

DEVELOPMENT OF A FORTRAN 77
INTERPRETER

By

SUSAN JANE ZIMMER

Bachelor of Science

Oklahoma State University

Stillwater, Oklahoma

1983

Submitted to the Faculty of the Graduate College
of the Oklahoma State University
in partial fulfillment of the requirements
for the Degree of
MASTER OF SCIENCE
July, 1986

Thesis
1986
Z712d
cop. 2



DEVELOPMENT OF A FORTRAN 77
INTERPRETER

Thesis Approved:

Thomas A. Cook

Thesis Adviser

[Signature]

Joe H. Mize

Norman N. Dunham

Dean of the Graduate College

1259984

ACKNOWLEDGMENTS

I wish to express my gratitude to all of the people who have helped me with my work at Oklahoma State University. Thanks is due to the Mechanical Engineering Department for supporting this project. I would especially like to thank Thomas A. Cook for his enthusiasm for this project, his willingness to provide well thought-out guidance and his invaluable help in many other areas.

A special thanks is due to Dr. J. A. Wiebelt and Dr. J. H. Mize for their participation on my committee. I would also like to thank the Harris Corporation for providing the College of Engineering with such an outstanding system and facility.

Finally I would like to thank my husband Mark for his encouragement and constant support of my education. Without his moral and domestic help this project would not have been possible. I would also like to thank my 21-month-son, Jay, for his patience in waiting till Mommy has time to play and to my unborn baby for waiting until this project is finished to be born.

TABLE OF CONTENTS

Chapter	Page
I. INTRODUCTION	1
II. PROGRAM OVERVIEW	4
Limitations of Interpreter	4
Program States	4
General Program Structure	20
III. HANDLING OF VARIABLES	29
Data Types Allowed and Data Restrictions	29
Variables	30
Arrays	35
IV. ASSIGNMENT STATEMENTS	39
Introduction	39
Character Assignments	39
Logical Assignments	39
Arithmetic Assignments	40
V. CONTROL STATEMENTS	53
Introduction	53
IF Statement	53
DO Statement	66
CONTINUE Statement	71
GOTO Statement	71
PAUSE Statement	74
STOP/END Statements	75
VI. INPUT/OUTPUT	76
Introduction	76
READ Statement	76
WRITE Statement	79
VII. DISCUSSION AND CONCLUSIONS	82

Chapter	Page
SELECTED BIBLIOGRAPHY	84
APENDIXES	85
APPENDIX A - USER'S MANUAL	86
Getting Started with Interp	87
Errors	88
Display Variables	88
Edit Text	89
Pause	90
Data Types and Limitations	92
Input/Output	94
Assignment Statements	96
Control Statements	98
APPENDIX B - PROGRAM LISTING	102
Program INTERP	103
Subroutine MAP	106
Subroutine SEARCH.	107
Subroutine SREAD	112
Subroutine SWRITE	115
Subroutine VARABL	119
Subroutine SARRAY	123
Subroutine ARITH	129
Subroutine MATH	134
Subroutine FCNAME	137
Subroutine DOFUNC	138
Subroutine NUMBER	141
Subroutine FORWRD	144
Subroutine DOBEGN	148
Subroutine DCHECK	152
Subroutine DOFOOT	155
Subroutine SIF	157
Subroutine EVALIF	162
Subroutine SGOTO	167
Subroutine SPAUSE	170
Subroutine VAROUT	172
Subroutine VARCHG	177
Subroutine ERROR	183
Subroutine SEDIT	185
Subroutine PATHWAY	190
Subroutine MENU	192
APPENDIX C - ERROR NUMBERS AND MESSAGES	193

LIST OF TABLES

Table	Page
I. FORTRAN 77 Subset Allowed by INTERP	5
II. Mixed Mode Assignments	34

LIST OF FIGURES

Figure	Page
1. Flowchart of Program STATES	8
2. Flowchart of Subroutine ERROR	11
3. Flowchart of Subroutine VAROUT	12
4. Flowchart of Subroutine SEDIT	14
5. Flowchart of Subroutine SPAUSE	17
6. Flowchart of Subroutine VARCHG	19
7. Flowchart of Subroutine PATHWY	21
8. Flowchart of INTERP	22
9. Flowchart of Subroutine MAP	24
10. Flowchart of Subroutine SEARCH	25
11. Flowchart of Subroutine VARABL	31
12. Example of Single Variable Storage	32
13. Flowchart of Subroutine SARRAY	36
14. Example of Array Variable Storage	38
15. Flowchart of Subroutine ARITH	41
16. Example of ARITH Table	43
17. Flowchart of Subroutine FCNAME	45
18. Flowchart of Subroutine NUMBER	47
19. Flowchart of Subroutine MATH	49
20. Flowchart of Subroutine DOFUNC	51
21. Flowchart of Subroutine SIF	54
22. Flowchart of Subroutine EVALIF	56

Figure	Page
23. Flowchart of Subroutine OPERAT	57
24. Flowchart of Subroutine LOPER	59
25. Example of BRANCH Table	61
26. Flowchart of Subroutine FORWRD	64
27. Flowchart of Subroutine DOBEGN	67
28. Flowchart of Subroutine DCHECK	70
29. Flowchart of Subroutine DOFOOT	72
30. Flowchart of Subroutine SGOTO	73
31. Flowchart of Subroutine SREAD	77
32. Flowchart of Subroutine SWRITE	80

CHAPTER I

INTRODUCTION

The function of this FORTRAN interpreter is to create a programming environment similar to that of BASIC, when used on a personal computer, while using a main frame system. Whether a program is interpreted rather than compiled creates the difference between the BASIC environment and the main frame environment. To execute a program that is to be compiled, it must be a complete program free of all syntax and structure errors before execution can begin. Execution of a program to be interpreted begins on the first line and continues until an error is detected. At the time an error is detected the programmer knows which line the error is on and has available all of the variable values that have been assigned to that point in the program.

The interpreter may be used as a teaching tool for student programmers. It is frequently a difficult task for a student programmer to write a completely error free program. A student can more readily locate an error by knowing where the interpreter found the error. With an interpreter, a student can also test parts of a program since a complete program is not necessary for execution. The student programmer requires little or no knowledge of the operating system to use an interpreter. This allows the student the opportunity to concentrate on the language being studied without the distraction of learning the operating system.

Use of an interpreter is not only advantageous for the student programmer, but an experienced programmer may find the interpreter a useful debugging tool. The interpreter helps with syntax errors and also allows the programmer to have available all variable values at any point in the program. This allows the programmer to detect any logic flaws in the program.

Interpreters are available for some systems although there appears to be none for FORTRAN. Interpreters for other languages are written in machine language and therefore are machine dependent. One goal was to make this FORTRAN interpreter as portable as possible. To achieve this, the interpreting program needed to be written in a high level language. FORTRAN 77 was chosen because of its widespread use and the author's familiarity with it. It was also considered that a system on which a FORTRAN 77 interpreter could be used could also accommodate a FORTRAN 77 program. The interpreter was written using standard FORTRAN 77. The user's program must be a subset of standard FORTRAN 77 which is defined herein.

A thorough literature search was performed to find an interpreter written in a high level language. No such interpreter has been described in the literature nor were any available in the Software Index. This leads the author to believe that the program described herein is one of a kind and that the generation of this interpreter was long over due.

The description of the interpreter is broken into two separate segments. The first is the description of how the interpreter was written and the logic of the program. This segment is contained in the body of this thesis. The second is an Interpreter User's Guide which is

directed to students with minimal programming experience and which also contains the limits of the interpreter. This segment is contained in Appendix A.

CHAPTER II

PROGRAM OVERVIEW

Limitations of Interpreter

The FORTRAN 77 interpreter is designed to interpret a subset of standard FORTRAN 77 commands. Any program that can be executed by this interpreter can also be compiled by a FORTRAN 77 compiler. The subset was selected on the basis of common usage of the commands. This subset should accommodate the average programmer's needs but will fall short of the needs of the advanced programmer.

All data types were implemented with the exception of the complex data type. Complex numbers are rarely used in most programming and were therefore not included in the subset. Only one and two dimensional arrays are included. In an attempt to keep the interpreter program memory requirements to a reasonable size, three dimensional and larger arrays are not allowed in the subset.

A list of FORTRAN statements and structures allowed by the interpreter are shown in Table I. This table also gives any limitations that apply to that element. In addition to these statements, comment statements are allowed at any point in the program.

Program States

When using this FORTRAN interpreter, named INTERP, the user is in one of several modes or states. Each state has different options as to

TABLE I
FORTRAN 77 SUBSET ALLOWED BY INTERP

DESCRIPTION OF STATEMENT	SYNTAX FORM	LIMITS/MAXIMUMS
Program Title	PROGRAM name	
Define type of data	INTEGER v1[,v2]*	max of 20 names
	REAL v1[,v2]	max of 20 names
	LOGICAL v1[,v2]	max of 20 names
	DOUBLE PRECISION v1[,v2]	max of 20 names
	CHARACTER v1[,v2]	max of 20 names each storage location is 60 characters long
Dimension of maximum dimensional arrays only. maximum size allow:	DIMENSION A1(I),A2(I1,I2)	1 and 2 size of
10-INTEGER - (100,100)		
10-REAL - (100,100)		
10-DOUBLE PRECISION (100,100)		
5-CHARACTER (100)		
5-LOGICAL (100)		
Logical IF 2- relational operators	IF(re)statement	1- logical operator
Block IF	IF(re)THEN statement block ELSE statement block ENDIF	1-logical operator 2-relational operators
ELSE IF structure	IF(re)THEN statement block ELSE IF(re)THEN statement block ELSE IF(re)THEN statement block . . . ELSE statement block ENDIF	1-logical operator 2-relational operators no limit on number of ELSE IF structures

* see symbol definitions at end of table

TABLE I (Continued)

Nested IF	IF(re)THEN IF(re)THEN statement block ELSE statement block ENDIF ELSE statement block ENDIF	maximum of 5 levels of nesting
Establishing loop Parameters	DO sn[,]v1=v2,v3[,v4]	
Continue	CONTINUE	
Unconditional GOTO	GOTO sn or GO TO sn	
Computed GOTO	GOTO(sn1,sn2[,sn3])[,]v	
Pause with restart	PAUSE	
Read,list direct	READ(u,*)[list]	
Write,list direct	WRITE(u,*)[list]	
Stop with no restart	STOP or END	

SYMBOLS:

st	statement
sn	statement number
v	variable name
X	number
vX	variable name or a number
u	unit number of device
re	relational or logical expression
[]	optional

relational expressions include:

.LT.	less than
.LE.	less than or equal
.EQ.	equal
.NE.	not equal
.GT.	greater than
.GE.	greater than or equal

TABLE I (Continued)

logical operators include:

.AND.
.OR.

which other state may be addressed. A flowchart of the different states and their interactions is shown in Figure 1. The different states are as follows:

INTRO
FILE SELECT
RUN
ERROR
PAUSE
END
PATHWAY

INTRO State. The INTRO State is the first state the user is in when he enters INTERP. In this state, INTERP welcomes the user to the program. INTERP immediately pushes the user into the FILE SELECT State.

FILE SELECT State. The FILE SELECT state asks the user for the name of the program to be interpreted. The user's program must have been previously stored as a file. Once the user's program name has been entered, INTERP pushes the user into the next state which is the Run State.

RUN State. In the RUN State INTERP reads one line of code, parses it, checks for errors and takes appropriate action. If there are no errors found in the line, the appropriate action is taken and then the next line of code is read. This continues until an error is found or until a PAUSE or END statement is encountered. Depending upon which of these conditions is encountered, INTERP will push the user into the ERROR State, PAUSE State or END State, respectively.

ERROR State. The ERROR State is entered when INTERP has recognized an error. This error could be one of a variety of different types

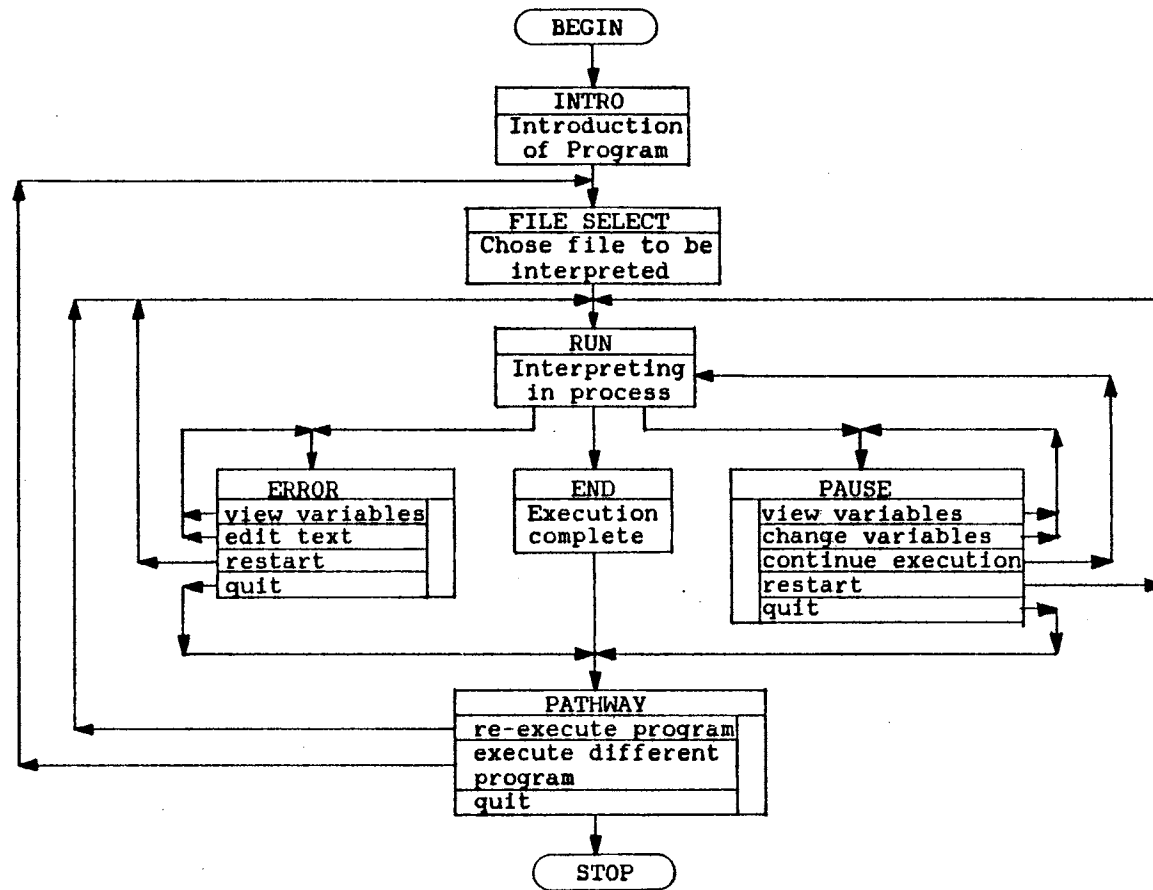


Figure 1. Flowchart of Program STATES

including syntax, data type, structure or run time.

When an error is encountered the subroutine ERROR is called. A flowchart of subroutine ERROR is shown in Figure 2. Subroutine ERROR prints the line in which the error was found and the error number. The following menu is then displayed.

ERROR MENU:

- 1 DISPLAY VARIABLE VALUES
- 2 EDIT TEXT
- 3 RESTART EXECUTION FROM BEGINNING
- 4 QUIT OR EXECUTE DIFFERENT PROGRAM

PLEASE ENTER THE NUMBER OF YOUR CHOICE

If the user chooses option 1, subroutine VAROUT is called. The flowchart of VAROUT is shown in Figure 3. The user then has the following choices.

VARIABLE MENU

- 1 DISPLAY ALL VARIABLE VALUES
- 2 DISPLAY ONE VARIABLE VALUE
- 3 RETURN

PLEASE ENTER THE NUMBER OF YOUR CHOICE

If the user chooses to display all variables, subroutine VAROUT scans all user defined variables and prints out each variable name and its value. Simple variables are printed first in the order of integer, real, double precision, character and logical. The array variables are then printed in the same order. All user defined variables are printed whether a value has been assigned to it or not. The variable menu is then displayed again. The storage and structure of these variables is discussed in Chapter III.

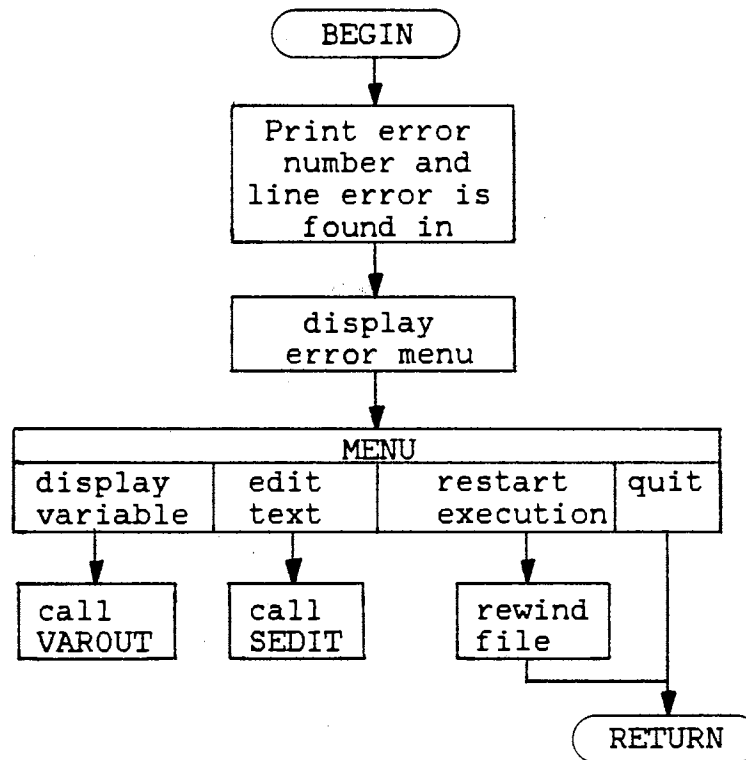


Figure 2. Flowchart of Subroutine ERROR

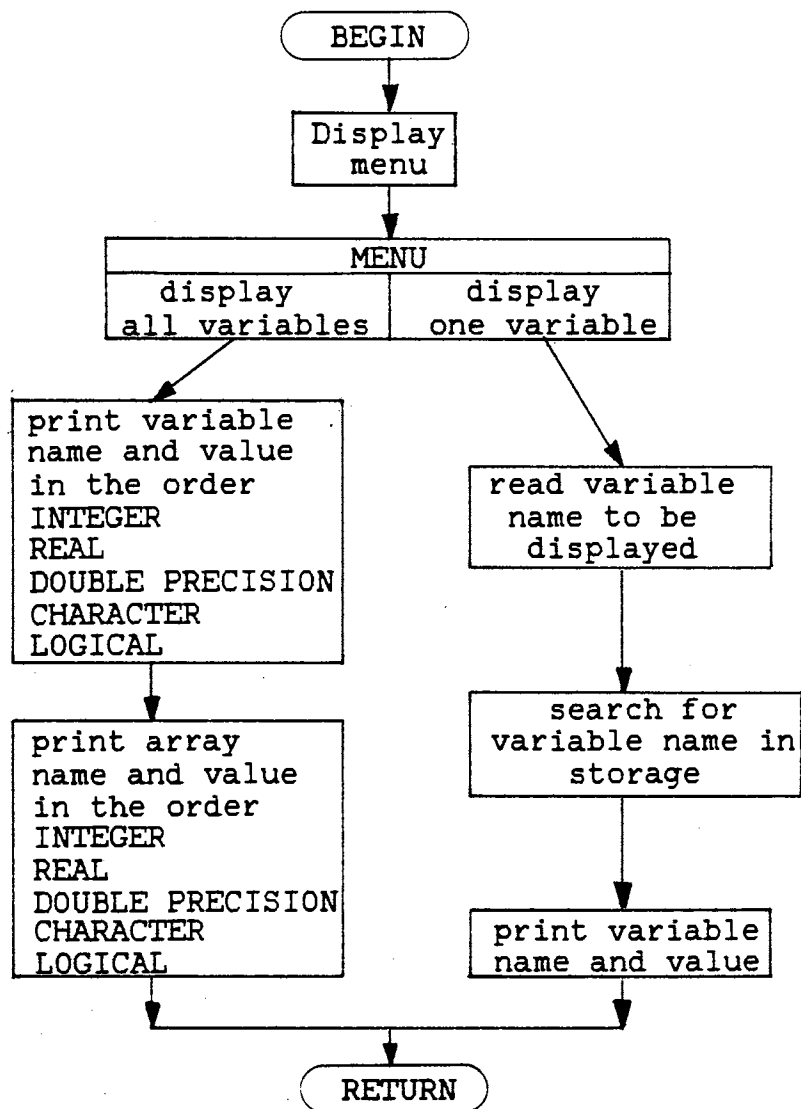


Figure 3. Flowchart of Subroutine VAROUT

When only one variable is to be displayed, the user is asked to 'enter the name of the variable to be displayed'. The variable name is searched for and the variable name along with its value is printed out. The variable menu is then displayed.

If the user chooses the return option, the error menu is displayed. If the user chooses the second option on the error menu, (edit text) the subroutine SEDIT is called. The flowchart for subroutine SEDIT is shown in Figure 4. Subroutine SEDIT will display the 10 lines of text nearest the line with the error. If INTERP has not been beyond the line with the error, the 10 lines displayed will be the 10 lines immediately preceding the line with the error. If INTERP has been past the error line, with an IF THEN ELSE or a GOTO or similar structure, the five lines before and after the error line are displayed. The line containing the error is marked with an arrow for easy identification. The following menu is displayed below the lines of text.

EDIT MENU

- 1 DISPLAY DIFFERENT TEXT
- 2 INSERT A LINE
- 3 DELETE A LINE
- 4 CHANGE A LINE
- 5 QUIT (RETURN TO ERROR MENU)

PLEASE ENTER THE NUMBER OF YOUR CHOICE

The INTERP editor, will not allow any editing beyond the farthest advancement in the user's program. INTERP reads the users program line by line and has no knowledge of the upcoming code. If the user attempts to edit a line that has not been read, he is informed that this cannot be done and is asked to make a different choice.

