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Fortran Specifications and Operating Procedures IBM 1401

PROGRAM NUMBER 1401-FO-050, VERSION 3

This reference publication contains the language specifications necessary to code a 1401 Fortran source program and the procedures for assembling and running the object program. In addition to describing the 1401 Fortran language, the specifications section also contains descriptions of:

1. the control card
2. the phases of the compiler
3. the arithmetic and input/output routines generated by the compiler
4. the 1401 Fortran facility for linking programs or segments for continuous processing and
5. the input/output routine option provided in 1401 Fortran.

In addition to the procedures for assembling and running the object program, the operating procedures section also includes explanations of:

1. compiler output
2. compiler diagnostics
3. object-program storage allocation and
4. object-program halts.

The reader should be familiar with the *Fortran General Information Manual*, Form F28-8074, and the IBM 1401 configurations required for the assembly and the execution of the object program. Additional publications concerning the IBM 1401 system can be found in the *IBM 1401-1460 Bibliography*, Form A24-1495.

This is a reprint of an earlier edition, and incorporates the following Technical Newsletter:

<u>Form No.</u>	<u>Pages</u>	<u>Date</u>
N21-0046-0	15, 20, 22, 28, 29, 33, 40, and 42	4/27/65

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Fortran Specifications — IBM 1401

The IBM 1401 Fortran is a symbolic programming system composed of (1) a language and (2) a processor program (compiler). Symbolic or source statements are coded using the 1401 Fortran language, which closely resembles the language of mathematics. The *source program* is a particular sequence of source statements. After being coded on the Fortran Coding Form, Form X28-7327 (Figure 1), the source statements are punched into cards, which are then used as input to the 1401 Fortran compiler. The compiler translates the source program to a 1401 machine-language program (*object program*) that can be executed immediately or punched into cards for future use.

Machine Requirements

The minimum machine requirements for the compilation of a 1401 Fortran source program are as follows:

- 8,000 positions of core storage
Advanced Programming Feature
High-Low-Equal Compare Feature
Multiply-Divide Feature
One IBM 1402 Card Read-Punch
One IBM 1403 Printer, Model 1 or 2

One magnetic tape unit, the IBM 729 or the IBM 7330, may be used to store and load the 1401 Fortran com-

[illegible]

Figure 1. Fortran Coding Form

piller. The Sense Switches feature may be used to provide a 1403 listing of the object program during various stages of compilation.

The minimum machine requirements for execution of the compiled object program are as follows:

8,000 positions of core storage
 Advanced Programming Feature
 High-Low-Equal Compare Feature
 Multiply-Divide Feature
 One IBM 1402 Card Read-Punch
 One IBM 1403 Printer, Model 1 or 2

Source Program Characters

The following chart indicates the list of characters which may be used in a Fortran source program:

Character	Card Code	Character	Card Code
Blank		M	11-4
.	12-3-8	N	11-5
)	12-4-8	O	11-6
+	12	P	11-7
\$	11-3-8	Q	11-8
*	11-4-8	R	11-9
-	11	S	0-2
/	0-1	T	0-3
,	0-3-8	U	0-4
(0-4-8	V	0-5
=	3-8	W	0-6
A	12-1	X	0-7
B	12-2	Y	0-8
C	12-3	Z	0-9
D	12-4	0	0
E	12-5	1	1
F	12-6	2	2
G	12-7	3	3
H	12-8	4	4
I	12-9	5	5
J	11-1	6	6
K	11-2	7	7
L	11-3	8	8
		9	9

No other card codes are acceptable in 1401 Fortran source program statement cards, with the following exceptions:

- 4-8 will be taken to mean — (minus).
 11-3-8, which normally has meaning \$ only when it appears as H-conversion text in a **FORMAT** statement, will be taken to mean * when it appears elsewhere. In this event a message will be printed in the source program listing in the same line as the statement.

- 0-2-8 (prints as record mark) will be tolerated, but no characters following it in the statement will be processed even if it is merely a member of an H-conversion format specification.

Writing the Source Program

Each Fortran statement begins a new line of the coding form. (Two statements may not appear on the same line.) Statements that are too long to fit on one line, however, may be continued on subsequent lines.

Statements and information are arranged on the coding sheet as follows (comments and continuation lines are handled separately):

- Columns 1-5 of the first line of a statement may contain a *statement number*, which can be referenced by another Fortran statement. Statement numbers are unsigned and may range from 1 to 99999. Leading and trailing blanks and leading zeros in statement numbers are ignored by the 1401 Fortran processor. If no statement number is needed, columns 1-5 may be left blank.
- Column 6 of the first line of a statement may be either blank or punched with a zero as the user wishes. See *Continuation Lines*.
- Columns 7-72 contain the Fortran statements. A statement cannot consist of more than 660 characters (i. e., 10 lines — see *Continuation Lines*). The Fortran processor ignores blank characters except in the case of H-conversion (see *H-Conversion*). Blanks can be used freely to improve the readability of the source program.
- Columns 73-80 are not processed. They can be used to punch card numbers or other identifying information.

Continuation Lines

When a Fortran statement is too long to fit on one line of the coding sheet, it may be continued on the next line or lines. A statement may take up to nine continuation lines, or a total of ten lines (660 characters).

A continuation line is coded as follows:

- Columns 1-5 are blank.
- Column 6 contains any character other than zero or blank.
- Columns 7-72 contain the continuation of the Fortran statement. Column 7 can be considered as following column 72 of the preceding line.
- Columns 73-78 are used for identification. The processor does not process these columns.

[illegible]

Figure 2. Fortran Statement Card

Comments Line

If the user wishes to have comments or notes appearing in the source program listing, he may use a line (or lines) of the coding sheet strictly for comments.

A comments line is coded as follows:

Punching a Source Program

Each line of the coding sheet is punched, column for column, into a separate Fortran statement card. The Fortran statement card is shown in Figure 2. These punched cards form the Fortran source program deck.

Constants, Variables, Subscripts, Functions, and Expressions

Constants, variables, and functions separated and related by arithmetic operation signs form an arithmetic expression. (Variables can be subscripted to express one- or two-dimensional variable arrays.) The degree of precision of the value of an arithmetic expression is called *arithmetic precision*.

Arithmetic Precision

The degree of precision of an arithmetic expression (the number of digits retained) can be set by control card. The degree of precision for fixed-point and floating-point arithmetic calculations is set separately. Fixed-point precision (designated by the letter k) can be set to any value from 1 through 20. If any result from a fixed-point calculation exceeds k digits, the leftmost (high-order) extra digits are dropped.

Floating-point precision (designated by the letter f) can be set to any value from 2 through 20. All floating-point calculations are performed to a precision of $f + 2$ digits, and ultimately rounded to f digits.

Where no specification of precision is made:

Constants

Two types of constants are permitted in a 1401 Fortran source program: *fixed-point* and *floating-point*.

Fixed-Point Constants

General Form: A fixed-point constant consists of from 1 to k decimal digits written without a decimal point (as integers).

Examples:

```
1
2
+ 524267
- 28987
```

Floating-Point Constants

General Form: A floating-point constant consists of any number of digits with a decimal point. *E* followed by an integer (signed or unsigned) designates multiplication by a power of 10. Floating-point constants can contain any number of digits but only a maximum of *f* significant digits are retained. Floating-point constants of *n* significant digits, where $n < f$, will have *n* digits of precision. The magnitude of a floating-point constant may lie between the limits 10^{-100} and $(1 - 10^{-f}) \times 10^{99}$ or be exactly zero.

Examples:

```
17.
5.0
.0003
5.0E3 i.e.,  $5.0 \times 10^3$ 
5.0E + 3 i.e.,  $5.0 \times 10^{+3}$ 
5.0E - 3 i.e.,  $5.0 \times 10^{-3}$ 
```

Within storage, a floating-point constant of *n* significant digits consists of $s + 2$ digits, where *s* is the smaller of *n* or *f*. For example, if *f* is defined as 18, a number in the source program having 18 or more significant digits results in a 20-digit real number, 18 for the mantissa and 2 for the characteristic. If the constant contains 13 significant digits ($f = 18$), the internal representation will have the 15 digits: 13 for the mantissa and 2 for the characteristic.

Variables

Variable quantities are represented in 1401 Fortran statements by symbolic names. Variable names consist of from one to six alphameric characters (no special characters), of which the first character must be alphabetic. The first character of a variable name denotes which of the two types of variables a particular variable is: (1) fixed-point or (2) floating-point.

Fixed-Point Variables

General Form: All variables whose symbolic name begins with the letter I, J, K, L, M, or N are fixed-point variables.

Examples:

```
I
M2RB3
JOBNO
```

A fixed-point variable can assume any integral value (1, 2, 3, etc.) less than 10^k (where *k* is the integer precision).

When the value assumed by a fixed-point variable has fewer than *k* digits, high-order zeros are added. When the value exceeds *k* digits, only the *k* rightmost digits are retained.

Floating-Point Variables

General Form: A variable whose symbolic name begins with an alphabetic letter *other than* I, J, K, L, M, or N is a floating-point variable.

Examples:

```
A
B7
DELTA1
```

A floating-point variable can assume any value expressible as a normalized floating-point number. That is, it can be between the limits 10^{-100} and $(1 - 10^{-f}) \times 10^{99}$, or be exactly zero. A precision of *f* digits is carried in the mantissa.

Cautions in Naming Variables

To avoid the possibility that a variable name may be considered by the compiler to be a function name, two rules should be observed with respect to naming fixed- or floating-point variables:

1. A *variable* should not be given a name that is identical to the name of a function without its terminal F. Thus, if a function is named TIMEF, no variable should be named TIME (see *Functions*).
2. *Subscripted* variables should not be given names ending with F.

Subscripts

A variable can be made to represent any element of a one- or two-dimensional array of quantities by appending one, or two subscripts, respectively, to the variable name. The variable is then a *subscripted variable* (see *Subscripted Variables*). The subscripts are expressions of a special form whose value determines the member of the array to which reference is made.

Form of Subscripts

General Form: A subscript may take *only* one of the following forms, where *v* represents any unsigned,

nonsubscripted fixed-point variable, and c and c' represent any unsigned fixed-point constant:

```
v
c
v + c
v - c
c * v
c * v + c' or c * v - c'
```

(The * denotes multiplication.)

Examples:

```
IMAS
J9
K2
N + 3
8 * IQUAN
5 * L + 7
4 * M - 3
7 + 2 * K (invalid)
9 + J      (invalid)
```

Subscripted Variables

General Form: A subscripted variable consists of a variable name (fixed- or floating-point) followed by parentheses enclosing one or two subscripts, separated by commas.

Examples:

```
A (I)
K (3)
BETA (8 * J + 2, K - 2)
MAX (I, J)
```

1. Any subscripted variable must have the size of its array (i.e., the maximum values its subscripts can attain) specified in a **DIMENSION** statement preceding the first appearance of the variable in the source program. See *DIMENSION*.
2. The variable in a subscript must be greater than zero, but not greater than the corresponding array dimension.

Arrangements of Arrays in Storage

One-dimensional variable arrays are stored sequentially. Example: The array $A(I)$, where I takes the integer values from 1 to 10, is stored in the sequence, $A(1)$, $A(2)$, $A(3)$, . . . , $A(10)$.

A two-dimensional variable subscript can be thought of as designating rows and columns of variables, for example, the two-dimensional array designation $A(I, J)$ can be thought of as A (I row, J column). Two-dimensional arrays are stored sequentially by columns. Example: If $A(I, J)$ represents a 3x2 array ($I=1, 2, 3$ and $J=1, 2$), the array is stored in the sequence $A(1, 1)$, $A(2, 1)$, $A(3, 1)$, $A(1, 2)$, $A(2, 2)$, $A(3, 2)$.

Functions

A function consists of a function name and a function routine. One argument is appended (in parentheses) to each function name. The argument can be any valid 1401 Fortran expression, either a fixed- or floating-point expression (as the function routine requires). The function name links the argument to the function routine.

Function routines are *closed* routines, which appear in the object program only when called, and then only once, regardless of the number of references.

The function name can be comprised of from 4 to 7 alphameric characters (not special characters). The first character must be alphabetic, and the last character must be the letter F. The first character must be X if and only if the value of the function is to be fixed point.

Examples:

```
SINF(A)
LOGF(C)
XFIXF(B)
FLOATF(I)
```

1401 Fortran Functions

1401 Fortran includes ten function subroutines:

Function	Result
SINF	trigonometric sine of argument
COSF	trigonometric cosine of argument
ATANF	trigonometric arctangent of argument
LOGF	natural logarithm of argument
EXP	argument power of e
SQRTF	positive square root of argument
ABSF	absolute value of floating-point argument
XABSF	absolute value of fixed-point argument
FLOATF	convert fixed-point argument to floating point
XFIXF	convert floating-point argument to fixed point

The first seven functions listed require that both the argument and the computed value of the function be in floating-point form. For XABSF, both argument and function are fixed-point. For FLOATF and XFIXF, argument and function are of opposite form as specified.

User Functions

1401 Fortran allows the addition of up to twelve user functions. (Each function consists of a function name and a corresponding function routine.)

Function Name

The user may choose any name he wishes as long as it conforms to the specifications previously discussed under the general form of a function.

The function name is added to the 1401 Fortran table of functions. See *Adding the Function Name*.

Argument

The argument of the function may be any valid fixed- or floating-point expression. No single function may take both fixed- and floating-point arguments.

If a given operation is to give:

1. fixed- and floating-point functions, using
2. both fixed- and floating-point arguments, four separate functions must be set up, one for each function-argument combination.

Note: If more than one function routine for a given operation is to appear in the same program (or program segment), the name of the routines may be similar, but not the same. For example, the following four function names might be used when all four function-argument combinations are required for a cube-root operation:

1. CUBRTF (fixed-point argument)
2. CUBRTOF (floating-point argument)
3. XCBRTF (fixed-point argument)
4. XCBRTOF (floating-point argument)

Function Routine

The function routine is to be coded in 1401 Autocoder. Each function routine is assembled separately, and the assembled routine is then placed in the 1401 Fortran compiler. See *Incorporating the User's Function into 1401 Fortran*.

The user must consider the following restrictions when coding his function routines:

1. The routine's origin must be at position 2000.
2. The routine's length must be less than 2000 positions.
3. Any actual address is *not* relocated.
4. Any symbolic address that is assembled below position 2000 is not relocated.
5. No DA, XFR, or EX statements may be used.
6. No address constant whose operand is relocatable may be used.

In coding a function routine, the user must study the construction of arithmetic strings and the 1401 Fortran arithmetic routine. The Fortran function subroutines can be used as examples of how the functions must be coded to fit into the compiled program.

In the simplest case for example, where the source statement is:

$Y = \text{FUNCF}(X),$

xxx is the address of the variable X, yyy is the address of the variable Y, and R is the identifier of the function FUNCF; the arithmetic string compiled from the arithmetic statement is:

$\text{B700yyy}=\text{xxxR} \mp$

At the time an arithmetic statement is executed, the three-character machine address of the compiled

statement within the arithmetic string (the first position after B 700) is stored in positions 084-086. Therefore in his function routine the user can refer to the address of the compiled arithmetic statement containing the reference to the function by using the contents of positions 084-086.

For convenience, the address stored in locations 084-086 will be referred to as *ARADR*. Therefore the address of yyy in our example is *ARADR*+2, the address of xxx is *ARADR*+6, and the address of the next statement to be executed in the program is *ARADR*+9. Any zone bits present in the tens position of xxx and yyy do *not* refer to address modification by an index register.

At the time of the branch to the function, the 1401 Fortran arithmetic routine has processed the argument X. The value of X is stored in a field whose address is $279+X3$ (index register 3). Position 280 of this field contains a word mark. If X is a fixed-point variable, index register 3 contains the fixed-point precision value, k. If X is a floating-point variable, index register 3 contains the floating-point precision value plus two ($f+2$), position 280 contains the most significant (left-most) digit of the mantissa, and the characteristic (exponent) is stored in positions 1677-1679. (If the mantissa is zero, the equal-compare latch is set.)

The following space is available to the user:

1. positions 1-80.
2. the index register positions.
3. positions 100-332.
4. any unused storage.
5. any area reserved by the control card.

Arithmetic Expressions

An expression is a meaningful sequence of constants, variables (subscripted or non-subscripted), and functions, separated by arithmetic operation symbols.

Examples:

```
1
A
I
A(I)
A(I)+(B/C)*2.0
A**I-(2.*B)/C
```

Arithmetic Operation Symbols

The five basic arithmetic operations are expressed by the following symbols:

- + (plus sign; addition)
- (minus sign; subtraction)
- * (asterisk; multiplication)
- / (slash; division)
- ** (two asterisks; exponentiation).

Rules for Writing Expressions

The following rules must be observed when writing 1401 Fortran expressions:

1. The mode of arithmetic in an expression can be either fixed-point or floating-point, and must not be mixed except in the following cases:
 - a. A floating-point quantity can appear in a fixed-point expression as an argument of a function such as, XFIXF(C).
 - b. A fixed-point quantity can appear in a floating-point expression as a function argument, such as FLOATF(I); as a subscript such as A(J, K); or as an exponent such as A**N.
2. Two arithmetic-operation symbols cannot appear together, unless they are separated by parentheses. Therefore $A*-B$ and $+ -A$ are *not* valid expressions; however $A*(-B)$ and $+(-A)$ are valid expressions.
3. In exponentiation:
 - a. A floating-point exponent should not be used with a base that is a negative number, because a non-integer power of a negative number can lead to imaginary values. Also, if a floating-point exponent of a negative number is integral, the result will be a positive number regardless of whether the exponent is odd or even.
 - b. A fixed- or floating-point negative number raised to a fixed-point power gives the answer with the correct sign.
 - c. A fixed-point zero raised to a fixed-point power other than zero results in a fixed-point zero answer. A floating-point zero raised to either a fixed- or floating-point power other than zero results in a floating-point zero answer.
 - d. Zero to the zero power will give the results indicated in each of the following cases:
 $0^{**}0 = 1$
 $0.^{**}0 = 1.$
 $0.^{**}0. = 1.$

Note: Zero to the zero power also causes the error message ZTZ to be printed.

Hierarchy of Operations

The use of parentheses in an algebraic expression clearly establishes the intended sequence of operations. The hierarchy of operations in an expression not specified by the use of parentheses is in the usual order:

Exponentiation
Multiplication and Division
Addition and Subtraction

For example, the expression

$$A+B/C+D**E*F-G$$

is taken to mean

$$A + (B/C) + ((D**E)*F) - G$$

Parentheses that have been omitted from a sequence of consecutive multiplications and divisions (or consecutive additions and subtractions) are understood to be grouped from the left. Thus, if \circ represents either $*$ or $/$ (or either $+$ or $-$), then

$$A \circ B \circ C \circ D \circ E$$

will be taken by Fortran to mean

$$(((A \circ B) \circ C) \circ D) \circ E$$

The expression A^{B^C} , which is sometimes considered meaningful, cannot be written as $A**B**C$. It should be written as $(A**B)**C$ or $A**(B**C)$, whichever is intended.

1401 Fortran Statements

There are 25 different statements in the 1401 Fortran language. They are divided into four groups:

1. The *arithmetic statement* specifies a numerical computation.
2. *Control statements* govern the flow of the program. There are eleven different control statements.
3. *Input/Output statements* provide data input and output in a specified format. There are eleven different input/output statements.
4. *Specification statements* provide information about the storage allocation of the variables used in the program. There are two specification statements.

Arithmetic Statement

The 1401 Fortran arithmetic statement defines a numerical calculation. It closely resembles a conventional arithmetic formula; however, the equal sign of the statement specifies replacement rather than equivalence.

General Form: $a = b$, where:

1. a is fixed- or floating-point subscripted or non-subscripted variable.
2. b is an expression.

Examples:

$Q1 = K$
 $A(I) = B(I) + \text{SINF}(C(I))$

The result of the arithmetic calculation specified by the expression (b) is stored in the field designated by the variable (a) on the left in fixed- or floating-point, according to whether the variable is fixed point or floating point.

If the variable on the left is fixed point and the expression on the right is floating point, the result will first be computed in floating point and then truncated to an integer. Thus, if the result is +3.872, the fixed-point number stored will be +3 (not +4). If the variable on the left is floating point and the expression on the right fixed point, the latter will be computed in fixed point, and then converted to floating point.

Arithmetic statements can produce a number of useful effects. Here are some examples:

A = B Store the value of B in A.
 I = B Truncate B to an integer, convert to fixed point, and store in I.
 A = I Convert I to floating point, and store in A.
 I = I+1 Add 1 to I and store in I. This example illustrates the fact that an arithmetic statement is not an equation, but is an instruction to replace a value.

A = 3.0*B Replace A by 3B.

However, be careful to avoid invalid statements such as:

A = 3*B *Not accepted.* The expression is mixed, i.e., contains both fixed-point and floating-point quantities.
 A = I*B *Not accepted.* The expression is mixed.

Note: If characters that were read under the A-conversion format-specification (see *A-Conversion*) are referenced in an arithmetic statement, only the numeric portion of these characters (except for the sign) are considered. For example, MIN would be equivalent to -495.

Control Statements

The second category of 1401 Fortran statements is a set of eleven statements enabling the user to control the sequence in which the program statements are to be executed.

Unconditional GO TO

General Form: GO TO *n*.
n is a statement number.

Example:

GO TO 3

The unconditional GO TO statement transfers control of the program to the specified statement.

Computed GO TO

General Form: GO TO (*n*₁, *n*₂, . . . , *n*_{*m*}), *i*

*n*₁, *n*₂, . . . , *n*_{*m*} are statement numbers and *i* is a non-subscripted fixed-point variable. The range of *i* must be such that the value of *i* is $1 \leq i \leq 10$.

Example:

GO TO (30, 42, 50, 9), I

The computed GO TO statement transfers control to statement number *n*₁, *n*₂, *n*₃, . . . , *n*_{*m*}, depending on whether the value of *i* at the time of execution is 1, 2, 3, . . . , *m*, respectively. Thus in the example, if I is 3 at the time of execution, a transfer to the statement whose number is third in the list, statement 50, will occur. This statement is used to obtain a computed many-way branch.

IF

General Form: IF (*a*) *n*₁, *n*₂, *n*₃

a is an expression and *n*₁, *n*₂, *n*₃ are statement numbers.

Example:

IF (A (J, K) - B) 10, 4, 30

The IF statement conditionally transfers control to another statement of the program. Control is transferred to the statement number *n*₁, *n*₂, or *n*₃, depending on whether the value of *a* is less than, equal to, or greater than zero. Thus, in the example, if (A(J, K) - B) is zero at the time of execution, transfer to statement number 4 occurs.

Sense Light

General Form: SENSE LIGHT *i*

i is 0, 1, 2, 3, or 4.

Example:

SENSE LIGHT 3

The term *sense light* refers to symbolic binary switches in the 1401 system. If *i* is 0, all sense lights are turned off; otherwise SENSE LIGHT *i* is turned on.

IF (Sense Light)

General Form: IF (SENSE LIGHT *i*) *n*₁, *n*₂

*n*₁ and *n*₂ are statement numbers and *i* is 1, 2, 3, or 4.

Example:

IF (SENSE LIGHT 3) 30, 40

Control is transferred to statement number *n*₁ if sense light *i* is on, or statement number *n*₂ if sense light *i* is off. If sense light *i* is on, it is turned off.

IF (Sense Switch)

General Form: IF (SENSE SWITCH i) n_1 , n_2

n_1 and n_2 are statement numbers and i is 1, 2, 3, 4, 5, or 6.

