$MB	Real	Real
	\$MQ	Double	Integer
	\$MR	Double	Real
	\$MU	Double	Double
Subtraction	\$SA	Real	Integer
	\$SB	Real	Real
	\$SQ	Double	Integer
	\$SR	Double	Real
	\$SU	Double	Double

Additional Library routines are provided for converting between value types. Arguments are always passed to and returned by these conversion routines in the appropriate registers:

Logical in [A]

Integer in [HL]

Real in \$AC

Double in \$DAC

<u>Name</u>	<u>Function</u>
\$CA	Integer to Real
\$CC	Integer to Double
\$CH	Real to Integer
\$CJ	Real to Logical
\$CK	Real to Double
\$CX	Double to Integer
\$CY	Double to Real
\$CZ	Double to Logical

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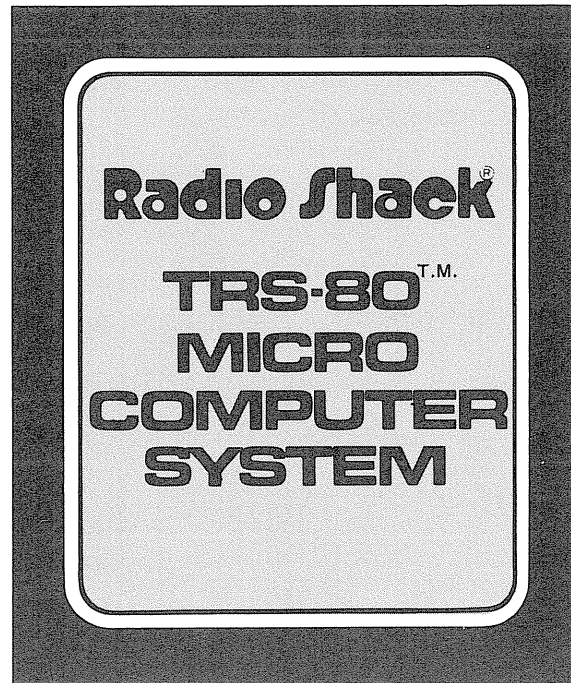
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# LINK-80 Reference Manual



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For Use with the TRS-80  
Disk Operating System (TRSDOS)





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## LINK-80 Linking Loader

The LINK-80 Linking Loader takes the relocatable object files generated by the FORTRAN compiler and MACRO-80 assembler and loads them into memory in a form that can be executed. In addition, LINK-80 automatically searches the system library (FORLIB) and loads the library routines needed to satisfy any undefined global references (i.e., calls generated by the compiled program to subroutines in the system library).

LINK-80 provides the user with several loading options. Programs may be loaded at user-specified locations, and program areas and data areas may be separated in memory. A memory image of the executable file produced by LINK-80 can be written to disk. The default extension for the name of the executable file is /CMD.

### 1 Running LINK-80

When you give TRSDOS the command

L80

(diskette #2 must be in the disk drive), you are running the LINK-80 linking loader. When the loader is ready to accept commands, it prompts the user with an asterisk. The loader will exit back to TRSDOS after a command containing an E or G switch (see Section 1.1), or after a <break> is done at command level.

Command lines are also supported by LINK-80.

#### 1.1 LINK-80 Commands

A command to LINK-80 consists of a string of filenames and/or switches. The command format is:

[filename1][-switch1][,filename2][-switch2]...

All filenames must be in TRSDOS filename format.

After LINK-80 receives the command, it will load or search (see the S switch) the specified files. Then it will list all the symbols that remained undefined, with each followed by an asterisk.

Example:

```
*MAIN

DATA      5200      5300

SUBR1*      (SUBR1 is undefined)

DATA      5200      5300

*SUBR1
*-G          (Starts Execution - see below)
```

Typically, to execute a FORTRAN program and subroutines, the user types the list of filenames followed by -G (begin execution). Before execution begins, LINK-80 will always search the system library (FORLIB/REL) to satisfy any unresolved external references. If you wish to first search libraries of your own, append the filenames that are followed by -S to the end of the loader command string.

## 1.2 LINK-80 Switches

A number of switches may be given in the LINK-80 command string to specify actions affecting the loading process. Each switch must be preceded by a dash (-). These switches are:

<u>Switch</u>	<u>Action</u>
R	Reset. Put loader back in its initial state. Use -R if you loaded the wrong file by mistake and want to restart. -R takes effect as soon as it is encountered in a command string.
E or E:Name	Exit LINK-80 and return to the Operating System. The system library will be searched on the current disk to satisfy any existing undefined globals. The optional form E:Name (where Name is a global symbol previously defined in one of the modules) uses Name for the start address of the program. Use -E to load a program and exit back to the monitor.
G or G:Name	Start execution of the program as soon as the current command line has been interpreted. The system

library will be searched on the current disk to satisfy any existing undefined globals. Before execution actually begins, LINK-80 prints two numbers and a BEGIN EXECUTION message. The two numbers are the start address and the address of the next available byte. The optional form G:Name (where Name is a global symbol previously defined in one of the modules) uses Name for the start address of the program.

N If a <filename>-N is specified, the program will be saved on disk under the selected name (with a default extension of CMD) when a -E or -G is done.

P and D -P and -D allow the origin(s) to be set for the next program loaded. -P and -D take effect when seen (not deferred), and they have no effect on programs already loaded. The form is -P:<address> or -D:<address>, where <address> is the desired origin in the current typeout radix. (Default radix is hexadecimal. -O sets radix to octal; -H to hex.) LINK-80 does a default -P:<link origin> (i.e., 5200).

If no -D is given, data areas are loaded before program areas for each module. If a -D is given, all Data and Common areas are loaded starting at the data origin and the program area at the program origin. Example:

```
*-P:200,FOO
Data      200      300
*-R
*-P:200 -D:400,FOO
Data      400      480
Program 200      280
```

U List the origin and end of the program and data area and all undefined globals as soon as the current command line has been interpreted. The program informa-

tion is only printed if a -D has been done. Otherwise, the program is stored in the data area.

M List the origin and end of the program and data area, all defined globals and their values, and all undefined globals followed by an asterisk. The program information is only printed if a -D has been done. Otherwise, the program is stored in the data area.