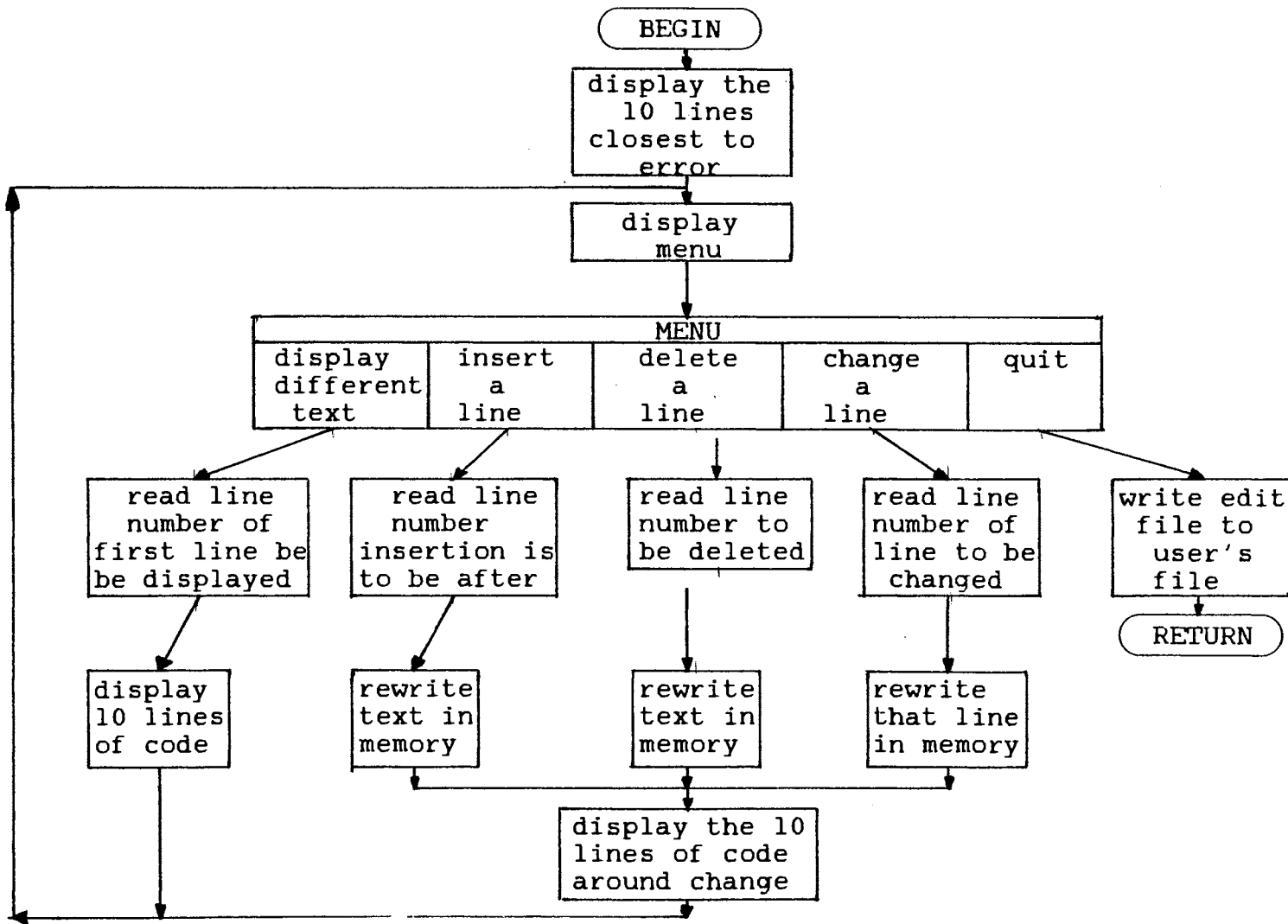


Figure 4. Flowchart of Subroutine SEDIT

When option one is chosen the user is asked to 'enter the line number at which you wish to begin the display'. That line and up to nine lines following it are displayed, and the edit menu is displayed below the text.

If the user chooses to insert a line, he is asked to 'enter line number after which you wish to make the insertion'. Once an appropriate number is entered, INTERP moves all of the interpreted code through the line number indicated to a SAVE file. The user is then asked to 'enter text of line to be inserted'. The format of the line of text must be in the same format as the program being interpreted. This includes spacing over at least seven columns before coding a statement. The new line is read into a character array called SAVE and the remainder of the interpreted text is written to SAVE. All of SAVE is then placed back in storage in INTERP. The 10 lines bracketing the new line are then displayed along with the edit menu.

If the user wishes to delete a line (option 3) he is asked to 'enter line number you wish to delete'. Once an appropriate number is entered INTERP writes all of the interpreted code up to the line to be deleted to a SAVE file. The deleted line is skipped and the remaining lines are written to SAVE. The entire SAVE file is then placed back in storage in INTERP. The 10 lines bracketing the deleted line are displayed and again the error menu is shown.

If option 4 is chosen the user is asked to 'enter line number of the line you wish to change'. Once an appropriate number is entered the user is asked to 'enter line as desired'. The entire line of code must be reentered and must match the format used when the program was written. Once the new line of code has been entered, the 10 lines

bracketing it are displayed along with the edit menu.

When option five is chosen the rest of the user's file which has not been interpreted is read by INTERP. The new edited version of the program is then written over the top of the user's file. The error menu is then displayed.

If the 'restart execution from beginning' option is chosen from the error menu, INTERP rewinds the users file being interpreted, clears all tables and registers, and returns to the RUN State.

If the last option of the error menu is chosen the user is pushed into the PATHWAY State which will be discussed later.

PAUSE State. If a pause statement is encountered while in the RUN State, the subroutine SPAUSE is called and the user is pushed into the PAUSE State. The flowchart of subroutine SPAUSE is shown in Figure 5. The PAUSE State, although similar to the pause statement used in standard compiled FORTRAN, is much more flexible in INTERP. The user is given the following options in the PAUSE State.

PAUSE MENU

- 1 DISPLAY VARIABLE VALUES
- 2 CHANGE A VARIABLE VALUE
- 3 CONTINUE EXECUTION FROM THIS POINT
- 4 START EXECUTION FROM BEGINNING OF PROGRAM
- 5 QUIT

PLEASE ENTER THE NUMBER OF YOUR CHOICE

If option one is chosen, subroutine VAROUT is called and the program progresses exactly as it did when the display variable value option was chosen from the error menu. This option is quite useful in

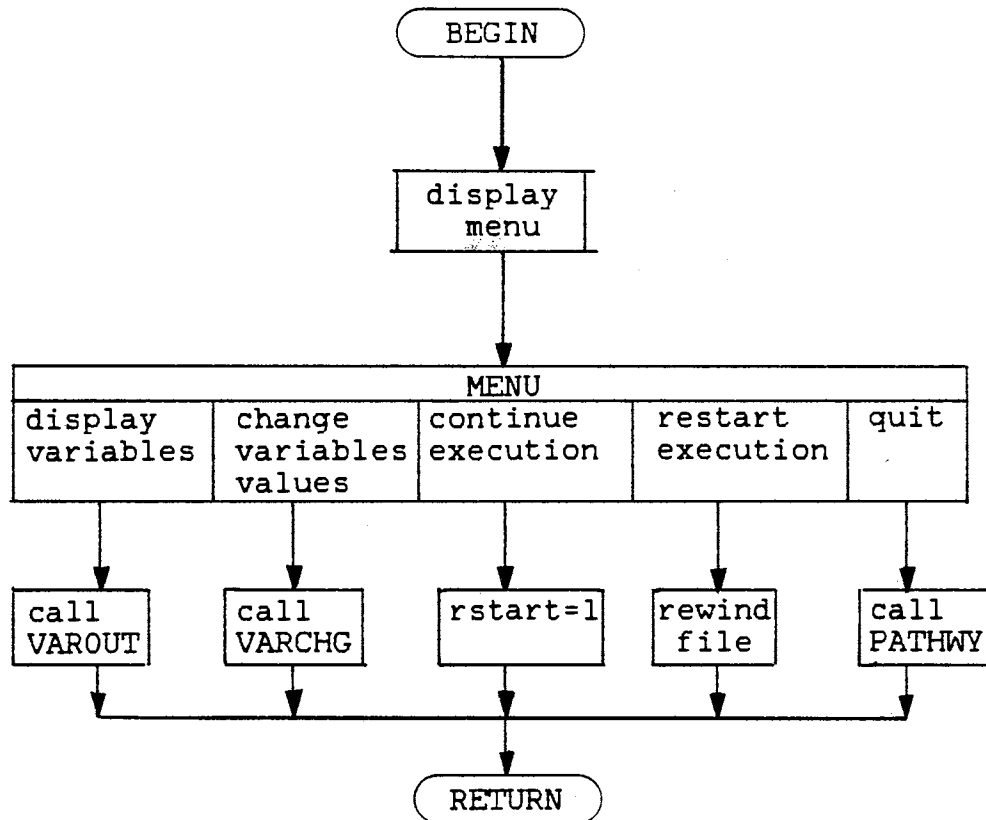


Figure 5. Flowchart of Subroutine SPAUSE

attempting to debug computational programs.

If the change variable option (option 2) is chosen, subroutine VARCHG is called. The flowchart for VARCHG is shown in Figure 6. In subroutine VARCHG the user is asked to 'enter the name of variable you wish to change.' The variable name is searched for and the name along with its value are printed. The user is then asked to 'please enter the new value for "variable name."' Once a value is entered the user is asked 'do you want "variable name" = "variable value" (yes/no).' If the response is no the user again is asked to enter the new value for "variable name." If the response is yes the new value is stored under the variable name and the pause menu is redisplayed.

If the user chooses the third option and wishes to continue execution from this point, INTERP pushes the user back to the RUN State and interpretation continues. If option 4 is chosen (to start execution from the beginning of the program) the user file is rewound, all tables and registers are cleared and the user is pushed back into the RUN State. If the last option to quit is selected, the user is pushed into the PATHWAY State.

END State. If neither an error nor a pause statement are encountered and the end of the program is reached properly, the user is pushed into the END State and informed that 'program "filename" has been interpreted (press enter to continue).' Requiring an input from the user allows any output on a screen to remain displayed until the user is ready to proceed. Once the user presses enter, the user is advanced to the PATHWAY State.

PATHWAY State. When the PATHWAY State is entered, subroutine PATHWY is called. The flowchart for subroutine PATHWY is shown in

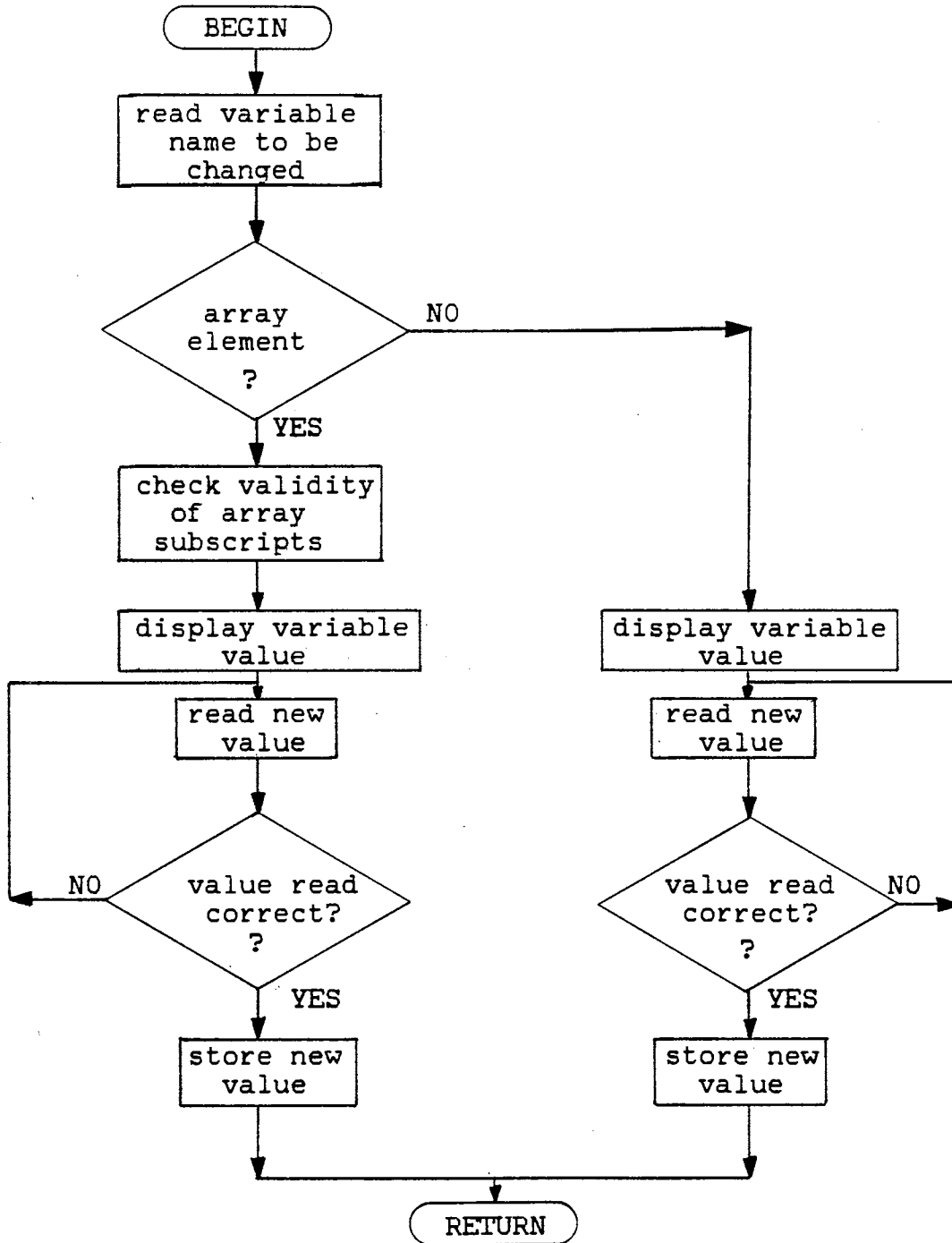


Figure 6. Flowchart of Subroutine VARCHG

Figure 7. Subroutine PATHWY gives the user the following options.

PATHWAY MENU

- 1 RE-EXECUTE PROGRAM
- 2 EXECUTE A DIFFERENT PROGRAM
- 3 QUIT WORKING

PLEASE ENTER THE NUMBER OF YOUR CHOICE

If The user chooses to re-execute the program, the user's file is rewound, all tables and registers are cleared and the user is pushed into the RUN State.

If the interpreting of a different program is desired, the user's file is closed and the user is pushed into the FILE SELECT State. If the last option (to quit working) is selected, the user's file is closed and INTERP informs the user 'you are leaving INTERP, Have a nice day.' INTERP then completes its own execution.

General Program Structure

The general program structure of the interpreter is a main program and many subroutines, each of which is called for a particular type of function.

The main program begins by welcoming the user to 'INTERP' and reads the filename of the program to be interpreted. A flowchart of the main program is shown in Figure 8. Calls are then made to a variety of subroutines to clear registers and tables to begin interpreting a new program. The user is then informed that interpretation of his program has begun and the first line of the user's program is read. As each line is read it is stored in a character array.

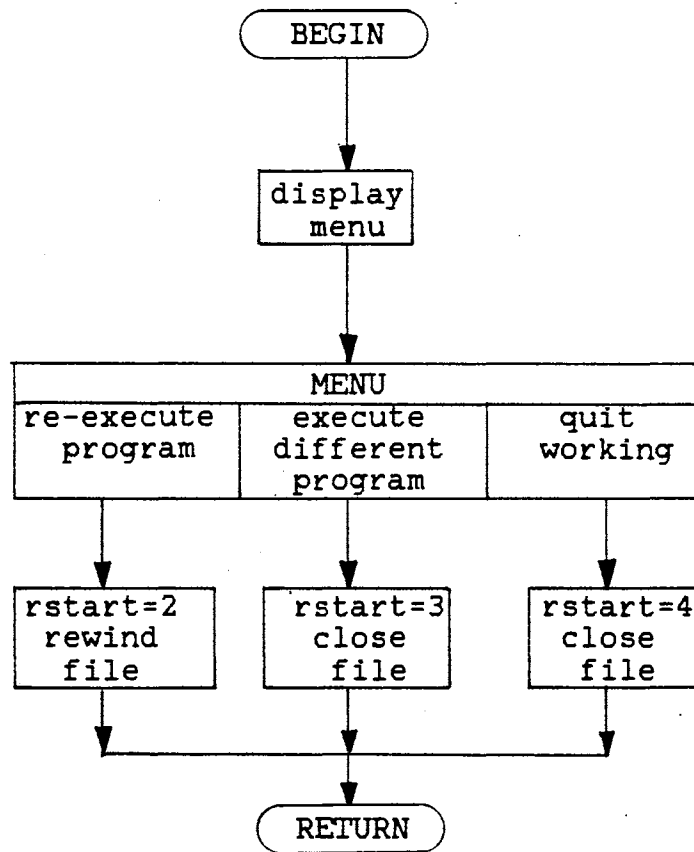


Figure 7. Flowchart of Subroutine PATHWY

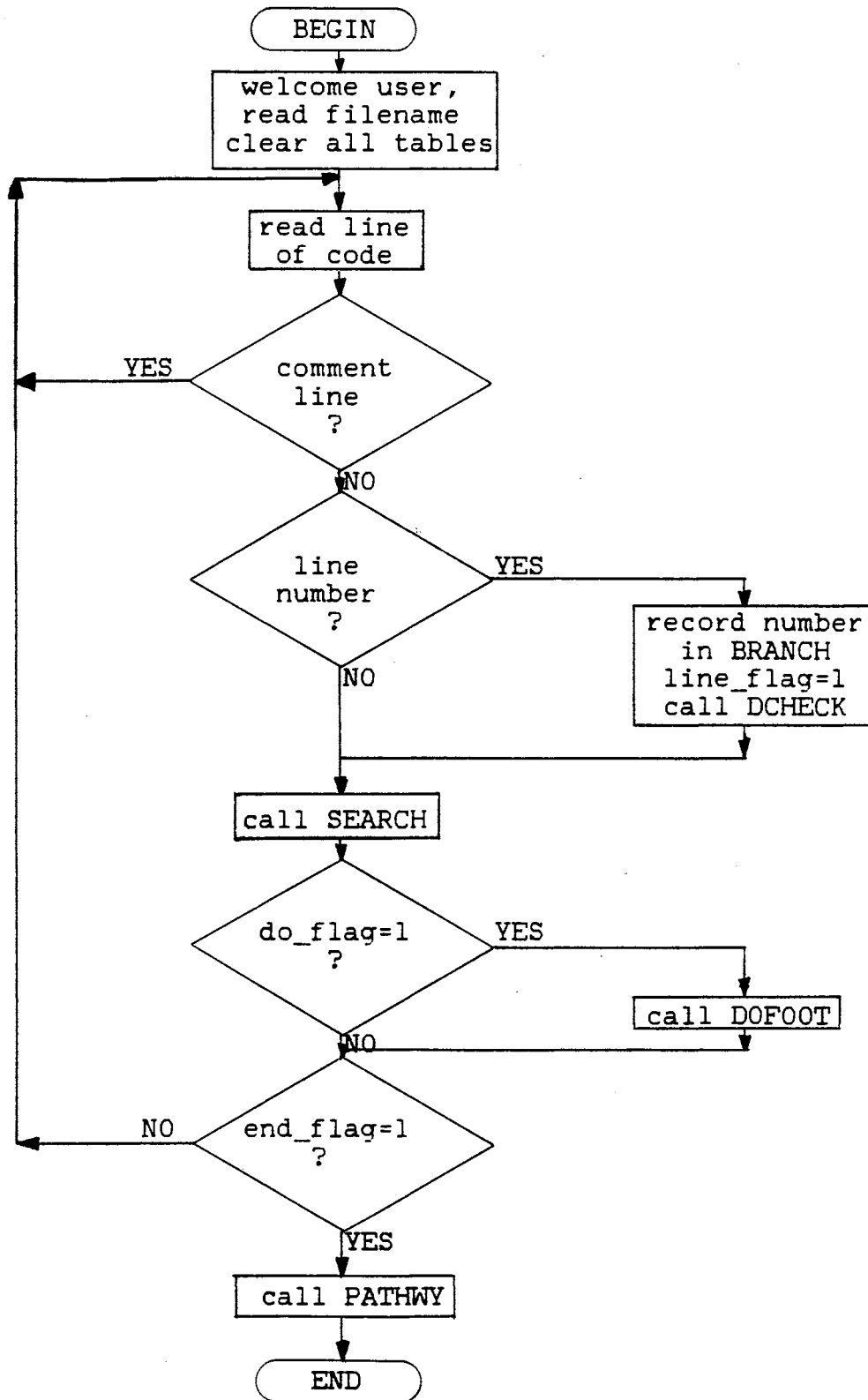


Figure 8. Flowchart of INTERP

The line is checked to see if it is a comment line. If it is, the program advances to the next line. If the first column is empty, the first five columns are then checked for a statement number. If a statement number is found, it is recorded in a table called BRANCH. This is done by calling subroutine MAP. A flowchart of subroutine MAP is shown in Figure 9. Subroutine MAP is called to either clear the BRANCH table or to record a statement number. The BRANCH table is explained more fully in Chapter IV where control statements are discussed.

If there was a statement number in the line, subroutine DCHECK, standing for DO loop check, is called. Subroutine DCHECK checks to see if this line is a DO foot. If it is a DO foot a DO-flag is set and checks are made on the statement type and the DO structure. This is also explained more fully in Chapter V.