Example:

```
IF (SENSE SWITCH 3) 30, 108
```

Control is transferred to statement number n_1 if sense switch i is on, or statement number n_2 if sense switch i is off. Sense switches B through G correspond to the values of i , 1 through 6, respectively.

Last Card Test. A test for the last card can be made using the statement IF (SENSE SWITCH 0) n_1 , n_2 . With sense switch A on, the IF (SENSE SWITCH 0) n_1 , n_2 statement will transfer program control to statement n_1 when the last card indicator is on; otherwise control will transfer to n_2 . (This particular form of the statement is unique to 1401 Fortran.)

DO

General Form: DO n $i = m_1$, m_2 or DO n $i = m_1$, m_2 , m_3
 n is a statement number, i is a nonsubscripted fixed-point variable, and m_1 , m_2 , m_3 are each either an unsigned fixed-point constant or nonsubscripted fixed-point variable. If m_3 is not stated, it is taken to be 1.

Examples:

```
DO 30 I = 1, 10  
DO 30 I = 1, M, 3
```

The DO statement is a command to execute repeatedly the statements that follow, up to and including statement number n . The first time, the statements are executed with $i = m_1$. For each succeeding execution, i is increased by m_3 . After they have been executed with i equal to the highest value that does not exceed m_2 , control passes to the statement following the last statement in the range of the DO. If, in the initial setup, $m_1 > m_2$, there is no execution of the loop.

The *range* of a DO is that set of statements that will be executed repeatedly; that is, it is the sequence of consecutive statements immediately following the DO, up to and including the statement numbered n .

The *index* of a DO is the fixed-point variable i , which is controlled by the DO in such a way that its value begins at m_1 , and is increased each time by m_3 , until it is about to exceed m_2 . Throughout the range of a DO, i is available as data for any computations, either as an ordinary fixed-point variable or as the variable of a subscript. After the last execution of the range, the DO is said to be *satisfied*.

As an example of the use of a DO statement, suppose that control has reached statement 10 of the program:

```
.  
. .  
. .  
10 DO 11 I = 1, 10  
11 A(I) = I*N(I)  
12  
. .
```

The range of the DO is statement 11, and the index is I. The DO sets I to 1 and control passes into the range. The value of N_1 is converted to floating point, and stored in location A_1 . Because statement 11 is the last statement in the range of the DO and the DO is unsatisfied, I is increased to 2 and control returns to the beginning of the range, statement 11. The value of $2N_2$ is then computed and stored in location A_2 . The process continues until statement 11 has been executed with $I = 10$. Because the DO is now satisfied, control passes to statement 12.

Among the statements in the range of a DO can be other DO statements. If the range of a DO includes another DO, then all of the statements of the included DO must also be in the range of the inclusive DO. A set of DO's satisfying this rule is called a *nest of DO's* (Figure 3).

No transfer is permitted into the range of any DO from outside its range. For example, in Figure 3, 1, 2, and 3 are permitted transfers, but 4, 5, and 6 are not.

When control leaves the range of a DO in the ordinary way (that is, when the DO becomes satisfied and control passes on to the next statement after the range) the exit is said to be a normal exit. After a normal exit

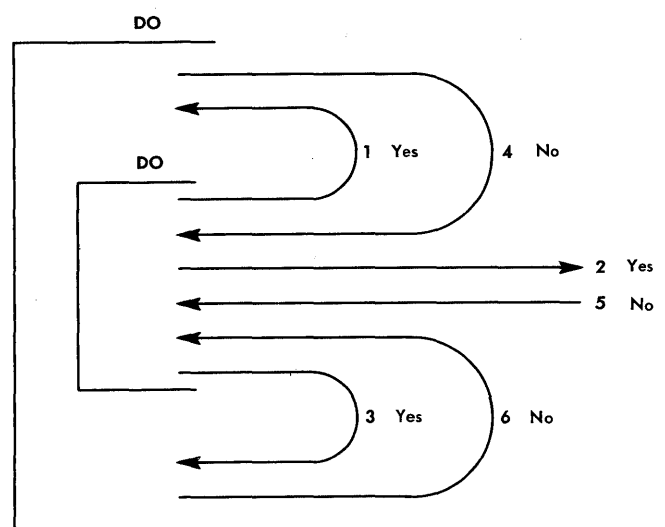


Figure 3. Nest of DO's

from a DO occurs, the value of the index controlled by that DO is not defined, and the index cannot be used again until it is redefined.

However, if exit occurs by a transfer out of the range, the current value of the index remains available for any subsequent use. If exit occurs by a transfer out of the ranges of several DO's, the current values of all the indexes controlled by those DO's are preserved for any subsequent use.

Restrictions on statements in the range of a DO are:

1. Any statement that redefines the value of the index (i) or of any of the indexing parameters (m's) is not permitted.
2. The first statement in the range of a DO must be an executable Fortran statement.
3. The last statement in the range of a DO cannot be a branch instruction (see *Continue*).

Continue

General Form: CONTINUE

Example:

```
CONTINUE
```

CONTINUE is a dummy statement that causes no additional instructions in the object program. It is most frequently used as the last statement in the range of a DO to provide a branch address for IF and GO TO statements that are intended to begin another repetition of the DO range.

An example of a program that requires a CONTINUE is:

```
.  
.   
.   
10 DO 12 I = 1, 100  
11 IF (ARG - VALUE (I)) 12, 20, 12  
12 CONTINUE  
.   
.   
. 
```

This program will scan the 100-entry VALUE table until it finds an entry that equals the value of the variable ARG, whereupon it exits to statement 20 with the value of I available for subsequent use. If no entry in the table equals the value of ARG, a normal exit to the statement following the CONTINUE occurs.

Pause

General Form: PAUSE or PAUSE *n*

n is an unsigned fixed-point constant less than 10^3 .

Examples:

```
PAUSE
```

```
PAUSE 777
```

During the execution of the object program, the PAUSE statement causes the machine to halt and display at the console the number *n* (see *Object Time Halts or Error Conditions*). If *n* is not specified, it is understood to be zero. Pressing the start key causes the object program to resume execution at the next instruction.

Stop

General Form: STOP or STOP *n*

n is an unsigned fixed-point constant less than 10^3 .

Examples:

```
STOP
```

```
STOP 333
```

The STOP statement causes a halt in such a way that pressing the start key has no effect. Therefore, in contrast to PAUSE, this statement is used where a terminal, rather than a temporary, stop is desired. When the program halts, the number *n* is displayed on the console. (See *Object Time Halts or Error Conditions*.) If *n* is not specified, it is understood to be zero.

End

General Form: END

Example:

```
END
```

The END statement is the last statement of the source program. Although the general form of this statement, as specified for other Fortran systems, is permissible when used in a 1401 source program, only the word END has any significance.

Input/Output Statements

There are eleven 1401 Fortran statements available for specifying the transmission of information, during execution of the object program, between storage and input/output units:

1. Five statements (READ, READ INPUT TAPE, PUNCH, PRINT, and WRITE OUTPUT TAPE) that cause transmission of a specified list of data between storage and an external input/output medium such as cards, printed sheet, or magnetic tape.
2. One statement (FORMAT) that is non-executable. It specifies the arrangement of the information in the external input/output medium with respect to the five input/output statements of group 1, and converts the information being transmitted, if necessary, to or from an internal notation.

3. Two statements (READ TAPE, and WRITE TAPE) that cause the transmission of information that is already in internal machine notation, and thus need not be converted under control of a FORMAT statement.
4. Three statements (END FILE, REWIND, and BACKSPACE) that control magnetic tape units.

Lists of Quantities

Of the eleven input/output statements, seven call for the transmission of information and must include a list of the quantities to be transmitted. The order must be the same as the order in which the words of information exist (for input), or will exist (for output) in the input/output medium.

For example, if the list:

A, B(3), (C(I), D(I,K), I = 1, 10), ((E(I, J),
I = 1, 10, 2), F(J, 3), J = 1, K)

is used with an output statement, the information will be written on the output medium in the order:

A, B(3), C(1), D(1, K), C(2), D(2, K), ..., C(10),
D(10, K),
E(1, 1), E(3, 1), ..., E(9, 1), F(1, 3),
E(1, 2), E(3, 2), ..., E(9, 2), F(2, 3),
.....
.....
E(1, K), E(3, K), ..., E(9, K), F(K, 3)

If the list is used with an input statement, the information is read into storage from the input medium. The order of the list can be considered equivalent to the "program":

```
1  A
2  B(3)
3  DO 5 I = 1, 10
4  C(I)
5  D(I, K)
6  DO 9 J = 1, K
7  DO 8 I = 1, 10, 2
8  E(I, J)
9  F(J, 3)
```

Note that the parentheses in the original list define the ranges of the implied DO-loops.

For a list of the form K, A(K) or K, (A(I), I = 1, K) where an index or indexing parameter itself appears earlier in the list of an input statement, the indexing will be carried out with the newly read-in value.

Matrices

1401 Fortran treats variables according to conventional matrix practice. Thus, the input/output statement

```
READ 1, ((A(I, J), I = 1, 2), J = 1, 3)
```

causes the reading of six (2 rows \times 3 columns) items of information. The items will be read into storage in the same order as they are found on the input medium:

A_{1,1} A_{2,1} A_{1,2} A_{2,2} A_{1,3} A_{2,3}.

Note that the numeral 1, following READ, in this case specifies format statement number 1 (see *Format*).

When input/output of an entire matrix is desired, an abbreviated notation can be used for the list of the input/output statement. Only the format-statement number and the name of the array are required. Thus, the statement,

```
READ 1, A
```

is sufficient to read in all of the elements of the array A, according to format statement number 1. In 1401 Fortran, the elements, read in by this notation, are stored in their natural order, that is, in order of increasing storage. Note that the dimensions of an array must be specified (see *Dimension*).

Format

The five input/output statements of group one (see *Input-Output Statements*) require, in addition to a list of quantities to be transmitted, reference to a FORMAT statement that describes the type of conversion to be performed between the internal machine language and the external notation for each quantity in the list.

General Form:

```
FORMAT (S1, S2, ..., Sn/S'1, S'2, ..., S'n/ ...)
```

Each field, S_i, is a format specification.

Example:

```
FORMAT (I2/(E12.4, F10.2))
```

1. FORMAT statements are not executed. They can be placed anywhere in the source program, except as the first statement in the range of a DO statement. Each FORMAT statement must be given a statement number.
2. The FORMAT statement indicates, among other things, the maximum size of each record to be transmitted. In this connection, remember that the FORMAT statement is used in conjunction with the list of some particular input/output statement, except when a FORMAT statement consists entirely of H conversion fields. In all other cases, control in the object program switches back and forth between

the list (which specifies whether data remains to be transmitted) and the `FORMAT` statement (which gives the specifications for transmission of that data).

3. Records must consist of one of the following:
 - a. A tape record with a maximum length corresponding to the printed line of the printer.
 - b. A punched card with a maximum of 80 characters.
 - c. A line to be printed on-line, with a maximum of 100, or 132 characters, depending on the printer used.
4. The initial left parenthesis begins a record. In a read operation this means that a record is read. However, in a write operation, an output record is begun, but not written.
5. A slash terminates the current record. If list elements remain to be transmitted, a slash also begins a new record. In a read operation a slash means that no more information is obtained from the last record read; and in a write operation, that the output record which has been developed is written (even though blank, as when two slashes are adjacent).
6. The final right parenthesis of the `FORMAT` statement terminates the current record. If list elements remain to be transmitted, it also begins a new record and repeats. A repeat starts with the last repetitive group if there is one. (See *Repetition of Groups*.) Otherwise it starts with the specification immediately following the first left parenthesis of the `FORMAT` statement.
7. During input/output of data, the object program scans the `FORMAT` statement to which the relevant input/output statement refers. When a specification for a data field is found and list items remain to be transmitted, editing takes place according to the specification, and scanning of the `FORMAT` statement resumes. If no list items remain, the current record and execution of that particular input/output statement are terminated. Thus, an edited input/output operation is brought to an end when no items remain in the list, except when the next element to the right is an H conversion. In this case, the H conversion is transmitted.

Format Specification

`FORMAT` statement specifications designate:

For input:

1. The arrangement of data read in.
2. The type of conversion required for numeric data.

3. The space set aside for alphanumeric text to be read in.
4. The input fields to be skipped or ignored.
5. The extent of each input record.

For output:

1. The arrangement of data to be written, punched, or printed out.
2. The type of conversion and scale factor required for each numeric field.
3. The alphanumeric text to be written, punched, or printed out.
4. The output fields to be skipped or ignored.
5. The extent of each output record.
6. (In printing) the printer carriage-control character.

Numeric Field Specifications

Three types of conversion are available for numeric data:

<i>Internal</i>	<i>Conversion Code</i>	<i>External</i>
Floating point	E	Floating point with E exponent
Floating point	F	Floating point without exponent
Fixed point	I	Fixed point

These types of conversion are specified in the forms `Ew.d`, `Fw.d`, `Iw`, where:

1. *E*, *F*, and *I* represent the type of conversion
2. *w* is an unsigned fixed-point constant that represents the field width for converted data. This field width can be greater than required in order to provide spacing between numbers.
3. *d* is an unsigned fixed-point constant or zero that represents the number of positions of the field that appear to the right of the decimal point.

For example, the statement `FORMAT (1Hb, I2, E12.4, F10.4)` causes the following line to print (when given in conjunction with a `PRINT` statement):

Stored data	00027	9320963102	7634352602
Field specifications	I2,	E12.4,	F10.4
Printed line	27b—0.9321Eb02bbb—0.0076		

where *b* represents blanks. (See *Carriage Control* for an explanation of the specification `1Hb`.)

Notes on E-, F-, and I-Conversion

1. Specifications for successive fields are separated by commas.
2. No format specification that provides for more characters than permitted for a relevant input/output record should be given. Thus, a format for a record

to be printed should not provide for more characters (including blanks) than the capabilities of the printer.

3. Information to be transmitted with E- and F-conversion must have floating-point names. Information to be transmitted with I-conversion must have fixed-point names.
4. The field width w , for F-conversion on output, must include a space for the sign, a space for the decimal point, and a space for a possible zero which precedes the decimal if the absolute magnitude is less than 1. Thus $w \geq d + 3$.

Note: The maximum value of d that can be used is 20.

The field width w , for E-conversion on output, must include one space for the sign, one space for possible rounding, one space for a decimal point, and four spaces for: the E, exponent sign, and exponent. Thus $w \geq \text{the scale factor} + d + 7$.

5. The exponent, which can be used with E-conversion, is the power of 10 to which the number must be raised to obtain its true value. The exponent is written with an E followed by a minus sign if the exponent is negative, or a plus sign or a blank if the exponent is positive, and then followed by one or two numbers which are the exponent. For example, the number .002 is equivalent to the number .2E-02.
6. If a number converted by I-conversion on output requires more spaces than are allowed by the field width w , the excess on the high-order side is lost. If the number requires fewer than w spaces, the leftmost spaces are filled with blanks. If the number is negative, the space preceding the leftmost digit will contain a minus sign if sufficient spaces have been reserved, otherwise the minus sign will be lost.

Scale Factors (With Output Only). A scale factor can be applied to data that is to be written, punched, or printed as a result of F-type conversion. The scale factor is the power-of-10 by which data is multiplied before conversion. The designation nP , preceding an F-type field specification, indicates a scale factor n . For example, the specification 2PF10.4 results in multiplication of the data by 100 (10^2) before conversion. Thus in the earlier example, the internal data 7634352602 prints as: bbb-0.7634. Scale factor (for F-type conversion only) can be either a positive or negative number.

Scale factor can also be used with E-type conversion for output. However, only *positive* scale factors are allowed, and the magnitude of the converted data remains constant because the shifting of the decimal point to the right is offset by reduction of the E-exponent. Thus in the earlier example, the field specifica-

tion 2PE12.4 causes the internal data 9320963102 to print as: -93.2096Eb00.

Scale factors have no effect on I-type conversion.

A scale factor of zero is assumed if no other factor is given. A scale factor assigned to an E- or F-type conversion applies to all subsequent E- or F-type conversions in the same FORMAT statement, until nullified by a different scale factor. Thus, for example, the specifications 2PF10.4, E12.4, 4PF10.4, E12.4, have the same effect as the specifications 2PF10.4, 2PE12.4, 4PF10.4, 4PE12.4.

Alphameric Field Specifications

Fortran provides two ways by which alphameric information can be transmitted. The internal representation of the data is the same as the external for both specifications.

1. The specification Aw causes w characters to be read into, or written from, a variable or array name.
2. The specification nH introduces alphameric information into a FORMAT statement.
The basic difference between A- and H-conversion is that information handled by A-conversion is given a variable name or array name. Hence, it can be referred to by means of this name by more than one input or output statement list. Whereas, information handled by H-conversion is not given a name and may not be referred to or manipulated in storage in any way.

A-Conversion. The variable name used in conjunction with A-conversion must be a floating-point variable.

1. On input, Aw will be interpreted to mean that a field of w characters is to be stored without conversion. If w is greater than f , the extra ($w - f$) rightmost characters will be dropped. If w is less than f , the characters will be left-adjusted, and the words filled out with blanks.
2. On output, Aw will be interpreted to mean that a field of w characters is to be the result of transmission from storage without conversion. If w exceeds f , only f characters of output will be transmitted followed by $w - f$ blanks. If w is less than f the leftmost w characters of the word will be transmitted.

Note: With $f = 8$, the format specification A10 will print an eight-character mantissa and a two-character exponent.

H-Conversion. The specification nH is followed in the FORMAT statement by n alphameric characters, and

```

XY=b-93.210bbbbbbbbb
XY=9999.999bbSNSSW1
XY=bb28.768bbbbbbbbb

```

Figure 4. Examples of A- and H-Conversions

should be separated from the next field by a comma. For example:

```
31H THIS IS ALPHAMERIC INFORMATION
```

Note that blanks are considered alphameric characters and must be included as part of the count n . The effect of nH depends on whether it is used with input or output.

1. On input, n characters are extracted from the input record and replace the n characters included with the source program FORMAT specification.
2. On output, the n characters following the specification, or the characters that replaced them, are written as part of the output record.

Figure 4 shows an example of A- and H-conversion in a FORMAT statement.

The statement `FORMAT (4HbXY =, F8.3,A8)` might produce the lines shown in Figure 4 where b indicates a blank character.

Figure 4 assumes steps in the source program read the data SNSSW1, print the data when sense switch 1 is on, and print a word containing six blanks when sense switch 1 is off.

Note: `FORMAT (1Hb,3HXY=,F8.3,A8)` is equivalent to `FORMAT (4HbXY=,F8.3,A8)` where b is a blank. See *Carriage Control*.

Blank Fields—X-Conversion

The specification nX introduces n blank characters into an input/output record where n must be less than or equal to the maximum record length.

1. On input, nX causes n characters in the input record to be skipped, regardless of what they actually are.
2. On output, nX causes n blanks to be introduced into the output record.

Repetition of Field Format

It may be desired to perform an input or output operation in the same format on n successive fields within one record. This can be specified by giving n , an unsigned integer, before E, F, I, or A. Thus, the

field specification `3E12.4` is the same as writing `E12.4`, `E12.4`, `E12.4`.

Repetition of Groups

A repetitive group is a nonzero fixed-point constant followed by a left parenthesis, a specification list, and a right parenthesis. A repetitive group cannot itself contain a repetitive group. Thus, `FORMAT (2(F10.6, E10.2), I4)` is equivalent to `FORMAT (F10.6, E10.2, F10.6, E10.2, I4)`.

Multiple-Record Formats

See *Format: General Form*, items 3, 4, and 5.

The statement `FORMAT (3F9.2, 2F10.3 // I2 //)` would specify a multirecord output block in which records 1, 6, 11 . . . have the format (3F9.2, 2F10.3), records 2, 7, 12 . . . are blank, records 3, 8, 13 . . . have the format (I2), and records 4 and 5, 9 and 10, 14 and 15, . . . are blank. On input, the same format descriptions apply and the blank records are skipped.

If a multiple-record format is desired in which the first two records are to be read or written according to a special format and all remaining records according to another format, the last record specification should be defined as a repetitive group by enclosing it in parentheses; for example,

```
FORMAT (I2, 3E12.4/2F10.3, 3F9.4/(10F12.4))
```

If data items remain to be transmitted after the format specification has been completely interpreted, the format repeats from the last previous left parenthesis. Group repetition applies again if it is present. For example, consider the FORMAT statement:

```
FORMAT (3E10.3, 2 (I2, 2F12.4), E28.17)
```

If more items in the list are to be transmitted after this format statement has been completely used, the FORMAT repeats from the left parenthesis preceding I2, and the 2 for group repetition preceding this left parenthesis applies again.

As these examples show, both the slash and the right parenthesis of the FORMAT statement indicate a termination of a record.

Carriage Control

Control of the printer carriage requires a numerical character (or blank) in the first position of the output record for each printed line:

blank	Single-space before printing
0	Double-space before printing
1-9	Skip to channel 1-9 before printing, as indicated.

The control character does not appear in the printed record. This control character is also required in output tape records that are to be used for off-line tape-to-printer operations.

The control character is usually provided by a 1H or 1X (see *Alphameric Field Specifications*) as the first field specification of a FORMAT specification. For example, the field specification 1H6 causes a 6 to be inserted in the high-order position of the output record. This in turn causes the printer carriage to skip to channel 6 before printing. The specification 1X causes a blank to be inserted in the output record, resulting in single-spacing the printer carriage.

When alphamerical text is specified for the high-order field of an output record, the control character can be included in the alphamerical field specification. Thus the earlier example under *H-Conversion* 4HbXY = is changed to 4H6XY = to cause the printer carriage to skip to channel 6. The specification can also be written 1H6, 3HXY =.

Data Input to the Object Program

Data input to the object program is punched into cards according to the following specifications:

1. The data must correspond in order, type, and field with the field specifications in the FORMAT statement. Punching begins in card column 1.
2. Plus signs can be omitted or indicated by a +. Minus signs are indicated by an 11-punch, or an 8-4 punch.
3. Blanks in numeric fields:
 - a. are regarded as zeros when no digits appear in the field (blank field).
 - b. under E- and F- conversion are ignored when they are to the left or to the right of numeric characters; for example, the field 123bb under the conversion F5.2 is interpreted as 1.23.
 - c. under I-conversion are regarded as zeros when they are to the left or to the right of numeric characters.
 - d. are not permitted between characters.
4. Numbers for E- and F-conversion can contain any number of digits, but only the high-order *f* digits of precision will be retained. (No rounding is performed.)
5. In I-conversion only the low-order *k* digits of precision will be retained (*k* is the fixed-point precision value).

To permit economy in punching, certain relaxations in input data format are permitted.

1. Numbers for E-conversion need not have four columns devoted to the exponent field. However, if the exponent field is not four columns, the decimal

point must be punched (see item 2 below). The start of the exponent field must be marked by an E or, if that is omitted, by a + or - (not a blank). Thus, E2, E + 2, + 2 and + 02 are all permissible exponent fields.

2. Numbers for E- and F-conversion need not have their decimal point punched. The format specification will supply it. For example, the number -09321 E + 02 with the specification E12.4 will be treated as though the decimal point had been punched between the 0 and the 9. If the decimal point is punched in the card, its position overrides the position indicated in the FORMAT specification.

Control of I/O Operations. The FORMAT statement indicates the maximum size of each record to be transmitted. Except when a FORMAT statement consists entirely of alphamerical fields, the FORMAT statement is used with the list for some particular input/output statement. Control in the object program transfers repetitively between the list, which specifies whether data remains to be transmitted, and the FORMAT statement, which gives the specifications for transmission of that data.