S Search the filename immediately preceding the -S in the command string to satisfy any undefined globals.

Examples:

\*-M List all globals

\*MYPROG,SUBROT,MYLIB-S  
Load MYPROG.REL and SUBROT.REL and then search MYLIB.REL to satisfy any remaining undefined globals.

\*-G Begin execution of main program

## 2 Sample Link

DOS READY  
L80  
\*EXAMPL,EXMPL1-G  
DATA 5200 52AC  
[5200 52AC]  
[BEGIN EXECUTION]

1792	14336
14336	-16383
-16383	14
14	112
112	896
DOS READY	

### 3 Format of LINK Compatible Object Files

#### NOTE

Section 3 is reference material for users who wish to know the load format of LINK-80 relocatable object files. Most users will want to skip this section, as it does not contain material necessary to the operation of the package.

LINK-compatible object files consist of a bit stream. Individual fields within the bit stream are not aligned on byte boundaries, except as noted below. Use of a bit stream for relocatable object files keeps the size of object files to a minimum, thereby decreasing the number of disk reads/writes.

There are two basic types of load items: Absolute and Relocatable. The first bit of an item indicates one of these two types. If the first bit is a 0, the following 8 bits are loaded as an absolute byte. If the first bit is a 1, the next 2 bits are used to indicate one of four types of relocatable items:

- 00 Special LINK item (see below).
- 01 Program Relative. Load the following 16 bits after adding the current Program base.
- 10 Data Relative. Load the following 16 bits after adding the current Data base.
- 11 Common Relative. Load the following 16 bits after adding the current Common base.

Special LINK items consist of the bit stream 100 followed by:

a four-bit control field

an optional A field consisting of a two-bit address type that is the same as the two-bit field above except 00 specifies absolute address

an optional B field consisting

of 3 bits that give a symbol  
length and up to 8 bits for  
each character of the symbol

A general representation of a special LINK item is:

```

1 00 xxxx  yy nn      zzz + characters of symbol name
-----
          A field      B field

```

xxxx Four-bit control field (0-15 below)  
yy Two-bit address type field  
nn Sixteen-bit value  
zzz Three-bit symbol length field

The following special types have a B-field only:

0 Entry symbol (name for search)  
1 Select COMMON block  
2 Program name  
3 Request library search  
4 Reserved for future expansion

The following special LINK items have both an A  
field and a B field:

5 Define COMMON size  
6 Chain external (A is head of address chain,  
 B is name of external symbol)  
7 Define entry point (A is address, B is name)  
8 Reserved for future expansion

The following special LINK items have an A field  
only:

9 External + offset. The A value will  
 be added to the two bytes starting  
 at the current location counter  
 immediately before execution.  
10 Define size of Data area (A is size)  
11 Set loading location counter to A  
12 Chain address. A is head of chain,  
 replace all entries in chain with current  
 location counter.  
 The last entry in the chain has an  
 address field of absolute zero.  
13 Define program size (A is size)  
14 End program (forces to byte boundary)

The following special Link item has neither an A nor  
a B field:

15 End file



#### 4 LINK-80 Error Messages

LINK-80 has the following error messages:

?No Start Address	A -G switch was issued, but no main program had been loaded.
?Loading Error	The last file given for input was not a properly formatted LINK-80 object file.
?Out of Memory	Not enough memory to load program.
?Command Error	Unrecognizable LINK-80 command.
?<file> Not Found	<file>, as given in the command string, did not exist.
%2nd COMMON Larger /XXXXXX/	The first definition of COMMON block /XXXXXX/ was not the largest definition. Re- order module loading sequence or change COMMON block definitions.
%Mult. Def. Global YYYYYY	More than one definition for the global (internal) symbol YYYYYY was encountered during the loading process.
%Overlaying [Program] [Data]	Area [ ,Start = xxxx ,Public = <symbol name>(xxxx) ,External = <symbol name>(xxxx) ] A -D or -P will cause already loaded data to be destroyed.
?Intersecting [Program] [Data]	Area The program and data area intersect and an address or external chain entry is in this intersection. The final value cannot be con- verted to a current value since it is in the area intersection.

?Start Symbol - <name> - Undefined

After a -E: or -G: is given,  
the symbol specified was not  
defined.

Origin ☐ Above ☐ Below Loader Memory, Move Anyway (Y or N)?

After a -E or -G was given,  
either the data or program  
area has an origin or top  
which lies outside loader  
memory (i.e., loader origin  
to top of memory). If a  
Y <cr> is given, LINK-80  
will move the area and con-  
tinue. If anything else is  
given, LINK-80 will exit.  
In either case, if a -N was  
given, the image will already  
have been saved.

?Can't Save Object File

A disk error occurred when  
the file was being saved.

5

#### Program Break Information

LINK-80 stores the address of the first free  
location in a global symbol called \$MEMORY if that  
symbol has been defined by a program loaded.  
\$MEMORY is set to the top of the data area +1.

#### NOTE

If -D is given and the data origin is less  
than the program area, the user must be  
sure there is enough room to keep the  
program from being destroyed. This is  
particularly true with the disk driver for  
FORTRAN-80 which uses \$MEMORY to allocate  
disk buffers and FCB's.

## APPENDIX A

### FORTRAN-80 Library Subroutines

The FORTRAN-80 library contains a number of subroutines that may be referenced by the user from FORTRAN or assembly programs. In the following descriptions, \$AC refers to the floating accumulator; \$AC is the address of the low byte of the mantissa. \$AC+3 is the address of the exponent. \$DAC refers to the DOUBLE PRECISION accumulator; \$DAC is the address of the low byte of the mantissa. \$DAC+7 is the address of the DOUBLE PRECISION exponent.

All arithmetic routines (addition, subtraction, multiplication, division, exponentiation) adhere to the following calling conventions.

1. Argument 1 is passed in the registers:
  - Integer in [HL]
  - Real in \$AC
  - Double in \$DAC
2. Argument 2 is passed either in registers, or in memory depending upon the type:
  - a. Integers are passed in [HL], or [DE] if [HL] contains Argument 1.
  - b. Real and Double Precision values are passed in memory pointed to by [HL]. ([HL] points to the low byte of the mantissa.)