Subroutine SEARCH is then called. A flowchart of subroutine SEARCH is shown in Figure 10. Subroutine SEARCH is the subroutine that initially scans the line of code and directs the path of execution the program is to take. Subroutine SEARCH begins by eliminating blanks at the beginning of the line of code. A key word is then searched for. If that key word is not found, the next key word is searched for until one is found. The appropriate subroutine is then called. If no key words are found an error is given. The order that the key words and symbols are searched for is shown below:

PROGRAM

INTEGER

REAL

DOUBLE

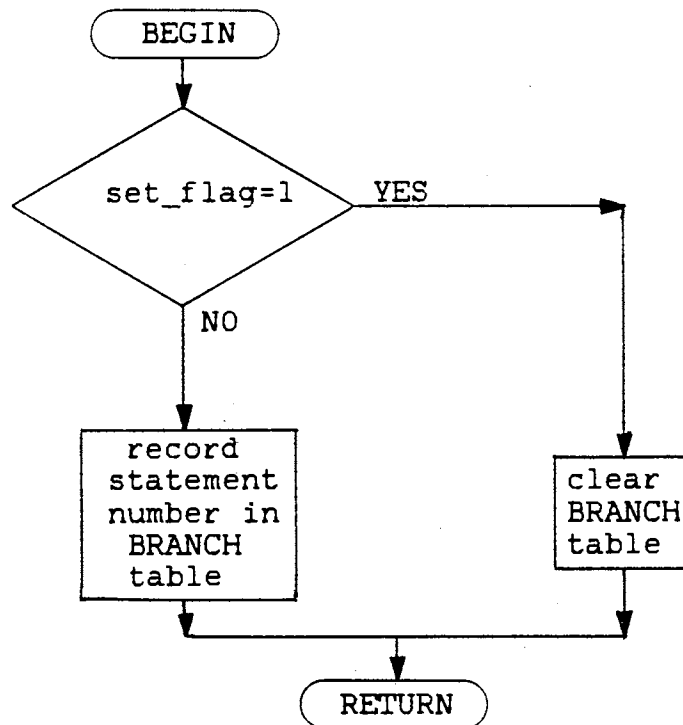


Figure 9. Flowchart of Subroutine MAP

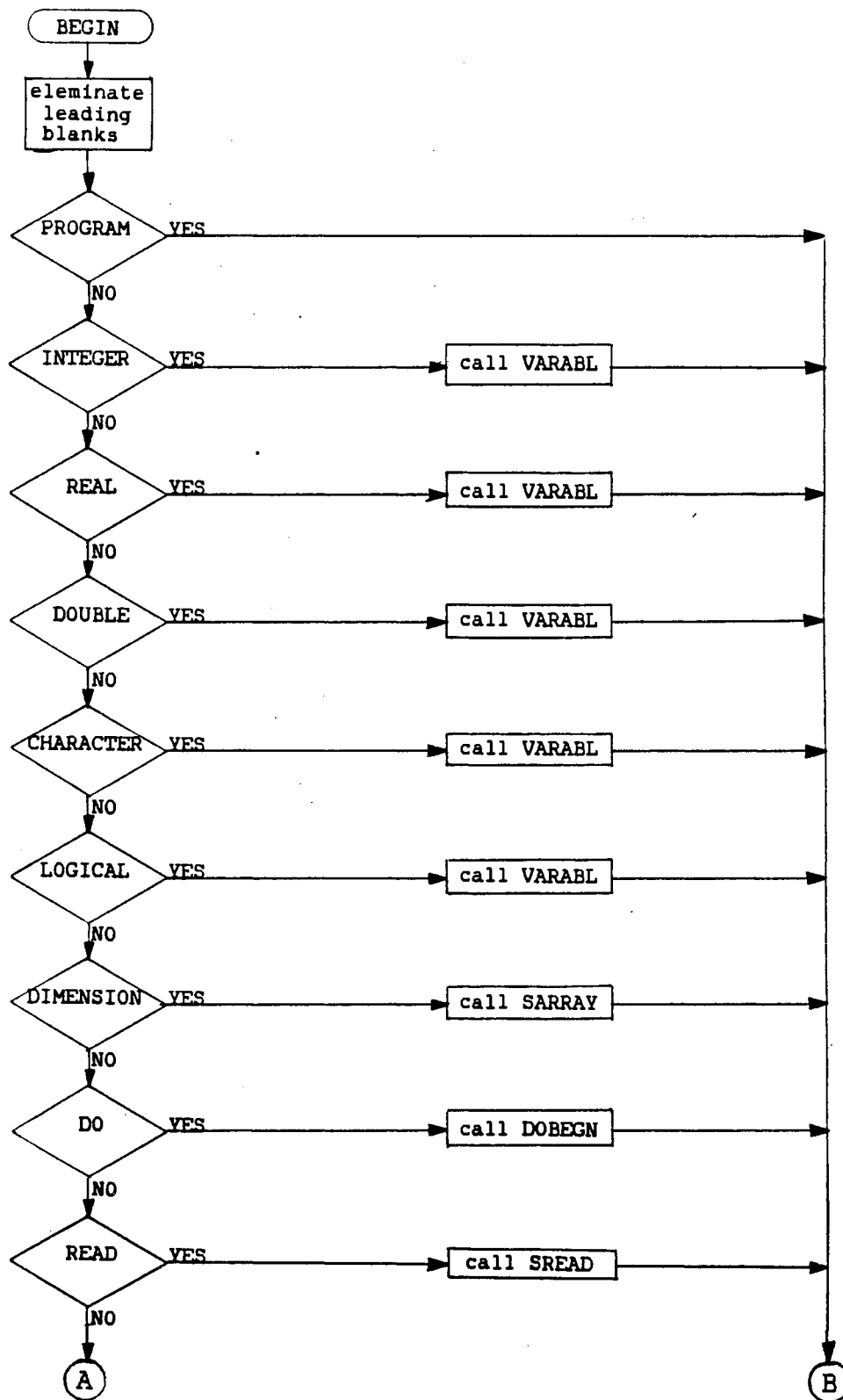


Figure 10. Flowchart of Subroutine SEARCH

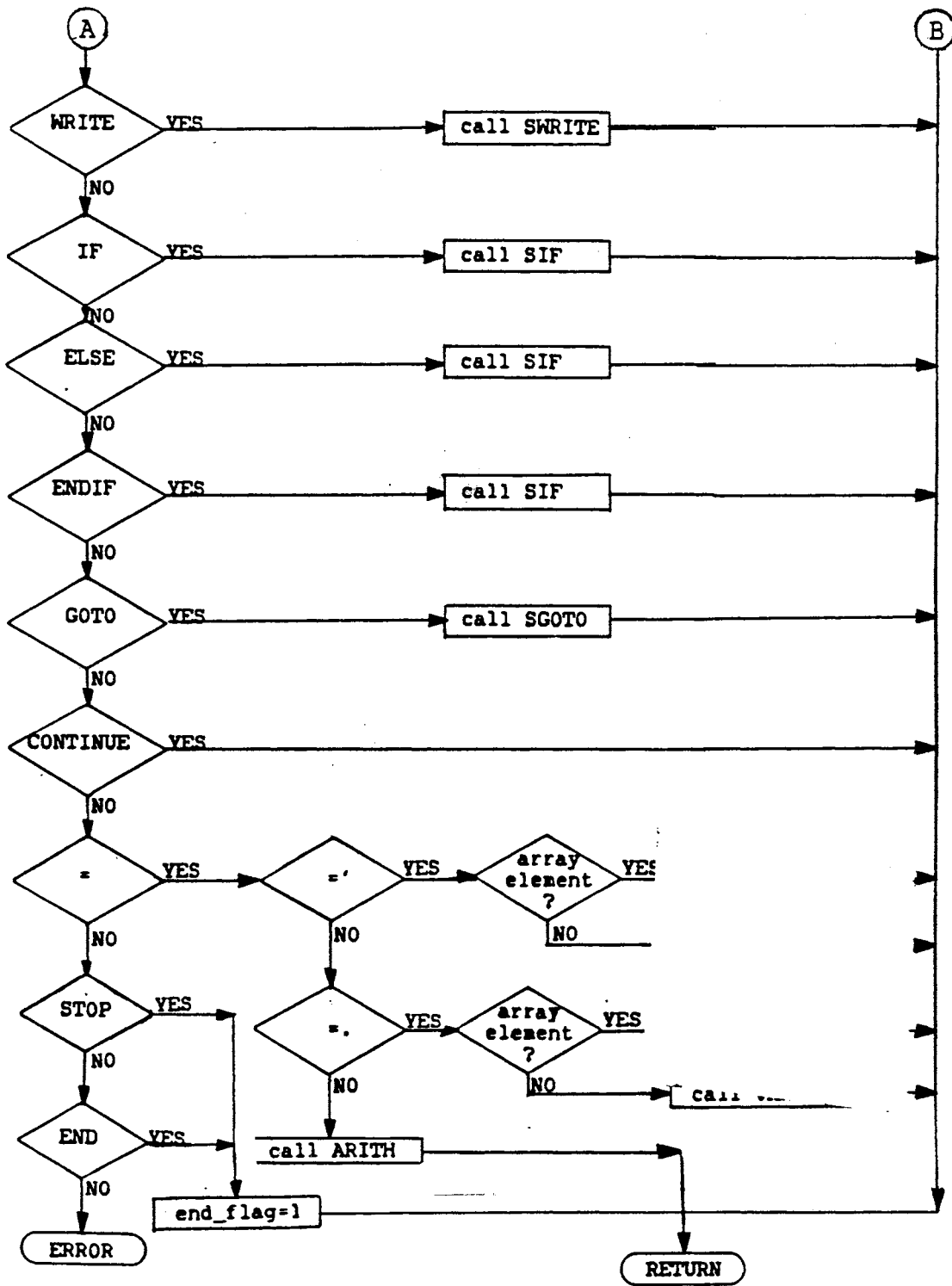


Figure 10. Continued

CHARACTER
LOGICAL
DIMENSION
DO
READ
WRITE
IF
ELSE
ENDIF
GOTO
CONTINUE
=' (character assignment)
=. (logical assignment)
= (arithmetic expression)
STOP
END

Once a line of code has been found further down the list than the DIMENSION Statement, a flag is set and the first seven key words are no longer searched for. There is no reason for this order of search and the search could be done in any order with one exception. The WRITE Statement must be searched before the '=' Statement. If this is not done any WRITE Statement with a '=' in it would be mistakenly interpreted as an assignment statement. If the key word found is STOP or END the end-flag is set.

After subroutine SEARCH has called the appropriate subroutine and control has been returned to subroutine SEARCH, SEARCH returns the control to the main program.

If the DO-flag has been set in the main program, the subroutine DOFOOT is called which updates DO loop parameters and will be further explained in Chapter V. A check is then made of the end-flag. If the end-flag has not been set, the next line of code is read. Each time a line of code is read, it must be checked to see whether or not this line has already been read. This bookkeeping is done by the two variables, LPOINT and LINDEX. LPOINT is the line number of the line being interpreted and LINDEX is the line number of the maximum progression that has been made through the program. If the end-flag had been set, the user is informed that his program has been interpreted and he is advanced into the PATHWAY State.

Throughout the entire program a direct pathway back from the ERROR State is needed. This requires that after every call to subroutine ERROR, the subroutine that called ERROR must return to its calling program and that calling program must return to the one that called it. This is accomplished by checking the variable RSTART value after every call that is made. The RSTART value will be something other than one if a direct return to the main program is needed.

CHAPTER III

HANDLING OF VARIABLES

Data Types Allowed and Data Restrictions

It was desirable for the interpreter to handle all data types needed by the average programmer. The following data types are allowed by the interpreter:

INTEGER

REAL

DOUBLE PRECISION

CHARACTER

LOGICAL

In each data type the user is allowed up to 20 variable names. All variable names used in the program must be declared in a type statement and cannot exceed six characters in length. The length of user defined character variables cannot exceed sixty characters.

All arrays must be dimensioned in the DIMENSION statement and the array name must have been previously declared in a type statement. When consideration was given to the amount of space the INTERP program was to occupy, it was decided to limit the dimensions of the user's arrays. For the types integer, real and double precision the user is allowed up to ten - one or two dimensional arrays with maximum size of each to be 100 by 100.

Character arrays have up to 60 characters in each element and are allowed five one dimensional arrays of up to 100 elements each. Logical data is also allowed five one dimensional arrays of up to 100 elements each. It is believed that these limits should be adequate for most users. However, if the user of the interpreter wishes to alter any of the above restrictions, he can do it easily be done by altering the array storage dimension in subroutine VARABL or SARRAY. These subroutines are explained below.

Variables

The storage of simple variable names and their values is handled by subroutine VARABL. A flowchart of VARABL is shown in Figure 11. Subroutine VARABL can be called for one of the four reasons below.

0. Initialize a variable name
1. Store a variable value
2. Retrieve a variable value
3. Remove variable name to make it an array name

The first parameter in the parameter list passed to the subroutine indicates which task is to be performed. If subroutine VARABL was called because a data statement was being interpreted, the initializing of a variable name would occur. All variable names are stored in the character array VARTBL, standing for variable table. This table is illustrated in Figure 12. Array VARTBL is dimensioned to 20 by 5. Each of the five columns are used for a different data type. For example, if the variable name ROOT was of type real the character string 'ROOT' would be stored in the second column of VARTBL. Array VINDEXT is of length five and keeps track of how many variable names of each type have

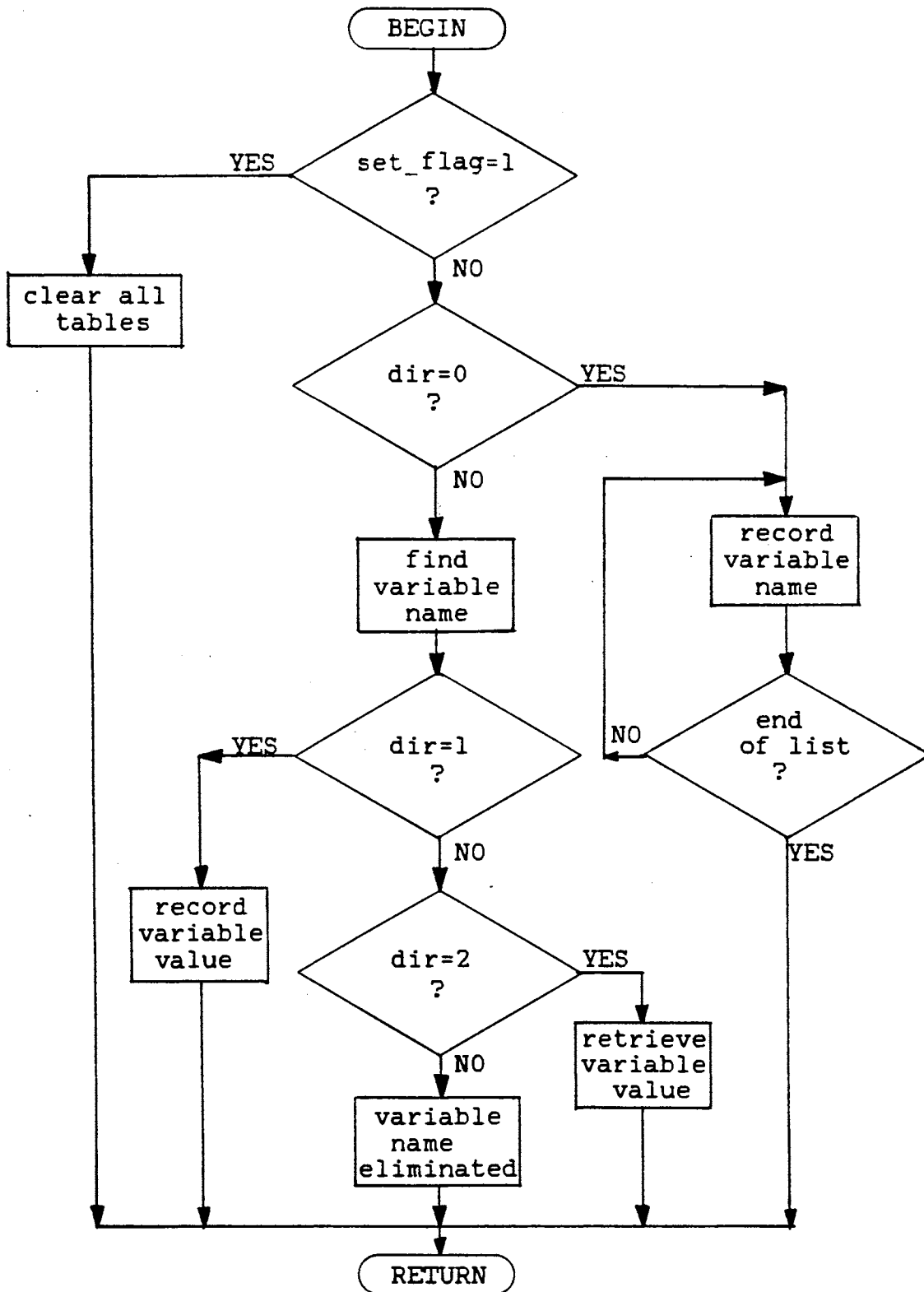


Figure 11. Flowchart of Subroutine VARABL

	INTEGER	REAL	DOUBLE PRECISION	CHARACTER	LOGICAL
1	SUM	ROOT ANSWER		DAYS MONTHS NAMES	FLAG
2					
3					
4					
5					
.					
.					
.					
19					
20					

Character Array VARTBL

	IVAL	RVAL	DVAL	CVAL	LVAL
1	4	27.62 3.674		MONDAY APRIL MARK	TRUE
2					
3					
4					
5					
.					
.					
.					
19					
20					

Arrays used to store variable values

Figure 12. Example of Single Variable Storage

been declared.

If the task to be performed by subroutine VARABL is to assign a variable value, the variable name, variable type and the value to be assigned are all passed in the parameter list. Five of the variables in the parameter list are to provide pathways for values of each type to be passed to and from the subroutine. The user defined variable name is searched for in array VARTBL. When located, the row and column, or index and type respectively, are recorded. The index and type values are used to link the variable name to its value.

Subroutine VARABL provides five arrays, each of length 20 to store variable values. Each array stores a different type of data. This is demonstrated in Figure 12. If the user defined character variable Months has a value of 'APRIL' the variable would have an index of 2 and type of 4. In an assignment statement the character string 'APRIL' would be stored in the character array CVAL(2).

If the variable name type and the type of the value sent to be stored are the same, the value is stored in the appropriate linked array. If the variable name type and the value type are different, checking must be done. If the value is of type character or logical an error is called. If the types are integer, real or double precision the value is converted to the variable name type. When making this assignment the interpreter uses the rules shown in Table II.

If the task of the subroutine VARABL is to return a variable value, the subroutine would receive the variable name as a parameter. The variable is searched for and the index and type linking values are found. Through linking of these values, the variable value is found. The variable value and type are then returned to the calling program.

TABLE II
MIXED MODE ASSIGNMENTS

VN = Variable Name
VV = Variable Value

VN \ VV	INTEGER	REAL	DOUBLE PRECISION	CHARACTER	LOGICAL
INTEGER	VN=VV	TRUNCATE VV	TRUNCATE VV	ERROR	ERROR
REAL	APPEND.0 TO VV	VN=VV	VV=MSP * ROUND LSP	ERROR	ERROR
DOUBLE PRECISION	APPEND.0 TO MSP *	MSP=VV * LSP=0	VN=VV	ERROR	ERROR
CHARACTER	ERROR	ERROR	ERROR	VN=VV	ERROR
LOGICAL	ERROR	ERROR	ERROR	ERROR	VN=VV

* MSP : most significant portion
LSP : least significant portion

If the call to subroutine VARABL is from subroutine SARRAY, the task of VARABL will be to eliminate a variable name. This allows SARRAY to make that name an array name. The variable name is passed to VARABL. The variable name is searched for and eliminated. The type of the variable is returned to SARRAY and is used in creating the array.

Arrays

Arrays are handled in a similar fashion as simple variables. Subroutine SARRAY will be called if one of the following tasks needs to be performed.

0. initialize array name
1. store an array value
2. retrieve array values

If the interpreter encounters a DIMENSION statement, subroutine SARRAY is called to initialize the array name. A flowchart of subroutine SARRAY is shown in Figure 13. The name of the array is read and VARABL is called to find the type of the array name that had been declared and to remove the name from the simple variable list. The array names are stored in the character array, ARAYTB which is constructed exactly as VARABL was for simple variable name storage.

The subscripts are then read for the user's dimensions. The subscript values are stored in linked fashion in a three dimensional array called AINFO. The row and column or index and type respectively, are the same in ARAYTB as well as in AINFO. The AINFO table is three locations deep with each level holding the following values:

AINFO(index,type,1) = dimension (1 or 2)

AINFO(index,type,2) = maximum number of rows

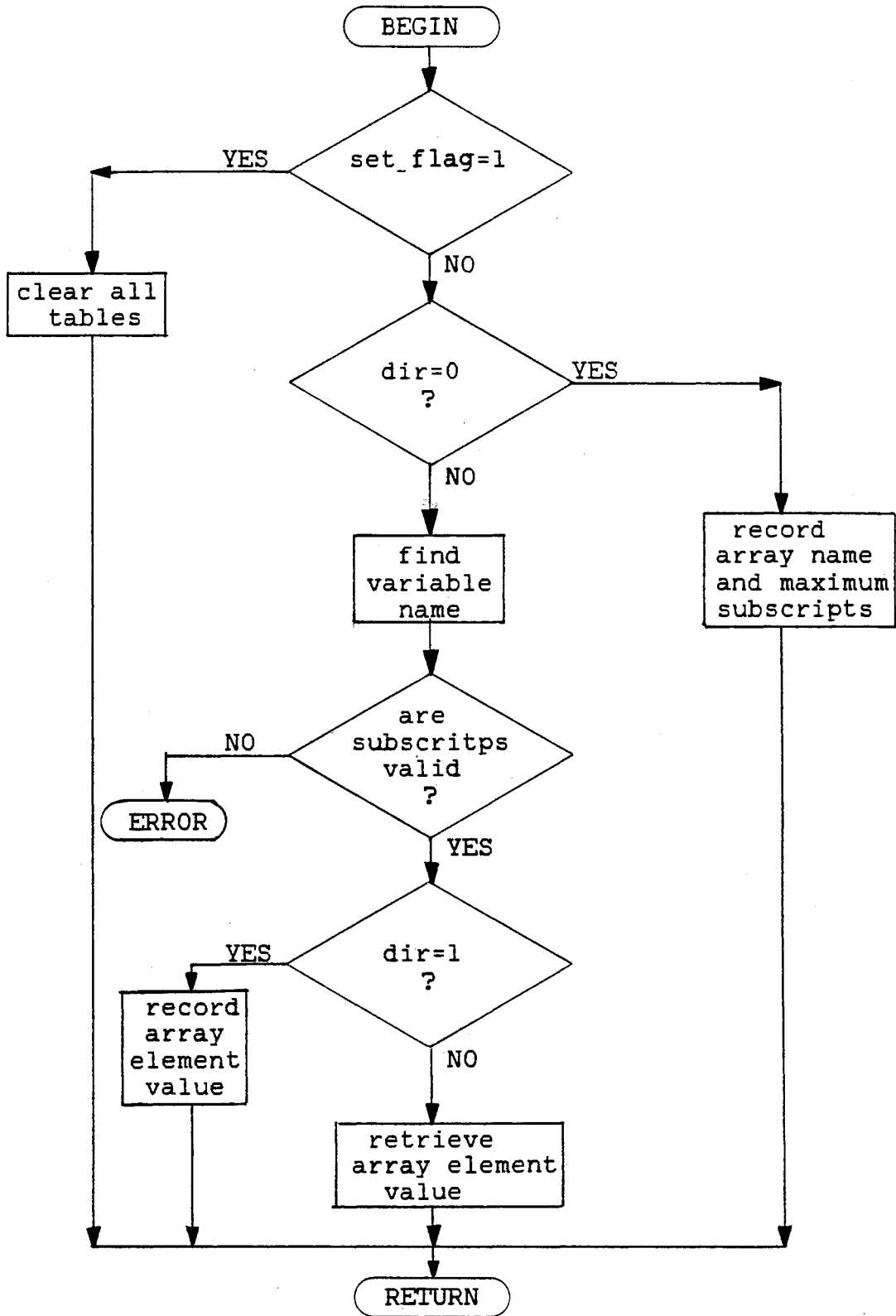


Figure 13. Flowchart of Subroutine SARRAY

AINFO(index,type,3) = maximum number of columns

This is illustrated in Figure 14.