During input/output of data, the object program scans the FORMAT statement to which the input/output statement refers. When a specification for a numerical field is found and list items remain to be transmitted, input/output takes place according to the specification of the FORMAT statement. If no items remain, transmission ceases.

Read

General Form: READ *n*, List

n is the statement number of a FORMAT statement, and List is as previously described under *Lists of Quantities*.

Examples:

```
READ 1, DATA
```

```
READ 1, ((ARRAY (I, J), I = 1, 3), J = 1, 5)
```

The READ statement causes data to be read from one or more cards as specified by its list and the FORMAT statement to which it refers. The list specifies storage locations for numerical input data. The FORMAT statement:

1. Specifies the arrangement of data on the cards.
2. Specifies the type of conversion required for each numerical data field.
3. Provides space for alphamerical text to be read from cards.
4. Specifies card columns that are to be ignored.
5. Should specify a maximum of eighty card columns for each input record (card).

See *Format Specification*.

Read Input Tape

General Form: READ INPUT TAPE *i*, *n*, List

i is an unsigned fixed-point constant or a fixed-point variable, *n* is the statement number of a FORMAT statement, and List is as previously described under *Lists of Quantities*.

Examples:

```
READ INPUT TAPE 5, 30, DATA
```

```
READ INPUT TAPE N, 30, K, A (J)
```

The READ INPUT TAPE statement causes one or more tape records to be read as specified by its list and the FORMAT statement to which it refers. Data is read in *external* notation by symbolic tape unit *i*, where *i* (constant or variable) can range from 1 to 6. The list specifies storage locations for numerical input data. The FORMAT statement:

1. Specifies the arrangement of data within tape records.
2. Specifies the type of conversion required for each numerical data field.
3. Provides space for alphanumerical text to be read from tape.
4. Specifies data fields that are to be ignored.
5. Should specify a maximum of 133 characters for each input tape record.

Records should be greater than 13 characters. Records of 13 characters or less are considered noise records and are bypassed. See *Format Specification*.

Punch

General Form: PUNCH *n*, List

n is the statement number of a FORMAT statement, and List is as previously described under *Lists of Quantities*.

Examples:

```
PUNCH 1, CALC
```

```
PUNCH 30, (A(J), J = 1, 10)
```

The PUNCH statement causes data to be punched into one or more cards as specified by its list and the FORMAT statement to which it refers. The list specifies storage locations of numerical output data. The FORMAT statement:

1. Specifies the arrangement of data on the cards.
2. Specifies the type of conversion and scale factor required for each numerical data field.
3. Provides alphanumerical text to be punched into cards.
4. Specifies card columns that are to be skipped.
5. Should specify a maximum of eighty card columns for each output record (card).

See *Format Specification*.

Print

General Form: PRINT *n*, List

n is the statement number of a FORMAT statement and List is as previously described under *Lists of Quantities*.

Examples:

```
PRINT 1, CHART
```

```
PRINT 2, (A (J), J = 1, 10)
```

The PRINT statement causes one or more lines of data to be printed as specified by its list and the FORMAT statement to which it refers. The list specifies storage locations of numerical output data. The FORMAT statement:

1. Contains a carriage control character that is not printed (see *Printer Carriage Control*).
2. Specifies the arrangement of data to be printed.
3. Specifies the type of conversion and scale factor required for each numerical field.
4. Provides alphanumerical text to be printed.
5. Specifies print positions that are to be skipped.
6. Should specify a maximum of 100 or 132 characters (exclusive of the carriage control character) depending on the model 1403 used.

See *Format Specification*.

Write Output Tape

General Form: WRITE OUTPUT TAPE *i*, *n*, List

i is an unsigned fixed-point constant or a fixed-point variable, *n* is the statement number of a FORMAT statement, and List is as described under *Lists of Quantities*.

Examples:

```
WRITE OUTPUT TAPE 4, 30, TOTALS
```

```
WRITE OUTPUT TAPE L, 30, (A(J), J = 1, 10)
```

The WRITE OUTPUT TAPE statement causes one or more tape records to be written as specified by its list and the FORMAT statement to which it refers. Data is written in *external* notation by symbolic tape unit *i*, where *i* (constant or variable) can range from 1 to 6. The list specifies storage locations of numerical output data.

The FORMAT statement:

1. Specifies the arrangement of data within tape records.
2. Specifies the type of conversion and scale factor required for each numerical data field.
3. Provides alphanumerical text to be written on tape.
4. Specifies data fields that are to be skipped.
5. Should specify a maximum of 133 characters for each input tape record. All output tape records are 133 characters long. Any record of less than 133 characters is padded with blanks to produce a 133-character tape record.

See *Format Specification*.

Read Tape

General Form: READ TAPE *i*, List

i is an unsigned fixed-point constant or a fixed-point variable, and List is as previously described under *Lists of Quantities*.

Examples:

```
READ TAPE 2, ARRAY
READ TAPE K, (A(J), J = 1, 10)
```

The READ TAPE statement causes a *single* tape record to be read as specified by its list (a FORMAT statement cannot be used). Data is read in *internal* notation by symbolic tape unit *i*, where *i* (constant or variable) can range from 1 to 6. Data read by a READ TAPE statement must have been written previously by a WRITE TAPE statement. When the list is a single non-subscripted array name, the storage space allocated to the array must be exactly equal to the tape record length. When the list contains multiple names or subscripted array names, the storage space allocated must not exceed that specified by the list of the WRITE TAPE statement that produced the tape record.

See *Input/Output Option* for further information on READ TAPE statements.

Write Tape

General Form: WRITE TAPE *i*, List

i is an unsigned fixed-point constant or a fixed-point variable, and List is as previously described under *Lists of Quantities*.

Examples:

```
WRITE TAPE 4, ARRAY
WRITE TAPE K, (A (J), J = 1, 10)
```

The WRITE TAPE statement causes a *single* tape record to be written as specified by its list (a FORMAT statement cannot be used). This statement is frequently used for temporary bulk storage of data, particularly arrays. Data is written in *internal* notation by symbolic tape unit *i*, where *i* (constant or variable) can range from 1 to 6. The length of the tape record is determined by the list.

When the list is a single non-subscripted array name, the maximum length of the record is restricted only by available storage space. The record length must not be less than 13 characters, because this is considered to be a noise record.

When the list contains multiple names or subscripted array names, the record length must not exceed 233 characters. There is no minimum record length, because an intermediate storage area is blank-filled to produce a 233-character tape record. *Note that array names must be subscripted when they appear in a multiple-name list.*

See *Input/Output Option* for further information on WRITE TAPE statements.

End File

General Form: END FILE *i*

i is an unsigned fixed-point constant or a fixed-point variable.

Examples:

```
END FILE 6
END FILE K
```

The END FILE statement causes a tape mark to be written by symbolic-tape-unit *i*.

Rewind

General Form: REWIND *i*

i is an unsigned fixed-point constant or a fixed-point variable.

Examples:

```
REWIND 3
REWIND K
```

The REWIND statement causes symbolic-tape-unit *i* to be rewound.

Backspace

General Form: BACKSPACE *i*

i is an unsigned fixed-point constant or a fixed-point variable.

Examples:

```
BACKSPACE 5
BACKSPACE K
```

The BACKSPACE statement causes symbolic-tape-unit *i* to backspace one physical record. Note that more than one physical record can be produced by a WRITE OUTPUT TAPE statement, thereby requiring more than one BACKSPACE operation.

Specification Statements

The final class of 1401 Fortran statement consists of the two specification statements: DIMENSION and EQUIVALENCE. These are non-executable statements that control and minimize storage allocation.

Dimension

General Form: DIMENSION *v*, *v*, *v*, . . .

Each *v* is the name of an array, subscripted with one or two unsigned fixed-point constants. Any number of *v*'s may be given.

Example:

```
DIMENSION A (10), B (5, 15), CVAL (3, 4)
```

The **DIMENSION** statement provides the information necessary to allocate array storage in the object program.

Each variable that appears in subscripted form in a program must appear in a **DIMENSION** statement of that program. The **DIMENSION** statement must precede the first appearance of that variable. The **DIMENSION** statement lists the maximum dimensions of arrays. In the object program, references to these arrays can never exceed the specified dimensions.

In the example given, B is a 2-dimensional array for which the subscripts never exceed 5 and 15. The **DIMENSION** statement, therefore, causes 75 (5×15) storage words to be set aside for the array B.

A single **DIMENSION** statement can specify the dimensions of any number of arrays.

Symbolic tape unit numbers must not appear in a **DIMENSION** statement.

Equivalence

General Form:

EQUIVALENCE (*a, b, c, . . .*), (*d, e, f, . . .*), . . . *a, b, c, d, e, f, . . .* can each be a non-subscripted variable, or a variable with a single integer subscript.

Example:

EQUIVALENCE (A, B (1), C (5)), (D (17), E (3))

The **EQUIVALENCE** statement affects core-storage assignment to the object program by indicating that two or more variables are to be assigned to the same core-storage location. Each pair of parentheses in the statement list encloses the names of the variables that are to be stored in the same location during execution of the object program.

Any number of *equivalences* (pairs of parentheses) can be used in a statement, and any number of variable names can be used within an equivalence. However, the names within the equivalence must be either all fixed-point or all floating-point, unless the floating-point size, plus two, equals the fixed-point size ($f + 2 = k$).

Arrays: An equivalence involving elements of two or more arrays completely defines the relative locations of these arrays. In the preceding example, the equivalence (D (17), E (3)) implies that D (15) and E (1) share the same location. If a nonsubscripted array name is given, the subscript is assumed to be 1. In the example, assuming A is an array name, A (1) shares core storage with B (1) and C (5).

To include an element of a two-dimensional array in an equivalence, specify its position in the stored sequence of elements of that array. Suppose that D is an array defined in the following statement:

DIMENSION D (4, 5).

If D (3,2) is to share a core-storage location with the

variable E, D (7) must appear with E in an equivalence, because D (3, 2) is the seventh element of the array D. See *Arrangements of Arrays in Storage*.

Simple Variables: If a nonsubscripted variable does not refer to an array and appears in an **EQUIVALENCE** statement, it is treated as a one-dimensional array, and assigned a location towards the end of core storage. Like an array, it is subject to the following restrictions:

1. It must not be used to represent symbolic tape-unit numbers.
2. It must be subscripted when it appears in a multiple-name list of a **READ TAPE** or **WRITE TAPE** statement.

Input-Output Option

The user can choose the input-output format routine or designate that no format routine be included in the object program, depending on the type of input and output statements required by the program. If an I/O format routine is required, the user may choose either (1) the full I/O format routine or (2) the limited I/O format routine or (3) the full format routine plus the A-conversion format routine. (See *Control Card*.)

The full format routine occupies about 2600 positions of core storage and is capable of executing all types of input and output statements (as described under *Input-Output Statements*). The full format routine plus the A-conversion format occupy about 2900 positions of core storage.

The limited format routine occupies 300 positions of core storage, and is capable of executing only the **READ TAPE** and **WRITE TAPE** instructions of the following form:

READ TAPE *i*, array₁, array₂, . . . , array_j

WRITE TAPE *i*, array₁, array₂, . . . , array_j

Note: Only dimensioned variables can be specified in the list.

Each array is written on tape unit *i* as a single physical record, therefore these lists are not subject to the same length requirements as the lists of the ordinary **READ TAPE** and **WRITE TAPE** statements (see *Read Tape* and *Write Tape* under *Input-Output Statements*).

Records written by **WRITE TAPE** statements used with the limited format routine may be read by **READ TAPE** statements used with the full format routine, *if* the lists satisfy the restrictions of the full format routine as described under *Read Tape* and *Write Tape*.

Note: Only dimensioned variables can be specified in the list.

If the limited format routine can be used, instead of the full format routine, a considerable amount of extra storage can be saved for use in computation

(because the full format routine requires 2500 positions and the limited format routine only 300 positions).

Note: The input-output option also applies to the individual segments of a segmented program, as though each segment were a separate program. See *Program Linkage*.

Program Linkage

The user may want to link two or more programs together for continuous processing; or if a program is too large to fit into core storage, and therefore broken into segments, he may want to link the segments for continuous processing. 1401 Fortran provides such a facility for linking programs or program segments. (For the following explanation, the word *segment* is used in a general sense to refer to both programs and program segments that are to be linked with other programs or program segments.)

1401 Fortran includes a linkage statement (see *Linkage Statement*) that causes:

1. the clearing of only a specified area of core storage for the next segment to be read, therefore allowing certain processed data from a segment to be preserved, *in core storage*, when the next segment is read in for execution
2. the reading of the next segment into core storage for execution.

Segments are compiled separately. The compiled segments can be read, for execution, from cards, tape, or both cards and tape (see *Preparing the Condensed Card Decks for Execution under Running Programs Containing Linkage Routine*).

When any compiled segments are to be read from tape, the user loads those segments with *title cards* to identify each segment (see *Title Cards*) on a tape, referred to as a library (LIB) tape. Segments are loaded on the LIB tape using Utility Deck Three (phase 95 of the 1401 Fortran compiler). In the loading process, Utility Deck Three first supplies and loads a monitor program on the LIB tape. The monitor program makes it possible to find and correct errors in segments without rewriting the LIB tape and to change the order in which segments are read from the LIB tape for execution. See *Monitor Program*.

For *each* segment, the user also has the input-output format-routine option described under *Input-Output Option*. Therefore, depending on the type of input and output statements required in a particular segment, the user can specify either the full or limited I/O format routine, or no format routine if no input and output statements are required. If the limited format routine can be used, instead of the full format routine, a considerable amount of core storage can be saved for computation in that particular program segment.

Note: The linkage statement allows the user to keep the processed data from one segment in core storage, while reading in the next segment. This enables the user to eliminate the input and output statements that otherwise would have been required to write or punch out the processed data while the next segment is read in, and to read in that data for use in the new segment.

Linkage Statement

General Form: $a = \text{XLINKF}(m)$. a represents a fixed- or floating-point variable-name that is either non-subscripted or subscripted with a single variable. The name a designates the location in array storage from which core storage is cleared before reading in the next segment. m represents a constant or non-subscripted fixed-point variable whose magnitude

must be ≤ 999999 . The contents of the field designated by m specifies the location of the next segment.

Examples:

```
ADUMMY(2000) = XLINKF(2)
MATRIX(I) = XLINKF(M)
```

The linkage statement is unique to 1401 Fortran. Although it is in the form of an arithmetic statement, it does not perform an arithmetic operation. It is a control statement that supplies information to a linkage routine that determines the location of the next segment to be executed, clears a specified area of core storage, and reads the next segment into core storage for execution.

Note: Every segment loaded on the LIB tape must contain a linkage statement.

Preservation of Array Storage

The variable-name a designates the position in array storage from which the linkage routine clears storage before reading in the next segment (see *Location of Next Segment*).

1. If a is nonsubscripted or subscripted with a constant, the linkage routine clears storage from the position preceding the first position of array storage down through position 700. Therefore, all array storage is saved for the next segment. For example: $I(3) = \text{XLINKF}(M)$ and $A = \text{XLINKF}(M)$ both will result in all of array storage being saved.
2. If a is subscripted with a variable, the linkage routine clears core storage from the position preceding the array represented by a down through position 700. Therefore, the portion of array storage from the array represented by a to the end of array storage is saved for the next segment. For example: $A(I) = \text{XLINKF}(M)$ results in the portion of array storage from the beginning of the array $A(1)$, $A(2)$, ..., $A(i)$ to the end of array storage being saved, regardless of the present value of the variable I .

a may be a two-dimensional array, but must be given a single subscript if core storage preceding the array a is to be cleared. For example, if B is a two-dimensional array, both $B(I) = \text{XLINKF}(M)$ and $B(J) = \text{XLINKF}(M)$ result in core storage preceding $B(1, 1)$ being cleared.

Array Storage

The **DIMENSION** statement provides the compiler with the information necessary to allocate storage for arrays of variables. Each different variable name that is subscripted must appear (with its largest possible subscript) in a **DIMENSION** statement. Each variable in a

DIMENSION statement represents an array to the compiler, and the number of elements in the array is determined by the subscript. For example, if the variable A(2) were specified in a DIMENSION statement, A(1) and A(2) make up the corresponding array that would be allocated storage. See *Arrangements of Arrays in Storage* for more examples of arrays.

The order in which the compiler takes arrays for storage depends on two factors:

1. the order in which the DIMENSION statements appear in the source program and
2. the order in which the subscripted variables appear in the DIMENSION statement.

Note: The individual elements of each array are stored as described under *Arrangements of Arrays in Storage*.

In the following example, *Order* refers to the order in which the DIMENSION statements are read into core storage:

<i>Order</i>	<i>Statements</i>
1	DIMENSION MATRIX (3, 4), VECTOR(3)
2	DIMENSION A(2), B(2), C(1)
3	DIMENSION ARG(5), ANS(7)

The resulting array storage is as follows, with ARG(1) being assigned the low address, VECTOR(3) the high address, and the remaining variables being assigned addresses between them in the order specified:

ARG(1), ARG(2), . . . , ARG(5), ANS(1), ANS(2), . . . , ANS(7),
A(1), A(2), B(1), B(2), C, MATRIX(1,1), MATRIX(2,1),
MATRIX(3,1), MATRIX(1,2), . . . , MATRIX(1,3), . . . ,
MATRIX(1,4), . . . , MATRIX(3,4), VECTOR(1), VECTOR(2),
VECTOR(3).

Notes on Array Storage

1. If arrays are to be saved from one segment to the next:
 - a. They must be the last arrays specified in the DIMENSION statement if only one DIMENSION statement is used.
 - b. If more than one DIMENSION statement is used, the DIMENSION statement(s) defining the additional arrays should occur after the DIMENSION statement defining the arrays to be saved.
2. The saved arrays from the previous segment may be given different variable-names in the current segment, as long as the size and mode (fixed-point or floating-point) of each array remains the same. The same area for both fixed-point and floating-point arrays may be reserved only if the fixed-point precision equals the floating-point precision plus two, that is, $k = f + 2$.

3. EQUIVALENCE statements containing elements of arrays affect the allocation of array storage for those elements. See *EQUIVALENCE* for an explanation and example.
4. Simple variables are not saved from one segment to another, however, they may be saved by including them in array storage by:
 - a. defining them as a single-element array in a DIMENSION statement, or
 - b. including them in an EQUIVALENCE statement.

Location of Next Segment

The subscript m specifies whether the next segment is to be taken from cards or tape and which segment on tape if tape is designated, or whether control is to pass to the monitor program.

1. If $m = 0$, the next segment will be taken from cards. Any unread data cards that precede the next segment are ignored. The following examples cause the next segment to be read from cards:

A = XLINKF (0)

A = XLINKF (M), where the contents of the field designated by M is zero.

2. If $m > 0$, the next segment will be taken from tape. In this case the value of m must be a segment number (see *Title Cards*) to identify the segment. The following examples cause segment three to be taken from tape:

A = XLINKF (3)

A = XLINKF (M), where the field designated by M contains 3.

3. If $m < 0$, control will pass to the monitor program. (See *Monitor Program*.) The following examples cause control to pass to the monitor program:

A = XLINKF (-1)

A = XLINKF (M), where the field designated by M contains -1.

Title Cards

Each program segment to be written on the LIB tape must have a *title card* to give the segment a number. The format of the title card is as follows:

<i>Columns</i>	<i>Contents</i>
8-10	LIB
12-17	Program segment number

The program segment number may be any number the user wishes, however, it must be six digits long. Therefore if the program number is 17, columns 12-17 must contain 000017, respectively.

The Monitor Program

If segments are to be executed from tape or both cards and tape, Utility Deck Three (phase 95) is used to load the appropriate segments on tape. Before Utility Deck Three loads segments on tape, it first supplies and loads a monitor program. The tape that contains the monitor program and segments is referred to as a LIB (library) tape. (If the segments are to be executed only from cards, Utility Deck Three is not used and, therefore the monitor program is not supplied.)

The monitor program has three main functions:

1. It initially gets the program into operation by determining the location of the first segment and reading it into core storage for execution.
2. Between segments it can provide the user with a core-storage dump of the segment just executed.
3. It provides the user with the facility to change the order in which segments are normally executed. (That order was determined by the linkage statements in each of the segments.)

In each case the monitor program requires information from a special control card, called a *call card*. Call cards are only used with the monitor program. The format of a call card is as follows:

Card Columns	Contents	Explanation
1-4	Either the letter C followed by a three-digit machine address or blanks.	The letter C followed by the three-digit machine address specifies that core storage is to be cleared from the three-digit address down through position 700 before the next segment, specified by columns 12-17, is read in for execution. Blanks indicate that no core storage is to be cleared before the next segment is read in.
8-10	LIB	LIB identifies the card.
12-17	Either a six-digit segment number or blanks.	A segment number specifies which segment <i>on tape</i> is to be read in next for execution. Blanks indicate the next segment is to be read from cards.
19-24	Either a six-digit segment number or blanks.	The contents of this field is stored and used for comparing against subsequent segments to be read from tape. When a match is made with the number of a subsequent segment, the monitor program is called instead of the segment.

Note: The word *first* can be substituted for the word *next* in each of the explanations if the monitor program is determining the location of and reading the first segment.

Initialize Operation

The procedure for running a program that has *any* segments on tape is such that the monitor program is always read into core storage first. In this case the first card in the reader should be a call card, because the monitor program reads cards until it finds a call card. Therefore, any cards preceding the call card are ignored and the information from them is lost. The monitor program checks columns 12-17 of the call card to determine the location of the first segment. The contents of columns 19-24 is stored. If a C followed by a three-digit machine address is in columns 1-4, the monitor program will clear the storage specified before reading in the first segment.

Using the Monitor Program Between Segments

The monitor program can also be called between program segments to provide a core-storage dump of the last segment executed, change the order in which segments are executed, or both. In each case, as in the case of determining the first segment, the user must provide a call card for the monitor program to read.

The linkage statement of a segment calls for the monitor program when the field designated by the variable *m* contains either:

1. a negative number, or
2. a number that equals the segment number stored from columns 19-24 of the last call card that was read.

Note: The last call card that was read would be the initial call card if the monitor program was not previously called.

After the monitor program is called, the linkage routine reads the monitor program into core storage. The monitor program will give a core-storage dump of the segment just executed if (1) the field designated by *m* in the linkage statement contains a negative number and sense switch G is on, or (2) the contents of the field designated by *m* matches the segment number stored from columns 19-24 of the last call card that was read. The user can suppress the core-storage dump only if the monitor program is called because the field designated by *m* contains a negative number *and* sense switch G is off.

After the core-storage dump (if any), the monitor program reads cards until it finds a call card. Data from cards preceding the call card is ignored. The monitor program stores the contents of columns 19-24 of the new call card to replace the stored contents of columns 19-24 of the previous call card. The monitor program then reads columns 12-17 of the new call card to determine the location of the next segment. If

columns 1-4 contains a C followed by a three-digit machine address, the monitor program clears the core storage specified before reading in the next segment for execution.

The stored contents of columns 19-24 of the new call card will later be compared against the contents of the field designated by the variable *m* in subsequent linkage statements until the monitor program is again called and another call card is read.

The facility to call the monitor program enables the user to find errors in a segment on the LIB tape, and later when rerunning the program enter the corrected segment, without rewriting the LIB tape. The core-storage dump the monitor program provides can be used to find errors in a segment by calling the monitor program to provide the dump after the segment is executed. The core-storage dump is provided *after* the linkage statement is executed, therefore a portion of core storage has been cleared leaving only the saved arrays and the monitor program. Then, after correcting the errors and obtaining the corrected condensed card deck, the user can call the monitor program just before the segment in error on the LIB tape is read and can specify in the call card (that the monitor program will read) that the next segment is to be taken from cards.