The following arithmetic routines are contained in the Library:

<u>Function</u>	<u>Name</u>	<u>Argument 1 Type</u>	<u>Argument 2 Type</u>
Addition	\$AA	Real	Integer
	\$AB	Real	Real
	\$AQ	Double	Integer
	\$AR	Double	Real
	\$AU	Double	Double
Division	\$D9	Integer	Integer
	\$DA	Real	Integer
	\$DB	Real	Real
	\$DQ	Double	Integer
	\$DR	Double	Real
	\$DU	Double	Double
Exponentiation	\$E9	Integer	Integer
	\$EA	Real	Integer
	\$EB	Real	Real
	\$EQ	Double	Integer
	\$ER	Double	Real
	\$EU	Double	Double
Multiplication	\$M9	Integer	Integer
	\$MA	Real	Integer
	\$MB	Real	Real
	\$MQ	Double	Integer
	\$MR	Double	Real
	\$MU	Double	Double
Subtraction	\$SA	Real	Integer
	\$SB	Real	Real
	\$SQ	Double	Integer
	\$SR	Double	Real
	\$SU	Double	Double

Additional Library routines are provided for converting between value types. Arguments are always passed to and returned by these conversion routines in the appropriate registers:

Logical in [A]

Integer in [HL]

Real in \$AC

Double in \$DAC

<u>Name</u>	<u>Function</u>
\$CA	Integer to Real
\$CC	Integer to Double
\$CH	Real to Integer
\$CJ	Real to Logical
\$CK	Real to Double
\$CX	Double to Integer
\$CY	Double to Real
\$CZ	Double to Logical

# **EDIT-80 User's Guide**



**For Use with the TRS-80  
Disk Operating System (TRSDOS)**



# Microsoft EDIT-80 User's Guide

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## CHAPTER 1

## EDIT-80 Operation

1.1 Introduction

EDIT-80 is a line-oriented and character-oriented text editor. EDIT-80 commands are simple and straightforward, yet powerful enough to accommodate the most demanding user. For the novice or for those requiring only cursory use of EDIT-80, the first four chapters of this document contain all the information necessary to complete a fairly extensive editing session. The remaining chapters describe the enhancements to EDIT-80 that provide the user with more sophisticated techniques.

1.2 Running EDIT-80

To run EDIT-80, type and enter

EDIT

at TRSDOS command level. EDIT-80 will ask for the filename by typing

FILE:

Enter the name of your file. Use TRSDOS filename format for the filename:

filename[/extension][.password][:drive#]

If the filename refers to a file that already exists, type the filename followed by <enter>, and EDIT-80 will read in the file. If the file does not have line numbers, EDIT-80 will append them, beginning with line number 100 and incrementing by 100. After EDIT-80 prints

```
Version x.x  
Copyright 1977,78 (c) by Microsoft  
Created: xxxx  
xxxx Bytes free  
*
```

it is at command level, as indicated by the \* prompt. All commands to EDIT-80 are entered after the \* prompt.

If the filename refers to a new file to be created, type the filename followed by the <break> key.

EDIT-80 will return the message

```
Creating  
Version x.x  
Copyright 1977,78 (c) by Microsoft  
Created: xxxx  
xxxx Bytes free  
*  
—
```

Next enter the command I (see Section 2.1 for a further description of the I command). EDIT-80 will type the first line number, 00100, followed by a tab.

```
*I  
00100
```

Now you are ready to enter the first line of your file. A line consists of up to 255 characters and is terminated by <enter>. After every line entered, EDIT-80 will type the next line number, incrementing by 100. This is the "permanent increment." (There are various commands that will change the permanent increment - see Chapter 2.) Line numbers 00000 through 99999 are available for use in your EDIT-80 file.

#### NOTE

Microsoft products such as TRS-80 FORTRAN and MACRO-80 all support input files which include EDIT-80 line numbers.

If a typing error is made while entering or editing a line, use the Delete key (←) to delete the incorrect character(s). If, while typing a line, you wish to erase the entire line and start over, type shift ←.

When you wish to stop entering lines and return to command level, type the <break> key after the next available line number.

### 1.3 Ending the Editing Session

To exit EDIT-80, enter the Exit command:

```
*E  
—
```

The Exit command writes the edited file to disk under the filename that was used to create the file. Subsequent editing sessions with that file require that a filename be specified with the Exit

command. See Section 6.1.

To exit EDIT-80 without writing the edited file to disk, enter the Quit command:

\*Q

After execution of a Quit command, all the changes entered during the editing session are lost.

#### 1.4 Line Numbers and Ranges

Most commands to EDIT-80 require a reference to a line number or a range of line numbers. A line number is specified by using the number itself (it is not necessary to type the leading zeros), or one of three special characters that EDIT-80 recognizes as line numbers. These special characters are:

.	(period)	refers to the current line
^	(up arrow)	refers to the first line
*	(asterisk)	refers to the last line

Ranges may be specified in one of two ways:

1. With a colon. The designation

200:1000

means all lines from line number 200 to line number 1000, inclusive. If lines 200 and 1000 do not exist, the range will begin with the first line number greater than 200 and end with the last line number less than 1000.

2. With an exclamation point. The designation

200!3

means the range of three lines that starts with line 200. If line 200 does not exist, 200!3 means the range of three lines that starts with the first line after 200.

Here are some examples of line and range specifications (shown here with the Print command):

P.:2000      Prints the range that begins with  
the current line and ends with  
line 2000.

P500          Prints line 500.

P.            Prints the current line.

P.!15 Prints the range that begins at the current line and ends after the next 15 lines.

PA:1500 Prints the range that begins with the first line and ends with line 1500.

PA:\* Prints the entire file.

See Appendix C for more examples of range specification.

### 1.5 Format Notation

Throughout this document, generalized formats of EDIT-80 commands are given to guide the user. These formats employ the following conventions:

1. Items in square brackets are optional.
2. Items in capital letters must be entered as shown.
3. Items in lower case letters enclosed in angle brackets are to be supplied by the user:

<position> supply any line number (up to five digits) or ".", "^" or "\*"

<range> supply any <position> or any <range>  
<range> = <position>:<position>  
or  
<position>!<number>

<inc> supply a non-zero integer to be used as an increment between line numbers

<filename> supply any legal TRSDOS filename as described in Section 1.2

4. Punctuation must be included where shown.
5. Items separated by a vertical line are mutually exclusive. Choose one.
6. <break> refers to the break key and is echoed as \$. If you see a \$ in a format notation, it refers to the break key.