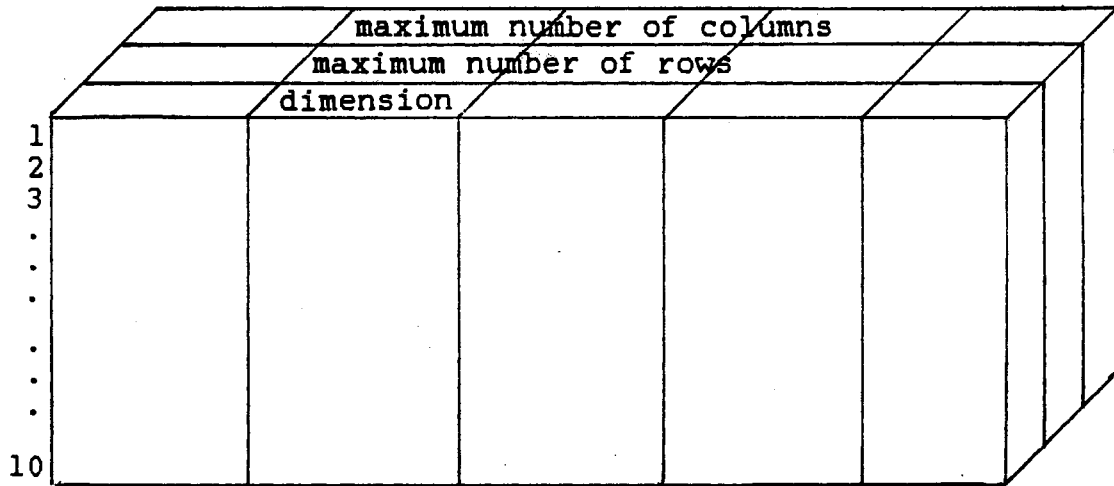
If subroutine SARRAY was called to store or retrieve a value, the array name is searched for and the subscript values are read. A check is made to ensure the subscript values are within the user's defined dimensions.

The storage of the array values is in five separate arrays. The integer, real and double precision arrays are three dimensional arrays of dimension 100 by 100 by 10. This gives the user a maximum of 10 arrays each up to 100 by 100. The index of the array name links the values to the correct array. If a value was to be stored in a user defined array named STRESS it would be placed in the desired row and column and in the second plane of the real array RARRAY.

The character and logical arrays are stored in two dimensional arrays since the user is only allowed one dimensional arrays of the type. The first subscript of the character or logical array is the user's defined subscript. The second is the index used to link the array name to the correct array location. It is seen that if the user wishes to change the storage space available to the programmer it can easily be done.

	INTEGER	REAL	DOUBLE PRECISION	CHARACTER	LOGICAL
1		STRAIN STRESS			
2					
3					
⋮					
⋮					
⋮					
⋮					
⋮					
⋮					
10					

Character Array ARAYTB



Array AINFO

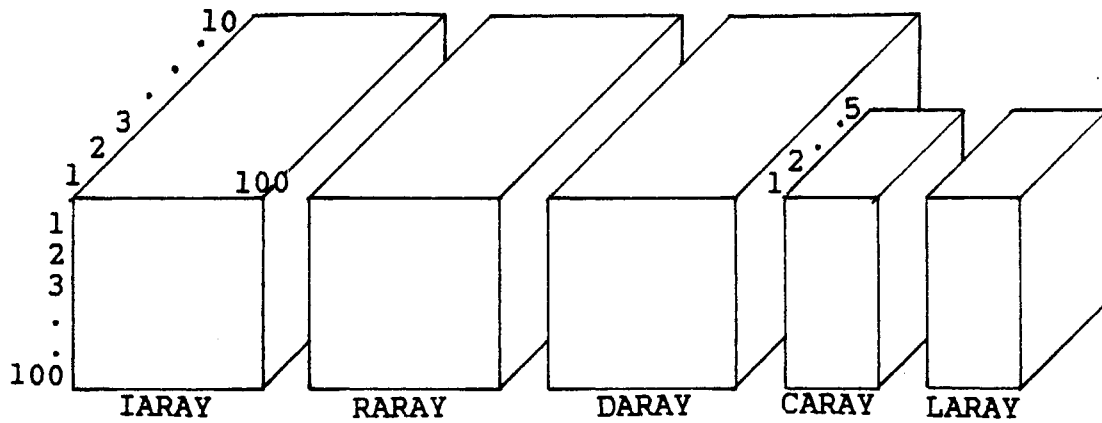


Figure 14. Example of Array Variable Storage

CHAPTER IV

ASSIGNMENT STATEMENTS

Introduction

The assignments of variable values and mathematical calculations are made with assignment statements. During the search for keywords in subroutine SEARCH, any statement that contained an equal sign and was not a write statement or an IF statement, was considered an assignment statement. The assignment of a logical or character variable is handled differently than an arithmetic assignment.

Character Assignments

Character assignments are handled completely in subroutine SEARCH. Once an equal sign is found it is checked to see if a quotation mark follows the equal sign. If there is a quotation, the character string is isolated and the left of the equal sign is read to see whether or not the variable is an array. A call to either subroutine VARABL or SARRAY is made and the character string is stored under the variable name. Once a character variable has an assigned value it is handled like any other variable with a value.

Logical Assignments

Logical assignments are performed identically to character assignments except that periods are looked for instead of quotations. A

check is also made to ensure that the character string between the periods is either 'TRUE' or 'FALSE'. If something else is found an error is called.

Arithmetic Assignments

If an equal sign is found and no quotation mark or period follows it, it is assumed to be an arithmetic assignment statement. Arithmetic assignment statements include both constant values being assigned to variables and mathematical expressions. The evaluations of the arithmetic expression begins by subroutine SEARCH calling subroutine ARITH. A flowchart of subroutine ARITH is shown in Figure 15.

Subroutine ARITH generates a table that represents the mathematical expression to be evaluated. Upon entering subroutine ARITH the table called ARTHTB, standing for arithmetic table, is cleared. The character string to the left of the equal sign (a variable name) is then read and stored in a character variable RESULT. A variety of flags are cleared and the first operator is searched for. The operators that are searched for include: +, -, /, (,), *. If one of these operators is found, it and its priority are placed in array ARTHTB. The priority of the operators is shown below:

(,)	2
**	3
*,/	4
+,-	5
intrinsic function	7
numeric value	9

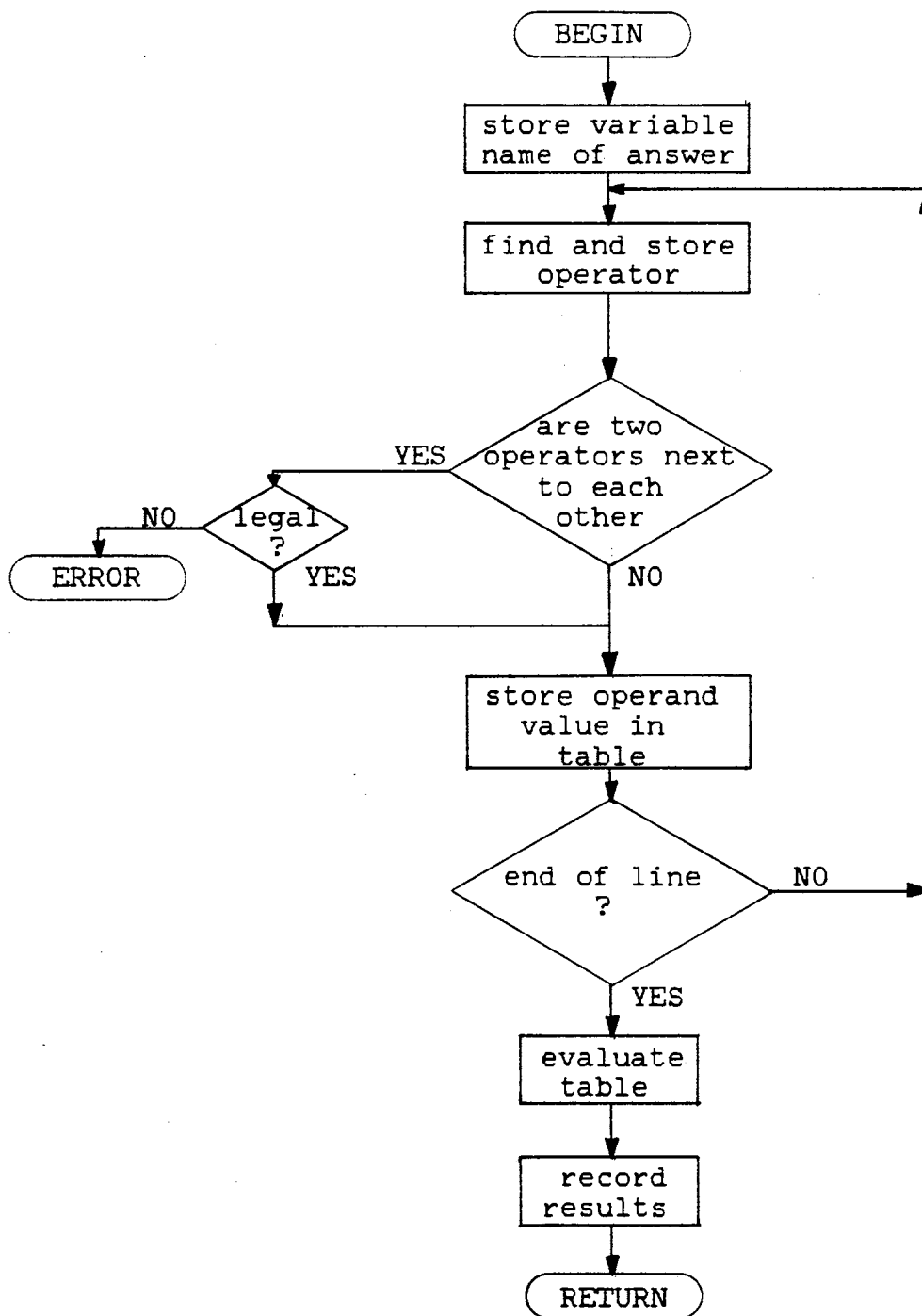


Figure 15. Flowchart of Subroutine ARITH

An example of ARTHTB is shown in Figure 16. ARTHTB is an integer array of 72 rows and 4 columns. Each row represents a location in the arithmetic expression. The first column is the priority of the operator recorded. The second column stores the code for the type of operator.

Codes for the operators are as follows:

+	1
-	2
/	3
(4
)	5
*	6
**	the flag POWFLG

A flag is used in the raising of a power because of the two spaces it occupies rather than the one the other operators occupy. The third column of the ARTHTB tells what type of numeric value is being stored.

The codes for this column are:

INTEGER	1
REAL	2
DOUBLE PRECISION	3

Column four holds the integer value that is to be operated on. Two more arrays RARTH and DARTH hold real and double precision values respectively. These arrays are 1 by 72 in size and are used in the same manner as the fourth column of ARTHTB.

If, when an operator is looked for and none is found, it is assumed that the end of the expression has been encountered. The blank following the last operand is found and a flag is set to indicate the

7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25
 A = S Q R T (B * * 2 - 5 . 1) / C

WHERE: B=3.2
 C=4

	PRORITY	CODE	TYPE	INTEGER VALUE	REAL VALUE	DOUBLE PRECISION VALUE
7	0	0	0	0	0	0
8	0	0	0	0	0	0
9	7	8	0	0	0	0
10	0	0	0	0	0	0
11	0	0	0	0	0	0
12	0	0	0	0	0	0
13	2	4	0	0	0	0
14	9	0	2	0	3.2	0
15	3	0	0	0	0	0
16	0	0	0	0	0	0
17	9	0	1	2	0	0
18	5	2	0	0	0	0
19	9	0	2	0	5.1	0
20	0	0	0	0	0	0
21	0	0	0	0	0	0
22	2	5	0	0	0	0
23	4	3	0	0	0	0
24	9	0	1	4	0	0
25	0	0	0	0	0	0

PRIORITY:

(,) 2
 ** 3
 * , / 4
 + , - 5
 INTRINSIC
 FUNCTION 7
 NUMERIC
 VALUE 9

CODE:

+ 1
 - 2
 / 3
 (4
) 5
 * 6
 ** 7

TYPE:

INTEGER 1
 REAL 2
 DOUBLE
 PRECISION 3

Figure 16. Example of ARITH Table

end of the line.

The width between the last operator or equal sign and the newly found operator is measured. If the width is zero, indicating no operand between two operators, syntax checks are made. The only operators that can have another operator right next to it are the parenthesis. Any of the following operators would be illegal before or after the parenthesis:



If the width between the operators is zero and everything is legal, the next operator is located.

Once two operators are found that are spread apart, the operand (character string) is evaluated. If the operator following the operand (character string) is an open parenthesis, the operand must be an intrinsic function (operator) or an array name (operand). It is first checked to see if the character string is an intrinsic function. This is done by calling subroutine FCNAME standing for function name. A flowchart of subroutine FCNAME is shown in Figure 17. The subroutine FCNAME compares the character string with a list of intrinsic names. If a match is found, a seven is recorded in column one of the ARTHTB and the code for the intrinsic function is recorded in column two. The intrinsic function and their codes recognized by INTERP are:

SIN	1
COS	2

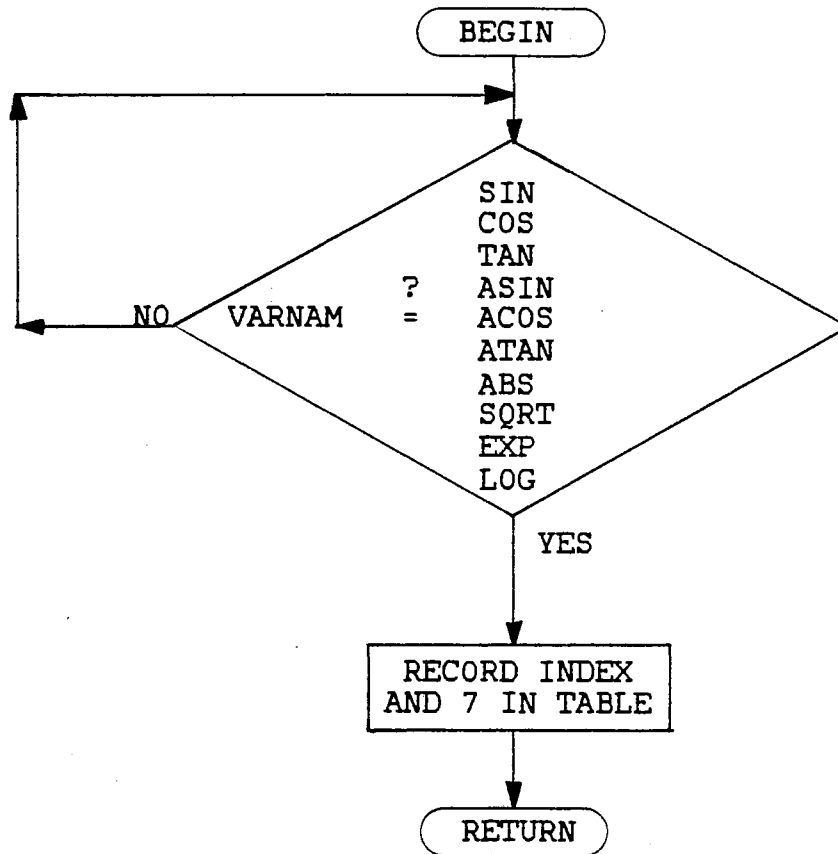


Figure 17. Flowchart of Subroutine FCNAME

TAN	3
ASIN	4
ACOS	5
ATAN	6
ABS	7
SQRT	8
EXP	9
LOG	10

If the character string is an operand and is not an intrinsic function, the close parenthesis is found and the operand along with the contents of the parenthesis is sent to subroutine SARRAY. Subroutine SARRAY returns the value of the array variable sent.

If the operator to the right of the operand is not an open parenthesis, subroutine NUMBER is called. A flowchart of NUMBER is shown in Figure 18. Subroutine NUMBER receives a character string that could be a series of digits, a variable name or an array name with parameters. Subroutine NUMBER first searches for an open parenthesis and if one is found, calls subroutine SARRAY to find its value. This is not needed for the case being discussed but is needed when subroutine NUMBER is called from other parts of the program.

Subroutine NUMBER next checks to see if the character string sent is a string of digits. If it is a string of digits a flag is set and a decimal point is searched for. If a decimal point is found the value of the real number is determined. If no decimal point is found the value of the integer number is determined.

If the character string sent is not a string of digits, subroutine VARABL is called and the character string is sent as a variable name.

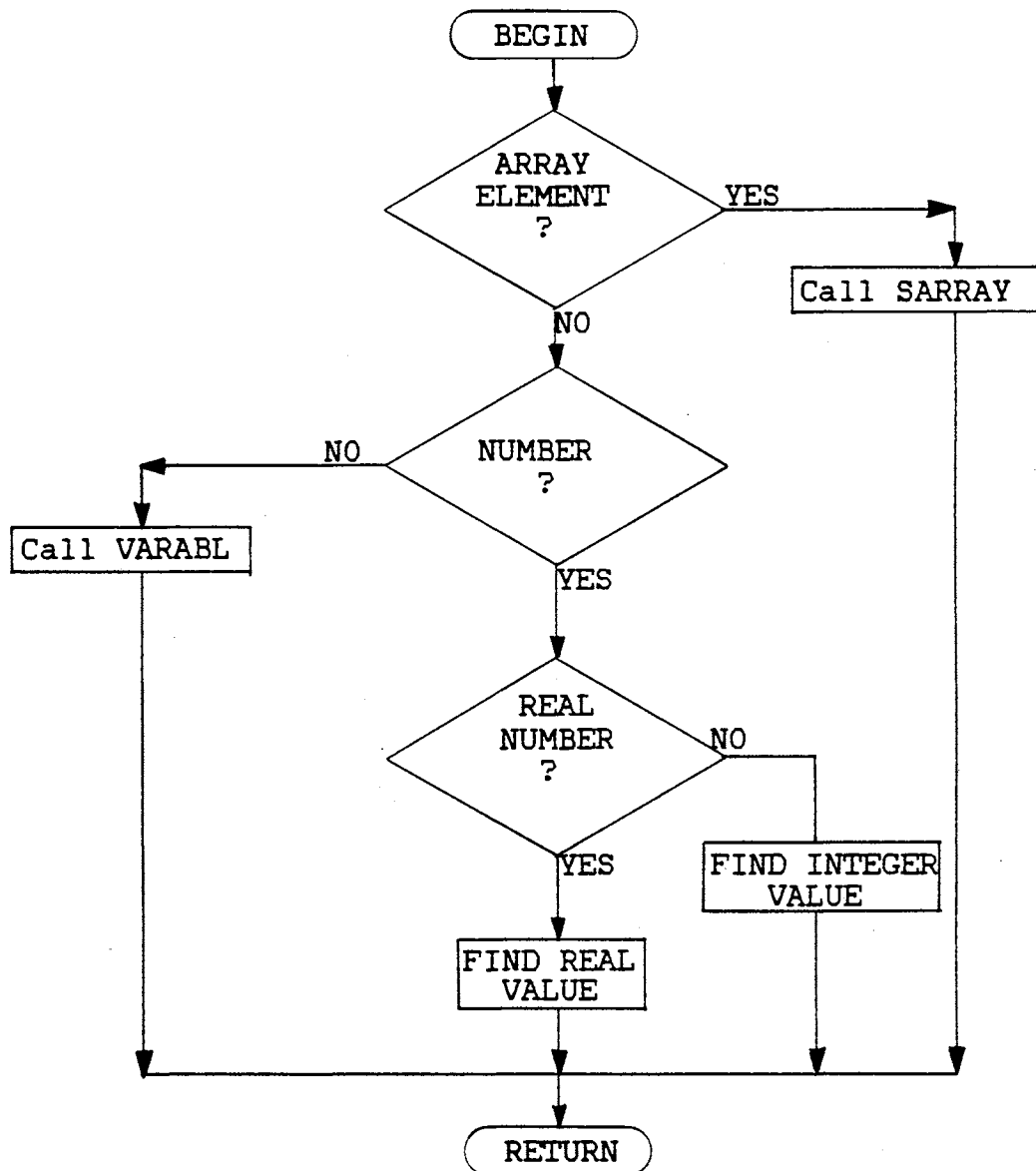


Figure 18. Flowchart of Subroutine NUMBER

Subroutine VARABL returns the value of the variable. This value must be a numeric value.

Once the numeric value of the character string is evaluated, it is returned to subroutine ARITH along with the type of the value. The type of the value is recorded in array ARTHTB 'column three' and the value is recorded in either ARTHTB column four, RARTH or DARTH if its type is integer, real or double precision, respectively. A nine is recorded in ARTHTB column one to indicate a value being stored. If the end of the line has not been reached, the location of the next operator is found. If the end of the line has been reached, the table is evaluated.

A scan is made through the ARTHTB array and a close parenthesis is searched for. If a close parenthesis is found, a bottom pointer is indexed to that location. The scan then searches back up the table for an open parenthesis. When the open parenthesis is found a top pointer is indexed to that location. The portion of the table between the top and bottom pointers is then evaluated.

This evaluation is done by scanning the range of ARTHTB for priority level three. If a priority three is found, subroutine MATH is called. Subroutine MATH performs the seven operations used in mathematical expressions. A flowchart of subroutine MATH is shown in Figure 19. Subroutine MATH searches above where the priority level three was found for a level nine, indicating the storage of a value. The value and its type is then stored and a search is made below the location of the level three until a priority nine is found. This value and type is also stored. The nines indicating a stored value are changed to zeros, indicating the values have been used.