The Processor Program

The 1401 Fortran processor program (compiler) translates the source program and compiles the object program. The user, however, must supply certain information in a control card used by the processor program.

Included in this section is a description of the control card and the logical flow of the processor program.

Control Card

It is necessary for a control card (PARAM) to precede the first card of the source program or program segment to communicate the following information to the compiler:

1. Core storage size. This specification (a three-character 1401 address) must be equal to or less than the core storage size of both the compiler machine and any object machine on which the object program is to be executed. If it is less than either machine size, that part of core storage beyond the specified address is unaffected during both compilation and execution.
2. The modulus (*k*) or word-size for the values of fixed-point (integer) variables in the object program.

3. The mantissa length (*f*) for the values of floating-point variables in the object program. Because of the two-position characteristic on the right, the word-size for floating-point variables is $f + 2$.
4. Whether or not a self-loading, condensed object program deck is to be punched following compilation.
5. Whether or not a snapshot of the generated program in core storage (not including the arithmetic and format [I/O] routines) is to be printed following compilation.
6. Whether or not 1401 Fortran is being compiled on the 1410 in the 1401 compatibility mode.
7. Whether or not an input/output format routine other than the ordinary format routine is to be included in the object program.

Columns Function

- | | |
|-------|---|
| 1-5 | PARAM — this field identifies the control card. |
| 6-8 | The machine language for the highest core storage address (END) to be used by the compiler and object program. These are normally the physical limits; e.g., I9Z for 8,000 positions of core storage available, I9R for 12,000 positions, and I9I for 16,000 positions. |
| 9-10 | The fixed-point modulus (<i>k</i>)
bb (blank) means <i>k</i> = 5
01, the minimum, means <i>k</i> = 1
02 means <i>k</i> = 2
:
20, the maximum, means <i>k</i> = 20 |
| 11-12 | The floating point mantissa length (<i>f</i>)
bb (blank) means <i>f</i> = 8
02, the minimum, means <i>f</i> = 2
03 means <i>f</i> = 3
:
20, the maximum, means <i>f</i> = 20 |
| 13 | P, if condensed deck is desired; blank if not |
| 14 | S, if storage snapshot is desired; blank if not |
| 15 | T, if processing on the IBM 1410 in the 1401 compatibility mode |
| 16 | X, if no format routine is desired
L, if the limited format routine (READ TAPE, WRITE TAPE operations only) is desired
b (blank), if the ordinary format routine is to be used
A, if the A-conversion format routine is to be added to the ordinary format routine. The A must be punched for A-conversion to operate correctly. |

Logical Flow of the Processor

Snapshot Phase (00)

1. Sets word marks for constants.
2. Loads snapshot routine into positions 333-680 of core storage. (This routine performs a core-storage dump of a specified amount of core storage.) It remains there throughout compilation.

System Monitor (01)

1. Brings in next phase from system tape or initiates reading of next phase from cards, depending on whether the compiler is being used as card or tape system.
2. Clears previous phase to insure that no group-mark word-mark characters exist in the compiler area of storage when operating as a tape system.

Note: The monitor exists in storage throughout compilation. When a phase has completed its function, it transfers control back to the monitor.

Loader Phase (02)

1. Stores the information of the control card (PARAM).
2. Checks that the storage size indicated on the control card does not exceed the machine storage capacity, unless T is punched in column 15.
3. Stores the source program beginning at the address indicated on the control card. The source program is stored backwards to exploit the 1401 machine instructions that cause address registers to decrement during the scanning of the source program. Appended on the right of each statement is the statement number (if any), a one-character position which will become the statement-type code, and three positions for the internal sequence number.
4. Eliminates all non-significant blanks from the input statement while storing it. Blanks are retained only in the H-conversion part of FORMAT statements.
5. Checks that there are not more than nine continuation cards.
6. Checks for input statement characters (11-3-8 punch) or (4-8 punch), except in the H-conversion part of FORMAT statements. The former, if present, is changed to *(11-4-8 punch), the latter to —(11 punch). A record mark is treated as an end-of-card character.
7. Each statement is bounded by group-mark word-marks. The *appendage* is separated from the main body of the statement by a 5-8 punch character.
8. A STOP is generated as the last statement.

Scanner Phase (03)

1. Determines the statement type and inserts the code in the appendage of each statement.
2. Supplies a sequence number to each statement.

Sort Phase One (04)

Determines if there is enough free storage remaining to expand each statement by three characters. If not, the compilation ends. A message is printed indicating that the object program is too large.

Sort Phase Two (05)

Statements of the same type are chained. Each statement expands by three characters to contain the address of the next statement of the same type.

Sort Phase Three (06)

The source program is sorted by statement type. At the end of the sort, the source program has been shifted to the leftmost part of available storage.

Insert Group-Mark Phase (07)

The 5-8-punch which separates the main body of the statement from its appendage is replaced by a group-mark word-mark.

Squeeze Phase (08)

1. The words which defined the type of statement are eliminated, shrinking the source program. For example, the word *dimension* in DIMENSION statements is squeezed out.
2. Statements that do not begin with legal statement-defining words are noted on the printer and are eliminated from the source program.

Dimension Phase One (09)

A table of arrays is generated at the end of storage. Each table element consists of the array name, its dimensions and sufficient space for control statements and data generated by the equivalence phases and by DIMENSION Phase Two.

Equivalence Phase One (10)

1. Assures all arrays present in EQUIVALENCE statements are defined.
2. Adds simple variables present in EQUIVALENCE statements to the table of arrays generated by the previous phase. These variables are treated, in effect, as one-element arrays.

Equivalence Phase Two (11)

The dimension table is altered to show the relationship between arrays. The procedure, essentially, is to make every array whose first element is equivalent to a secondary element of another array know the distance to the first element of the latter array.

Dimension Phase Two (12)

Arrays are assigned their object-time addresses.

Variables Phase One (13)

The source program is scanned for variables. Simple variables are merely tagged for later processing by Variables Phase Four. Subscripted variables whose

subscripts are constants are replaced by the object-time address of the array element. Subscripted variables whose subscripts are variable are replaced by the computation required at object time to determine the array element selected. Non-subscripted array variables appearing in lists are replaced by two machine-language addresses representing the limits of the array. Non-subscripted array variables appearing elsewhere are replaced by the address of the first element of the array.

Variables Phase Two (14)

The entire source program is shifted to the top (left-most part) of available storage, leaving room for subsequent compiler phases. The remaining storage is cleared for tables including the array table generated by Dimension Phase Two.

Variables Phase Three (15)

This phase does housekeeping for Variables Phase Four.

Variables Phase Four (16)

The compiler first scans input-output lists and the left side of equal signs for simple variables. Each unique variable is placed in a table with its object-time address. In the second scan of this phase, all variables are matched against the table. When an entry is found, the object-time address is substituted in the statement for the variable name. Variable names not present in the table are undefined.

Variables Phase Five (17)

A check is made for unreferenced variables.

Constants Phase One (18)

Constants in the source program are noted and normalized and/or truncated.

Constants Phase Two (19)

Same as Variables Phase Two. The table of simple variables is destroyed.

Constants Phase Three (20)

Constants are placed in their object-time locations at the lower end of storage. The object-time addresses replace the constants wherever they appear.

Subscripts Phase (21)

Subscripts which must be computed at object time are reduced to the required parameters.

Statement Numbers Phase One (22)

All statement numbers that appear in the source program are reduced to a unique three-character representation. Statement numbers within the statement are moved to the beginning of each source-program statement (rightmost end of statement in storage) that contains these elements.

Tamrof Phase One (23)

FORMAT statements are checked to insure that they are referenced by input-output statements.

Tamrof Phase Two (24)

The object-time format strings are developed and stored immediately preceding the constants at the lower (rightmost) end of storage.

Lists Phase One (25)

Duplicate lists are checked and eliminated to optimize storage at object time.

Lists Phase Two (26)

The object-time list strings are developed and stored immediately to the left of the format strings at the lower end of storage.

Lists Phase Three (27)

Each input-output statement is reduced to the address of the list string (when present); the format string (when present); and the tape unit number (where applicable).

Statement Numbers Phase Two (28)

Same as Variables Phase Two.

Statement Numbers Phase Three (29)

The three-character equivalents of statement numbers appearing *within* statements (generated by Statement Numbers Phase One) are placed in a table.

Statement Numbers Phase Four (30)

The three-character equivalents of statement numbers which *identify* statements is matched against the statement number table. When the equivalent is found, the sequence number generated by the compiler for that statement is substituted in the table. Unreferenced and multi-defined statement numbers are checked.

Statement Numbers Phase Five (31)

Undefined statement numbers are noted.

Input/Output Phase One (32)

The linkage to the object format routine from the input-output statements is generated in-line.

Arith Phase One (33)

This is a housekeeping phase. The unary minus (negate) and exponentiation operators are changed to unique one-character symbols. Error checking also takes place.

Arith Phase Two (34)

All arithmetic and IF statements are unnested using a forcing table technique. Error checking continues.

Arith Phase Three (35)

Initialization for Arith Phase Four takes place.

Arith Phase Four (36)

Strings generated by Arith Phase Two are optimized to reduce the number of temporary storage areas for each statement.

Arith Phase Five (37)

IF statement exits and strings for exponentiation are created.

Arith Phase Six (38)

Optimization of temporary storage areas takes place. These areas are assigned definite locations in storage.

Input/Output Phase Two (39)

In-line instructions are generated for executing END FILE, REWIND and BACKSPACE statements.

Computed Go To Phase (40)

Statements with two to ten exits generate in-line instructions.

Go To Phase (41)

An unconditional BRANCH instruction is generated in-line in place of the original statement.

Stop/Pause Phase (42)

The proper instructions to

1. HALT
2. halt, continue, and display the number indicated are generated in-line.

Sense Light Phase (43)

In-line instructions are generated.

IF (Hardware) Phase (44)

In-line instructions are generated for IF (SENSE SWITCH *i*) and IF (SENSE LIGHT *i*).

Continue Phase (45)

No object-time instructions are generated for these statements. This phase passes information required by the Resort phases of the compiler.

DO Phase (46)

Strings of unconditional BRANCH instructions and parameters are generated in-line. An unconditional BRANCH is generated to follow the last statement within the range of the DO.

Resort Phase 1 (47)

An area is made available for a table to assist in resorting the statements into their original order.

Resort Phase 2 (48)

The resort table is filled with the current location of each statement.

Resort Phase 3 (49)

The source program is resorted back to its original order. The statement number table is altered to show the current address of each statement.

Resort Phase 4 (50A)

The statements are relocated to the positions they will occupy at object time. The statement number table is adjusted to show the object time locations of the statements.

Shift Constants, Formats, and Lists (50B)

Constants, formats, and list strings are moved into their object core-storage locations above array storage. Array storage-area is cleared.

Replace Phase One (51)

Object-time instructions which reference statement numbers are corrected to the object-time addresses of the statement. Subscripts strings are cleaned up.

Load Phase (52) — Sections B and C (52A)

As the object coding may originate at 1697, the coding for phase 52 must be split into two parts, the first of which replaces the snapshot coding in positions 333-680. This phase loads the two sections.

Function/Subroutine Loader Phase (52B and 52C)

Relocatable function routines and subroutines are loaded. A table of the starting addresses of these routines is created.

Relocatable Package (53)

The relocatable routines loaded in 52B and 52C constitute phase 53A of the compiler.

Reloading Snapshot (53R)

The snapshot coding which was replaced by 52B is retained. If a snapshot is requested for phases 52 and 53, it is taken at this point.

Snapshot (53S)

Same as snapshot in phase 00.

Format Package Loader Phase (54A)

This phase selects the proper I/O routine and loads it into its object core-storage location.

Object Time Limited I/O Format (54B)

This is the limited I/O routine loaded by 54A.

Object Time Format (54C)

This is the regular I/O routine.

Object Time A Format (54D)

This is the A-format routine.

Replace Phase 2 (55)

Addresses of the fixed- and floating-word work-areas are inserted into the generated object program. Instructions which branch to the relocatable routines are corrected to show the object core-storage addresses of these routines. Unused core storage is cleared.

Snapshot Phase (56)

A snapshot of the generated program is printed if requested (if there were no source program errors which would make program execution unrewarding).

Condensed Deck Phase One (57)

When requested (if there are no input errors), the compiler will punch a self-loading card deck. The deck is listed on the printer if sense switch B is on. This phase punches only the clear-storage and bootstrap cards.

Condensed Deck Phase Two (58)

This phase punches the cards that will initialize the index registers and sense lights, the snapshot or the linkage routine, the arithmetic routine, and certain fixed addresses and constants.

Copy of Snapshot Routine (59A)

This is the object-time snapshot coding loaded by 58.

Fixed XLINK Routine (59B)

This is the object-time linkage routine.

Arithmetic Operations (59C)

This is the object-time arithmetic routine.

Condensed Deck Phase Three (60)

This phase punches the generated instructions, the constants, lists and format strings, and the i format routine.

Geaux Phase One (61)

This phase prints the end of compilation message, initializes the sense lights, and prepares the branch into the object program coding.

Geaux Phase Two (62)

The arithmetic routine is loaded. Communication is established between that routine and the generated coding. The index registers are initialized.

Arithmetic Package (63)

This phase is comprised of the arithmetic routine which is loaded by Geaux Phase Two.

Arithmetic Operations

The fixed- and floating-point arithmetic operations necessary for the execution of the compiled program are performed by an arithmetic routine which always appears in every compiled Fortran program. It contains a monitor routine which interprets the string of operand addresses and codes for operations which is compiled as a part of the procedure for every arithmetic expression in the source program. It also contains the various subroutines to accomplish the basic operations of add, subtract, multiply, and divide for both fixed-point and floating-point numbers, and a routine to normalize floating-point results.

In addition, the monitor routine will, when a function code in the string is encountered, initiate a transfer of control to one of the various function routines. These are referred to collectively as the relocatable functions, and are individually and selectively loaded by the compiler as required.

The arithmetic routine will also transfer control to a subscript routine, which will calculate the proper operand address when the string indicates the presence in the expression of a subscripted variable in which at least one of the subscripts includes a variable.

Arithmetic Routine

Any expression compiled in the procedure involves one or more groups of serial simple arithmetic or function evaluation operations, each terminated by a store of the result at a location specified in the string.

The result of a single arithmetic or function evaluation operation (within a group) is stored in a *working accumulator* (see below). If the result is the terminal value of a group of operations, it will then be moved to a temporary storage area, whose address, together with the "store" operator code appears in its string, associated with that group. If the result in the working accumulator is the terminal value of the entire expression (i. e., terminal value of the final group in the expression) it will then be moved to the final storage location, also obtained from the compiled string. This location is the address assigned to the variable on the left of the equal sign in an arithmetic statement, and is an available temporary area if the expression appeared in an IF statement.

The working accumulator is used to store the partial result during the course of a group of operations. This location and other work areas necessary to arithmetic operations occupy the arithmetic work area, core storage positions 200-332. The working mantissa precision during a floating-point expression evaluation is $f + 2$ positions, providing 2 extra positions beyond the floating-point precision specified. This provision serves to improve the accuracy of the calculated value of the expression. For fixed-point calculations the working precision is k positions.

The working-accumulator mantissa is thus $f + 2$ positions in length (floating point), or k positions (fixed point), having its leftmost digit at symbolic address ACCHI + 1. Its characteristic (floating point only) is stored in a three-character location whose rightmost position has the symbolic name EXP.

The size and format of the temporary storage locations are the same as those of source program variables, except that the mantissa is $f + 2$, (not f) digits long. The two digits of the characteristic make the total length $f + 4$ positions. Temporary storage areas for fixed point values are k digits long.

During the calculation of an expression, all partial results are truncated to the $f + 2$ digits available in the working accumulator and in the temporary storage. The final value of the expression, however, is

rounded in the $f + 1$ position before it is stored to f digits of precision in final storage. Also, any output value is rounded one position to the right of the last position output. In fixed point, all results and output quantities are taken as the integral part of the true result, modulo 10^k .

The floating-point add, subtract, multiply and divide subroutines are designed to handle one operand (the working accumulator) of $f + 2$ digits of precision, and one operand of $f + 2$ or fewer digits of precision. The latter operand may be either a variable (f digits), a temporary location ($f + 2$ digits), or a source program constant. Such constants are stored by the compiler only to the precision to which they are written in the source program statement, up to the precision given on the control card.

The analogous fixed-point routines handle one operand (the working accumulator) of k digits of precision, and one operand of k digits or less, again allowing for the possible smaller precision of source program constants.

The basic subroutines in the arithmetic routine are tabulated as follows:

Symbolic Name	Purpose
ARITF	Entry point from procedure; monitor and interpret string
FSIZE	Initialize for a floating-point calculation
None	Floating-point add/subtract
FMPY	Floating-point multiply
FDIV	Floating-point divide
NMLZ1	Normalize floating-point result of a single arithmetic operation; place the normalized result in the working accumulator. If exponent overflow is detected, go to ERMSG to print message (NOF); then go to STR99. If exponent underflow is detected, go to STRZE.
XSIZE	Initialize for a fixed-point calculation.
None	Fixed-point add/subtract
XMPY	Fixed-point multiply
XDIV	Fixed-point divide.
STR99	Exponent overflow; set result magnitude equal to largest value possible in floating-point notation; set result sign as appropriate. Go to CLRWK.
STRZE	Exponent underflow, or result equals zero; set floating-point result equal to zero. Go to CLRWK.
DVERR	Division by zero; go to ERMSG to print message (DZE); then go to STR99.
QFUNCT	Linkage to relocatable function transfer control.
ERMSG	Print appropriate error messages, which includes a mnemonic three-character code and the display address in the generated procedure of the source program statement being executed. This subroutine is used to record certain circumstances, occurring during arithmetic operations, which may affect the calculations adversely.
CLRWK	Clear the work area after an individual arithmetic operation. Return to monitor.

Accuracy

In what follows, the terms *absolute error* and *relative error* will be used, and are defined as follows:

The absolute error in the calculation of a function $g(x, y)$ of two arguments x and y (e. g., for addition, $g(x, y) = x + y$) is equal to: calculated $g(x, y)$ — exact $g(x, y)$.

The relative error is equal to: (calculated $g(x, y)$ — exact $g(x, y)$) \div exact $g(x, y)$.

Add/Subtract. When two numbers of like sign are added, or unlike sign subtracted, the absolute value of the relative error in the result is less than $10^{-(f+1)}$.

When two numbers of unlike sign are added, or like sign subtracted, the absolute value of the *absolute* error in the result is less than $10^{-(f+2)+c}$, where c is the larger of the characteristics of the two numbers. The relative error can be as high as 10.

Multiply. The absolute value of the relative error in the product is less than $10^{-(f+1)}$.

Divide. The absolute value of the relative error in the quotient is less than $10^{-(f+1)}$.

The error limits above do not apply if exponent overflow or underflow occurs. This will be detected during normalization of the result. For overflow, control is transferred to ERMSG, where the code NOF and the statement address are printed, and then to STR99. For underflow, control is transferred to STRZE.

Relocatable Function (Library) Routines

A number of relocatable routines designed to find a specific function of an argument y are included in the Fortran system deck, and are selected by the compiler for inclusion in the object program in accordance with the need for each evidenced by the source program. Some of these routines may be explicitly invoked by the programmer through the use of the function name assigned to the routine. Some are implicitly invoked by the programmer through the use of certain types of arithmetic expressions; for instance, a sub-expression of the form $A**B$ requires both the exponential routine and the logarithm routine for evaluation. Figure 5 tabulates each of these functions, and exhibits the function name available to the programmer (if any). Also shown are the arithmetic meaning of the function, the correct mode of the argument and the mode of the calculated function (for those functions which are named) and the operator code, used in the generated procedure string, which at object time indicates to the arithmetic routine that control is to be transferred to that particular function routine.

Computation Method

The functions square root, exponential, sine, cosine, arc tangent and natural logarithm are computed during evaluation of an arithmetic expression wherever codes for those operations are encountered in the compiled string of addresses and operators corresponding to the source program expression. Control is passed to the proper function evaluation routine with the mantissa and exponent of the floating-point argument in fixed locations. Return from the function routine to the arithmetic routine occurs in various ways, for instance:

1. control is returned to NMLZ1 for normalization of the function value.
2. the value of the argument is found to be such that the result is known, for instance:
 - a. $\cos(x) = 1$ if $x = 0$; control is returned to the routine which will store $+1$ as the result.
 - b. $\exp(x)$ is greater than or equal to 10^{99} ; control is returned to the exponent overflow routine, etc.

The square-root function is computed by the odd-integer method. The result is calculated from left to right beginning with the most significant digit of the argument.

The basic computation for the exponential, sine, cosine, arc tangent and natural logarithm functions is an evaluation of the appropriate power series, in which the last term used depends upon the precision to which floating-point arithmetic is to be done. The same series evaluation routine is used for all of the functions, although it is used to compute a slightly different series for arc tangent and logarithm than for the other three functions. The routine is initialized by

Function	Meaning	Name	Mode of Argument Function		Procedure Code
Exponential	$\exp(y)$	EXPF	Floating	Floating	E
Sine	$\sin(y)$	SINF	Floating	Floating	S
Cosine	$\cos(y)$	COSF	Floating	Floating	C
Arctangent	$\tan^{-1}(y)$	ATANF	Floating	Floating	T
Natural logarithm	$\ln(y)$	LOGF	Floating	Floating	G
Float	Float a fixed number	FLOATF	Fixed	Floating	F
Fix	Fix a float number	XFIXF	Floating	Fixed	X
Absolute value	Absolute value of y	ABSF	Floating	Floating	A
Absolute value	Absolute value of y	XABSF	Fixed	Fixed	A
Negate	$-y$				N
Square root	\sqrt{y}	SQRTF	Floating	Floating	Q

Figure 5. IBM 1401 Fortran Functions

the function main line routine to give the proper result. Figure 6 exhibits the series used and shows the initialization quantities necessary to produce the different functions.