7. In any command format, spaces and tabs are insignificant, except within a line number or a filename.
8. Underlined items are typed by EDIT-80.

## CHAPTER 2

## Beginning Interline Editing

Editing a file by printing, inserting, deleting and replacing entire lines or groups of lines is termed interline editing. This section describes the commands used to perform these functions.

2.1 Insert Command

The Insert command is used to insert lines of text into the file. EDIT-80 types each line number for you during insert mode. The format of the Insert command is:

I[<position>[,<inc> | ;<inc>]]

Insertion of lines begins at <position> and continues until <break> is typed or until the available space at that point in the file is depleted. (In either case, EDIT-80 returns to command level.)

If no <inc> is included with the command, the default is the permanent increment. ,<inc> specifies a new increment that is then established as the permanent increment. ;<inc> specifies a temporary increment for use with the current command, but does not change the permanent increment.

If no argument is supplied with the Insert command (I<enter>), insertion resumes where the last insert command was terminated, using the last temporary increment. If only <position> is supplied (I<position><enter>), the permanent increment is used.

EDIT-80 will not allow insertion where a line already exists. If <position> is a line number that already exists, the command I<position> will add the permanent increment (or the temporary increment, if one was specified) to <position> and allow insertion at line number <position>+<inc>. If line <position>+<inc> already exists, or if line numbers exist between <position> and <position>+<inc>, an error message will be printed.

The line feed (↓) key may be used to start a new physical line without starting a new logical line, thus providing compatibility with Microsoft BASIC

source files.

Here is an example using the Insert command:

```

*I7740,10
07740          K=K+1
07750          GO TO 400
07760          $
*

```

Note that the insertion is terminated with <break>. The <break> key may be typed at the end of the last line inserted (instead of <enter>) or at the beginning of the next line. A line is not saved if <break> is the first key typed on that line.

## 2.2 Delete Command

The Delete command removes a line or range of lines from the file. The format of the command is:

D<range>

After a Delete command is executed, the current line (".") is set to the first line of the deleted range.

Examples of the Delete Command:

```

D7000      delete line 7000
D.         delete the current line
D200:900   delete lines 200 through 900
D2000:*    delete all lines from line
           2000 through the last line

```

## 2.3 Replace Command

The Replace command combines the effects of the Delete and Insert commands. The format of the command is:

R<range>[,<inc> | ;<inc>]

The Replace command deletes all of the lines in <range>, then allows the user to enter new text as if an Insert command had been issued. (EDIT-80 types the line numbers.)

The options for selecting the increment between



line numbers are the same as those for the Insert command (see Section 2.1).

Here is an example using the Replace command:

```
*R500:600;50
00500          DO 80 I=1,7
00550          Y(I)=ALOG(Y(I))
00600      80    CONTINUE
*
```

In the above example, the lines in the range 500 to 600 were deleted and replaced by three new lines (500, 550 and 600), using a temporary increment of 50. Insertion terminated automatically because there was not enough room for EDIT-80 to create line 650.

## 2.4 Print Command

The Print command prints lines at the terminal. The format of the command is:

P<range>

Examples of the Print command:

P.:700    print all lines from the  
         current line through line 700

P800:\*    print all lines from line 800  
         through the end of the file

Typing <line feed> (↓) at command level will cause the line after the current line to be printed. Typing <break> at command level will cause the line before the current line to be printed. Typing P<enter> will cause the next 20 lines to be printed.

## 2.5 List Command

The List command

L<range>

is the same as the Print command, except the output goes to the line printer.

## 2.6 Number Command

The Number command renumbers lines of text. You may wish to renumber lines to "make room" for an insertion, or just to organize the line numbers in a file. The format of the Number command is

$$N[\langle\text{start}\rangle][,\langle\text{inc}\rangle \mid ;\langle\text{inc}\rangle][=\langle\text{range}\rangle]$$

where:

1.  $\langle\text{start}\rangle$  is the first number of the new sequence. If  $\langle\text{start}\rangle$  is omitted but  $\langle\text{range}\rangle$  is included,  $\langle\text{start}\rangle$  is set to the first line of  $\langle\text{range}\rangle$ . If  $\langle\text{start}\rangle$  and  $\langle\text{range}\rangle$  are omitted, but  $\langle\text{inc}\rangle$  is included,  $\langle\text{start}\rangle$  is set to  $\langle\text{inc}\rangle$ . If  $\langle\text{start}\rangle$  is omitted and  $\langle\text{inc}\rangle$  is included and  $\langle\text{range}\rangle$  specifies only a page number (e.g.,  $=/2$ ),  $\langle\text{start}\rangle$  is also set to  $\langle\text{inc}\rangle$  on that page. If  $\langle\text{start}\rangle$ ,  $\langle\text{range}\rangle$  and  $\langle\text{inc}\rangle$  are omitted,  $\langle\text{start}\rangle$  is set to the permanent increment.
2.  $\langle\text{inc}\rangle$  is the increment between line numbers in the new sequence. The options for selection of the increment are the same as those described for the Insert command (see Section 2.1).
3.  $\langle\text{range}\rangle$  is the range of line numbers to be renumbered. If  $\langle\text{range}\rangle$  is omitted, the entire file is renumbered.

If the current line is renumbered, "." is reset to the same physical line.

If a Number command would result in line numbers being placed out of sequence, or if EDIT-80 cannot fit all the lines using the given increment, an "Out of order" error message is returned.

Due to EDIT-80's internal memory requirements for executing a Number command, an attempt to renumber a very large file may result in an "Insufficient memory" error. If this situation arises, renumber a smaller portion of the file, write it to disk, renumber another portion, and so on. (See Write Command, Section 6.3.)

Examples of the Number command:

N7000;100=200:1000	Lines 200 through 1000 will be renumbered to begin at line 7000 and increment by 100.
--------------------	---

N,10=400:*	Lines 400 through the end will be renumbered to begin with 400 and increment by 10.
N9000=10000:*	Using the permanent increment lines 10000 through the end will be renumbered to begin at 9000.
N,100	Renumber the whole file using increment 100.
N,5=2350!10	This command could be used to make room for an insert by compactifying the ten lines starting with 2350.