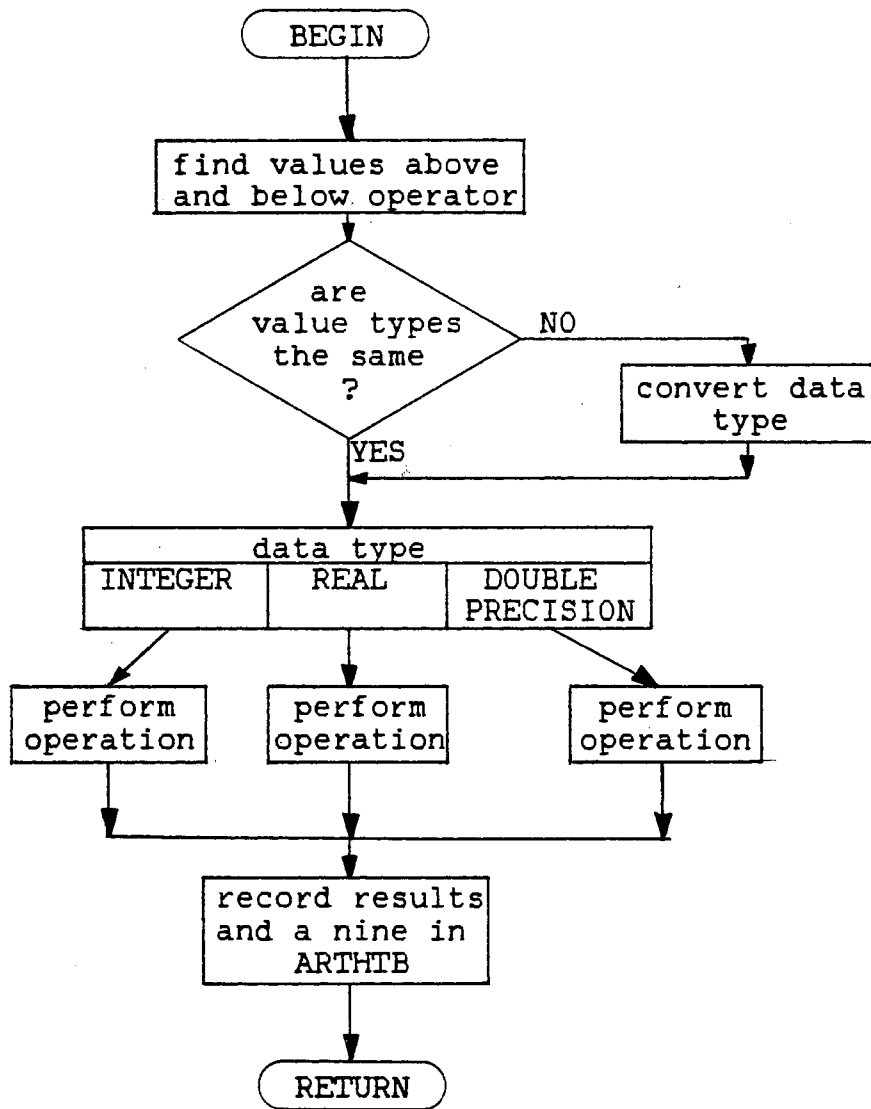


Figure 19. Flowchart of Subroutine MATH

If the types of values found are different, a conversion is made as discussed in Chapter III. Once both values are the same type, a computed GOTO is used to direct the values to the correct operator and the operation is performed. The results of the operation are stored on the row of ARTHTB on which the operator was stored. The priority of this row is reset to nine. Control is then returned to subroutine ARITH.

Subroutine ARITH continues searching for any more items with priority three. If no priority three items are found, priority fours are searched for and then priority five. Any time a priority is encountered, subroutine MATH is called and the evaluation is performed. This procedure observes both the priority of the operators evaluated as well as the order in which the operators appear.

After the range has been evaluated there will be only one value left in the range and all operators will have been eliminated. A check is then made directly before the open parenthesis to see if an intrinsic function is to be performed. If the evaluation of an intrinsic function is needed, subroutine DOFUNC standing for do function, is called. A flowchart of subroutine DOFUNC is shown in Figure 20.

Subroutine DOFUNC begins by searching for the value following it in ARTHTB. Depending on the type of the value, the intrinsic function is evaluated and results in a value of the same type. The only intrinsic function that can be performed on integers is the ABS function. All others result in errors. Other checks are made to ensure valid values before a function is attempted. The resulting value is stored on the same row as the intrinsic function. Control is then returned to ARITH.

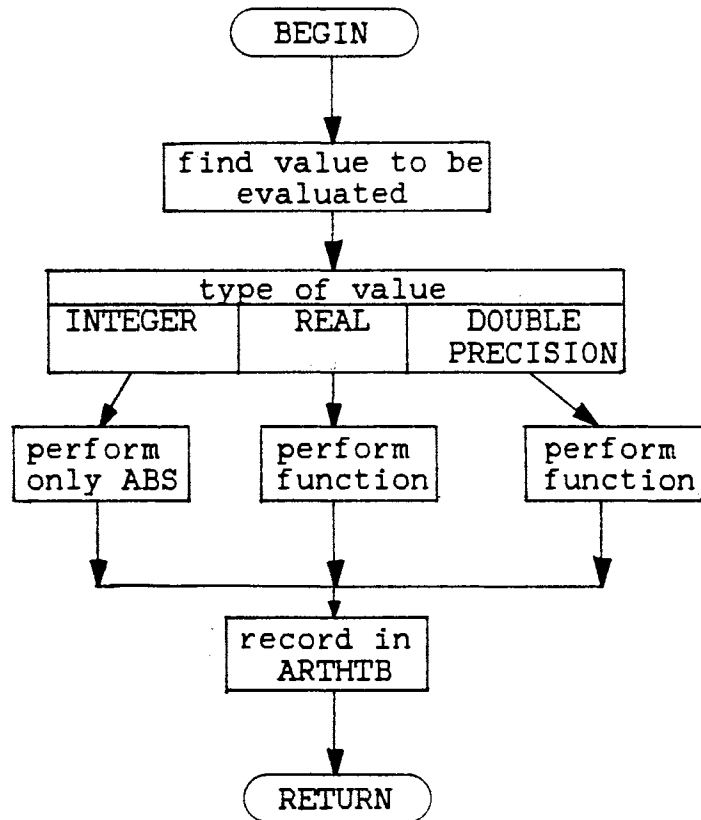


Figure 20. Flowchart of Subroutine DOFUNC

A scan is made further down the table for another set of parentheses and if found, the procedure is repeated. If no parentheses are found, the procedure is repeated with the entire table being the range of the priority scans. This will leave only one value in ARTHTB and all operators will be eliminated.

The character string to the left of the equal sign of the original line of code is checked to see whether or not it is an array. The character string and the resulting value are sent to subroutine SARRAY or VARABL depending on whether or not the variable is an array element. Control is then returned to subroutine SEARCH.

CHAPTER V

CONTROL STATEMENTS

Introduction

Control of a program, written in FORTRAN 77, is maintained by the following statements.

IF Statement

DO Statement

CONTINUE Statement

GOTO Statement

PAUSE Statement

STOP/END Statements

Each of these control statements will be described separately. However, some share the same subroutines and tables.

IF Statement

When an IF statement is encountered in subroutine SEARCH, subroutine SIF is called. The flowchart of subroutine SIF is shown in Figure 21. The line of code and the number one are sent as parameters. The one indicates that the entrance to the subroutine SIF is from an IF statement rather than from an ELSE or ENDIF statement.

Subroutine SIF first searches the line of code for the character string 'THEN'. IF no 'THEN' is found an IF-flag is set indicating a logical IF statement. Parsing is then performed to isolate the logical

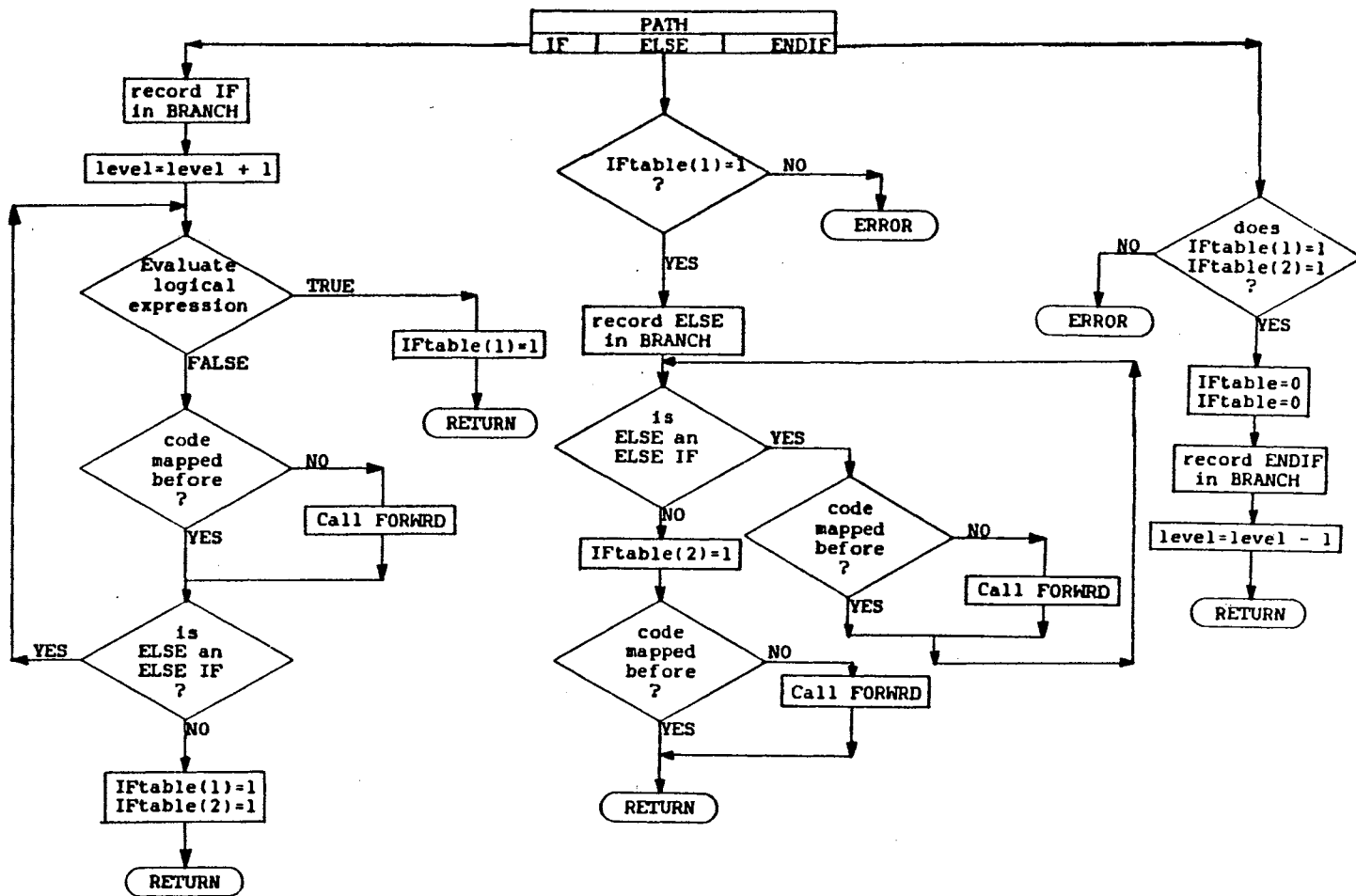


Figure 21. Flowchart of Subroutine SIF

expression and subroutine EVALIF, standing for evaluate IF, is called. The flowchart of subroutine EVALIF is shown in Figure 22. The line of code, the parsed logical expression and a variable to return the value of the logical expression are sent as parameters to subroutine EVALIF.

Subroutine EVALIF parses the logical expression for the first operand. The first period is found and checks are made to see if this is the end of the first operand or a decimal point. If indicated, a second period is searched for. Once the first operand is found it is sent to subroutine NUMBER. Subroutine NUMBER was discussed earlier and will return the value of what was sent whether it was a variable, an array element or a number character string.

The relational operator is then parsed and subroutine OPERAT is called. A flowchart of subroutine OPERAT is shown in Figure 23. The line of code, the parsed relational operator and a variable to indicate which relational operator is found are sent as parameters. Subroutine OPERAT determines which relational operator the character sent represents. The relational operators allowed and their codes are:

1	.LT.	less than
2	.LE.	less than or equal
3	.EQ.	equal
4	.NE.	not equal
5	.GT.	greater than
6	.GE.	greater than or equal

The second operand is then found as was the first. A check is made beyond the second operand to see if this logical expression is in two parts. If a second part is found a double-flag is set.

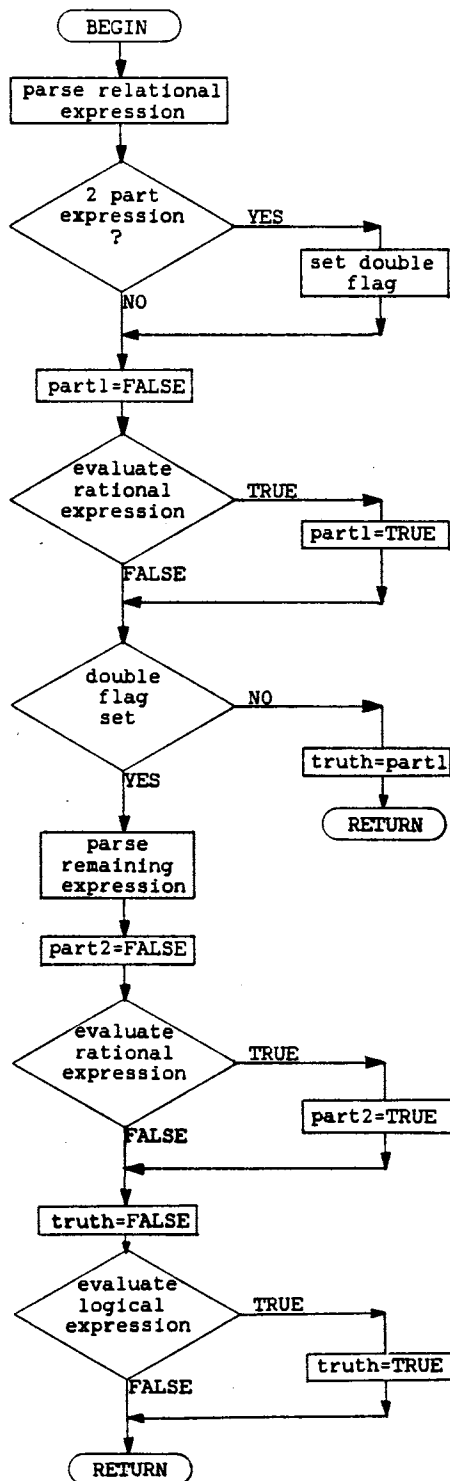


Figure 22. Flowchart of Subroutine EVALIF

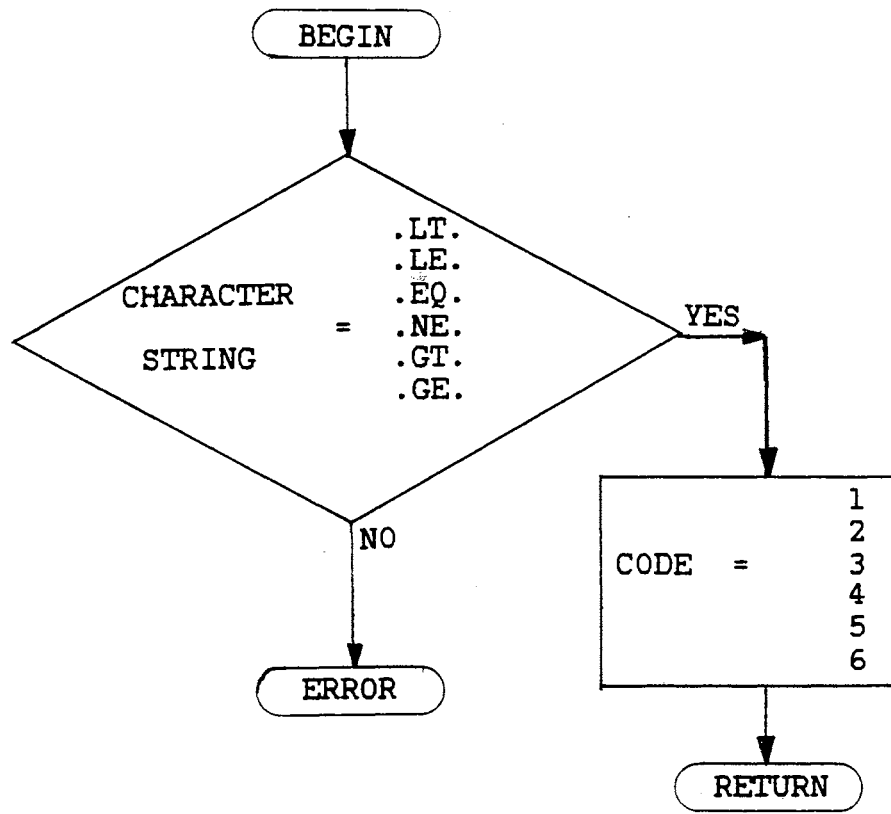


Figure 23. Flowchart of Subroutine OPERAT

An evaluation of the two operands and relational operators is performed. If this is a single logical expression, control is returned to subroutine SIF. If the logical expression is in two parts, the logical operator is parsed. The logical operators allowed and their codes are:

- 1 .OR.
- 2 .AND.

The second relational expression is parsed and evaluated exactly as the first. The type of the logical operator is then determined by calling subroutine LOPER standing for logical operator. A flowchart of LOPER is shown in Figure 24. Subroutine LOPER is structured exactly as OPERAT except that it finds the logical operator used rather than the relational operator.

A logical evaluation is performed on the results of the two relational evaluations and a logical value is returned to subroutine SIF.

If the logical expression is false, the IF-flag is turned off and control is returned to subroutine SEARCH, and interpretation of the program continues as normal. If the logical expression is true the statement following the logical expression is stored in the common variable IFLINE and control is returned to subroutine SEARCH. With the IF-flag set, subroutine SEARCH takes IFLINE and interprets it as it would any other line of code. The interpretation then continues normally. The IF-flag is not reset until subroutine SIF is called again.

If, when subroutine SIF looks for the word THEN, and a THEN is found, the IF-flag is not set, indicating an IF THEN ELSE block

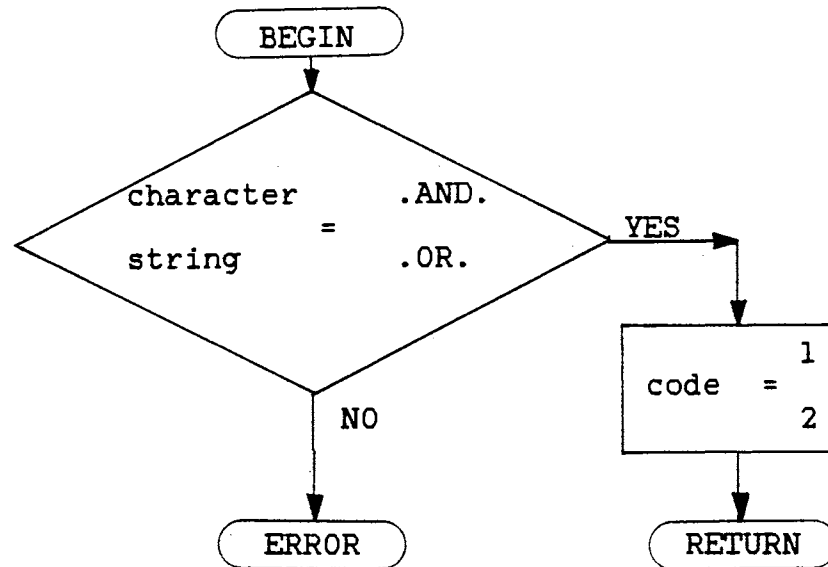


Figure 24. Flowchart of Subroutine LOPER

structure. Since an IF block structure can be nested, the level or depth of the IF block must be accounted for. A map of where the IF statement, ELSE statement and ENDIF statements are must be generated. This is needed to control the branching that must occur as well as detecting errors in illegal branching. Detection of these errors will be considered when the GOTO statement is discussed.

The map that is generated is an integer array table called BRANCH. An example of a BRANCH table is shown in Figure 25. The BRANCH table is used with other control statements such as the DO and GOTO statements. Entries are made in BRANCH whenever there is a statement number, or when an IF,ELSE,ENDIF or DO statement is encountered.

The first column of BRANCH is the user's statement number. Locations of these statement numbers are needed in DO loops and GOTO statements. The second column is the line number of what is being entered. The third column is the type of statement being entered. The codes of statement types are shown below:

0	statement number
1	DO statement
2	DO foot
3	IF statement
4	ELSE statement
5	ENDIF statement

Column four is the statement number of the matching DO-foot of the DO statement being entered. Columns five and six are the levels of the DO and IF structures.

When the IF THEN statement is encountered, the variable level is incremented by one. A check is made to see if the IF THEN statement had

```

      .
      .
      .
1    100  J=3
2      DO 200 HOLD=2,3,6
3          IF(J.LT.HOLD)THEN
4              GOTO 300
5          ELSE
6              GOTO 100
7          ENDIF
8    200  CONTINUE
9    300  HOLD=0
      .
      .
      .

```

STRUCTURE CODE:

```

0      statement number
1      DO statement
2      DO foot
3      IF statement
4      ELSE statement
5      ENDIF statement

```

BRANCH:

STATEMENT NUMBER	LINE NUMBER	STRUCTURE TYPE	DO FOOT	DO LEVEL	IF LEVEL
0	0	0	0	0	0
100	1	0	200	0	0
0	2	1	0	1	0
0	3	3	0	1	1
0	5	5	0	1	1
0	7	5	0	1	0
200	8	2	0	0	0
300	9	0	0	0	0

Figure 25. Example of BRANCH Table

a statement number that has already been entered in BRANCH. If there was a statement number, the entries for the IF THEN statement would be on the same row. If there was no statement number, entries are made on the next row. The following entries are made:

column 2 line number
column 3 3
column 4 no entry
column 5 same as column 5 in row above
column 6 entry in column 6 in row above +1

The logical expression of the IF statement is then parsed and sent to subroutine EVALIF. Subroutine EVALIF evaluates the logical expression exactly as it did for the logical IF statement.

If the logical expression is true then it is noted that a true expression has been found. This is not necessary in a single IF THEN ELSE structure but in the multiple ELSE IF structure it is necessary to know if a block has been executed or not. This is noted in an array named IFTABL where each row represents a different level of IF structure. This array also notes when the ELSE statement of an IF structure is found. After the true expression has been noted, control is returned to subroutine SEARCH and execution continues normally until an ELSE statement is encountered.