The power series routine is written to accept arguments of the form:

$$X \cdot 10^{-r}$$

where $r \geq 0$, and the magnitude of X is such that neither the series (partial sum or final sum) nor any of its terms equals or exceeds 10.

$$\text{Function of Argument} = S(\arg)$$

For EXP, SIN, COS:

$$S(\arg) = \sum_{i=0}^{\infty} 10^{-ai} T_i$$

$$\text{Where: } \arg = X \cdot 10^{-r} \\ T_i = h(X) \frac{T_{i-1}}{D_i}$$

$$D_i = D_{i-1} + C_i \\ C_i = C_{i-1} + B$$

For LOG:

$$S(\arg) = \sum_{i=0}^{\infty} 10^{-ai} \frac{T_i}{D_i}$$

$$\text{Where: } \arg = X \\ T_i = h(X) T_{i-1}$$

$$D_i = D_{i-1} + C_i \\ C_i = C_{i-1} + B$$

Initialization:

	EXP	SIN	COS	LOG	ATAN
T_0	1	X	1	$\left(\frac{X-1}{X+1}\right)$	X
a	r	2r	2r	0	2r
h(X)	X	$-X^2$	$-X^2$	$\left(\frac{X-1}{X+1}\right)^2$	$-X^2$
D_0	0	0	0	1	1
C_0	1	-2	-6	2	2
B	0	8	8	0	0

Thus,

$$\text{for EXP: } S(\arg) = 1 + X \cdot 10^{-r} + \frac{X^2}{2!} \cdot 10^{-2r} + \dots$$

$$= \exp(\arg)$$

$$\text{for SIN: } S(\arg) = X - \frac{X^3}{3!} \cdot 10^{-2r} + \frac{X^5}{5!} \cdot 10^{-4r} - \dots$$

$$= 10^r \sin(\arg)$$

$$\text{for COS: } S(\arg) = 1 - \frac{X^2}{2!} \cdot 10^{-2r} + \frac{X^4}{4!} \cdot 10^{-4r} - \dots$$

$$= \cos(\arg)$$

$$\text{for ATAN: } S(\arg) = X - \frac{X^3}{3} + \frac{X^5}{5} - \dots$$

$$= c \pm \tan^{-1}(\arg)$$

$$\text{for LOG: } S(\arg) = \left(\frac{X-1}{X+1}\right) + \frac{1}{3} \left(\frac{X-1}{X+1}\right)^3 + \frac{1}{5} \left(\frac{X-1}{X+1}\right)^5 + \dots$$

$$= \frac{1}{2} \log(\arg) + r \ln 10$$

To meet these conditions, a quantity for which the sine, cosine, or exponential function is to be found may require a reduction in magnitude. This is accomplished by the main line routines for the functions, and has the following mathematical basis:

For exponential: $\exp(y) = 10^q \exp(x)$

$$\text{where: } y = q \ln 10 + x \quad q \text{ integral; } |x| < \ln 10$$

For sine: if $y = n \frac{\pi}{2} + x$ n integral; $|x| < \frac{\pi}{2}$,

$$\begin{aligned} \text{then: } \sin(y) &= \sin(x) & n &= 0, 4, 8 \dots \\ \sin(y) &= \cos(x) & n &= 1, 5, 9 \dots \\ \sin(y) &= -\sin(x) & n &= 2, 6, 10 \dots \\ \sin(y) &= -\cos(x) & n &= 3, 7, 11 \dots \end{aligned}$$

For cosine: if $y = n \frac{\pi}{2} + x$ n integral; $|x| < \frac{\pi}{2}$

$$\begin{aligned} \text{then: } \cos(y) &= \cos(x) & n &= 0, 4, 8 \dots \\ \cos(y) &= -\sin(x) & n &= 1, 5, 9 \dots \\ \cos(y) &= -\cos(x) & n &= 2, 6, 10 \dots \\ \cos(y) &= \sin(x) & n &= 3, 7, 11 \dots \end{aligned}$$

For arc tangent:

$$\text{if } y < 0, \tan^{-1}(y) = -\tan^{-1}(|y|)$$

$$\text{if } y \geq 1, \tan^{-1}(y) = \frac{\pi}{2} - \tan^{-1}\left(\frac{1}{y}\right)$$

then if $0 \leq y < .42, \tan^{-1}(y) = S(\arg)$, where $X = y$

$$\text{if } .42 \leq y \leq 1, \tan^{-1}(y) = -S(\arg),$$

$$\text{where } X = \left(\frac{1-y}{1+y}\right)$$

the result will be such that: $|\tan^{-1}(y)| < \frac{\pi}{2}$

The necessary reductions are thus accomplished when necessary by a division routine so programmed as to obtain an integral quotient and remainder. For exponential, the divisor is $\ln 10$; for sine or cosine it is $\frac{\pi}{2}$.

For logarithm:

$$\text{if } y = x \cdot 10^e \quad .31 \leq x < 3.1; e \text{ integral}$$

then

$$\ln(y) = e \ln 10 + \ln x$$

Both the series evaluation (CALC) and the division routine (DIVID) are closed subroutines contained in a relocatable program called FORTRAN FUNCTION COMMON DECK. It is made a part of the compiled program only if one or more of the four functions (exponential, sine/cosine, arc tangent and logarithm) is included in the compiled program.

The task of determining the magnitude of the argument of the function and of using the COMMON routines (if necessary to obtain the function value) is left

Figure 6. Function Evaluation

to the individual function main line routines. There are four such routines, since sine and cosine are evaluated by using two different entry points to the same routine. When the routines are entered, the mantissa of the argument y is located in the working accumulator whose leftmost position has the symbolic name ACCHI+1 and whose length is $f+2$ positions. The characteristic of the argument is located in a three-character location whose rightmost position has the symbolic name EXP.

Accuracy

In what follows, the terms *absolute error* and *relative error* will be used and are defined as follows:

The absolute error in the calculation of a function $g(y)$ of an argument y is equal to: calculated $g(y)$ — exact $g(y)$.

The relative error is equal to: (calculated $g(y)$ — exact $g(y)) \div$ exact $g(y)$.

The error specifications refer to the normalized function value stored in the working accumulator.

Exponential Function. For $0 \leq |y| < \ln 10$, the absolute value of the relative error in $\exp(y)$ is less than $2 \times 10^{-(f+1)}$.

For $\ln 10 \leq y < 99 \cdot \ln 10$, and for $-100 \cdot \ln 10 \leq y \leq -\ln 10$, the absolute value of the relative error in $\exp(y)$ is less than:

$$(q+2) \cdot 10^{-(f+1)}$$

where q is the integral quotient obtained when y is divided by $\ln 10$.

For $y < -100 \cdot \ln 10$, $\exp(y) < 10^{-100}$. Thus, the value of the function is too small to be stored in floating-point notation, a circumstance which is known as exponent underflow. In this case, the value of the function is set equal to zero and the program proceeds to the next calculation.

For $y \geq 99 \cdot \ln 10$, $\exp(y) \geq 10^{99}$. The value of the function is too large to be stored and the exponent overflow routine is invoked. One of two error messages is printed, either NOF (normalize overflow) or EOF (exponential overflow), since the condition will be detected in either the normalization routine (if $y < 100 \ln 10$) or the main line exponential routine (if $y \geq 100 \cdot \ln 10$). In either case, the display address of the statement being executed is also printed, the result mantissa is set equal to a field of nines (positive), the result characteristic is set to +99, and the program proceeds to the next calculation.

Sine Function. For $0 \leq |y| \leq \frac{\pi}{2}$, the absolute value of the relative error in $\sin(y)$ is less than $2 \cdot 10^{-f}$.

For angles whose absolute values lie in quadrants other than the first, the absolute value of the *absolute* error in $\sin(y)$ is less than:

$$(q+2) \cdot 10^{-(f+1)}$$

where q is the integral number of quadrants in the angle (obtained by taking the integral part of the product $y \cdot \frac{2}{\pi}$). The upper bound on the relative

error in these quadrants is equal to this quantity divided by $\sin(y)$, and can be very large when $|y|$ is close to $n\pi$, $n = 1, 2, 3, \dots$

For $|y| > 10^f$, no attempt is made to calculate the sine. The error message SCL (sine-cosine large) is printed together with the display address of the statement being executed, the function is set equal to zero, and the program proceeds to the next calculation.

Cosine Function. For $0 \leq |y| < 1$, the absolute value of the relative error in $\cos(y)$ is less than $4 \cdot 10^{-(f+1)}$.

For $1 \leq |y| < \frac{\pi}{2} - .04 \approx 1.53$, the absolute value of the relative error in $\cos(y)$ is less than $5 \cdot 10^{-f}$.

For $1.53 \leq |y| < \frac{\pi}{2}$, the absolute value of the *absolute* error in $\cos(y)$ is less than $2 \cdot 10^{-(f+1)}$, and for angles in quadrants other than the first, the upper limit of this absolute error is:

$$(q+2) \cdot 10^{-(f+1)}$$

where q is defined as for the sine routine. The upper bound on the relative error in these quadrants, and near $\frac{\pi}{2}$ in the first quadrant, is equal to this quantity divided by $\cos(y)$, and can be very large when $|y|$ is close to $(2n-1) \cdot \frac{\pi}{2}$, $n = 1, 2, 3, \dots$

For $|y| > 10^f$ no attempt is made to calculate the cosine. The error message and procedure (set function equal to zero) is the same as the procedure for the analogous circumstance in the sine routine.

Arc Tangent Function. For arguments less than $10 - \left(\frac{f+3}{2}\right)$ in absolute value, the absolute value of the relative error is less than $10^{-(f+1)}$.

For arguments less than .42 in absolute value, the absolute value of the absolute error is less than $.5 \cdot 10^{-(f+1)}$.

For arguments greater than .42 in absolute value, the absolute value of the absolute error is less than $3.0 \cdot 10^{-(f+1)}$.

For arguments greater than $10 \left(\frac{f+3}{3} \right)$ in absolute value, the absolute value of the absolute error is less than $10^{-(f+1)}$.

Logarithm Function. For $0 < y < 0.5$ and for $2 < y$, the absolute value of the relative error in $\ln(y)$ is less than $3.5 \cdot 10^{-f}$.

For $0.5 < y < 0.95$ and for $1.05 < y < 2$, the absolute value of the relative error in $\ln(y)$ is less than $18 \cdot 10^{-f}$.

For $0.95 < y < 1.05$, the absolute value of the absolute error in $\ln(y)$ is less than $0.5 \cdot 10^{-f}$. The upper bound on the relative error in this range is equal to this quantity divided by $\ln(y)$, and can get very large as y approaches 1.

If $y=0$, the error message LNZ is printed together with the display address of the statement being executed, the function is set equal to the largest negative number in the floating-point range, and the program proceeds to the next calculation.

If $y < 0$, the error message is LNN and the function calculated is $\ln |y|$.

Square Root Function. For $0 \leq y < 10^{99}$, the absolute value of the relative error in $\text{SQRT}(y)$ is less than $10^{-(f+1)}$.

If y is negative, the error message SQN is printed along with the display address of the statement being executed. The square root of the absolute value of y is calculated, and the program proceeds.

Input/Output Operations

Input/output operations necessary to the execution of the compiled program are performed by the `FORMAT` routine.

Format Routine

For each Input-Output statement, an entry to the Format Routine is compiled. Following this appears:

1. a code indicating the appropriate I/O device;
2. the address of the series of instructions (format string) which determines the arrangement of the data (compiled from the referenced format statement); and
3. the address of the specified list of data (list string).

The format string consists of:

1. branches to appropriate closed subroutines of the Format Routine,
2. parameters describing the data which are needed by these subroutines,
3. the data itself (H-conversion fields), and
4. certain register-updating instructions.

When an item of numerical data is called for by the format statement, (`GETAD`), control temporarily transfers to a list routine, `OBLIST` (a relocatable and selectively loaded object time subroutine), which supplies the address required by processing the list string. The data is then converted to the appropriate internal (`INEFI`) or external (`EFNTN`, `INOTN`) notation by a Format Routine subroutine.

The H-conversion subroutine (`HOLLR`) is divided into two sections. On output, H-conversion transfers alphameric information from the format specification to the output area. On input, H-conversion (`HOLIN`) transfers alphameric data from the input area to the proper location in the format specification.

Logic Flow

1. Initialization: Work areas and index registers are initialized. Counters and switches are reset.
2. Select I/O routine: Test the code indicating the appropriate I/O device and branch to the corresponding subroutine. (Read a card, punch, print, read input tape, write output tape, write tape, read tape.)
3. I/O Routines: The input I/O routines bring in the data and place it in the work area. Control is then transferred to the format specification and the return address is saved. The output routines clear the output area, branch to the format specification and save the return address.
4. Control: Processing is now under control of the format string. This series of instructions branches to appropriate closed subroutines in the Format Routine. The subroutines necessary to process Format specifications are:
 - a. `OPNPR`:
 1. A branch to `OPNPR` occurs for each left parenthesis.
 2. The `OPNPR` routine sets up a counter indicating number of times this set of parentheses should be executed. (This number was found as a parameter in the format specification).
 3. Sets the address of the first executable item following the open parenthesis.
 - b. `CLSPR`:
 1. A branch to `CLSPR` occurs for each right parenthesis except the last.
 2. Adjusts counter set up in `OPNPR` and determines whether it has been satisfied. If not, control returns to last open parenthesis. If satisfied, control proceeds to next executable instruction in format string.

- c. EOJ1: (The rightmost close parenthesis is translated as a branch to EOJ1)
1. For output, data is transferred (via NDLIN) to the I/O unit previously specified. If the list has not been exhausted, control is sent back to the last open parenthesis and its coefficient; otherwise, control is returned to the generated in-line procedure.
 2. For input, the list is checked first. If the list is exhausted, an exit from the format routine to the procedure occurs. Otherwise, control is transferred to the I/O subroutine, more data is read into the work area, and control returns to the last open parenthesis.
- d. NDLIN: 1. A branch to NDLIN occurs upon encountering a slash (/) in the format specification.
2. Resets address of I/O work area to left end position (thereby spacing a line).
 3. Branches to I/O subroutine and either puts out or brings in data.
- e. SCALE: 1. A branch to SCALE occurs when the format specification indicates a scale factor.
2. The SCALE subroutine saves the scaling factor for subsequent processing of E- and F-conversion data.
- f. GETW: 1. A branch to GETW occurs for each E, F, or I specification in the format statement.
2. Transfers control temporarily to OBLIST for the purpose of obtaining the address of the data to be processed.
 3. Upon return, transfers control to INEFI, for input data.
- g. INOTN: Processes I-conversion data for output statements, including when necessary, the insertion of a leading minus sign, space permitting.
- h. EFOUT: 1. Processes E- and F-conversion output data.
2. Adjusts characteristic of internal data for scaling.
 3. Moves data to output area, inserts sign if necessary, positions decimal point and adds E nn as last 4 positions of data for E-type conversion.
- i. INEFI: 1. Determines from the format specification the location of rightmost character of E, F, or I input data within the work area.
2. Scans for first significant digit of data.
 3. Branches to INI for I-conversion input data.
 4. E and F Input data are converted to internal notation and the characteristic adjusted as required by a scaling factor and/or decimal point position.
 5. Transfers converted data to storage as specified by the LIST address.
- j. INI: 1. Processes I-conversion input data.
2. Converts data to internal notation.
 3. Transfers converted data to storage as specified by the list address.

Performance Data

The time required to process a 1401 Fortran program is determined by the following factors:

1. *Overhead.* This involves the time necessary to read and pass through the phases of the compiler. The time required:
 - a. for a card system: 2 minutes 56 seconds
 - b. for a tape system: 16 seconds.
 (The time difference is because the compiler can be read faster from tape.)
2. *Input/Output Operations.* This involves the need to read the source-program deck, print a core-storage snapshot (dump), and punch the condensed deck.
3. *Resorting.* This involves the time needed to re-order the statements into their final core-storage locations after processing is completed. This time is the most significant part of compilation time, particularly when:
 - a. there are a large number of different types of statements, and
 - b. core storage is completely filled.
4. *Number of Input Characters* (size of the source program). Compilation time varies directly with the number of input characters.

Minimum and Maximum Compilation Time

The time required to compile a 1401 Fortran program varies from:

1. 16 seconds to 15 minutes for a tape system (i.e., where the compiler is on tape), and
2. 2 minutes 56 seconds to 17 minutes 45 seconds for a card system i.e., where the compiler is read from cards. (The difference is that information can be read faster from tape than from cards.)

The minimum program in this case consists of a single control statement. The suggested maximum program is one that:

1. involves the use of every type of Fortran statement.
2. fills core storage (16000 positions in this case). This would require 400 statements, assuming an average length of 25 characters per statement.

Examples

The following three cases are presented as examples:

<i>Case</i>	<i>Number of Input Statements</i>	<i>Compilation Time</i>	<i>Core-Storage Positions Used</i>
1	42	52 secs.	7,996
2	25	1 min. 50 secs.	7,352
3	424	10 min. 35 secs.	15,856

Case 1 (see Figure 8) is a matrix calculation. Case 2 (see Figure 9) illustrates a use of the library functions. Case 3 calculates characteristics of sort programs.

Input/output operations and sorting and resorting of statements require the most significant part of compilation time. For example, input/output operations required approximately:

1. 32 seconds in Case 1 (includes snapshot).
2. 1 minute 26 seconds in Case 2 (includes snapshot and condensed deck).
3. 4 minutes 35 seconds in Case 3.

In Case 3, more than half of the remaining 6 minutes was used to sort and resort.

Fortran Operating Procedures — IBM 1401

This section contains the information necessary to compile and execute an object program from a source program written in 1401 Fortran. Included also are the diagnostics, halts, and messages that may be encountered when compiling and executing the object program.

Compiling Operation Procedures

Library Tape

The 1401 Fortran system on tape, consists of a self-loading program, blocked printer records, and blocked condensed card records. You may retrieve the data from the tape through the following procedure:

1. Ready the tape on Tape Unit 1.
2. Set the I/O check stop switch up.
3. Reset the system.
4. Press Tape Load. A program halt will occur at 364.
5. a. If the *symbolic listing* is desired, press Start. At the end of the listing a program halt will occur at 600. If *condensed cards* are then desired, press Start. Otherwise, press Start Reset, then Start to rewind the tape.
b. If *only condensed cards* are desired, press Start Reset, then Start. The tape will be searched past the symbolic listing records and then commence punching. After punching is completed, an automatic tape rewind occurs.

The cards which are produced by this operation constitute the 1401 Fortran Compiler Deck, Utility Deck 3, Utility Deck 2, the two sample problems, and Utility Deck 1 (the compiler tape generator). The decks may then be used as described below.

Compiler Deck Description

The decks comprising the 1401 Fortran system are identified as such by 50 in columns 76 and 77. The version number is punched in column 80. Phase numbers punched in columns 78 and 79 identify the functional segments of the system. From an operational point of view, it is only necessary to locate the following phase boundaries in the deck:

1. The end of phase 02, the loader.

2. The beginning of phase 95, Utility Deck 3, the library tape generator.
3. The beginning of phase 96 (optional, on request), Utility Deck 2, the relocatable condensor deck.
4. The beginning of phase 97, sample problem 1 (matrix arithmetic).
5. The beginning of phase 98, sample problem 2 (trigonometric, logarithmic, exponential, and square root functions).
6. The beginning of phase 99, Utility Deck 1, the compiler tape generator.

Phases 00-63 are continuously numbered (with gaps between some phases) in columns 72-75 and constitute the compiler deck. Set the rest aside. Phases 95-99 are each continuously numbered in columns 74-75.

Addition of Arbitrary Relocatable Library Functions

This section describes the procedures to follow in:

1. assembling the user's 1401 Autocoder function routines
2. including the additional function names in the 1401 Fortran function table, and
3. including the user's assembled function routine in the 1401 Fortran compiler. See *User Functions*.

Assembling the User's Function Routines

The user's function routines are assembled using the 1401 Autocoder (on tape) processor and procedures. No condensed output need be specified in the control card. *If there are no errors:*

1. Place the 1401 Fortran Utility Deck 2 (phase 96) in the 1402 card-read hopper.
2. Press the 1402 load key.
3. Press the start key when the reader stops at the last card.

A condensed deck without clear-storage and bootstrap cards will be produced from the data on the Autocoder tape. This condensed deck will be suitably zoned so that it can be relocated and loaded when it is named in the source program.

Incorporating the User's Function into 1401 Fortran

To incorporate the new function into the 1401 Fortran system, the user must:

1. add the name of the function to the table of valid library functions, and
2. insert the relocatable condensed deck into the system deck.

To add the function name:

1. consult the 1401 Fortran listing, Phase 33 (Arith Phase One), under the comment card TABLE OF FORTRAN FUNCTIONS.
2. commencing at the statement bearing the remark "USER FUNCTIONS", note the column of codes, H, D, M, L, K, etc.
3. choose an unassigned code and note its condensed card number along with the value of n in its comment USER FUNCTION n .
4. pull the indicated card from the system deck and find the first unassigned code punch. It will be preceded by 8 blanks.
5. in this blank field, if the name has 7 characters, a left parenthesis must be punched, followed by the characters of the name, IN REVERSE ORDER, commencing with F.

For a six-character function name, the left parenthesis is preceded by one blank. A five-character function name has its left parenthesis preceded by two blanks. A four-character function name, the minimum, has three blanks preceding the left parenthesis.

6. restore the card to the same position in the system deck.

To insert the condensed, relocatable deck in the system deck:

1. List phase 53 of the condensed compiler deck to find the series of cards with the comment USER FUNCTION n GOES HERE in columns 1-25.
2. Note the condensed card number of the comment containing the value of n selected in phase 33.
3. Pull that card *and* the one following from the system condensed deck and replace them by the condensed relocatable deck.
4. Generate a new system tape, if desired.

Compiling Procedure

Note: Program segments are assembled as though each were a separate program.

As a card system:

1. Place source program deck, preceded by an appropriate control card, between phase 02 and phase 03 of the Fortran compiler deck in the 1402 read hopper.
2. Set sense switch A up. Set all other sense switches down.
3. Set sense switch B up, if the condensed deck is to be listed on printer.
4. Reset the machine.
5. Press Load on the 1402.
6. Press Start when the reader stops at the last card. When the end-of-compilation message prints (see *Compiler Output*) the compiler deck (with inserted source deck) and the condensed object deck (if any) will be in the 1402 stackers.

As a tape system to generate the compiler tape:

1. Place phase 99, the compiler tape generator at the front of the compiler condensed deck in the 1402 read hopper.
2. Ready an unprotected tape on Tape Unit 1.
3. Set sense switch A up. Set all other sense switches down.
4. Reset the machine.
5. Press Load on the 1402.
6. Press Start when the reader stops at the last card. The following message will be printed:
1401 FORTRAN COMPILER GENERATED
ON TU1
7. File-protect the compiler tape.

Once the compiler tape is generated, the compiler deck may be filed.

To run the tape system:

1. Ready the compiler tape on Tape Unit 1.
2. Set sense switch A up. Set all other sense switches down.
3. Set sense switch B up, if the condensed deck is to be listed on the printer.
4. Reset the machine.
5. Press Tape Load.
6. Place the source program in the 1402 read hopper, preceded by appropriate control card.
7. Press Start. Press Start again when reader stops at the last card. When the end-of-compilation message prints (see *Compiler Output*), the compiler tape will rewind, and the source deck and condensed object deck (if any) will be in the 1402 stackers.

Compiler Output

The following information is obtained, during compilation, at the 1403 printer unless otherwise indicated:

1. Machine core-storage size, specified and actual.
2. The source program listing including an internal sequence (SEQ) number for each statement. SEQ will be referenced by any error diagnosis at either compile or execute time. Each page listed will be identified by the punches in columns 76-80 of the source program cards and by a page number.
3. The number of input characters.
4. The specified modulus (k), equal to the word size, for fixed point (integer) variables.
5. The specified mantissa length (f) for floating point variables. Two extra positions will be reserved for the characteristic. Word size thus equals $f + 2$.
6. Array storage assignment, naming each array with its decimal and machine language boundaries.
7. Simple variable storage assignment, naming each variable with its decimal and machine language (right-hand) address.
8. Constant storage assignment boundaries.
9. Diagnostic messages. See *Compiler Diagnostics*.
10. For each executable statement: the SEQ number, the object time starting address (machine language and decimal) of the generated procedure, and a display code (related to the starting address) which may be used during diagnosis of execution of the object program (see next section).
11. If requested on the control card, and if there have been no errors that would prevent successful execution of the object program, a core storage snapshot will be printed and a condensed deck in condensed Autocoder format, will be punched. The condensed deck listing will be printed if sense switch B is up.
12. The system will halt after printing the message:

END OF COMPILATION

PRESS START TO GO

At this time data tapes and cards may be loaded and the system tape unloaded. Initial object-time sense-switch settings may be made.

Compilation Checking Aid

The core storage snapshot can be forced at various times during compilation by the use of sense switches. Switches C, D, and E all up will cause the snapshot to print after every compiler phase. Because this is usually undesirable, fewer phases can be printed by the use of switches D and E up. These are: DIMEN2, VARBL5, CONST3, LIST3, STNUM5, ARITH6, DO, RESORT 4.

Sense Switch E up will cause printout DIMEN2, STNUM5, DO.

G on will cause a halt after any snapshot. F on will bypass the printout of any snapshot.