## CHAPTER 3

## Intraline Editing - Alter Mode

The interline editing commands discussed thus far let you edit by inserting, deleting or replacing entire lines. Of course many editing situations require changes to an existing line but not necessarily retyping of the line. Editing a line without retyping it is called intraline editing, and it is done in Alter mode.

### 3.1 Alter Command

The Alter command is used to enter Alter mode. The format of the command is:

A<range>

In Alter mode, EDIT-80 types the line number of the line to be altered and waits for an Alter mode subcommand.

### 3.2 Alter Mode Subcommands

Alter mode subcommands are used to move the cursor; search for text; or insert, delete or replace text within a line. The subcommands are not echoed on the terminal.

Many of the Alter mode subcommands may be preceded by an integer, causing the command to be executed that number of times. (When no integer is specified, the default is always 1.) In many cases, the entire command may also be prefaced with a minus sign (-) which changes the normal direction of the command's action. For example:

D	deletes the next character
6D	deletes the next 6 characters
-D	deletes the last character
-12D	deletes the last 12 characters

Each Alter mode subcommand is described below. A summary of the subcommands is given in Appendix B.

#### NOTE

In the following descriptions, \$ represents <break>, <ch> represents any character, <text> represents a string of characters of arbitrary length and i represents any integer.

### 3.3 Cursor Position

The following commands or terminal keys are used to change the position of the cursor in the line. The location of the cursor is called the "current position."

- <space> spaces over characters. i<space> moves the cursor i characters to the right. -i<space> moves the cursor i characters to the left. Characters are printed as you space over them.
- moves the cursor to the end of the line. If preceded by a minus sign, moves the cursor to the beginning of the line.
- L prints the remainder of the line and positions the cursor at the beginning of the line. Proceed with the next Alter mode subcommand.
- P prints the remainder of the line and recycles the cursor to the current position. Proceed with the next Alter mode subcommand.
- W moves to the beginning of the next word. A word is defined as a contiguous collection of letters, numbers, ".", "\$", or "%". iW advances the cursor over the next i words. -iW moves the cursor back through i words to the left.

### 3.4 Insert Text

- I inserts text. I<text>\$ inserts the given text beginning at the current position. Note that the text must be followed by a <break> or by <enter>.

- B inserts spaces (blanks) at the current position. The B command may be preceded by an integer to insert that many spaces. Spaces are inserted to the right of the cursor only.
- G inserts characters. iG<ch> inserts i copies of <ch>.
- X extends a line. The X subcommand types the remainder of the line, goes into insert mode and lets you insert text at the end of the line. The -X subcommand moves to the beginning of the line and goes into insert mode. (Don't forget to end your insertion with <break> or <enter>.)

### 3.5 Delete Text

- D deletes the character at the current position. iD deletes i characters beginning at the current position. -iD deletes i characters to the left of the current position. Deleted characters are surrounded by double exclamation points.
- ← The back-arrow key may also be used to delete characters. The character immediately to the left of the current position is deleted. i<back-arrow> is equivalent to -iD.
- H deletes (hacks) the remainder of the line to the right of the cursor (or to the left of the cursor if -H is typed) and enters the insert mode. Text insertion proceeds as if an I command had been typed.
- K deletes (kills) characters. K<ch> deletes all characters up to but not including <ch>. iK<ch> deletes all characters up to the ith occurrence of <ch>. -iK<ch> deletes all characters up to and including the ith previous occurrence of <ch>. If <ch> is not found, the command is not executed.

- O deletes (obliterates) text. O<text>\$ deletes all text up to but not including the next occurrence of <text>. iO<text>\$ deletes all text up to the ith occurrence of <text>. -iO<text>\$ deletes all characters up to and including the ith previous occurrence of <text>.
- T deletes (truncates) the remainder of the line to the right of the cursor (or to the left of the cursor if -T is typed) and exits Alter mode.
- Z deletes (zaps) words. iZ deletes the next i words. -iZ deletes words to the left of the cursor.

### 3.6 Replace Text

- R replaces text. iR<text>\$ deletes the next i characters and replaces them with <text>. -iR<text>\$ replaces text to the left of the cursor. The deleted characters are echoed between double exclamation points.
- C changes characters one character at a time. C<ch> changes the next character to <ch>. Only the new character is echoed. iC may be followed by i characters to change that many characters; or it may be followed by fewer than i characters and terminated with <break>, in which case the remaining characters will not be changed. -iC does an i<back arrow> and then an iC. The i<back arrow> is echoed between exclamation points.

### 3.7 Find Text

- S searches for a character. S<ch> searches for the next occurrence of <ch> after the current position and positions the cursor before the character. iS<ch> searches for the ith occurrence of <ch>. -S<ch> and -iS<ch> search for the (ith) previous occurrence of <ch> and position the cursor immediately before it. The character at the cursor position is not included in the search. If <ch> is not found, the command is ignored.

F finds text. F<text>\$ finds the next occurrence of <text> and positions the cursor at the beginning of the string. iF<text>\$ finds the ith occurrence of <text>. -F<text>\$ and -iF<text>\$ find the (ith) previous occurrence of <text> and position the cursor before it.

### 3.8 Ending and Restarting Alter Mode

<cr> carriage return. Prints the remainder of the line, enters the changes and concludes altering of that line.

A same as carriage return.

E enters the changes and concludes altering of that line, but does not print the remainder of the line.

N restores the original line (changes are not saved) and either moves to the next line (if an A<range> command is still in progress), or returns to command level.

Q restores the original line (changes are not saved), exits (quits) Alter mode, and returns to command level.

Shift ← Restores the original line, stays in Alter mode and repositions the cursor at the beginning of the line. Echoes as ^Y.

### 3.9 Extend Command

The Extend command is issued at command level and is used to extend lines. The format of the command is

X<range>

The effect of the X command is equivalent to typing an A command, followed by an X subcommand. After entering an X command, proceed by typing the text to be inserted at the end of the line. Don't forget you are now in Alter mode and may use any of the Alter mode subcommands, once <break> has been typed.

The Extend command is particularly useful for placing comments in assembly language programs.