When an ELSE statement is encountered subroutine SEARCH calls subroutine SIF sending the line of code and a number two, indicating the entrance from an ELSE statement. In subroutine SIF a check is made to ensure a block of statements has been executed. This is done by checking array IFTABL. The ELSE statement is then recorded in the BRANCH table. A check is also made to see if the ELSE statement had a

statement number and the following entries are made accordingly:

column 2 line number
 column 3 4
 column 4 no entry
 column 5 same entry as column 5 above
 column 6 same entry as column 6 above

The ELSE statement is then parsed to see if it is an ELSE IF structure. If it is an ELSE IF structure, a check is made to see if this code has already been mapped. If it has, a scan is made through the BRANCH table until another ELSE statement of the same level is found. That statement is parsed to see if it is an ELSE IF statement and the procedure continues as above until an ELSE with no IF is found.

If the code had not been mapped before, subroutine FORWRD, standing for forward is called. A flowchart of subroutine FORWRD is shown in Figure 26. Subroutine FORWRD is called when it is necessary to move forward in the lines of code without interpreting the lines. While moving through the code the BRANCH table is built. Statement numbers, DO-foots, DO Statement, IF Statement, ELSE Statement, and ENDIF statements are recorded. When subroutine FORWRD is called a particular line number or type of statement is being searched for. A code is sent to subroutine FORWRD to indicate what is being search for, the codes being:

1 statement number
 2 ELSE statement
 3 ENDIF statement

The two parameters that are sent to subroutine FORWRD are this code and if applicable, the statement number being sought.

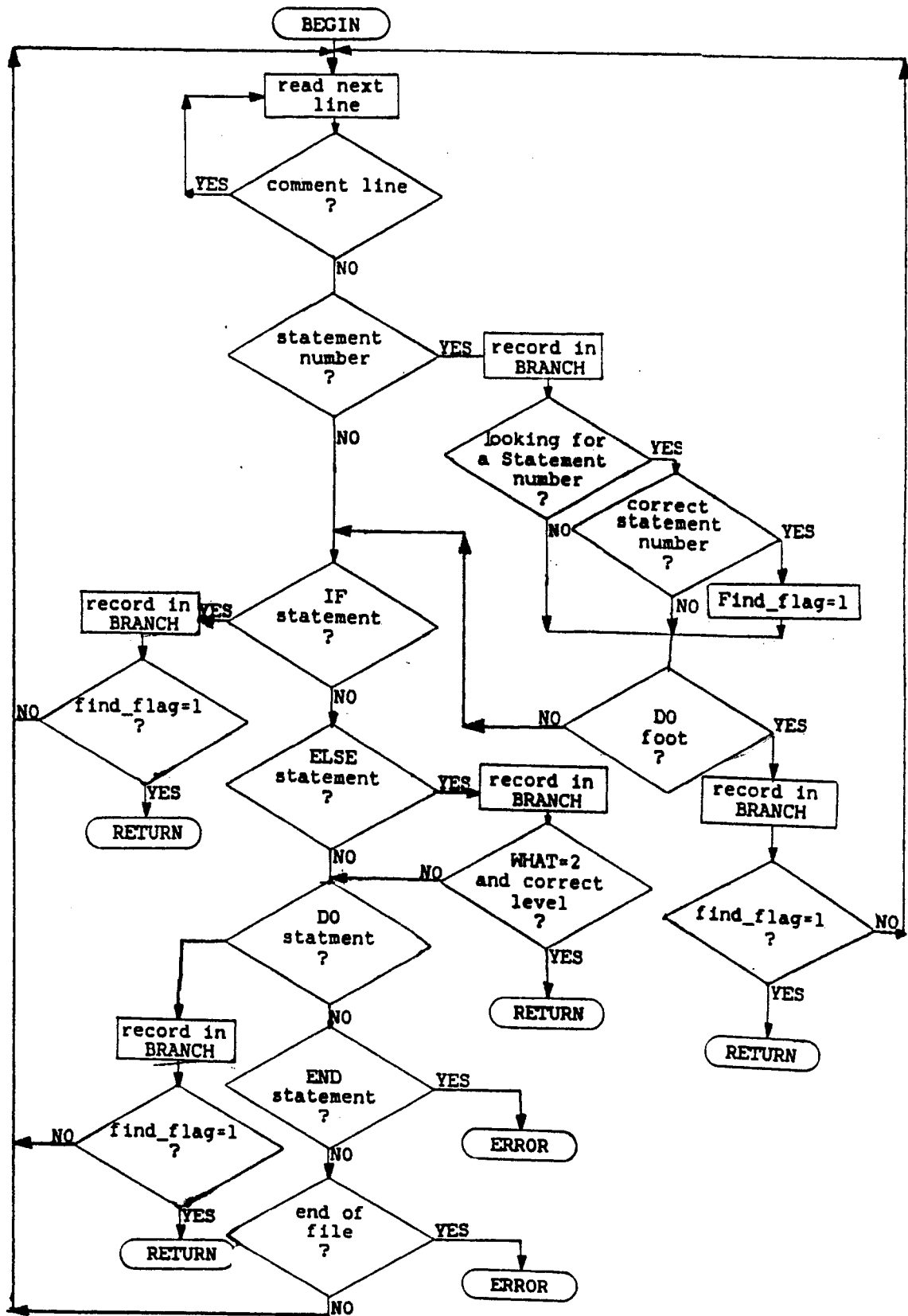


Figure 26. Flowchart of Subroutine FORWRD

After subroutine FORWRD is called and an ELSE statement is found, it is checked to see if it is an ELSE IF structure as was explained above. If it is an ELSE IF structure, subroutine FORWRD is called again and this continues until an ELSE with no IF is found.

When found, this ELSE with no IF is recorded in the array IFTABL to indicate this ELSE was found. The ENDIF statement is then searched for. Again if this code had already been mapped a scan is made through the BRANCH table until an ENDIF is found or subroutine FORWRD is called and the ENDIF statement is searched for. Once the ENDIF statement is found, control is returned to subroutine SEARCH. The ENDIF statement, unlike the ELSE and ELSE IF statements, is executed. The execution of the ENDIF statement will be discussed below.

If, when the logical expression of the IF THEN block was evaluated it was false, a different chain of events would occur. An ELSE statement is searched for in either the BRANCH table or by calling subroutine FORWRD depending upon whether or not the code had been previously mapped. The ELSE statement is checked to see if it is an ELSE IF structure. If it is an ELSE IF structure, the logical expression is evaluated and is handled as if it were a simple IF THEN statement.

If the ELSE statement found is not an ELSE IF, it is noted in the array IFTABL that the ELSE has been found and that a block is about to be executed. Control is returned to subroutine SEARCH and interpretation continues until an ENDIF is encountered.

When an ENDIF statement is encountered, whether it is the ENDIF that was just found by subroutine FORWRD or encountered in line by line interpretation, subroutine SIF is called. The line of code and a number

three are sent as parameters. The three indicates entrance because of the ENDIF statement.

The array IFTABL is checked to ensure that both a block of statements had been executed and that an ELSE statement was found for this level of IF. The IFTABL is then cleared for this level and the ENDIF statement is recorded in the BRANCH table as shown:

column 2	line number
column 3	5
column 4	no entry
column 5	same entry as column 5 above
column 6	same entry as column 6 above - 1

The variable LEVEL is decreased by one and control is returned to subroutine SEARCH.

DO Statement

The DO loop, unlike all other control structures, is handled in both the main program and in subroutine SEARCH. This is necessary to check the DO foot to ensure it is a legal statement, as well as to update parameters and direct control to the top of the loop if necessary. Subroutine SEARCH is not designed to perform these types of functions so they are done in the main program.

The DO statement is first recognized in subroutine SEARCH. Subroutine SEARCH calls subroutine DOBEGN standing for do begin. A flowchart of subroutine DOBEGN is shown in Figure 27. Subroutine DOBEGN begins by parsing the DO statement to find the statement number of the DO foot. The variable name of the DO index is parsed and its initial value is found. A check is made to see if an incremental value is given

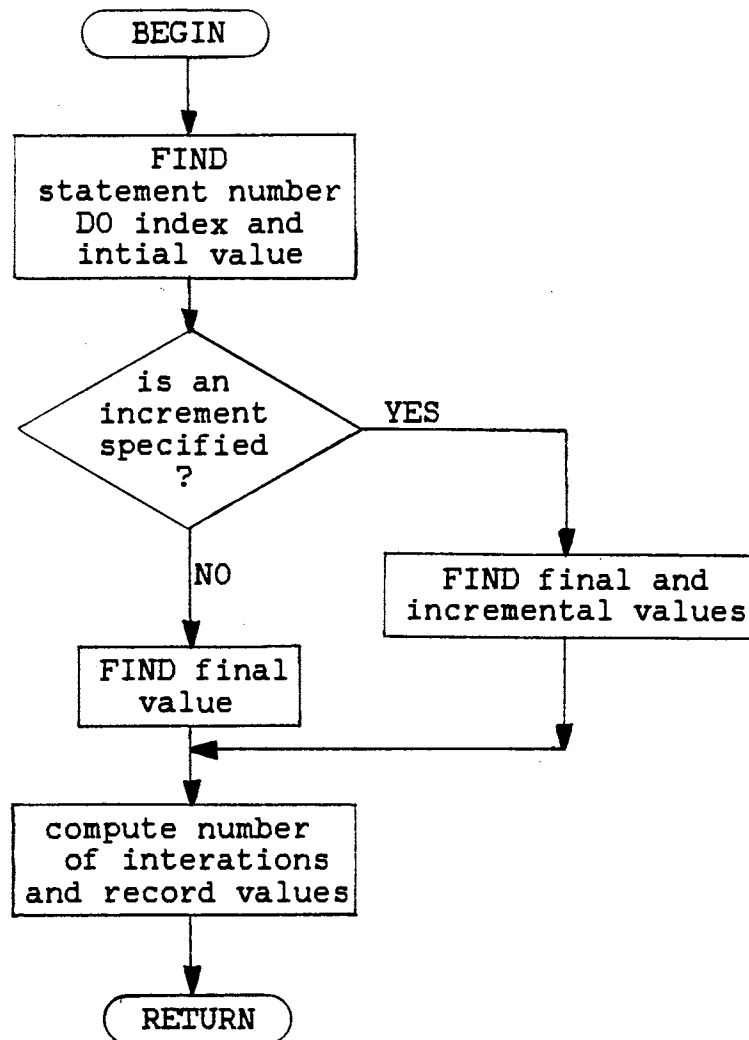


Figure 27. Flowchart of Subroutine DOBEGN

and then the final value and incremental value, if applicable, are found. These values are found with the help of subroutine NUMBER which was discussed in Chapter IV.

The variable name of the DO index is stored in the character array, COUNTER. Array COUNTER is a one by fifteen array where each storage location holds a string of up to nine characters. The array length of fifteen limits the total number of DO loops allowed in a single program.

The total number of passes through the loop is calculated and stored in a real array. The DO loop parameters can be real numbers and must be stored in a real array. A two by fifteen real array, REALDO holds both the initial and incremental values of the DO loop.

The statement number of the DO foot, the line number of the DO statement and the number of iterations are stored in a three by fifteen array called DO. It is not necessary to save the final values since the iteration value is decremented with each pass through the loop. The loop is finished when this value is zero.

Information on the DO loop is also placed in the array BRANCH. This is done to help with program control and finding illegal branching. A check is made to see if the DO statement has a line number and the following entries are made on the appropriate row of the BRANCH table.

column 2	line number
column 3	1
column 4	Do foot statement number
column 5	same as column 5 above + 1
column 6	same as column 6 above

Control is then returned to subroutine SEARCH and the next line of code is interpreted.

As the program progresses, each time the main program detects a line number, subroutine DCHECK, standing for do check, is called. A flowchart of DCHECK is shown in Figure 28. Subroutine DCHECK, begins by parsing the statement number. It then checks the array DO for a matching statement number. If no match is found, control is returned to the main program and no flags are set. If a match is found and the statement is a DO foot, checks are made to ensure the statement is a legal DO foot. A DO foot cannot be one of the following statements:

GOTO
RETURN
END
STOP
IF

The DO foot is then recorded in the BRANCH table. The following entries are made:

column 2	no entry
column 3	2
column 4	0
column 5	same as column 5 above - 1
column 6	same as column 6 above

The correct structure of combinations of DO and IF structures is then checked. The IF level in the BRANCH table at the DO foot must be equal to zero, this checks for any illegal mixing of the DO and IF structures. The nesting of DO loops is checked to ensure that the DO loop level of the foot (before it was decremented) is the same as the

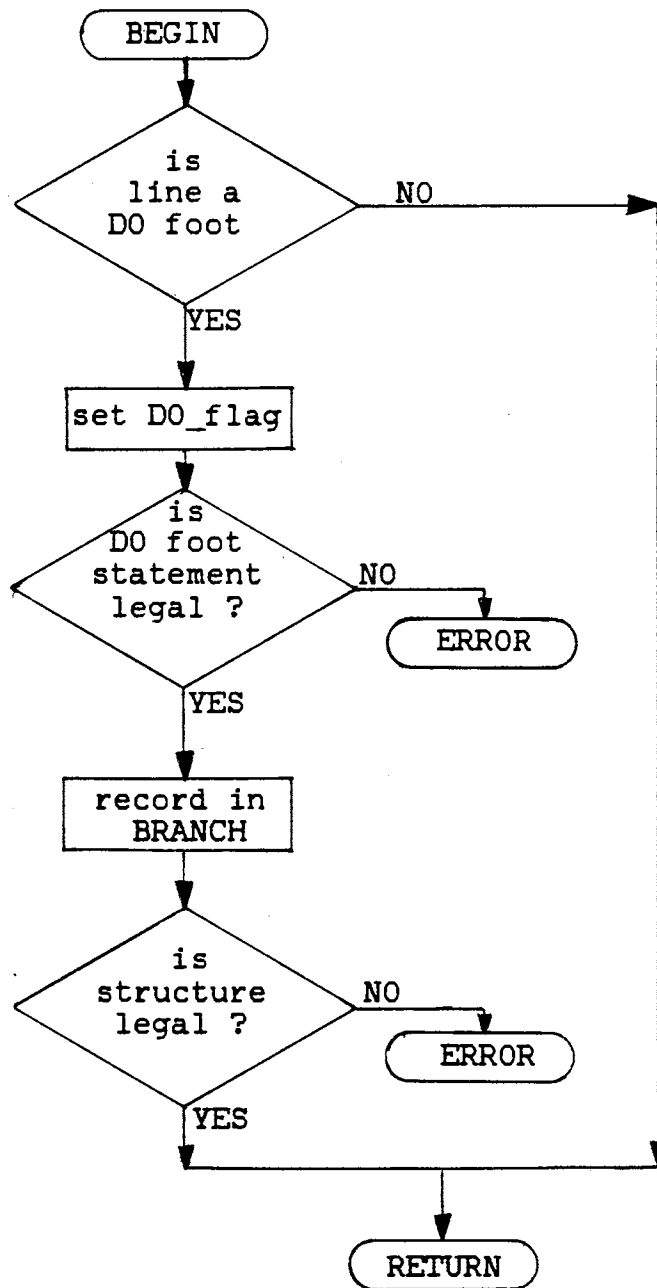


Figure 28. Flowchart of Subroutine DCHECK

DO loop statement. A check is also made to ensure no DO levels lower than the present one exists within that loop. If everything is legal, control is returned to the main program.

The DO foot statement is then executed in a normal manner through subroutine SEARCH. After control is returned to the main program from subroutine SEARCH, a check is made of the DO-flag. If the DO-flag is set subroutine DOFOOT is called. A flowchart of subroutine DOFOOT is shown in Figure 29. Subroutine DOFOOT decrements the iteration counter and checks to see if the DO loop is to be repeated or is complete. If the DO loop is complete, control is returned to the main program. If the loop needs repeating the point of reentry to the program is found. The new incremented value of the DO index is calculated and stored with the help of subroutine VARABL. Control is then returned to the main program.

CONTINUE Statement

The CONTINUE statement, most commonly used as a DO foot, can be used anywhere in a program. When a CONTINUE statement is encountered by subroutine SEARCH, it simply progresses to the next line of code.

GOTO Statement

When the character string 'GOTO' or 'GO TO' is encountered in subroutine SEARCH, subroutine SGOTO is called. A flow chart of SGOTO is shown in Figure 30. Subroutine SGOTO begins by locating where in the BRANCH table it is leaving from.

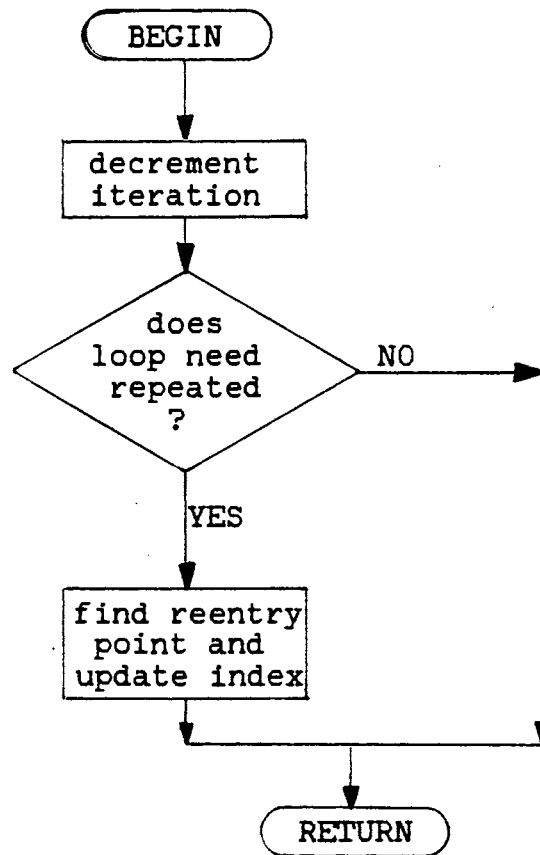


Figure 29. Flowchart of Subroutine DOFOOT

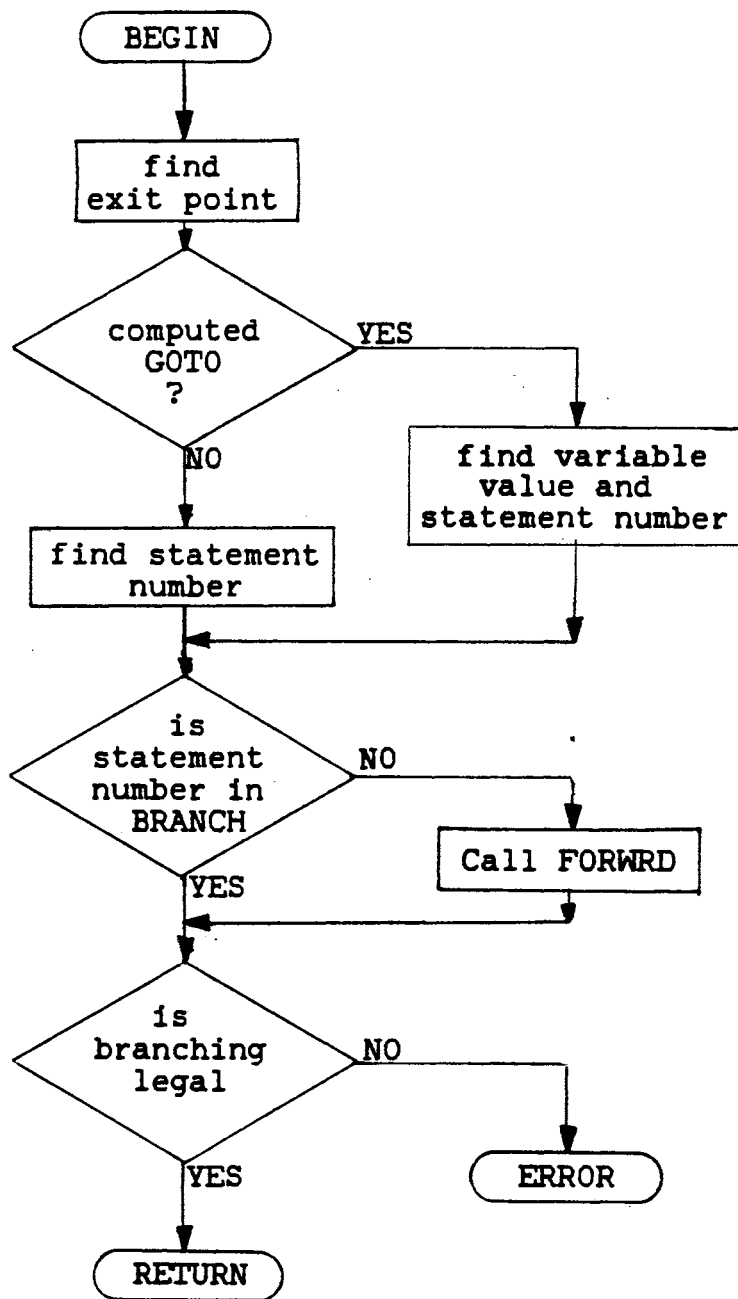


Figure 30. Flowchart of Subroutine SGOTO

The GOTO statement is then checked to see if it is a computed GOTO or an unconditional GOTO statement. If the statement is a computed GOTO, the value of the variable is found and the appropriate statement number is located. Checks are made to ensure that the value of the variable does not exceed the number of statement numbers given.

If the GOTO statement is an unconditional GOTO it is also checked to find the desired statement number.

The statement number is then searched for in the BRANCH table. If it cannot be found, subroutine FORWRD is called. Subroutine FORWRD was discussed in Chapter IV. Once the statement number has been found, checks are performed to ensure the branching is legal.

The checks include making sure the DO and IF levels of the exit point are greater than or equal to the entry point. The DO and IF levels between the entry and exit points also cannot be below the levels at the entry point.

Once all checks are made, control is returned to subroutine SEARCH and then to the main program. Execution of the line specified in the GOTO statement is performed and execution continues normally.

PAUSE Statement

The PAUSE statement is a valuable debugging tool that can be placed anywhere in the program. When the PAUSE statement is encountered, subroutine SEARCH calls subroutine SPAUSE and a menu is displayed. The menu and the options available have been discussed in Chapter II.

STOP/END Statements

The STOP statement is recognized by the interpreter but has no meaning. The END statement is necessary to indicate the end of the program. When an END statement is encountered in subroutine SEARCH an end-flag is set to indicate the end of the program. The main program then advances the user into the PATHWAY State which was discussed in Chapter II.