Compiler Diagnostics

The following messages will be printed, during compilation, when appropriate:

MACHINE SIZE SPECIFIED IS GREATER THAN ACTUAL MACHINE

SYSTEM DOES NOT FOLLOW END CARD

OBJECT PROGRAM TOO LARGE

NO PARAMETER CARD (Control Card)

ERROR 1 UNDETERMINABLE STATEMENT (SEQ number)

ERROR 2 DOUBLY DEFINED ARRAY (NAME)

ERROR 3 DIMENSION SYNTAX, STATEMENT (SEQ number)

ERROR 4 EQUIVALENCE SYNTAX, STATEMENT (SEQ number)

ERROR 5 ILLEGAL MIXING IN EQUIVALENCE, STATEMENT (SEQ number)

ERROR 6 UNDEFINED ARRAY, STATEMENT (SEQ number) (NAME)

ERROR 7 ILLEGAL EQUIVALENCE, STATEMENT (SEQ number)

ERROR 8 REDUNDANT EQUIVALENCE, STATEMENT (SEQ number)

ERROR 9 VARIABLE SYNTAX, STATEMENT (SEQ number)

ERROR 10 UNDEFINED VARIABLE, STATEMENT (SEQ number)

ERROR 11 UNREFERENCED VARIABLE, STATEMENT (SEQ number)

ERROR 12 FLOATING POINT SUBSCRIPT, STATEMENT (SEQ number)

ERROR 13 STATEMENT NUMBER SYNTAX, STATEMENT (SEQ number)

ERROR 14 UNREFERENCED FORMAT, STATEMENT (SEQ number)

ERROR 15 FORMAT SYNTAX, STATEMENT (SEQ number)

ERROR 16 PARENTHESIS ERROR, STATEMENT (SEQ number)

ERROR 17 DOUBLY DEFINED FORMAT, STATEMENT (SEQ number)

ERROR 18 LIST SYNTAX, STATEMENT (SEQ number)

ERROR 19 UNREFERENCED STATEMENT NUMBER, STATEMENT (SEQ number)

ERROR 20 DOUBLY DEFINED STATEMENT NUMBER, STATEMENT (SEQ number)

ERROR 21 nnn UNDEFINED STATEMENT NUMBER(S), STATEMENT (SEQ number)

ERROR 22 UNDEFINED FORMAT, STATEMENT (SEQ number)

ERROR 23 CODING UNINTELLIGIBLE, STATEMENT (SEQ number)

ERROR 24 SYSTEM ERROR, STATEMENT (SEQ number)

ERROR 25 LEFT SIDE INVALID, STATEMENT (SEQ number)

ERROR 26	EXCESS OF — SIGNS, STATEMENT (SEQ number)
ERROR 27	ARITHMETIC SYNTAX ERROR, STATEMENT (SEQ number)
ERROR 28	INCORRECT MODE OF FUNCTION ARGUMENT, STATEMENT (SEQ number)
ERROR 29	UNDEFINED FUNCTION NAME, STATEMENT (SEQ number)
ERROR 30	FIX TO FLOAT POWER, STATEMENT (SEQ number)
ERROR 31	DOUBLE OPERATORS, STATEMENT (SEQ number)
ERROR 32	MULTIPLE EXPONENT, STATEMENT (SEQ number)
ERROR 33	NO TAPE UNIT NUMBER, STATEMENT (SEQ number)
ERROR 34	COMPUTED GO TO SYNTAX, STATEMENT (SEQ number)
ERROR 35	HALT NUMBER NNNNN TO BE DISPLAYED AS NNN, STATEMENT (SEQ number)
ERROR 36	ILLEGAL SENSE LIGHT, STATEMENT (SEQ number)
ERROR 37	ILLEGAL SENSE SWITCH, STATEMENT (SEQ number)
ERROR 38	ILLEGAL RANGE OF DO, STATEMENT (SEQ number)
ERROR 39	ILLEGAL NESTING, STATEMENT (SEQ number)
ERROR 40	DO SYNTAX ERROR, STATEMENT (SEQ number)
ERROR 41	CONSTANT LEFT SIDE OF EQUAL SIGN, STATEMENT (SEQ number)
ERROR 42	MODULUS
ERROR 43	MANTISSA
ERROR 44	CONSTANT SYNTAX, STATEMENT (SEQ number)
ERROR 45	HOLLERITH COUNT, STATEMENT (SEQ number)
ERROR 46	MIXING IN ARITH, STATEMENT (SEQ number)
ERROR 47	BAD LIST, STATEMENT (SEQ number)

Compilation Time Halt

When running as a tape system, a halt will occur with 3333 displayed in the B-address register if a permanent redundancy is detected on the systems tape. Press Start to reread the record.

Object-Program Storage Allocation

The storage allocation of compiled programs is diagrammed in Figure 7.

The following information will be helpful in the estimation of the size of an object program:

	Floating	Fixed
Variable storage word-size, including array members	f + 2	k
Temporary storage word-size	f + 4	k

The relocatable library and processing subroutines appear in the object program only if needed.

Name	Approx. Size
1. SIN/COSF	437
2. LOGF (or A**B)	320
3. EXPF (or A**B)	297
4. COMMON (if 1 or 2 or 3 above)	263
5. ATANF	471
6. SQRTF	216
7. XFIXF (or I = A)	133
8. FLOATF (or A = I)	59
9. NEGATE (—B*C, etc.)	8
10. ABSF/XABSF (also requires NEGATE)	7
11. DO	92
12. LIST	404
13. DO/LIST COMMON (if 11 or 12 above)	50
14. SUBSCRIPTS (if variable)	220
	<hr/> 2977

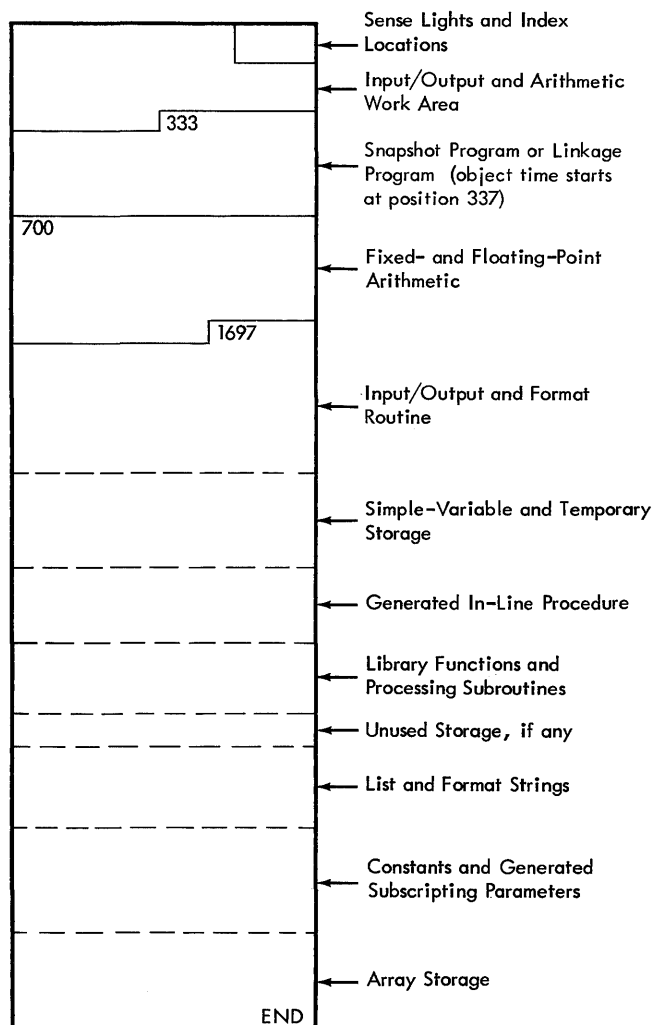


Figure 7. Object Program Storage Allocations

The generated in-line procedure, the generated list and format strings, the constants and generated sub-scripting parameters, all together generate less than twice as many object program characters as are in the source program.

For examples of typical storage allocation, see the sample programs, Figures 8 and 9.

Object Program Operation Procedures

The compiled program may be executed immediately after compilation, while still in core storage, by readying any card or tape problem-data and pressing Start.

Execution of the Condensed Card Deck

To execute the object program at a later time:

1. Ready data tapes, if any.
2. Place the condensed deck in the read hopper.
3. Reset the machine.
4. Set any sense switches required by the source program.
5. Press 1402 Load.
6. Press Start when the reader stops at the last card.
7. Place card data, if any, in the read hopper when required.

Note: Alternatively, card data may be placed in the hopper behind the condensed deck at step 2.

When the compiler is used on tape, data cards, preceded by a card containing a 5 and 8 multipunch in column 1, may follow the source program.

Program Checking Aid

At any point during execution of the object program, a snapshot of core storage can be obtained by executing the snapshot program at position 337. Position 333 of the snapshot routine during compilation is not available at object time. Sense switch F must be off or printing will be suppressed. Programs containing a linkage (XLINK) statement do not have this facility; a transfer of control to 337 causes execution of the linkage program.

When the snapshot program is executed, positions 84-86 will contain one of the display codes printed during compilation. The SEQ number corresponding to this display code identifies the current or most recently executed statement in which an arithmetic expression appeared.

Object Time Halts or Error Conditions

In addition to the halts generated by STOP and PAUSE statements, the object program will contain halts that are invoked by badly coded or positioned data, or by unanticipated values, tape errors, or end of file. When the system halts at object time and the stop light is lit, display the B-address by pressing the B-address register key-light.

One of the following three-digit halt codes may appear:

Code	Meaning
581	A permanent read error was encountered on the LIB tape during execution of the linkage routine.
603 (during execution of linkage routine) 342 (during execution of monitor on the LIB tape)	The necessary program segment is not on the LIB tape. Press Start to get the segment from the card reader.
777	
777	A tape error was encountered in the limited input/output format routine.
888	End-of-file was encountered in the limited input/output format routine.
999	Read error on the LIB tape during execution of the monitor program on the LIB tape. Rewind the LIB tape and press TAPE LOAD to try executing the monitor program again. Check to see if the call card is still available in the reader.

One of the following four-digit halt codes may appear on the register:

Code	Meaning
1001	The value of the index in a computed GO TO statement exceeds the number of exits.
1111	Parity errors when attempting to read tape, or having skipped and blanked tape 50 times while attempting to write tape. Press Start to continue the attempt.
1121	Data and FORMAT specifications disagree in mode or acceptable characters. Not all disparity is detectable.
2002	The value of a computed subscript is greater than 15,999.
3700	Output record too long because of incorrect FORMAT specifications. Snapshot routine has been destroyed. Press Start to continue execution.
4002	End of file detected while reading tape. Press Start to read next record (or first rewind and unload old tape; load new tape).
4003	End of file while writing tape. A tape mark will be written, and the tape rewound and unloaded. After new tape is mounted, press Start to proceed.
<i>Note:</i> 1. An X will replace an output data field whenever, a. a fixed-point value has E or F format, or b. insufficient integer space has been allocated to an F format value.	
2. If an F format value is negative and the numeric digits exactly fill the output data field, the sign is lost.	

A coded message and the display address will be printed in the leftmost positions of the 1403, in case of the following errors. There will be no halt. The program will continue with the indicated result.

Message	Meaning	Result
NOF	Exponent overflow during normalization	9...999 ⁺
DZE	Attempted to divide by zero	9...999 ⁺
LNZ	Attempted to find reciprocal of zero	9...999 ⁺
EOF	Exponential 10 ⁹⁹	9...999 ⁺
LNZ	Logarithm of zero	9...999 ⁺
SCL	Sine or Cosine argument too large	zero
LNN	Logarithm of negative number	ln arg
ZTZ	Zero to zero power	one
SQN	Square root of negative argument	$\sqrt{ arg }$

Running Programs Containing Linkage Routine

The following are the procedures for executing a program that consists of more than one section or segment. See *Program Linkage*.

Preparing the Condensed Decks for Execution

The condensed decks of the compiled segments are read into storage (for execution) from cards, tape, or both cards and tape. In the first two cases a single combined deck is required. In the last case the condensed decks to be read from cards are combined into a single deck, and those to be read from tape are combined into a single deck that is loaded on tape.

Reading from Cards

In reading the compiled segments from cards, the condensed decks of the segments are combined into a single deck as follows:

1. Remove the clear-storage cards (first two cards) from all the segments, except the first segment of the program, and any others that require all of core storage to be cleared before being read for execution.
2. Place data cards behind each condensed deck that requires data.
3. Combine the decks (with data cards) into a single deck, in the order they are to be read.

Reading from Tape

In reading the compiled segments from tape for execution, the condensed decks must be combined into a single deck and loaded on tape (LIB tape). The procedures are as follows:

1. Remove the clear-storage cards (first two cards) from each segment.
2. Place the associated title card before the condensed deck of each segment.
3. Combine the condensed decks into a single deck. They need not be in the order they are to be read from tape; however, they should be in that order for efficiency in execution.
4. Load the combined condensed deck on tape using the following procedure:
 - a. Place the LIB tape generator (phase 95) in the reader followed by the combined condensed deck (with title cards).

b. Ready tape unit 1.

c. Press the load key on the 1402. The LIB tape generator performs the necessary loading operation.

Note: Two halts may occur while writing the LIB tape. When a halt occurs, display the contents of the B-address register. A 195 in the B-address register indicates that a *title card* was searched for in the reader and not found. Put the necessary title card in the reader and press START to read more cards. A 666 in the B-address register indicates that the job is completed.

Executing the Segmented Program

To run the segmented object program:

1. If all segments are to be read from cards:
 - a. load the 1402 card read-punch with the combined condensed card-decks.
 - b. press the load key on the 1402. The program is loaded, and execution begins.
2. If all segments are to be read from tape:
 - a. ready the LIB tape on tape unit 1.
 - b. clear core storage to blanks unless previously executed routines or data are to remain. This is a precaution against errors resulting from extra group-mark word-marks in core storage.
 - c. place the initial call card in the card reader. It should be followed by any card data or call cards required by the entire program, in the order they are to be read.
 - d. Press Tape Load.
 - e. Turn on sense switch G if a core-storage dump is desired.
 - f. Press Start to read the initial call card. The first segment is then read in and execution begins.
3. If segments are to be read from both cards and tape, follow the procedure in item 2, also loading the segments to be read from cards along with the card data (for segments on tape) and call cards, in the order they are to be read.

Sample Programs

Figure 8 illustrates a matrix calculation. Figure 9 illustrates the use of library functions. In each case a core-storage snapshot is specified for the printout. The printout for the second program, however, also includes a listing of the condensed deck.

START OF FORTRAN COMPILATION

MACHINE SIZE SPECIFIED IS 08000
ACTUAL MACHINE SIZE IS 16000

0250973 PAGE 1

SEQ	STMNT	FORTRAN STATEMENT
	C	APPENDIX E SAMPLE PROBLEM 1
	C	MATRIX ARITHMETIC
1		DIMENSION A(7,7),VECTOR(7),B(7,7)
2		SENSE LIGHT 1
3		DO 1 I=1,7
4		DO 1 J=1,7
5		B(I,J)=1./FLOATF(I+J-1)
6	1	A(I,J)=B(I,J)
7		PRINT 13
8	13	FORMAT(15H1HILBERT MATRIX//)
9		PRINT 2,A
10	2	FORMAT(1X,7E14.7)
11		PRINT 15
12	15	FORMAT(8H0INVERSE//)
13	10	DO 6 K=1,7
14		VECTOR=1.
15		DO 3 I=2,7
16	3	VECTOR(I)=0.
17		DO 4 J=2,8
18	4	A(1,J)=A(1,J)/A
19		DO 5 I=1,55
20	5	A(I) =A(I+1)
21		DO 6 I=1,6
22		A(56) =A(I,1)
23		DO 6 J=1,7
24	6	A(I,J)=A(I,J+1)-A(56)*A(7,J)
25		PRINT 2,A
26		IF(SENSE LIGHT 1)11,12
27	11	PRINT 16
28	16	FORMAT(15HOMATRIX PRODUCT//)
29		DO 9 K=1,7
30		DO 8 I=1,7
31		VECTOR(I)=0.
32		DO 8 J=1,7
33	8	VECTOR(I)=VECTOR(I)+A(I,J)*B(J,K)
34	9	PRINT 18,VECTOR
35	18	FORMAT(1X,7F14.8)
36		PRINT 17
37	17	FORMAT(15HOTWICE INVERTED//)
38		GO TO 10
39	12	PRINT 7
40	7	FORMAT(1H1)
41		STOP 111
42		END

Figure 8. Matrix Calculation Part I

Figure 8. Matrix Calculation Part 2

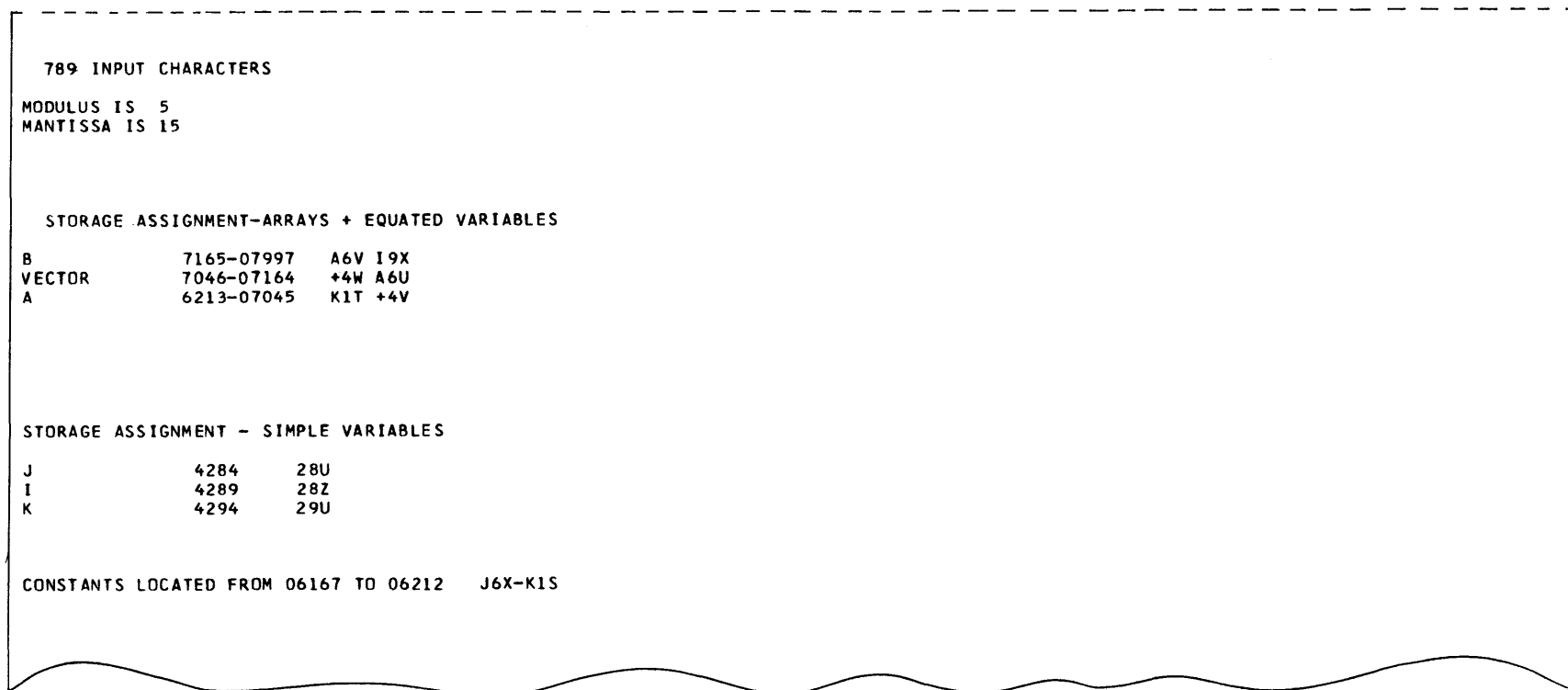


Figure 8. Matrix Calculation Part 3

STARTING ADDRESS OF STATEMENTS			
SEQ	STARTING ADDRESS		DISPLAY
002	31U	4314	31Y
003	31Y	4318	32S
004	34/	4341	34V
005	36U	4364	35Y
006	41/	4411	41V
006	45/	4451	45V
007	45V	4455	45Z
009	46W	4466	47*
011	47X	4477	48/
013	48Y	4488	49S
014	51/	4511	51V
015	52T	4523	52X
016	54W	4546	55*
016	56W	4566	57*
017	57*	4570	57U
018	59T	4593	59X
018	62V	4625	62Z
019	62Z	4629	63T
020	65S	4652	65W
020	68*	4680	68U
021	68U	4684	68Y
022	70X	4707	71/
023	72X	4727	73/
024	75*	4750	75U
024	80X	4807	81/
025	81/	4811	81V
026	82S	4822	82W
027	83U	4834	83Y
029	84V	4845	84Z
030	86Y	4868	87S
031	89/	4891	89V
032	91/	4911	91V
033	93U	4934	93Y
033	99Y	4998	*0S
034	*0S	5002	*0W
034	*1T	5013	*1X
036	*1X	5017	*2/
038	*2Y	5028	*3S
039	*3S	5032	*3W
041	*4T	5043	*4X
043	*5S	5052	*5W

Figure 8. Matrix Calculation Part 5

```

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05400
OM089TOTCTOWTOTBS9+/YU2+TOSBU4VM0-6TOWMMWOT089HV9X0-7BS9+BW0XYU6S088M094V9XBS9+H0940-1B/5TD0-0H094BV0-AREA-05400
1      1      1      1      1      1      1      1      1      1      1      1      1      1      1      1      1      1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05500
YM0-3094M0J2V5+MM0-6V5UM0J2V6/HWOW0-0MW0W094A000000+000J9TS000J9TVV8UJ9TKHV9X0J6BSZYMOJ5V9XBS2Y -AREA-05500
1      1      11     1      1      1      1      1      1      1      1      1      1      1      1      1      1      1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05600
2S.  HX8VM0-3Y0/SY0WBW2XZM0-9W5/M0-6W4U+000Y1/L000Y1W*Y1/Y2SAY2SY0WCY0TY2UBX8WTBX0#0J0$H0940-6BW2X-AREA-05600
1 11 1 1      1      1      1      1      1      1      1      1      1      1      1      1      1      1      1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05700
AY2WYOTBX0+ZYY0SY0W+YOU090YWZZYOUYOW089M089X6XYX9WX6WMY0/089H0890#0YY0#088H0940J1R000Y-02.RX8W2SK3 -AREA-05700
1      1      1      1      1      1      1      1      1      1      1      1      1      1      1      1      1      1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05800
159F-2G9Y2G9#87B/34)W87VY5Y0-41BY6VD2G9W84H094250L2G9M692Y8ZH099000+099W82B#1-AREA-05800
1      1      1      1 1 1 1      1      1      1      1      1      1      1      1      1      1      1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05900
OBY2X0-4NBY4S0-4F      +,KAS+4V.,+DVA6U..BJ5200ABL281HILBERT MATRIXBK08BK08BK23BJ5200AH0990+1BL85E0-AREA-05900
1      1      11     1      1      1      1      1      1      1      1      1      1      1      1      1      1      1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-06000
OG003011BK23BJ5200ABL280INVERSERK08BK08BK23BJ5200ABL280MATRIX PRODUCTBK08BK08BK23BJ5200AH0990+1BL85F-AREA-06000
1 1 1 1 1 1 1 1      1      1      1      1      1      1      1      1      1      1      1      1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-06100
OOG006008BK23BJ5200ABL280TWICE INVERTEDBK08BK08BK23BJ5200ABL281BK238255671A0A+0+11917A0+1 -AREA-06100
1 1 1 1 1 1 1 1      1      1      1      1      1      1      11 111 111 1 1 1 1 1 1 1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-06200
-Area-06200