## CHAPTER 4

## Find and Substitute Commands

When it is necessary to change a certain portion of text, it is not always immediately known where that text is located in the file. Even with a listing of the file on hand, it is a tiresome task to scan the listing to find the line number of a particular item that must be changed.

The EDIT-80 Find and Substitute commands allow the user to quickly locate text and make necessary changes.

#### 4.1 Find Command

The Find command locates a given string of text in the file and types the line(s) containing that string. The format of the command is:

```
F[<range>][,<limit>] <enter> | $<string>$
```

where \$ represents the escape key and <limit> is the number of lines containing <string> to be found. A limit of zero will find all occurrences of <string>. The following rules apply to the format of the Find command:

1. If \$<string>\$ is omitted, the last string given in a Find command is used.
2. If <limit> is omitted and \$<string>\$ is included, <limit> is assumed to be 1.
3. If <limit> and \$<string>\$ are omitted, the previous limit is assumed.
4. If <range> is omitted and \$<string>\$ is included, the entire range from the previous Find command is used.
5. If <range> and \$<string>\$ are omitted, the search for the previous string continues from the line where the last occurrence was found.

If the search is unsuccessful, an error message is printed.

Here is a sample editing session using Find:

```
*F^:$WHI(I)$
01100   WHI(I)=0
*F<enter>
01400   IF (P.GT.WHI(I))WHI(I)=P
*A.
01400   .
.
.
*F,2$WLO(I)$
01200   WLO(I)=9999
01500   IF (P.LT.WLO(I))WLO(I)=P
*A.
01500   .
.
.
*F.:$AVG$
Search fails
*F$MEAN$
03700   MEAN=SUM/40
*F,0
04200   IF (P.GT.MEAN) M=M+1
06700   WRITE (6,170) MEAN, M
*A4200
04200   .
.
.
```

Find the first line that contains WHI(I). Prints line 1100. Find the next one. Prints line 1400. Caught a mistake in this line. Alter it.

Find the first two lines in the file that contain WLO(I) (range is still .\*). Prints lines 1200 and 1500. Alter line 1500.

Find the first line in the file that contains AVG. There aren't any. Try finding MEAN instead. Prints line 3700. Find all other lines containing MEAN. (Search begins at the line after line 3700.) Finds two more (4200 and 6700). Alter line 4200, etc.

## 4.2 Substitute Command

The Substitute command locates a given string, replaces it with a new string and types the new line(s). The format of the command is:

S[<range>][,<limit>] <enter> | \$<old string>\$<new string>\$

where \$ represents <break>, and <limit> is the number of lines in which <old string> is to be replaced by <new string>. A limit of zero will replace all occurrences of <old string> with <new string>. <new string> may be a null string. The following rules apply to the format of the Substitute command:

1. If \$<old string>\$<new string>\$ are omitted, the strings given in the last Substitute command are used.
2. If <limit> is omitted and \$<old string>\$<new string>\$ are included, <limit> is assumed to be zero.
3. If <limit> and \$<old string>\$<new string>\$ are omitted, the previous limit is assumed.
4. If <range> is omitted and \$<old string>\$<new string>\$ are included, the entire range from the previous Substitute command is used.
5. If <range> and \$<old string>\$<new string>\$ are omitted, substitution continues from where the last substitution left off.

If no occurrence of <old string> is found, an error message is printed.

Example:

```
*SA:5000$ALPHA$BETA$
00950  BETA(K)=ABS(1.-LST(K))
01750  WRITE(6,400) 1BETA(K)
04100  IF (BETA(K).LT.0)GOTO 9000
```

From the first line to line 5000, replace all occurrences of ALPHA with BETA.

## CHAPTER 5

## Pages

It is possible to divide an EDIT-80 file into sections called pages, which are separated by page marks. The first page of a file is always page 1, and EDIT-80 always enters command level on page 1 of a multiple-page file. Each subsequent page begins with a page mark and is numbered sequentially. On any given page, the complete range of line numbers (00000 to 99999 or any portion thereof) may be used.

If EDIT-80 encounters a form feed while reading in a file, it will enter a page mark at that point in the file. If EDIT-80 encounters a line number that is less than the previous line number, it will automatically insert a page mark so that proper line number sequence may be maintained. When EDIT-80 writes a file out to disk, a form feed is output with each page mark. Then, when the file is listed, each new page of the file starts on a new physical page.

### 5.1 Specifying Page Numbers

In a single-page file, only a line number is needed to indicate <position>. In a multiple-page file, EDIT-80 must know the page number as well as the line number to determine a <position>. That is, <position> is indicated by

<line>[/<page>]

where

<line> is ".", "^", "\*" or a number of up to five digits.

<page> is ".", "^", "\*" or a number of up to five digits. When specifying a page, the characters ".", "^" and "\*" refer to the current page, the first page and the last page, respectively. If <page> is omitted, the current page is assumed.

Consequently, in a multiple-page file a <range>, which may be indicated by

<position>:<position>  
or  
<position>!<number>

may also contain page numbers. If the page number is omitted from the first line number in the range, it is assumed to be the current page. If the page

number is omitted from the second line number in the range, it is assumed to be on the same page as the first line number in the range.

Here are some examples of line numbers and ranges that include page number specification:

100/2:*/*	Line 100 on page 2 through the last line on the last page
100/2:*	Line 100 on page 2 through the end of that page
100:*/5	Line 100 on the current page through the last line on page 5
100/*	Line 100 on the last page
100/.:*/3	Line 100 on the current page through the last line on page 3

See Appendix C for more examples of range specification.

## 5.2 Inserting Page Marks

Page marks may be inserted in the file at the discretion of the user. To insert a page mark, use the Mark command. The format is:

M<position>

The page mark is inserted immediately after <position>. <position> must exist or an error message will be printed.

The current line reference (".") is retained after a Mark command is executed. That is, if <position> is before ".", then "." will be moved to the next page and will still point to the same physical line.

## 5.3 Deleting Page Marks

Page marks are deleted with the K (Kill) command. The format of the command is:

K/<page>

The K command deletes the page mark after <page>. For example, in a four-page file, K/2 would delete

the second page mark (the page mark that started page 3), and the pages would then be numbered 1, 2, and 3. The last line number on <page> must be lower than the first line number on <page>+1 before a K/<page> command can be executed.