CHAPTER VI

INPUT/OUTPUT

Introduction

It is not in the concept of the interpreter to provide input/output formatting. It was also believed that for a student programmer, the formatting techniques used in FORTRAN would be easier to learn once the rest of the language was mastered. For these reasons only free format READ and WRITE statements are allowed.

READ Statement

Interpretation of the READ statement begins with subroutine SEARCH looking for the character string 'READ ' or 'READ('. Once the character string is found, the subroutine SREAD is called with the entire read statement being sent as a parameter. The flowchart for subroutine SREAD is shown in Figure 31.

In subroutine SREAD the beginning of the line is parsed and syntax checks are performed up to the beginning of the variable list. The unit number is also checked to ensure it is an integer value.

Parsing of the variable list begins by finding the left most comma and left most open parenthesis. If the variable being parsed is an array element one of the following will be true:

- open parenthesis exists and is more left than the comma, or
- open parenthesis exists and there is no comma.

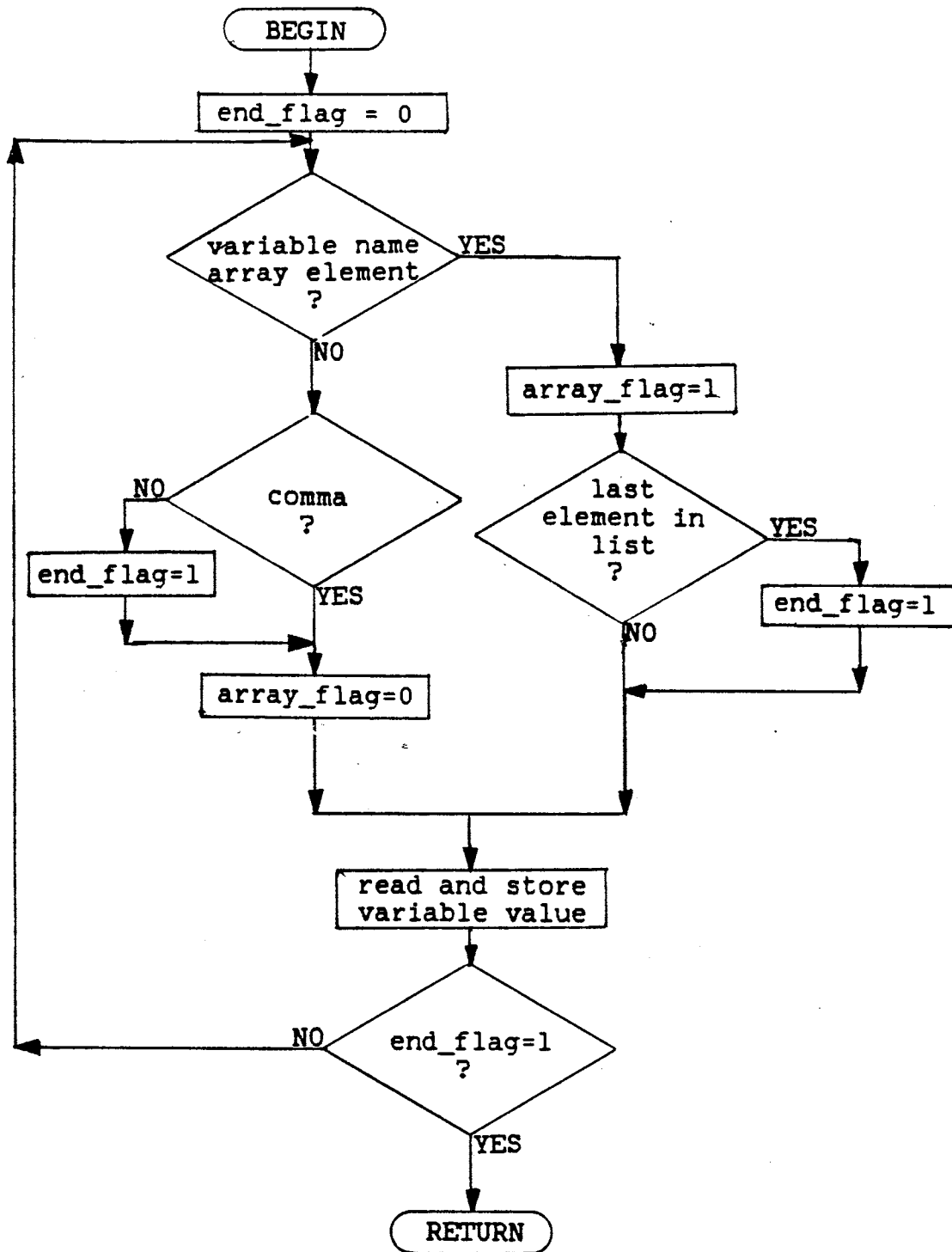


Figure 31. Flowchart of Subroutine SREAD

If the variable is found to be an array the variable name, its subscripts and parentheses are all stored in character variable WORD, and the array flag is set to one. The space immediately following the close parenthesis is checked for a comma or blank. If a blank is found, the end-flag is set to one to indicate the last variable to be read.

If the variable is not an array element, a slightly different procedure is followed. If there was no comma in the variable list, the right most blank is found to determine the length of the variable name. The variable name is stored in character variable WORD and the end-flag is set to one. If there is a comma following the variable name, the variable name is stored in variable WORD. Regardless of the comma status the array flag is set to zero.

Depending on the status of the array flag, either subroutine SARRAY or VARABL is called. The parameter sent to the subroutine is the variable name and the parameter returned is the variable type. Once the variable type has been determined, a computed GOTO is used to read the input into a temporary storage location of the correct type.

Subroutine SARRAY or VARABL (depending upon the array flag) is called a second time. This time the parameters sent are the variable name, type and value to be stored. The subroutine then stores the value under the variable name.

Depending on the status of the end-flag, control will go to the top of the subroutine and begin evaluating the next variable name or control will return to subroutine SEARCH.

WRITE Statement

The interpretation of the WRITE statement begins with subroutine SEARCH looking for the character string 'WRITE ' or 'WRITE(''. Once this string is found, the subroutine SWRITE is called with the entire write statement sent as a parameter. The flow chart for subroutine SWRITE is shown in Figure 32.

In subroutine SWRITE the beginning of the line is parsed and syntax checks are performed up to the beginning of the variable list. The unit number is also checked to ensure that it is an integer value.

The parsing of the variable list in a WRITE statement differs from a READ statement since the WRITE statement allows for character strings in the output list. The parsing begins by finding the left most comma and the left most quote. The variable list element is a variable name if one of the following is true:

- a comma exists and is more left than the quote, or
- no quote exists.

If no comma is found, the end-flag is set to one, indicating the last element in the list. If the element is found to be a variable the same logic is followed as in the read statement to determine if the variable is an array element. If the variable is an array element, subroutine SARRAY is called with the variable name being sent as a parameter and the return of the variable type and the value stored in the variable name. A check is made to see if this element is the last element in the list, since a comma could have been in an array subscript and this element still be the last element. The end-flag is set accordingly.

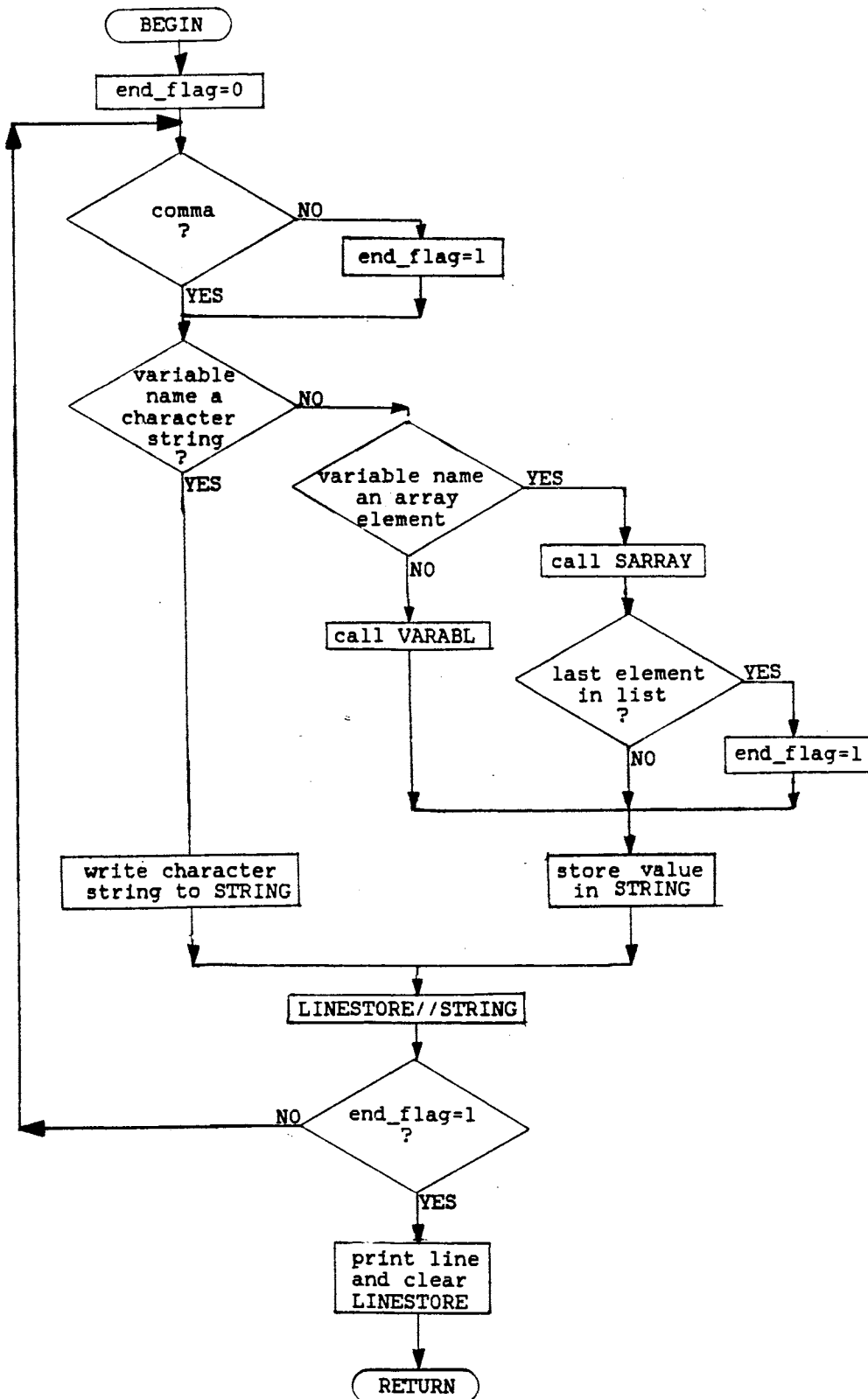


Figure 32. Flowchart of Subroutine SWRITE

If the element was found to be a variable and not an array element, subroutine VARABL is called with the variable name sent and variable type and value returned.

Whether or not the variable is an array, the value is then written to a character string called STRING. This is done with a computed GOTO with the direction being determined by the variable type. This character string is a temporary storage location for the output of the variable elements.

Due to the unknown size of the values to be printed, STRING is large enough to hold up to 80 characters. The values are right justified so the leading blanks are eliminated and the length of STRING can then be determined.

If the element was determined to be a character string, the length is determined and the character string is written to STRING. Regardless of what the element was in the variable list, the value of STRING is concatenated to a character string called LNSTOR, standing for line storage. LNSTOR is the character string that is built by concatenation of the outputs of each element in the variable list. This one character string eliminates the unwanted carriage returns between variable list elements that would otherwise be difficult to avoid.

If at this point the end-flag is equal to one, LNSTOR is printed to the desired device. LNSTOR is then cleared and control is returned to subroutine SEARCH. If the end-flag is equal to zero, control is returned to the top of the program and the next element of the variable list is evaluated.

CHAPTER VII

DISCUSSION AND CONCLUSIONS

Testing of the FORTRAN 77 interpreter, INTERP, has proven that the programming states are very helpful in writing and debugging programs. The testing has also proven to save the user time in not having to recompile after each editing session.

The testing of the interpreter has been performed primarily by the author. Additional testing by student programmers is planned. The author anticipates that some unforeseen bugs in the interpreter will be found. First time programmers are likely to write code with errors that the author did not anticipate.

The size of the program is the biggest disadvantage of the interpreter. The program consists of 28 subroutines, approximately 5000 lines of code and uses 338 sectors of storage. It is believed that with additional work the size could be reduced, however, a substantial reduction would not be expected.

Additional work could also be done to increase the size of the FORTRAN 77 subset that is allowed by the interpreter and to allow for the use of expressions throughout the program. These expressions would be useful in places such as the subscripts of an array variable or a DO loop parameter.

It is believed that in time, the FORTRAN 77 interpreter 'INTERP' will prove to be very useful not only here at Oklahoma State University but in many other situations. The need for this program is difficult to overstate.

SELECTED BIBLIOGRAPHY

- Acker, Johnny. "Language, Interpreters and Compilers." On Computing Inc.,
Fall 1981. 47-49.
- Davis, Gordon B. and Thomas R. Hoffmann. FORTRAN 77: A Structured,
Disciplined Style Based on 1977 American National Standard FORTRAN
and Compatible with WATFOR, WATFIV, WATFIV-S, and M77 FORTRAN
Compilers. 2nd Ed. New York: McGraw-Hill Book Co., 1983.
- Fritzson, Richard. "Write Your Own FORTH Interpreter." Microcomputing.,
February 1981. 76-92.
- Katzan, Harry. FORTRAN 77. New York: VanNostrand Reinhold, 1978.
- PDP-11 FORTRAN Language Reference Manual. Nashua, New Hampshire:
Digital Equipment Corporation, 1983.
- Reference Manual Harris FORTRAN. Fort Lauderdale, Florida: Harris
Corporation, 1982.

APPENDICES

APPENDIX A

USER'S MANUAL

GETTING STARTED WITH INTERP

To begin using the Fortran interpreter INTERP you must first have written and stored the program you wish to execute in a file. To begin to execution of your program type INTERP:X and press the enter key. You will be prompted with:

WELCOME TO 'INTERP' YOUR FORTRAN INTERPRETER

PLEASE ENTER NAME OF PROGRAM TO BE INTERPRETED

Type the name of your file and press enter. The screen will be cleared and printed across the top will be:

THE PROGRAM 'filename' IS BEING EXECUTED

Your program is now being interpreted. Any input or output your program has in it will be executed. If no errors are found during the interpretation and the program END statement is reached you will be prompt:

PROGRAM 'filename' HAS BEEN INTERPRETED
(PRESS ENTER TO CONTINUE)

Do not press enter until you are done viewing any output your program has generated. Once the enter key is pressed the screen is cleared and the following menu is displayed:

EXECUTION CHOICE MENU:

- 1 REEXECUTE PROGRAM
- 2 EXECUTE DIFFERENT PROGRAM
- 3 QUIT WORKING

PLEASE ENTER THE NUMBER OF YOUR CHOICE

Type either 1,2 or 3 and press the enter key.

REEXECUTE PROGRAM: You will be prompted that your program is being interpreted and events will proceed as before.

EXECUTE DIFFERENT PROGRAM: You will be prompted with:

PLEASE ENTER THE NAME OF PROGRAM TO BE INTERPRETED

Type the filename of the program to be interpreted and press the enter key. The prompt that your program is being interpreted will return and interpretation will begin.

QUIT WORKING: If this option is chosen you will no longer be in INTERP. You will be prompted with:

YOU ARE LEAVING 'INTERP' HAVE A NICE DAY

If you want another program interpreted you must reenter INTERP by typing INTERP:X.

ERRORS

If while your program is being interpreted an error is detected you will be prompted with:

***** ERROR ***** XXX 'line of code'

ERROR MENU:

- 1 DISPLAY VARIABLES
- 2 EDIT TEXT
- 3 RESTART EXECUTION FROM BEGINNING
- 4 QUIT OR EXECUTE DIFFERENT PROGRAM

PLEASE ENTER NUMBER OF YOUR CHOICE

The number XXX is the number of the type of error found in the line of code printed to the right. Look in your Table of Error Numbers to find what needs to be corrected. Displaying variables and editing text will be discussed below.

If you think you have corrected the error and wish to reexecute your program type 3 and press enter. You will be prompted that your program is being interpreted. If you can not find what is wrong and you wish to terminate interpretation of this program type 4 and press enter. You will then be given the same options as if your program had been interpreted properly.

DISPLAY VARIABLES

If you wish to see what the current values of your variables are choose the Display Variables option. The following will appear:

VARIABLE MENU:

- 1 DISPLAY ALL VARIABLES
- 2 DISPLAY ONE VARIABLE
- 3 RETURN

PLEASE ENTER THE NUMBER OF YOU CHOICE

If you enter 1 all of your variable names and their values will be displayed. If you enter 2 you will be prompted with:

ENTER THE NAME OF VARIABLE TO BE DISPLAYED

Type the variable name and press enter. The variable name and value will be printed and the Variable Menu will be displayed. If 3 is entered you will return to the previously displayed menu (Error or Pause).

EDIT TEXT

If, from the Error Menu, you chose to edit text the 10 lines closest to the error line will be printed along with the following menu:

EDIT MENU

- 1 DISPLAY DIFFERENT TEXT
- 2 INSERT A LINE
- 3 DELETE A LINE
- 4 CHANGE A LINE
- 5 QUIT (RETURN TO ERROR MENU)

PLEASE ENTER THE NUMBER OF YOU CHOICE

When you are in the edit mode (working from the Edit Menu) you can view and change the portion of your program up to and including the line in which the error was found. You will not have access to any text that has not already been interpreted. Any changes you make in your text are also made in your program file and will be there when you leave INTERP.

DISPLAY DIFFERENT TEXT: This option will prompt you with:

ENTER LINE NUMBER YOU WISH TO BEGIN DISPLAY

Once you have entered the number, that line and the nine lines following it will be displayed.

INSERT A LINE: This option will prompt you with:

ENTER LINE NUMBER YOU WISH TO INSERT AFTER

Once you have entered the number you are prompted:

ENTER TEXT OF LINE TO BE INSERTED

Type the line you want inserted. This line entered must have the same format as when you wrote your program, including spacing over seven spaces before beginning the statement (unless you want a statement number). Once the line is complete press the enter key. The 10 lines around the line entered will be displayed. You cannot enter more than one line at a time.

DELETE A LINE: This option will prompt you with:

ENTER LINE NUMBER YOU WISH DELETED

Enter the number and press enter. The 10 lines around the deleted line will be displayed.

CHANGE A LINE: This option prompts you with:

ENTER LINE NUMBER OF THE LINE YOU WISH TO CHANGE

Once the number has been entered you are prompted:

ENTER LINE AS DESIRED

You must type the entire line using the same format as the original line. When the line you type is complete press the enter key. The 10 lines around the line changed will be displayed.

QUIT: If you have edited all you want to and you chose to quit, the Error Menu will be redisplayed.

PAUSE

The pause statement can be used anywhere in your program. As your program is being interpreted each line is read and executed. When a pause statement is found the interpretation of your program is stopped and the following menu is shown:

PAUSE MENU:

- 1 DISPLAY VARIABLE VALUES
- 2 CHANGE VARIABLE VALUES
- 3 CONTINUE EXECUTION FROM THIS POINT
- 4 START EXECUTION FROM BEGINNING OF PROGRAM
- 5 QUIT

PLEASE ENTER THE NUMBER OF YOUR CHOICE

DISPLAY VARIABLE VALUES: This option has been discussed and behaves as it did in the Error Menu.

CHANGE VARIABLE VALUES: If you wish to change a variable value you will be prompted:

ENTER THE NAME OF VARIABLE YOU WISH TO CHANGE

Once the variable name is entered the variable name and its value will be printed and you will be prompted with:

PLEASE ENTER THE NEW VALUE FOR 'variable name'

Once the value is entered you will be prompted:

DO YOU WANT 'variable name' = 'new variable value' (YES/NO)

If the new value is the value you want, enter YES. If you entered the wrong value enter NO and you will be asked to enter a new value. Once you have accepted a value entered the Pause Menu will be redisplayed.

CONTINUE EXECUTION: If you want to continue with the interpretation of your program enter 3 and interpretation will resume.

START EXECUTION FROM BEGINNING: If you chose this option, interpretation will begin again with your first line of code and continue through your program.

QUIT: This option allows you to stop interpretation of your program but does not kick you out of INTERP. The Execution Menu is displayed.

DATA TYPES AND LIMITATIONS

Components of an expressions can be any of the following:

CONSTANT A fixed value such as a number

VARIABLE Symbolic name that represents a stored value, This value can be changed.

ARRAY A group of values stored under one symbolic name. Each stored value is referred to by the subscripts of the symbolic mane.

A symbolic name is a string of characters (letters or numbers) totaling a maximum of six. The first character must be a letter.

EXAMPLES OF SYMBOLIC NAMES

Valid	Invalid	
SUM	STRY	first character must be a letter
TOTAL7	AC#7	character not a letter or number

DATA TYPES: Each of the components above will be of a particular data type. The data types available are:

INTEGER	whole numbers
REAL	decimal numbers
DOUBLE PRECISION	real numbers with twice as many significant digits as a normal real
CHARACTER	a sequence of characters
LOGICAL	has a value of true or false

EXAMPLES OF DATA TYPES

12	INTEGER
170.762	REAL
3.1476543D+2	DOUBLE PRECISION
APRIL	CHARACTER (up to 60 characters)
.TRUE.	LOGICAL (must include periods)

To assign a data type to a symbolic name, the type statements are used. The syntax of these statements are:

Datatype symbolicname [,symbolicname]

EXAMPLES OF TYPE STATEMENTS

```

INTEGER SUM,TOTAL
REAL ROOT6
CHARACTER MONTHS,WEEKDY
LOGICAL FLAG

```

Every symbolic name that is going to be used in a program must be declared in a type statement. A maximum of 20 symbolic names are allowed for each data type.

ARRAYS: To specify the size of the group of values stored under an array symbolic name a dimension statement is needed. An array can be thought of as a group of boxes (storage locations). These boxes can either be a tall stack, a one dimensional array or a wall of boxes, a two dimensional array.

1
2
3
4

one dimensional array
A(4)

1,1	1,2	1,3
2,1	2,2	2,3
3,1	3,2	3,3
4,1	4,2	4,3

two dimensional array
B(4,3)

The first subscript indicates how tall the array is. The second subscript (if it is a two dimensional array) indicates how wide the array is. Before an array can be dimensioned the symbolic name must be declared.

EXAMPLES OF DIMENSIONING ARRAYS

```

INTEGER A
REAL B
DIMENSION A(4),B(4,3)

```

In this example, you have allocated four integer storage locations in array A and twelve real storage locations in array B.