```

```

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-07500
-Area-07600

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-07700
-Area-07700

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-07800
-Area-07800

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-07900
-Area-07900

```

Figure 8. Matrix Calculation Part 6

END OF COMPILATION

PRESS START TO GO

HILBERT MATRIX

```
0.1000000E 01 0.5000000E 00 0.3333333E 00 0.2500000E 00 0.2000000E 00 0.1666667E 00 0.1428571E 00
0.5000000E 00 0.3333333E 00 0.2500000E 00 0.2000000E 00 0.1666667E 00 0.1428571E 00 0.1250000E 00
0.3333333E 00 0.2500000E 00 0.2000000E 00 0.1666667E 00 0.1428571E 00 0.1250000E 00 0.1111111E 00
0.2500000E 00 0.2000000E 00 0.1666667E 00 0.1428571E 00 0.1250000E 00 0.1111111E 00 0.1000000E 00
0.2000000E 00 0.1666667E 00 0.1428571E 00 0.1250000E 00 0.1111111E 00 0.1000000E 00 0.9090909E-01
0.1666667E 00 0.1428571E 00 0.1250000E 00 0.1111111E 00 0.1000000E 00 0.9090909E-01 0.8333333E-01
0.1428571E 00 0.1250000E 00 0.1111111E 00 0.1000000E 00 0.9090909E-01 0.8333333E-01 0.7692308E-01
```

INVERSE

```
0.4900000E 02-0.1176000E 04 0.8820000E 04-0.2940000E 05 0.4851000E 05-0.3880800E 05 0.1201200E 05
-0.1176000E 04 0.3763200E 05-0.3175200E 06 0.1128960E 07-0.1940400E 07 0.1596672E 07-0.5045040E 06
0.8820000E 04-0.3175200E 06 0.2857680E 07-0.1058400E 08 0.1871100E 08-0.1571724E 08 0.5045040E 07
-0.2940000E 05 0.1128960E 07-0.1058400E 08 0.4032000E 08-0.7276500E 08 0.6209280E 08-0.2018016E 08
0.4851000E 05-0.1940400E 07 0.1871100E 08-0.7276500E 08 0.1334025E 09-0.1152598E 09 0.3783780E 08
-0.3880800E 05 0.1596672E 07-0.1571724E 08 0.6209280E 08-0.1152598E 09 0.1005903E 09-0.3329726E 08
0.1201200E 05-0.5045040E 06 0.5045040E 07-0.2018016E 08 0.3783780E 08-0.3329726E 08 0.1109909E 08
```

MATRIX PRODUCT

```
1.00000000 0.00000000 -0.00000003 0.00000011 -0.00000023 0.00000027 -0.00000005
0.00000000 1.00000000 -0.00000002 0.00000007 -0.00000024 0.00000013 -0.00000004
0.00000000 0.00000000 0.99999998 0.00000004 -0.00000011 0.00000010 -0.00000003
0.00000000 0.00000000 -0.00000001 1.00000004 -0.00000010 0.00000008 -0.00000003
0.00000000 0.00000000 -0.00000001 0.00000002 0.99999991 0.00000008 -0.00000001
0.00000000 0.00000000 -0.00000001 0.00000004 -0.00000009 1.00000007 -0.00000002
0.00000000 0.00000000 -0.00000001 0.00000003 -0.00000009 0.00000006 0.99999998
```

TWICE INVERTED

```
0.1000000E 01 0.5000000E 00 0.3333333E 00 0.2500000E 00 0.2000000E 00 0.1666667E 00 0.1428571E 00
0.5000000E 00 0.3333333E 00 0.2500000E 00 0.2000000E 00 0.1666667E 00 0.1428571E 00 0.1250000E 00
0.3333333E 00 0.2500000E 00 0.2000000E 00 0.1666667E 00 0.1428571E 00 0.1250000E 00 0.1111111E 00
0.2500000E 00 0.2000000E 00 0.1666667E 00 0.1428571E 00 0.1250000E 00 0.1111111E 00 0.1000000E 00
0.2000000E 00 0.1666667E 00 0.1428571E 00 0.1250000E 00 0.1111111E 00 0.1000000E 00 0.9090909E-01
0.1666667E 00 0.1428571E 00 0.1250000E 00 0.1111111E 00 0.1000000E 00 0.9090909E-01 0.8333333E-01
0.1428571E 00 0.1250000E 00 0.1111111E 00 0.1000000E 00 0.9090909E-01 0.8333333E-01 0.7692308E-01
```

START OF FORTRAN COMPILATION

MACHINE SIZE SPECIFIED IS 08000
ACTUAL MACHINE SIZE IS 16000

0250983 PAGE 1

SEQ	STMNT	FORTRAN STATEMENT
	C	APPENDIX E SAMPLE PROBLEM 2
	C	EXERCISE LIBRARY FUNCTIONS AND PUNCH OBJECT DECK
1		PRINT 8
2	8	FORMAT(48H1A=2I(SQRT(1-COS(X)**2)COS(X)SIN(X)/ABS(SIN(X))))
3		PRINT 1
4	1	FORMAT(97H0 I DEGREES A EXPONENTIAL(A)=B
	1	LOGARITHM(B)=C I SIN(2X)=D C-D//)
5		FI=1.0
6		DEGREE=7.5
7		DELTA=1.57079632679489661923/12.0
8		ARG=DELTA
9	3	A=(FI+FI)*SQRTF(1.0-COSF(ARG)**2)*COSF(ARG)
10		IF(FI-24.)7,7,6
11	6	A=-A
12	7	B=EXPF(A)
13		C=LOGF(B)
14		D=FI*SINF(ARG+ARG)
15		DIFF=C-D
16		PRINT 2,FI,DEGREE,A,B,C,D,DIFF
17	2	FORMAT(1X,F3.0,F9.1,F19.10,E19.10,2F19.10,E12.1)
18		FI=FI+1.0
19		DEGREE=DEGREE+7.5
20		ARG=ARG+DELTA
21		IF(FI-49.0)3,4,5
22	4	PRINT 9
23	9	FORMAT(1H1)
24		STOP 111
25	5	STOP 777

Figure 9. Use of Library Functions Part 2

645 INPUT CHARACTERS		
MODULUS IS 5		
MANTISSA IS 20		
STORAGE ASSIGNMENT-ARRAYS + EQUATED VARIABLES		
NO ARRAYS		
STORAGE ASSIGNMENT - SIMPLE VARIABLES		
ARG	4301	30/
DEGREE	4323	32T
FI	4345	34V
DIFF	4367	36X
D	4389	38Z
C	4411	41/
B	4433	43T
A	4455	45V
DELTA	4477	47X
CONSTANTS LOCATED FROM 07924 TO 07999 12U-19Z		

STARTING ADDRESS OF STATEMENTS			
SEQ	STARTING ADDRESS		DISPLAY
001	52W	4526	53#
003	53X	4537	54/
005	54Y	4548	55S
006	56#	4560	56U
007	57S	4572	57W
008	58Y	4588	59S
009	60#	4600	60U
010	66#	4660	66U
011	68Y	4688	69S
012	70/	4701	70V
013	71U	4714	71Y
014	72X	4727	73/
015	74Y	4748	75S
016	76U	4764	76Y
018	77V	4775	77Z
019	79/	4791	79V
020	80X	4807	81/
021	82T	4823	82X
022	85Z	4859	85T
024	87#	4870	87U
025	87Z	4879	88T
026	88Y	4888	89S

Figure 9. Use of Library Functions Part 3

SNAPSHOT OF OBJECT PROGRAM	
INPUT/OUTPUT AREAS LOCATED FROM 001-332	
FIXED OBJECT TIME ROUTINES LOCATED FROM 333-4279	
.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-04200	
9,26XBH610#4)26XBH61 5 0.0 X RW4A281)0#1BA3810 -AREA-04200	
1 1 21 1 1 1 1 1 11 1 111 1 1 1 1 111 1 1111 1 1 2	
.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-04300	
-AREA-04300	
.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-04400	
-AREA-04400	
.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-04500	
8W97*F2TF2SBW97*F8WF2SB7003DV=I6S#B7003BT=I6W#B7004GX=I5Y/I3V#B7003+/=4SX*-AREA-04500	
1 11 1 1 11 1 1 1 11 1 11 1 11 1 11 1 1	
.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-04600	
B7005+/=3+/C#52V=50/*50/N+I6SQ#5+/=3+/C#4EV=3DV+3DV#52V#50/*B70050/=3DV-I2X#V68Y2G7BB70/B7004EV=4EVN-AREA-04600	
1 1 11 1 11 1 1 11 1 11 1 1 1 1 1 1	
.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-04700	
#B7004CT=4EVE#B7004A/=4CTG#B7003HZ=3+/*3+/S#3DV#B7003FX=4A/-3HZ#BW97*HOWF0#B7003DV=3DV+I6S#B7003BT=3-AREA-04700	
11 1 11 1 11 1 11 1 11 1 1 1 1 11 1	
.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-04800	
BT+I6W#B7003+/=3+/*4GX#B70050/=3DV-I3/*B85Z2800V87Z2G7RB60#BW97*IOYF2SN111.BB7#N777.BB7ZN000.888YH94-AREA-04800	
11 1 11 1 11 1 1 1 1 1 1 1 1 1 1 1 1	
.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-04900	
WM0-291/+000I7VM0-892VS000I7VM0J194SLI7V0008000H094H#4#0-2H#4U0-3M0-2T4/MT4/094V#5/0-01B#6Z0-0,B50#0-AREA-04900	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05000	
-0\$B52S0-0(BS8/0-0)BS4V0-0=MT4U089MT4/000B000XXXXXM0-2089HT4/0-3B#3UYJ36#8TB/7VT4W2BV/3/*4W2M0-6#5*-AREA-05000	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05100	
D690/4UDV/2U#4WKD692/4UDY/2W#4WM#4X089H0890#0M089#4XC#5#4XB#3U/Y/6U#4WB/8ZM0-6#5#MT4X089HT4/0-7B#3U-AREA-05100	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05200	
B YSOW088M094T4/B#3UH0940-1R89XD0-OH094BS5SM0-3094MOJ2S9UMM0-6S9YMOJ2TOVHT5#0-OMT5#094A000000+0001-AREA-05200	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05300	
7VS000I7VVT2YI7VKHT4/0J6B97SM0J5T4/B97S 2S. HT9XM2G9250DLW1SSW1S2M9(0#0250D2M92G9MDQ089B000HV-AREA-05300	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	

Figure 9. Use of Library Functions Part 4

```

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05400
4/ )V0#V2SS2+2)280),S096H094250Z250,0#0BV3U0-0 Y2510-1A0-12+2AW1#095C094089RV3UUAW0/WOUAWOUW0XN000251-AREA-05400
1 1 1 111 1 1 1 1 1 1 1 1 1 1 1 1 1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05500
+*2G92E4Y2E4255N255000+(W0X0#4BU3#,280R000S2G9DW1T280YW1/2G9YT9YW1/+W1TW79R7552302585092994045684017-AREA-05500
11 1 1 1 11 1 1 1 1 1 1 1 1 1 1 1 1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05600
9 A+ABW3Y924CB/42SY2G9Y3XBW5#BV4SSY-4SY3XM-4T-4X+W79W82S-4SW79VZ1ZW79<A-4UW79S099W79V-OUW79-AREA-05600
11 1 1 1111 1 1 1 1 1 1 1 1 1 1 1 1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05700
B+W82W79H089-AZ+W80095BT5/+0#1095S-4W095VX3T095BBX6T924CH0940-1Y-JU#87D-JU-4XSW1#SW79BY5S-4X2+2G92+2-AREA-05700
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05800
RY7Y+2+2249+251--4UW0U+-4YW0/SW0XB79Y#+87H0942+1B#24BY7YD-4S0+0--4ZW0USW79BY2SHZ1YM2G9250H089L-5#12G-AREA-05800
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-05900
92E1-2522G9S251B000A099W79VZ8VW79K+W82W79Y2G92G8+2G82G9AW82-W83W1#Y-4S+87BY5S924CBX9TBV4S924C+W82W79-AREA-05900
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-06000
B/34BU71SCLB/42AKJBA1570796326794896619231A B4+ HF0Y2G9W84BLO/SVK7V2G9KC2482S9Q089,0#0DL6W0#2C281L6Y-AREA-06000
1 1 1 1 1 1 1111 11111 1 1 1 1 1 1 1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-06100
BJ1ZU+2G82G9AL6WW79S2G9249-249L6VSL6WW79AL6W280SL6Z2E0(2G9249L249L6U#L6U2E1+2492G9+L6U251+L3YW1#+-AREA-06100
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1111

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-06200
V0#V2SHU9WL6UHV2JHV4/K2YBU0ZA2+2YL6V2+1+VGY248*W79252A2+1252H094252SW82B#10VK9#0-41BU71LNNYL3Y2G9B-7-AREA-06200
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-06300
/VL2X0-41BU71LNZYL7#2G9B/15)W84BV4S+BA+ A31+-Y06/#87DW84L9SBM1/J7#0BBBBBYW8-AREA-06300
1 1 1 1 1 1 1 11111 111 111 1 1 11111

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-06400
4#87D07/W84VM5#W841,W84-2G9BM9S/BU71ZTZY#87W1/BV4SBM3ZS+W79W82S06/W82V01WW82KSJ6VW82VN1/W82KV/422G9K-AREA-06400
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-06500
BU71E0FB/15H089VGX+W80095BT5/C0#006UBM9ST+0#0W79Y2G9W79SW1#C2502G9Q089,0#05251D06/0#0+06SW0X++BT9YY2-AREA-06500
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 111 1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-06600
+22+1H0942+1B#24A099W82VM3ZW82K-W80W1#SW79Y2G92G8+2G82G9BN5Z0A09IC024688-2G9Y2G9#87B/34VQ7U2G9KD2G92-AREA-06600
1 1 1 1 1 1 1 1 1 1 1 111 11 11 1 1 1

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-06700
B2M,H089LQ9W201H094+W80283AQ9W282*Q9Y285D283W79DBP6X2840H0890#1BP8SVP8SW79BAQ9WW79S2G9SRO#0-2,OK1)HO-AREA-06700
111 1 1 1 1 1 1 11 1 1 1 1 1 1 1 11

.....09.....19.....29.....39.....49.....59.....69.....79.....89.....99-AREA-06800
940-1-Q9WRO/AQ9WRO/AROSO-1S0-10#2VQ1S0#2BA0-10#2DRO/OP9H0890#2VP8WOP92B/34BU71SQNYQ9W2G9/2788D9VA5+1-AREA-06800
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 11 1

```

Figure 9. Use of Library Functions Part 5

[illegible]

Figure 9. Use of Library Functions Part 6

CONDENSED DECK	
,008015,022026,030037,044,049,053034,035036N00001026	000150983
L068116,105106,1101178101/I9ZH029NNNC0290568026/B001/0991,001/00111710+000250983	
,008015,022029,036040,047054,061068,072/061039	,0010011040000350983
00000000000000	L014100,092097,081082,0830841040000450983
I920522	L008693,689691,693040,0400401040000550983
H567H408M661656M099415M089422H089001	L036368,337341,348355,3620401040000650983
H099202/332/N1102108621FF1M094250	L033401,376380,381388,3933951040000750983
H216000H256000H2440002FK+662664/332	L035436,409416,423424,4264331040000850983
/FJM658306MH465M665668M668000	L029465,438440,447448,4524591040000950983
M651H465A667669V4596682A6706562,0+0	L035500,470474,481489,4964971040001050983
M0+00+OV5200+0110+OC0896888568/22)	L034534,508516,520527,5325331040001150983
M422089M415099/332/R563GB564.	L029563,542549,553554,5595631040001250983
.000H0890+1B6320972H09920122)A670664	L036599,568575,583590,5915931040001350983
C664672R433/S664F4331M6802202535A670099L	L039638,607512,616621,6286321040001450983
R4979.....9-000000008	L026664,643652,654659,6626631040001550983
910 A1EEXECUTED	L016680,666668,670671,6730401040001650983
00000000000000	L014100,092097,040040,0400401040001750983
H094H086HV06M0-2089Q765HS27BS060-0\$	L035734,704708,712719,7237271040001850983
CT1750+0/303//LW85280S091H094000	L031765,742746,747748,7557591040001950983
HO-4W86M0-4924,201BTO5TH8740-48/990-5\$	L038803,773780,784789,7960401040002050983
MO-7089Q765VV30088KV30088SH099000)W87	L038841,811815,823831,8380401040002150983
M0+0W82Q089M0+0250H094LW85V8830001	L034875,849853,860864,8680401040002250983
Y250+87SW852E2C0-1W85A099094BS33924/	L036911,883890,897904,0400401040002350983
RS62924+S924++87B*172800B/34SSW82W79	L036947,920924,928936,9410401040002450983
+W80090C099089V/65W79KB/88UAW79W82	L034981,955962,970975,0400401040002550983
+2502V0+100090Y+870-0A2X90-0Y0-0+87	L035*16,989996,+03*10,0400401040002650983
+W82W79MW750-1YYADH089	L022*38,+24*31,+32*33,+34*351040002750983
S2H1B/420+2+H089B+430+10P0*1280S099094)	L039*77,+43*51,+55*63,+70*771040002850983
JSS089W79+2G9,B/34W770V/42W79K	L030/07,+79*80,+87*91,+92/001040002950983
BU71NOF+W89W79DW892G9MM2G8/278	L030/37,/12/15,/22/29,/30/341040003050983
B755SW79S2G9B/34BU71DZEB/15	L027/64,/42/46,/50/54,/58/611040003150983
B*17US100090Y2G92X9B996AW82W79B/34	L034/98,/70/77,/84/88,/950401040003250983
H0940-5B00000-0DDQ765	L022S20,S06S10,S14S15,S16S171040003350983
B723000\$B815B/54SD2G90-1MD(0+0251	L033S53,S29S33,S38S45,S46S471040003450983
-W82BS83*2G92E1H0940-3SW90W79AW82W79	L036S89,S58S62,S69S76,S830401040003550983
Y2G9S97++87B*24BT310-4+H7650-1C280W85	L037T26,S97T01,T05T13,T200401040003650983
B000BT692800VT69W871VT920-41H0990+2	L035T61,T31T39,T47T55,0400401040003750983
PW782G8L2G9000V0-50-41Q094B712AW912G8	L037T98,T69T76,T84T88,T920401040003850983
VU18280SY2G92G7BT62AW92W79BU48W771S2G9	L038U36,U07U14,U18U25,U330401040003950983
LW93280BU07DW892G9MM2G8SW92W79BU07	L034U70,U44U48,U55U56,U60U671040004050983
HU92/2+2HV250+0H099000M0+2212H2170002	L037V07,U75U79,U86U93,V00V071040004150983
,201HV290+3H099000B000H099000,W87	L033V40,V12V19,V26V30,V370401040004250983
Z0+0250BW23924/BV98924+VV87924KA0+02G9	L038V78,V48V56,V64V72,0400401040004350983
+2G9B/34S0+02G9BV79L0+0250*2G92E1	L033W11,V83V87,V94V98,W050401040004450983
M2E12G9B/34B/54250 MO+02E0DHW64L2G9	L035W46,W19W23,W31W38,W39W431040004550983
+2G92E0(0+0251M2492G9B/34000+0	L030W76,W54W61,W68W72,W75W761040004650983
000+00080= 91	L013W89,W81W84,W85W86,W87W881040004750983
BEA1	L004W93,W91W92,W93040,0400401040004850983
0	L002W96,040040,040040,0400401040004950983
05	M002V36,040040,040040,0400401040005050983
22	M002837,040040,040040,0400401040005150983
ROT	M003T30,040040,040040,0400401040005250983
	M003S09,040040,040040,0400401040005350983
BW97*F2TF2SBW97*F8W	L01954U,53*53/,53U53X,54/54S1040005450983