#### 5.4 Begin Command

Use the Begin command to return to the beginning of a page. The format of the Begin command is:

B[/<page>]

If <page> is omitted, the B command returns to the beginning of page one.

#### 5.5 Other Commands and Page Marks

1. A Delete command that crosses over a page boundary will delete all lines in the range, but will not delete the page mark.
2. A Print command that moves off the current page will print the new page number prior to printing the first line specified in the command.
3. When output is being done with the List command, a form feed will be printed with each page mark, and the page number will be printed on each page.
4. A range specified with an exclamation point may cross a page boundary.
5. If the range specified in a Number command crosses page boundaries, numbering will start over on each new page; the first line number will equal the increment. Consequently, in the Number command, <start> and the first line of <range> must be on the same page.

## CHAPTER 6

## Exiting EDIT-80

Section 1.3 introduced the Exit and Quit commands for exiting EDIT-80. These two commands will be described more completely in this chapter. An additional command, the Write command, will also be presented.

### 6.1 Exit Command

The Exit command is used to write the file to disk and return to TRSDOS. The format of the command is:

E[<filename>][-<switch>]

The edited file is saved on the disk under <filename>. When exiting a new file for the first time, <filename> may be omitted. (In which case, the opening filename is assigned.) Otherwise, a new filename is required for each Exit. The previous file serves as a back-up.

The optional <switch> controls the format of the output. (See Section 6.5.)

### 6.2 Quit Command

The Quit command is used to return to TRSDOS without writing the edited file to disk. To Quit editing, simply enter:

Q

After a Quit command, all changes entered during the editing session are lost.

### 6.3 Write Command

The Write command writes the edited text to disk and then returns to EDIT-80 command level. It does not exit the editor, and the current position in the file is not changed. The format of the command is:

W[<filename>][-<switch>]

A filename is not required in the first Write of a new file. A filename is required, however, in all subsequent Write and Exit commands.

The optional <switch> controls the format of the output. (See Section 6.5.)

#### 6.4 Index Files

When reading in a file to be edited, EDIT-80 generates information it needs about each block of the disk file. With a small file, this information is generated in a few seconds, each time the file is read in. However, with larger files (5K or more), the time lag required to read in the file becomes significant. Thus, when EDIT-80 saves a file of 42 or more records on the disk, it also saves a small file, separate from the text file, containing the required information about the text file.

This small file is called the index file, and it can be read faster than the text file. EDIT-80 saves the index file under a filename that is the same as the text filename (passwords not included), with a Z preceding the first two letters of the extension. For example, if the file is called FOO/MAC.SAM, the index file is called FOO/ZMA.

When EDIT-80 is asked to edit a file, it first checks for an index file. If an index file exists, EDIT-80 reads the index file instead of the text file. Care must be taken if the text file is modified by another editor or changed and saved in BASIC. The user must then delete the index file prior to editing the text file again with EDIT-80. If the index file is not deleted, EDIT-80 will have meaningless information about the text file.

#### 6.5 Parameters

When reading in a file, EDIT-80 expects it to be in its own representation. If the file appears to be in another representation, EDIT-80 will add line numbers and try to convert the file to EDIT-80 standard format. There are, however, several other representations that EDIT-80 accepts, if the proper switch is appended to the input filename. Switches are always preceded by a dash (-):

filename[/ext][.password][:drive#][-switch]

For example: FOO/BAS.SAM-BASIC



### 6.5.1 BASIC Switch

If the BASIC switch is appended to the input filename, EDIT-80 will read the file using the following algorithm:

1. All leading spaces and tabs are removed from each line.
2. The first non-blank character must be a digit.
3. From 1 to 5 leading digits are converted to a line number. More than 5 leading digits constitutes a fatal error.
4. A tab is inserted if the first non-digit is not a space or a tab. If the first non-digit is a space, it is replaced by a tab. If the first non-digit is a tab, it is left alone.
5. On output, if UNSEQ (see Section 6.5.2) has been selected, leading zeros in the line number are suppressed and the tab is converted to a space.

Because BASIC uses line numbers to control the sequence of program execution, BASIC users should beware of renumbering with the N command. Microsoft BASIC will ignore page marks from the EDIT-80 file, so a BASIC file may have multiple pages. Insure, however, that no line number appears more than once in the program.

### 6.5.2 SEQ and UNSEQ Switches

If the SEQ switch is appended to the input filename, EDIT-80 will use the same algorithm to interpret the text file as with the BASIC switch. However, when the file is output, it will be in standard EDIT-80 format, unless the UNSEQ switch is appended to the output filename.

The UNSEQ switch on input tells EDIT-80 to append its own line numbers to the incoming file, regardless of what it looks like. This switch must be used if the incoming file has digits at the beginning of lines with high bits on that are not to be interpreted as line numbers.

On output, the UNSEQ switch must be specified (if it hasn't been already) to output a non-standard file. That is, if BASIC is specified on input and UNSEQ is specified on output, the file will be output in BASIC format. If BASIC was not specified

on input and UNSEQ is specified on output, the file will be output with no line numbers and no trailing tab. If the UNSEQ switch was specified on input and the user wishes to output a standard file, the SEQ switch on output will override the UNSEQ switch.

## APPENDIX A

## Alphabetic Summary of Commands

<u>Command</u>	<u>Format and Description</u>	<u>Page</u>
Alter	A<range> Enters Alter mode.	15
Begin	B[<page>] Moves to the beginning of <page>. Default is page 1.	25
Delete	D<range> Deletes lines.	11
Exit	E[<filename>][-<switch> Writes the edited text to disk and exits the editor.	6, 26
Find	F[<range>][,<limit>] <enter>   \$<string>\$ Finds occurrences of <string>.	20
Insert	I[<position>][,<inc>   ;<inc>] Inserts lines beginning at <position> using increment <inc>. With no argument, continues with previous Insert command.	10
Kill	K/<page> Deletes the page mark at the end of <page>.	24
List	L<range> Prints lines at the line printer.	12
Mark	M<position> Inserts a page mark after <position>.	24
Number	N[<start>][,<inc>   ;<inc>][=<range>] Renumbers the lines in <range> so they begin at <start> and increment by <inc>.	13
Print	P[<range>] Prints lines at the terminal. With no argument, prints the next 20 lines.	12
Quit	Q Exits the editor without writing the edited text to disk.	6, 26