Figure 9. Use of Library Functions Part 7

```

F2SB7003DV=I6S+B7003BT=I6W+
B7004GX=I5Y/I3V*B7003+/=4GX+B700
5+/=3+/C*52V=50/*50/N+I6SQ5+/=3+/C*4EVL
=3DV+3DV*52V*50/*B70050/=3DV-I2X+
V68Y2G7BB70/B7004EV=4EVN*B7004CT=4EVE
*B7004A/=4CTG*B7003HZ=3+/+3+/S*3DV+
B7003FX=4A/-3HZ*BW97*HOWF0+
B7003DV=3DV+I6S+B7003BT=3BT+I6W*B700
3+/=3+/+4GX*B70050/=3DV-I3/*B85Z2800
V87Z2G7BB60*BW97*IOYF2SN111
.B87*N777.B87ZN000.
B88YH94WMO-291/+000I7VMO-892VS000I7V
MOJ194SLI7V000R000H094H*4*0-2H*4U0-3
MO-2T4/MT4/094V*5/0-01B*6Z0-0,B50*0-0$
BS2S0-01BS8/0-01BS4V0-0=MT4U089MT4/000
B000XXXXXMO-2089HT4/0-3B*3UYJ36*8T
B/7VT4W2B8V/3/*4W2MO-6*5*0690/4UD
V/2U*4WKD692/4UDY/2W*4WM*4X089H0890*0
M089*4XC*5*4XB*3U/Y/6U*4WR/8ZMO-6*5*
MT4X089HT4/0-7B*3UB YSOW088M094T4/
B*3UHO940-1R89XD0-OH094BS5SMO-3094
MOJ2S9UMMO-6S9YMOJ2T0VHT5*0-OMT5*094
A000000+000I7VS000I7VVT2YI7VKHT4/0J6
B97SMOJ5T4/B97S 2S.
HT9XM2G9250DLW1SSW1S2M9{0*0250
D2M92G9MDQ089B000HV4/})VO*V2S
S+2+21280),S096H094250Z250
,0*0BV3U0-0 Y2510-1A0-12+2AW1*095
C094089BV3UUAWO/WOUAUWOUXN000251+
*2G92E4YZE4255N255000+(WOX0*4BU3*,280
R000S2G9DW1T280YWL/2G9YT9YWL/+W1TW79
B75523025850929940456840179
+ABW3Y924CB/42SY2G9Y3XW5*8V45S
Y-4SY3XM-4T-4X+W79W82S-4SW79VZ1ZW79K
A-4UW79S099W79V-OUW79B+W82W79H089-AZ
+W8Q095BT5/+0*1095S-4W095VX3T095B
BX6T924CH0940-1Y-JU*87D-JU-4XSW1*SW79
BY5S-4X2+2G92+2BY7Y+2+2249+251--4UW0U
+-4YWO/SWOXBT9Y+*87H0942+1B*24RYTY
D-4S0*0--4ZWOUSW79BY2SHZ1YM2G9250H089
L-5*2G92E1-2522G9S251B000A099W79
VZ8VW79K+W82W79Y2G92G8+2G82G9AW82
-W83W1Y-4S*87RY5S924CRX9TBV4S924C
+W82W79B/34BU71SCLB/42AKJBA
1570796326794896619231A B4+ H
FOY2G9W84BL0/SVK7V2G9KC2482G9Q089
,0*0DL6W0+2C281L6YBJ1ZU+2G82G9AL6WW79
S2G9249-249L6VSL6WW79AL6W280SL6Z2E0
{2G9249L249L6U*L6U2E1+2492G9+L6U251
+L3YWL1+++,V0*V2SHU9WL6UHV2/
HV4/K2YBU0Z A2+2YL6V2+1+VGY248*W79252
A2+1252H094252SW82B*10VK9*0-41BU71LNN
YL3Y2G9B-7/VL2X0-41BU71LNNZYL*2G9B/15
JW84BV4S+BA+
A31+-Y06/*87DW84L9S
BM1/07*0B88BYW84*87D07/W84
L02757/,54Y55S,55Z56*,56U57/1040005550983
L03260T,57W58X,58Y59S,59Z60*1040005650983
L03964S,040040,040040,0400401040005750983
L03367V164T64T,65Z66*,66U67V1040005850983
L03771S,68U68Y,69S70*,70/70V1040005950983
L03574X,71U71Y,72W72X,73/74X1040006050983
L02777U,75S76T,76U76Y,76Z77S1040006150983
L03681*,77Z79*,79/79V,80W80X1040006250983
L03684W,82S82T,82X83Y,83Z0401040006350983
L02787T,85V85Z,86T86U,86X87*1040006450983
L01989S,87V87Z,88T88U,88Y89S1040006550983
L03692Y,89X*0/,90Y91V,92S0401040006650983
L03696U,93W94T,94X95/,95Y0401040006750983
L038*0S,97S97Z,98X99V,*0T0401040006850983
L038*4*,*1/*1Z,*2X*3U,*4/0401040006950983
L035*7V,*4V*5/,*5Y*6V,*6Z0401040007050983
L032/0X,*8U*8V,*9T/0*,/0X0401040007150983
L037/4U,/1W/2T,/2U/3/,/3Y0401040007250983
L037/8/,/5S/5Z,/6U/7/,/7V0401040007350983
L036S1X,/8Z/9W,S0*S0U,S1/0401040007450983
L034S5/,S2S52Z,S3TS3X,S4/S4V1040007550983
L036S8X,S5ZS6*,S6XS7U,S8/0401040007650983
L036T2T,S9VT0S,T0ZT1X,T2U0401040007750983
L024T4X,T2YT3V,T3ZT4S,T4VT4X1040007850983
L033T8*,T5/T5V,T6ST6T,T6XT7J1040007950983
L028U0Y,T8YT8Z,T9*T9U,T9YU0S1040008050983
L025U3T,U1TU1X,U1YU1Z,U2TU3*1040008150983
L033U6W,U3YU4W,U5TU6*,J6X0401040008250983
L034V0*,U7UU7Z,U8WU9T,V0*0401040008350983
L037V3X,V0YV1V,V2SV2T,V3*V3U1040008450983
L036V7T,V4SV4W,V5TV6*,V6X0401040008550983
L038W1/,V7YWO/,W0SWOV,W0YW1/1040008650983
L031W4S,W1TW1U,W2SW2X,W3UW3Y1040008750983
L036W7Y,W5*W5X,W6UW7/,W7Z0401040008850983
L036X1U,W8WW9T,X0/X0Y,X1V0401040008950983
L033X4X,X2SX2W,X3TX4*,X4Y0401040009050983
L037X8U,X5WX6T,X7*X7X,X8/0401040009150983
L037Y2/,X9TY0*,Y0UY1/,Y1V0401040009250983
L034Y5V,Y2ZY3T,Y3XY4/,Y4YY5S1040009350983
L037Y9S,Y6TY7*,Y7UY7Y,Y8SY8Z1040009450983
L033Z2V,Y9XZ0U,Z1/Z1V,Z1Z0401040009550983
L033Z5Y,Z3UZ4/,Z4YZ5V,Z5Z0401040009650983
L034Z9S,Z6WZ7T,Z8/Z8V,Z9T0401040009750983
L027-1Z,-0*-0U,-0Y-1/,-1V0401040009850983
L029-4Y,-4S-4T,-4U-4V,-4X-4Y1040009950983
L033-8/,-5*-5/,-5Y-6T,-7/-7Y1040010050983
L037J1Y,-8W-9T,J0*J0V,J1S0401040010150983
L035J5T,J2WJ3T,J4*J4X,J5U0401040010250983
L035J8Y,J6/J6Y,J7VJ8S,J8Z0401040010350983
L028K1W,J9WJ9X,J9YJ9Z,K0WK1T1040010450983
L036K5S,K2UK2Y,K3SK3Z,K4W0401040010550983
L037K8Z,K6*K6X,K7/K7V,K8TK8X1040010650983
L037L2W,K9XL0/,L0ZL1T,L1WL2T1040010750983
L038L6U,L3/L3V,L3WL3X,L3YL3Z1040010850983
L020L8U,L6WL6X,L6ZL7*,L7/L7Y1040010950983
L026M1*,L9TL9U,L9VL9W,L9XM0U1040011050983

```

```

VM5*W841,W84-2G9BM9S/BU71ZTZY+87W1/
BV4SBM3ZS+W79W82S06/W82V01WW82KS06VW82
VN1/W82KV/422G9KB71E0FB/15H089VGX
+W80095BT5/C0+006UBM9ST+0+0W79Y2G9W79
SW1+C2502G9Q089,0+0S251D06/0+0+06SW0X
++BT9YY2+22+1H0942+1B+24A099W82
VM3ZW82K-W80W1+SW79Y2G92G8+2G82G98N5Z0
A09IC024688-2G9Y2G9+87
B/34VQU2G9KD2G92B2M,H089LQ9W201
H094+W80283AQ9W282*Q9Y285D283W79D
BP6X2840H0890+1BP8SVP8SW79BAQ9WW79S2G9
SRO+0-2,OK1)H0940-1-Q9WRO/AQ9WRO/
AR0S0-1S0-10+2VQ1S0+2BA0-10+2DR0/OP9
H0890+2VP8WOP92B/34BU71SQNYQ9W2G9/278
B09VA5+1A 8BW1U0-4S
BW1U0-4CB-5/0-4GBL7/0-4EB07S0-4N
B08X0-4Q
3DV3BT4EV4CT4A/3HZ3FX..
BJS200ABL281A=2((SQRT(1-COS(X))*2)COS(XL
)SIN(X)/ABS(SIN(X)))BK23BJ5200ABL28
O I DEGREES A EXPOL
NENTIAL(A)=B LOGARITHM(B)=C
I SIN(2X)=D C-DBK08BK08BK23BJ52
00AH0990+1BL85F00A003000
BL85F00A008001BL85F
00A009010BL85E00A005
014BL85F00B009010RL85
E00A007005BK23BJ5200A
BL281BK232D0B4I081B08
15707963267948966192C0A2A0A7E0AA0+1

H089M0+0J36MX08D34HJ350*7M0+6Z68+X29L27L
J23V,27ZM0+3094H099200H23Y334BE560+0+
BE250+0-BD710+0+VC120+0KVC750+0BH094Z16L
/332//H099100M-79D34,0+0BZ43
VC12J362H24/100M0+00+0Q0948J37VY820-11
BY55BQ08HK22C84BY32BQ08L0+00+0BZ43
BJ37VY970+11BZ12HK22M09924/B0-0H-06
M094-02V-3123U1B94X H094YB62088
B-46089.B-07089 H0940008000VJ3223V1
C24/099BK08/BJ32123UM24Z089RZ73M0-2099
M0-5089M0+124SV-790*11)24TL27Z0+1B37
H094J09VC12J362BC84M24S0+1VJ3224T1)0+1
,24TB000 HJ51H0990+1B000H094
D0-0DD0QL09M0-224WHK070-3
BJ89H094SE7424WV0-024WK8000H094M24/099
B000VK4323V1C24/099BK08/MZ68K56BK98000,
MZ68K71B94X BJ32089 MK71Z68M08924Z
,23UVK0823V1B000H094+0-2L2780-300+
H094VL4723V1M0-00+0M0+00-0BJ37H0940-1
VL770-01BL32BQ08B0-0H094M0-325SSE7425S
VM3125SRB0-70-01B0-70-0AB0J08Z43S17V
,I9WVF5123V1/024,0+0DH099HQ970+2
HA49,001BQ330-01B41Z0-0AM0+019XMH089
,0+0A0-6099HA450+2M25V,0+2BN490+10
V07419V2BN680-0EAL2719XBN75SL27I9X

L035M4V,M1ZM2T,M2XM3S,M3WM3Z1040011150983
L038M8T,M5+M5V,M6SM6Z,M7X0401040011250983
L034N1X,M9SNO+,NOUNOX,N1/0401040011350983
L037N5U,N2VN2Z,N3WN4/,N4Y0401040011450983
L037N9/,N5ZN6W,N7+N7U,N7YN8V1040011550983
L03102S,N9TN9U,N9Y00V,01S01W1040011650983
L03806+,03/03Y,04S04Z,05W06+1040011750983
L02208S,06S06V,06W07/,07S07W1040011850983
L032P1U,08X09V,P0SP0T,POUP0Y1040011950983
L033P4X,P1ZP2W,P3TP4+,P4X0401040012050983
L038P8V,P5WP6T,P6XP7V,P8S0401040012150983
L033Q1Y,P9TP9X,P9YQ0V,Q1S0401040012250983
L036Q5U,Q2WQ3T,Q4/Q4Y,Q5V0401040012350983
L037Q9/,Q6SQ7+,Q7UQ7Y,Q8/Q8Y1040012450983
L019R1+,Q9WQ9X,Q9ZRO/,ROSROT1040012550983
L032R4S,R1ZR2X,R3VR4T,0400401040012650983
L010R5S,R5/R5S,040040,0400401040012750983
L023F2S,F0TFOW,F0ZF1S,F1VF1Y1040012850983
L039F6/,F2XF3+,F3U040,0400401040012950983
L035F9W)F6SF6S,F8SF8W,F9+9F9T1040013050983
L039G3V,040040,040040,0400401040013150983
L039G7U)G3WG3W,040040,0400401040013250983
L035H0Z)G7VG7V,G9UG9Y,H0SHOW1040013350983
L024H3T,H1TH2+,H2UH2V,H2YH3/1040013450983
L019H5S,H3YH3Z,H4SH4V,H4YH5S1040013550983
L020H7S,H5WH5Z,H6SH6W,H6XH7+1040013650983
L021H9T,H7WH8+,H8/H8U,H8XH9+1040013750983
L021I1U,H9VH9Y,I0/I0U,I0YI1S1040013850983
L021I3V,I1ZI2+,I2UI2Y,I3S0401040013950983
L035I7+,I5ZI6+,I6TI6X,I7+0401040014050983
L028I9Y,I7WI9Y,040040,0400401040014150983
L039X35,X01X08,X15X22,X290401040014250983
L037X72,X40X44,X51X58,X650401040014350983
L039Y11,X81X89,X97Y05,0400401040014450983
L028Y39,Y16Y17,Y18Y25,Y32Y361040014550983
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L033Z79,Z54Z62,Z66Z69,Z730401040014950983
L035-14,Z88Z96,-03-07,-150401040015050983
L038-52,-22-27,-31-35,-42-461040015150983
L037-89,-50-67,-75-79,-860401040015250983
L038J27,-97J05,J09J16,J240401040015350983
L028J55,J32J36,J37J41,J48J521040015450983
L025J80,J60J61,J62J63,J67J741040015550983
L038K18,J85J89,J96K04,K08K121040015650983
L039K57,K23K31,K38K43,K500401040015750983
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L034L27,K98L06,L10L14,L21L251040015950983
L037L64,L32L40,L47L54,L580401040016050983
L038M02,L73L77,L81L85,L89L961040016150983
L036M38,M11M19,M27M31,M350401040016250983
L032M70,M43M51,M55M59,M60M641040016350983
L036N06,M75M79,M87M95,N02N031040016450983
L034N40,N11N18,N25N29,N330401040016550983
L034N74,N49N57,N64N68,N750401040016650983

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Figure 9. Use of Library Functions Part 9

```

DI9XF50DMI9XBPO40-0FCF50B64R015S      L032006,N82N83,N87N95,0020401040016750983
V022F48KYB62F48+L2719XD19X043DH0890+0  L037043,015022,029036,0370401040016850983
+83723SSE0523SC23SI9XBP28UBP97M25Y0+2M L038081,051058,065070,0740811040016950983
H0990+2HA53A0-9099RA38VP66F48KC0-6F50   L037P18,089093,P00P04,P120401040017050983
B029TB074S023PI7W001MB66YMF50089        L032P50,P24P28,P32P39,P43P441040017150983
MB63M27Z0+3BP97YB620+0C0-9F50BP92/      L034P84,P55P62,P66P73,P800401040017250983
CI7W23TBQ65UYI9V0+0BQ65HQ32C23Y0998Q29T L039Q23,P92P97,Q04Q08,Q12Q191040017350983
NG00.8000M0+0I7VA0-6099M0-6089+I7V0+0    L037Q60,Q28Q29,Q33Q40,Q47Q541040017450983
BJ37Z0+00+0HR58D0+00+0HA900+0HA53,000    L037Q97,Q65Q72,Q76Q83,Q90Q941040017550983
VR100+OKBR52BR340+0 H099VR520+11BR10     L036R33,R06R10,R18R22,R300401040017650983
YG810+0,0+1HA530+1H099111BA460-0I        L033R66,R41R45,R52R59,R670401040017750983
A0-9099RR930-0FDO+ODDDH099               L026R92,R74R62,R86R87,R88R891040017850983
H+880+1S0+1DQ099B+440-0EV+44F48BC0-9F50 L039+31,+00+04,+05+09,+17+251040017950983
B+82UAF50099B+R20+3 D0+10+2H0890+1        L034+65,+37+44,+52+59,+660401040018050983
V+820+2BH099B+44H099000B+94ZAF470+0      L035A00,+74+78,+82+89,+940401040018150983
MB620+0BA330-0FH0990+4D0+0MF50YM         L032A32,A08A16,A23A27,A31A321040018250983
BA66Z)I7V)000)000)000,I7WRQ08            L029A61,A38A42,A46A50,A54A581040018350983
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BA38D0+0CDH089CA49089RB40T              L026B16,A95A99,B00B01,B05B121040018550983
,0+0M0+10+0)1L27Y0+2B26ZM0+10+0M        L031B47,B21B28,B29B36,B40B471040018650983
MM25Y0+3BA381. 0000                     L019B66,B49B56,B60B61,B62B631040018750983
M089099Y065B88D0+0I7W+M14W089L17V0+0    L036C02,B74B81,B88B89,B960401040018850983
B15VN00S.,23V/332/BC84                  L022C24,C07C11,C12C16,C20C211040018950983
BC07KBC840A2 B88BB                      L018C42,C30C38,C39C40,C41C421040019050983
B88BBBB                                  L007C49,C44C45,C46C47,C48C491040019150983
BZ28BC16DJ36C68U(U0MNOOT./332          L029C78,C54C58,C65C70,C74C751040019250983
/BZ28DJ36D37M25ZD41+25Z23SVD2723V1      L034D12,C80C84,C91C98,D050401040019350983
M26+D41A26S23SL27Z333M(U00+ORLW97333    L036D48,D20D27,D34D42,D490401040019450983
BE91LBC25D41RBC58KBC75/333/BZ28         L031D79,D54D62,D67D71,D75D761040019550983
BE05200 BE202000D200E04F02BE15'RU71     L035E14,D88D96,E03E05,E06E111040019650983
FD711FE05JM26V23Y/228285,200L2791804    L036E50,E20E25,E32E39,E43E501040019750983
KE254/080M26V23Y,00123V1L080279KZ281    L036E86,E56E60,E67E74,E75E821040019850983
BE56DJ36F08DJ36F21U(U0BBF23D41RU(U0E    L036F22,E91E98,F05F10,F180401040019950983
SE7423SVD2723SBN/11.BC84E               L026F48,F30F38,F42F43,F47F481040020050983
00,0+0M08914WM099089A0-6089BF990-0I     L035F83,F51F55,F62F69,F760401040020150983
B39+0-0AA0-9089,0+0H15Y0+0S19XSYB62I9V L038G21,F92F99,G03G10,G14G151040020250983
YG8906SBG650+0 BG810+0-BG810+0*BG850+0+ L039G60,G29G37,G45G53,G400401040020350983
BG93V13S0+11BJ37BG22-06S,0+1BJ37        L032G92,G65G73,G77G81,G85G891040020450983
BB670-0IH089I7U)26W26X)26YS22TB28+0-0A  L038H30,H01H08,H15H19,H230401040020550983
BH81H23S0+0,26YVH6126W1H23S0+1V04X0+11 L038H68,H35H42,H46H54,H610401040020650983
B04X0+1 BJ37BH350+0.C0+0B63B16TTB118U   L037I05,H77H81,H89H96,I010401040020750983
V16T26W1BH61BI710-0FH22W0+4YI7603W      L034I39,I14I18,I26I33,I400401040020850983
BI800+0EY0+003WB01S0+0+B01S0+0-N/21.    L036I75,I48I55,I63I71,I750401040020950983
BI71VI960+12BJ37BI48B00Y0+1 B01SBJ37    L03601/,I80I88,I92I96,00U00Y1040021050983
,0+1V03W0+21B03W0+2 H099+0+122TB06S     L03504W,01W02U,03S03W,04T0401040021150983
BI710-0EH22W0+1+19VV07Y26W1B14+V10+26V1 L03908V,05V06S,06W07U,07Y0401040021250983
S0-922W+22W23S523S22ZAL2722T-22ZA22Z22T L03912U,09T10*,10X11U,11Y0401040021350983
+22TI9XBB670-0IMI9X000LM15Y099)000BA54  L03816S,13S14*,14X14Y,15V15Z1040021450983
V18S26W1H22Z0+0,26WVH6126X1D0+00+2H089 L03820*,17/17Y,18S19*,19X0401040021550983
,26XBBH610+4 )26XBBH61                  L02922Z,20V21T,21X22/,22U22X1040021650983
5                                           L01424T,23T23V,23W23Z,24S24T1040021750983
0.0 X RW                                  L01726*,24X25*,25T25W,25Z26*1040021850983
4A281 )0+1BA38                            L01627W,26T26W,26X26Y,26Z27T1040021950983
10                                           L00327Z,040040,040040,0400401040022050983
/52W080                                    022150983

```

END OF COMPILATION

PRESS START TO GO

A=2I(SQRT(1-COS(X))*2)COS(X)SIN(X)/ABS(SIN(X)))

I	DEGREES	A	EXPONENTIAL(A)=B	LOGARITHM(B)=C	I SIN(2X)=D	C-D
1.	7.5	0.2588190451	0.1295399375E 01	0.2588190451	0.2588190451	0.4E-19
2.	15.0	1.0000000000	0.2718281828E 01	1.0000000000	1.0000000000	0.0E 00
3.	22.5	2.1213203436	0.8342144716E 01	2.1213203436	2.1213203436	0.0E 00
4.	30.0	3.4641016151	0.3194774551E 02	3.4641016151	3.4641016151	0.0E 00
5.	37.5	4.8296291314	0.1251645325E 03	4.8296291314	4.8296291314	0.0E 00
6.	45.0	6.0000000000	0.4034287935E 03	6.0000000000	6.0000000000	0.0E 00
7.	52.5	6.7614807840	0.8639205288E 03	6.7614807840	6.7614807840	0.0E 00
8.	60.0	6.9282032303	0.1020658443E 04	6.9282032303	6.9282032303	0.0E 00
9.	67.5	6.3639610307	0.5805413502E 03	6.3639610307	6.3639610307	0.0E 00
10.	75.0	5.0000000000	0.1484131591E 03	5.0000000000	5.0000000000	0.0E 00
11.	82.5	2.8470094961	0.1723615989E 02	2.8470094961	2.8470094961	0.0E 00
12.	90.0	0.0000000000	1.0000000000E 00	0.0000000000	0.0000000000	-0.4E-20
13.	97.5	-3.3646475863	0.3457419839E-01	-3.3646475863	-3.3646475863	0.0E 00
14.	105.0	-7.0000000000	0.9118819656E-03	-7.0000000000	-7.0000000000	0.0E 00
15.	112.5	-10.6066017178	0.2475206303E-04	-10.6066017178	-10.6066017178	0.0E 00
16.	120.0	-13.8564064606	0.9599290509E-06	-13.8564064606	-13.8564064606	0.0E 00
17.	127.5	-16.4207390469	0.7388625308E-07	-16.4207390469	-16.4207390469	0.0E 00
18.	135.0	-18.0000000000	0.1522997974E-07	-18.0000000000	-18.0000000000	0.0E 00
19.	142.5	-18.3525906995	0.1070461693E-07	-18.3525906995	-18.3525906995	0.0E 00
20.	150.0	-17.3205080757	0.3004684793E-07	-17.3205080757	-17.3205080757	0.0E 00
21.	157.5	-14.8492424049	0.3556771481E-06	-14.8492424049	-14.8492424049	0.0E 00
22.	165.0	-11.0000000000	0.1670170079E-04	-11.0000000000	-11.0000000000	0.0E 00
23.	172.5	-5.9528380374	0.2598455530E-02	-5.9528380374	-5.9528380374	0.0E 00
24.	180.0	0.0000000000	0.1000000000E 01	0.0000000000	0.0000000000	-0.3E-16
25.	187.5	6.4704761276	0.6457911327E 03	6.4704761276	6.4704761276	0.1E-18
26.	195.0	13.0000000000	0.4424133920E 06	13.0000000000	13.0000000000	0.0E 00
27.	202.5	19.0918830920	0.1956588407E 09	19.0918830920	19.0918830920	0.0E 00
28.	210.0	24.2487113060	0.3396890234E 11	24.2487113060	24.2487113060	0.0E 00
29.	217.5	28.0118489624	0.1463495638E 13	28.0118489624	28.0118489624	0.0E 00
30.	225.0	30.0000000000	0.1068647458E 14	30.0000000000	30.0000000000	0.0E 00
31.	232.5	29.9437006150	0.1010145526E 14	29.9437006150	29.9437006150	0.0E 00
32.	240.0	27.7128129211	0.1085229847E 13	27.7128129211	27.7128129211	0.0E 00
33.	247.5	23.3345237792	0.1361616844E 11	23.3345237792	23.3345237792	0.0E 00
34.	255.0	17.0000000000	0.2415495275E 08	17.0000000000	17.0000000000	0.0E 00
35.	262.5	9.0586665786	0.8592685341E 04	9.0586665786	9.0586665786	0.0E 00
36.	270.0	0.0000000000	1.0000000000E 00	0.0000000000	0.0000000000	0.4E-20
37.	277.5	-9.5763046688	0.6935275619E-04	-9.5763046688	-9.5763046688	0.0E 00
38.	285.0	-19.0000000000	0.5602796438E-08	-19.0000000000	-19.0000000000	0.0E 00
39.	292.5	-27.5771644663	0.1055333309E-11	-27.5771644663	-27.5771644663	0.0E 00
40.	300.0	-34.6410161514	0.9028130704E-15	-34.6410161514	-34.6410161514	0.0E 00
41.	307.5	-39.6029588779	0.6319074743E-17	-39.6029588779	-39.6029588779	0.0E 00
42.	315.0	-42.0000000000	0.5749522264E-18	-42.0000000000	-42.0000000000	0.0E 00
43.	322.5	-41.5348105304	0.9155055464E-18	-41.5348105304	-41.5348105304	0.0E 00
44.	330.0	-38.1051177665	0.2825905416E-16	-38.1051177665	-38.1051177665	0.0E 00
45.	337.5	-31.8198051534	0.1516471339E-13	-31.8198051534	-31.8198051534	0.0E 00
46.	345.0	-23.0000000000	0.1026187963E-09	-23.0000000000	-23.0000000000	0.0E 00
47.	352.5	-12.1644951198	0.5212269879E-05	-12.1644951198	-12.1644951198	0.0E 00
48.	360.0	0.0000000000	0.1000000000E 01	0.0000000000	0.0000000000	-0.1E-15

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