Replace	R<range>[,<inc>   ;<inc>] Replaces line(s) using increment <inc>.	18
Substitute	S[<range>][,<limit>]<enter>   \$<old string>\$<new string>\$ Replaces <old string> with <new string>.	22
Write	W[<filename>][-<switch>] Writes the edited text to disk but does not exit the editor.	26
eXtend	X<range> Allows insertion of text at the end of a line.	19

## APPENDIX B

## Alphabetic Summary of Alter Mode Subcommands

<u>Command</u>	<u>Format</u>	<u>Action</u>
A	A	Prints the remainder of the line, enters the changes and concludes altering of that line
B	[i]B	Inserts spaces
C	[-][i]C<ch>[...<ch>]	Replaces characters
D	[-][i]D	Deletes characters
E	E	Enters the changes and concludes altering of that line
F	[-][i]F\$<text>\$	Finds <text>
G	[i]G<ch>	Inserts i copies of <ch>
H	[-]H<text>\$	Deletes the remainder of the line and enters the insert mode
I	I<text>\$	Inserts <text>
K	[-][i]K<ch>	Deletes all characters up to <ch>
L	L	Positions the cursor at the beginning of the line
N	N	Restores the original line and either moves to the next line (if an A<range> command is still in progress) or returns to command level
O	[-][i]O<text>\$	Deletes all characters up to <text>
P	P	Recycles the cursor to the current position
Q	Q	Exits Alter mode and restores the original line

R	<code>[-][i]R&lt;text&gt;\$</code>	Replaces i characters with <text>
S	<code>[-][i]S&lt;ch&gt;</code>	Finds <ch>
T	<code>[-]T</code>	Deletes the remainder of the line and concludes altering of the line
W	<code>[-][i]W</code>	Moves the cursor over words
X	<code>[-]X</code>	Extends the line
Z	<code>[-][i]Z</code>	Deletes words
<code>[-] →</code>		Moves the cursor to the end of the line
<code>←</code>		Deletes characters
<code>[-][i]&lt;space&gt;</code>		Moves the cursor over characters
<code>&lt;enter&gt;</code>		Prints the remainder of the line, enters changes and concludes altering of that line
Shift <code>←</code>		Restores the original line, stays in Alter mode and repositions the cursor at the beginning of the line. Echoes as ↑Y.

## APPENDIX C

## Summary of Notation

The notation used in this document may be defined as follows:

<line> = <number> | . | ^ | \*

<page> = <number> | . | ^ | \*

<position> = <line>[/<page>]

<range> = <position>[:<position> | !<number>]

where:

<number> = <digit> | <number><digit>

<digit> = 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9

Shorthand Notation for Ranges

The following "shorthand" forms of range specifications may be used with EDIT-80 commands.

<u>Shorthand Notation</u>	<u>Equivalent To</u>	<u>Range Specified</u>
/<page>	^/<page>:*/<page>	All of <page>.
/<page1>:/<page2>	^/<page1>:*/<page2>	The first line on <page1> through the last line on <page2>.
:	^/1:*/*	The entire file.
<position>:	<position>:*/*	<position> through the end of the file. e.g., .. is the same as ./.:*/*
:<position>	^/1:<position>	The first line in the file through <position>. e.g., .. is the same as ^/1:../.

## APPENDIX D

## EDIT-80 Special Characters

<break>	Aborts the command in progress and returns to EDIT-80 command level.
→	Types a tab.
Shift ←	Erases the line being typed and lets you start over. When used in Alter mode, Shift<-- restores the original line, stays in Alter mode and repositions the cursor at the beginning of the line.

Control characters are typed by holding down the shift key, the down-arrow (↓) key and the correct alpha key at the same time.

Control O	Suspends/resumes output (at the terminal or line printer) from an EDIT-80 command.
Control S	Halts/resumes execution of an EDIT-80 command.



## APPENDIX E

## Error Messages

Fatal Errors

Disk I/O errors are fatal. The corresponding TRSDOS error message will be printed.

Any TRSDOS system error message is fatal.

Illegal line format

Occurs when EDIT-80 finds a line with strange contents or a strange line number. This should not normally occur when editing a file created by EDIT-80. It is usually caused by reading files not meant for editing, such as binary files.

Edit Error MessagesIllegal command

Tells the user a nonexistent or ill-formed command was typed.

Insufficient memory available

Occurs when the user has made enough changes to the file to have exhausted EDIT-80's memory area. This should only happen when a large file has many changes or when large portions of code are being inserted or renumbered. A W command should be done to compress memory.

No string given

Tells the user the F or S command was given without a search string. This usually happens when using the F or S command with no arguments prior to issuing an F or S command with arguments, or when an <escape> without a search string is typed following the range.

No such line(s)

This message is issued if a command references a line or range which does not exist. Usually occurs when the proper page number is omitted from the line or range.

Line too long

This message is issued when the user attempts to enter a line longer than 255 characters. This may happen when the line is read or as a result of a command which alters the line.

Out of order

Indicates that the line numbers in the file would not be in ascending order if the command were to be executed. This frequently happens when trying to insert where there is not

enough room or trying to delete a page mark.

Search fails

An informative message that tells the user a search was unsuccessful.

Wrap around

This message is printed whenever a line greater than 99999 would be generated.

File Errors

File already exists

Issued if the user tries to give the name of an existing file to a new file, or tries to rename a file using the name of an existing file in an E or W command.

File not found

Issued if the file specified in a command could not be found.

Illegal file specification

Informs the user that the command string contains an illegal character of some kind.

## APPENDIX F

## Output File Format

Compilers and assemblers should ignore the line numbers and page marks included in EDIT-80 output files (except when included in listing files). Microsoft TRS-80 FORTRAN and MACRO-80 both do so.

A line number consists of five decimal digits followed by a tab character. All six bytes have the high order bit (bit 7) equal to one. It is not recommended that EDIT-80 files be listed with the TRSDOS LIST command. Graphics characters may appear in the line numbers. Use EDIT-80's Print command instead.

When writing a file with -BASIC set, the line numbers have the high order bits equal to zero. Each line number is followed by a space that has the high order bit equal to zero.

A page mark is a form feed character with the high order bit equal to one.



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