Of the twenty symbolic names allowed in the data types integer,real,and double precision, ten of them can be dimensioned to arrays. The maximum array size allowed is 100 by 100. In the character and logical data types only five symbolic names can be dimensioned to arrays. These arrays are limited to one dimensional arrays with a maximum size of 10.

INPUT/OUTPUT

Whenever it is necessary to put information into the computer or pull information out, you need to use input/output statements. These I/O statements are the READ and WRITE statements as explained below.

READ

```
READ(unum,*)[varname list]
```

```
READ(3,*)SUM,TAB(3),X
```

Where:

unum -- is the number of the unit device to be read from. This number must be an integer
varname -- is a list of variable names that the information read is to be stored in. Each name must be separated by a comma (SUM,TAB and X are previously declared variables).
* -- The star represents a free format. Free format is the only format allowed by INTERP.

In the above example the computer would go to device unit number 3 (say the keyboard) and wait for three (the number of names in variable list) separate values to be entered before continuing execution.

WRITE

```
WRITE(unum,*)[varname list]
```

```
WRITE(3,*)'THE VALUE OF SUM=',SUM,'I=',I
```

Where:

unum -- is the number of the unit device to be written to. This number must be an integer.
varname list -- is a list of variable names and/or character strings whose value are to be the output. Each element (variable name or character string) in the list are separated by a comma. Each character string must be enclosed with in quotes. (SUM and I are previously declared variables) If the variable list is omitted a blank line is written.
* -- The star represents a free format. Free format is the only format allowed by INTRERP.

In the above example the computer will go to device unit number 3 (say the CRT) and write the first character string followed by the value of SUM, then the second

character string followed by the value of I. The output of the example above could be:

SUM= 13 I= 1.375

ASSIGNMENT STATEMENTS

There are three types of assignment statements, they are:

CHARACTER
LOGICAL and
ARITHMETIC.

CHARACTER ASSIGNMENT STATEMENTS: This statement is used to assign a string of, up to 60 characters, to a variable name. This string must be bracketed by quotation marks.

EXAMPLE OF CHARACTER ASSIGNMENT

MONTHS='APRIL'

The character string APRIL is assigned to character variable MONTHS.

LOGICAL ASSIGNMENT STATEMENT: This statement is used to assign a logical value of TRUE or FALSE to a variable. To make this assignment a variable name is set equal to the character string .TRUE. or .FALSE. This character string must include the periods.

EXAMPLE OF LOGICAL ASSIGNMENT

FLAG=.TRUE.

A value of TRUE is assigned to the logical variable FLAG.

ARITHMETIC ASSIGNMENT STATEMENT: An arithmetic assignment can either be a value being assigned to a variable name or an arithmetic expression being evaluated and the results being assigned to a variable name.

If the data types of the variable name and the value to be assigned differ, the value is converted to the same data type as the variable name.

EXAMPLES OF MIXED MODE DATA TYPES

I=3.76 I => INTEGER I=3
A=2 A => REAL A=2.0

In an arithmetic expression the following symbols are recognized and are performed in the following order.

(,)	parenthesis
**	raised to a power
* , /	multiply and divide
+ , -	add and subtract

If two operators on the same line appear in an expression, they are performed in the order at which they appear.

EXAMPLE

$X=A+B/C*D$ is equal to $X=A+((B/C)*D)$

There are certain intrinsic functions available for uses in arithmetic expressions. They include:

SIN	}	Trigonometric Functions	
COS			
TAN			
ASIN			
ACOS			
ATAN	}	Absolute Value	
ABS			
SQRT			Square Root
EXP			exponential
LOG			logarithm

These intrinsic functions are used by placing the value to be evaluated in parentheses following the function name. The value in the parentheses can be a single value or a result of an expression.

EXAMPLES OF INTRINSIC FUNCTION USES

```
X=SIN(PI)
Y=SQRT(A**2+B**2)
```

CONTROL STATEMENTS

The control and branching that occur in a program is performed by the control statements listed below:

IF
DO
CONTINUE
GOTO
STOP/END

IF STATEMENT: There are two types of IF statements, the logical IF and the block IF. They both evaluate a logical expression then take appropriate action. The relational and logical operators available are:

RELATIONAL OPERATORS:

.LT.	LESS THAN
.LE.	LESS THAN OR EQUAL
.EQ.	EQUAL
.NE.	NOT EQUAL
.GT.	GREATER THAN
.GE.	GREATER THAN OR EQUAL

LOGICAL OPERATORS:

.AND.
.OR.

The logical expressions may contain up to two relational operators and one logical operator. The operands in the expression may be numbers or variables.

EXAMPLE OF LOGICAL EXPRESSION

(A.LT.5.AND.A.GE.2)

(A.EQ.B)

Each of these expressions would be evaluated to TRUE or FALSE. In the logical IF, the statement following the logical expression would be executed only if the logical expression is TRUE.

EXAMPLE OF LOGICAL IF

IF(A.EQ.B)B=7

If A is equal to B, B would then be assigned the value 7. If A is not equal to B, the value of B would remain unchanged.

In the block IF when the logical expression is evaluated it determines if a block of statements will be executed or not.

EXAMPLE OF BLOCK IF

```

IF(A.EQ.B)THEN
    BLOCK1
ELSE
    BLOCK2
ENDIF

```

If A is equal to B, all the statements in BLOCK1 will be executed and none in BLOCK2. If A is not equal to B no statements in BLOCK1 will be executed but all the statements in BLOCK2 will be executed.

The IF-block can also be structured in an ELSE IF THEN manner.

EXAMPLE OF ELSE IF THEN

```

IF(A.EQ.B)THEN
    BLOCK1
ELSE IF(A.LT.B)THEN
    BLOCK2
ELSE IF(C.GT.D)THEN
    BLOCK3
ELSE
    BLOCK4
ENDIF

```

The block of statements following the first TRUE logical expression will be executed. If all logical expressions are FALSE the block of statements following the ELSE will be executed. Only one block of statements will be executed.

DO STATEMENT: The DO statement provides a way to repeat the same lines of code.

EXAMPLE OF DO STATEMENT

```

DO 100 I=A,B,C

```

The DO statement initiates the DO loop. All statements following the DO statement will be executed up to and including the statement number 100. Statement number 100 cannot be a GOTO, DO, RETURN, END or STOP statement. The variable I is given the value of A and the loop is executed. Once statement number 100 is reached, the value of C is added to the value of I and the loop is executed again. If C is omitted, it is assumed to be one. The loop continues execution until the value of I is equal to the value of B.

Do loops can also be nested, by placing one loop inside another. The maximum depth of nesting is five.

EXAMPLE OF DO LOOP

```

      DO 100 J=1.0,3.2,0.2
          X=X+1
          Y=X+J
100  CONTINUE

```

This loop would be executed 11 times.

EXAMPLE OF NESTED DO LOOP

```

      DO 200 I=1,2
          DO 100 J=1,3
              WRITE(3,8)I,J
100  CONTINUE
200  CONTINUE

```

The output of this DO loop would be :

```

11
12
13
21
22
23

```

The outer loop would be executed twice and the inner loop would execute three times in each pass for a total of six times.

CONTINUE STATEMENT: The CONTINUE statement is not an executable statement. The CONTINUE statement is used to help make a program more readable. The most common use of this statement is at the bottom of a DO loop. However, it can be used anywhere.

GOTO STATEMENT: The GOTO statement is used to branch to a different part of the program. There are two types of GOTO statements, the unconditional GOTO and the computed GOTO.

EXAMPLE OF UNCONDITIONAL GOTO

```

      GOTO 120

```

This GOTO statement directs the program to continue execution at statement number 120.

EXAMPLE OF COMPUTED GOTO

```
GOTO(100,120,130,140)SUM
```

This GOTO statement directs the program to continue execution from one of the statement numbers listed. Which of the statement numbers is determined by the value of the variable SUM. If SUM=1 execution goes to statement 100 if SUM=2 execution goes to statement 120 and so on. The value of SUM cannot exceed the number of statement numbers listed.

END OR STOP STATEMENT: A STOP or END statement must be located at the end of a program. This indicates the end of the program and tells the interpreter to stop execution of the program and to return to the PATHWAY state.

APPENDIX B

PROGRAM LISTING


```

C          ERROR NUMBERS CALLED:
C          303
C          406
C          407
C
C          SUBROUTINES CALLED:
C          SARRAY
C          VARABL
C          NUMBER
C          ERROR
C          SEARCH
C          MAP
C          DOBEGN
C          DCHECK
C          DFOOT
C          PATHWY
C
C*****
PROGRAM VMAIN
INTEGER COMENT, ENDFLG, BUG, BLANK, LINFLG, DOFLG, ENTRY, TYPE,
$ CLNUM, SETFLG, LPOINT, IVAL, NUM, FINDEX, DINDEX, DO,
$ LINDEX, LEVEL, RSTART, MAXLIN
REAL R, REALDO
CHARACTER C*60, SCLINE*72, FILNAM*8, EXPRES*72, CLINE*72, WORD*10,
$ CONTER*9, LINE*72, DUMMY*1
DOUBLE PRECISION D
LOGICAL L
COMMON/SETUP/SETFLG
COMMON/STATE/RSTART
COMMON/DOBLK/DO(15,3), REALDO(15,2), DINDEX, FINDEX
COMMON/BLOCKC/CONTER(15)
COMMON/CONTRL/LINDEX, LPOINT, LEVEL, MAXLIN
COMMON/CONTR2/SCLINE(50)
COMMON/TRAP/CLINE, LINE
COMMON/CHECK/BUG
PARAMETER(IR=3, IW=3)
MAXLIN=50
WRITE(3,*) 'BUG=?'
READ(3,*) BUG
REWIND 3
WRITE(IW,*) "WELCOME TO 'INTERP', YOUR FORTRAN INTERPRETER"
100 WRITE(IW,*)
WRITE(IW,*) 'PLEASE ENTER THE NAME OF PROGRAM TO BE INTERPRETED'
READ(IR,1150,ERR=150)FILNAM
OPEN(UNIT=100,FILE=FILNAM,ERR=160)
C
C          CLEAR AND SET UP REGISTERS TO BEGIN NEW PROGRAM
C
200 SETFLG=1
CALL DOBEGN(CLINE, CLNUM, SETFLG)
CALL VARABL(0,C,TYPE,IVAL,RVAL,D,C,L)
CALL SARRAY(0,C,TYPE,IVAL,RVAL,D,C,L)
CALL MAP(IVAL,LPOINT)
CALL SEARCH(CLNUM,ENDFLG)
SETFLG=0
LEVEL=0
ENDFLG=0
LPOINT=0
LINDEX=0
RSTART=1
REWIND 3
WRITE(IR,*) 'THE PROGRAM NAMED ***',FILNAM, '*** IS BEING',
$ ' INTERPRETED'
10 GO TO(11,200,100,1000)RSTART
11 LPOINT=LPOINT+1
IF(LPOINT.LE.LINDEX)THEN
CLINE=SCLINE(LPOINT)
ELSE
LINDEX=LINDEX+1
READ(100,1250,END=170,ERR=180)SCLINE(LINDEX)
CLINE=SCLINE(LINDEX)
ENDIF

```

C		144
C	CHECK FOR COMMENT LINE	145
C		146
	LINE=CLINE	147
	COMENT=INDEX(CLINE,'C')	148
	IF(COMENT.EQ.1)GO TO 10	149
		150
C	LOOK FOR LINE #	151
C		152
	EXPRES=CLINE(1:72)	153
	DO 15 J=1,5	154
	BLANK=INDEX(EXPRES,'')	155
	IF(BLANK.NE.1) THEN	156
	LINFLG=1	157
	WORD=CLINE(1:5)	158
	CALL NUMBER(CLINE,WORD,TYPE,IVAL,R,D)	159
	GO TO(210,200,100,1000)RSTART	160
210	IF(TYPE.NE.1)CALL ERROR(CLINE,303)	161
	GO TO (211,200,100,1000)RSTART	162
211	NUM=IVAL	163
	IF(LINDEX.EQ.LPOINT)CALL MAP(NUM,LPOINT)	164
	GO TO (30,200,100,1000)RSTART	165
	GO TO 30	166
	ELSE	167
	EXPRES=CLINE(J:72)	168
	ENDIF	169
15	CONTINUE	170
30	IF(LINFLG.EQ.1)CALL DCHECK(SCLINE,LPOINT,DOFLG,ENTRY)	171
	GO TO(31,200,100,1000)RSTART	172
		173
C	LOOK FOR TYPE OF STATEMENT	174
C		175
31	CALL SEARCH(LPOINT,ENDFLG)	176
	GO TO (32,200,100,1000)RSTART	177
32	IF(DOFLG.EQ.1)CALL DOFOOT(DOFLG,ENTRY)	178
	GO TO (33,200,100,1000)RSTART	179
33	IF(ENDFLG.EQ.1) GO TO 20	180
	IF(DOFLG.EQ.1)LPOINT=ENTRY	181
	DOFLG=0	182
	LINFLG=0	183
	GO TO 10	184
20	WRITE(IW,*)'PROGRAM ***',FILNAM,'*** HAS BEEN INTERPRETED'	185
	WRITE(IW,*)	186
	WRITE(IW,*)'PRESS ENTER TO CONTINUE'	187
	READ(IR,FMT='(A)')DUMMY	188
	CALL PATHWY	189
	GO TO (1000,200,100,1000)RSTART	190
150	WRITE(IW,*)FILNAM,'is not reconizable'	191
	GO TO 100	192
160	WRITE(IW,*)'Program',FILNAM,'cannot be found'	193
	GO TO 100	194
170	CALL ERROR(SCLINE(LINDEX-1),406)	195
	GO TO (1000,200,100,1000)RSTART	196
180	CALL ERROR(SCLINE(LPOINT),407)	197
	GO TO (1000,200,100,1000) RSTART	198
1150	FORMAT(A8)	199
1250	FORMAT(A72)	200
1000	WRITE(IW,*)"YOU ARE LEAVING 'INTERP' HAVE A NICE DAY"	201
	STOP	202
	END	203

```

C***** SUBROUTINE MAP ***** 1
C 2
C CALLING FORMAT ----- MAP(USENUM,LPOINT) 3
C 4
C PURPOSE: TO CLEAR THE BRANCH TABLE AT BEGINNING OF 5
C NEW INTERPRETATIONS AND TO RECORD STATEMENT 6
C NUMBERS 7
C 8
C I/O PARAMETERS: 9
C 10
C INPUT: 11
C USENUM: THE STATEMENT NUMBER TO BE RECORDED 12
C LPOINT: THE LINE NUMBER OF THE LINE OF CODE WITH 13
C THE STATEMENT NUMBER 14
C 15
C COMMON PARAMETERS: 16
C 17
C SETFLG: A FLAG TO INDICATE TO CLEAR BRANCH TABLE AND 18
C BINDEX 19
C BRANCH: A TABLE THAT MAPS THE PROGRAM BEING INTERPRETED 20
C BINDEX: WHAT LINE OF TABLE BRANCH THE LAST ENTRY WAS 21
C MADE ON 22
C 23
C ERROR NUMBERS CALLED: 24
C NONE 25
C 26
C SUBROUTINES CALLED: 27
C NONE 28
C 29
C SUBROUTINES THAT CALL MAP: 30
C VMAIN 31
C 32
C***** 33
C 34
SUBROUTINE MAP(USENUM,LPOINT) 35
INTEGER BRANCH(20,6),SETFLG,BINDEX,BUG,USENUM 36
COMMON/SETUP/SETFLG 37
COMMON/BLOCK2/BRANCH,BINDEX 38
COMMON/CHECK/BUG 39
IF (SETFLG.EQ.1) THEN 40
    BINDEX=1 41
    DO 20 I=1,20 42
        DO 10 J=1,6 43
            BRANCH(I,J)=0 44
        CONTINUE 45
    CONTINUE 46
    GO TO 1000 47
ELSE 48
    CONTINUE 49
ENDIF 50
IF(LPOINT.LE.BRANCH(BINDEX,2))GO TO 1000 51
BINDEX=BINDEX+1 52
BRANCH(BINDEX,1)=USENUM 53
BRANCH(BINDEX,2)=LPOINT 54
BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5) 55
BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6) 56
1000 RETURN 57
END 58

```

```

C***** SUBROUTINE SEARCH *****
C
C   FORMAT ----- SEARCH(CLNUM,ENDFLG) -----
C
C   PURPOSE:          TO SEARCH FOR KEY WORDS AND CALL APPROPRIATE
C                     SUBROUTINE.
C
C   PARAMETERS:
C
C       USED FOR CONTROL:
C
C           DATAFG: FLAG TO INDICATE USER'S PROGRAM HAS
C                     ADVANCED PAST DECLARATION SECTION
C           ENDFLG: FLAG THAT IS SET WHEN END OF USER'S
C                     PROGRAM IS REACHED
C           CLNUM: THE LINE NUMBER OF THE LINE BEING
C                     INTERPRETED
C
C       FOR PARSING:
C
C           TYPE: DATA TYPE OF NUMBER
C           EXPRES: LINE OF CODE BEING PARSED
C           ASSIGN: ARRAY OF CHARACTER STRINGS OF DATA
C                   TYPE NAMES
C           LOOK,LOOK1: INTEGER LOCATIONS OF ELEMENTS
C                       BEING PARSED
C           COUNT: SAFETY CHECK IN DO-LOOP USED TO FIND
C                   BLANK LINES
C           VTYPE: DATA TYPE OF VARIABLE BEING SENT
C           I,R,D,C,L: PATHWAYS TO PAST VALUES OF INTEGER,
C                     REAL, DOUBLE PRECISION, CHARACTER, AND
C                     LOGICAL VALUES TO AND FROM SUBROUTINES
C
C       COMMON PARAMETERS:
C
C           SETFLG: FLAG WHEN SET INDICATES THE NEED TO
C                   CLEAR ALL TABLES AND REGISTERS
C           CLINE,LINE: THE LINE OF CODE BEING INTERPRETED
C           LINDEX: THE LINE NUMBER OF THE MOST ADVANCED
C                   LINE THAT HAS BEEN INTERPRETED
C           LPOINT: THE LINE NUMBER OF THE LINE BEING
C                   INTERPRETED
C           LEVEL: THE LEVEL OF IF NESTING
C           MAXLIN: THE MAXIMUM NUMBER OF LINES ALLOWED
C                   IN THE USERS PROGRAM
C           BRANCH: TABLE THAT MAPS THE USERS PROGRAM AS
C                   IT IS INTERPRETED
C           BINDEX: NUMBER OF THE LAST LINE ENTERED IN
C                   BRANCH
C           IFTABL: TABLE THAT KEEPS TRACK OF IF A BLOCK OF
C                   STATEMENTS HAVE BEEN EXECUTED AND IF
C                   AN ELSE STATEMENT HAS BEEN FOUND IN A
C                   IF STRUCTURE
C           IFFLAG: FLAG INDICATING A LOGICAL IF WITH A
C                   STATEMENT TO BE EXECUTED
C           IFLINE: STATEMENT TO BE EXECUTED FOLLOWING A
C                   LOGICAL IF
C
C   ERROR NUMBERS CALLED:
C       112
C       113
C       401
C       406
C
C   SUBROUTINES CALLED:
C       ERROR
C       VARABL
C       SARRAY
C       DOBEGN

```

```

C          SREAD          71
C          SWRITE        72
C          SIF           73
C          SGOTO         74
C          ARITH         75
C          SPAUSE        76
C          C             77
C*****          78
C          SUBROUTINE SEARCH(CLNUM,ENDFLG)          80
          INTEGER I,VTYPE,ENDFLG,LOOK1,LOOK,BUG,CHECK,TYPE,          81
          $ SETFLG,LEVEL,BRANCH(20,6),BINDEX,LINDEX,LPOINT,IFTABL(5,2),          82
          $ DATAFG,IFFLAG,MAXLIN,COUNT,CLNUM          83
          REAL R          84
          DOUBLE PRECISION D          85
          CHARACTER C*60,LINE*72,WORD*9,ASSIGN*9,VAR*15,EXPRES*72,          86
          $ IFLINE*72,CLINE*72          87
          DIMENSION ASSIGN(5)          88
          LOGICAL L          89
          COMMON/SETUP/SETFLG          90
          COMMON/BLOCK2/BRANCH,BINDEX          91
          COMMON/CONTRL/LINDEX,LPOINT,LEVEL,MAXLIN          92
          COMMON/TRAP/CLINE,LINE          93
          COMMON/IFBLK/IFTABL,IFFLAG          94
          COMMON/IFBLKC/IFLINE          95
          COMMON/CHECK/BUG          96
          IF(SETFLG.EQ.1)THEN          97
              DATAFG=0          98
              GO TO 10000          99
          ELSE          100
              CONTINUE          101
          ENDIF          102
          ASSIGN(1)='INTEGER'          103
          ASSIGN(2)='REAL'          104
          ASSIGN(3)='DOUBLE'          105
          ASSIGN(4)='CHARACTER'          106
          ASSIGN(5)='LOGICAL'          107
          C          108
          C          IS THE LINE TO BE EXECUTED FROM A LOGICAL IF STATEMENT          109
          C          110
          LINE=CLINE(7:72)          111
          10 IF(IFFLAG.EQ.1) LINE=IFLINE(1:72)          112
          C          113
          C          ELEMENANT BLANK CHARACTERS FROM BEGINNING OF LINE          114
          C          115
          COUNT=0          116
          100 LOOK=INDEX(LINE,' ')          117
          IF (LOOK.EQ.1) THEN          118
              LINE=LINE(2:72)          119
              COUNT=COUNT+1          120
              IF(COUNT.GT.72)THEN          121
                  CALL ERROR(LINE,406)          122
                  GO TO 10000          123
              ELSE          124
                  CONTINUE          125
              ENDIF          126
              GO TO 100          127
          ELSE          128
              WORD=LINE(1:LOOK-1)          129
          ENDIF          130
          EXPRES=LINE          131
          IF(DATAFG.EQ.1) GO TO 400          132
          C          133
          C          LOOK FOR 'PROGRAM' STATEMENT          134
          C          135
          LOOK=INDEX(EXPRES,'PROGRAM')          136
          IF(LOOK.NE.1)GO TO 200          137
          GO TO 10000          138

```

C			139
C		LOOK FOR 'DATA TYPE' STATEMENTS	140
C			141
200	DO 210 I=1,5		142
	IF (WORD .EQ. ASSIGN(I)) THEN		143
	VTYPE=I		144
	CALL VARABL(0,VAR,VTYPE,I,R,D,C,L)		145
	GO TO 10000		146
	ELSE		147
	CONTINUE		148
	ENDIF		149
210	CONTINUE		150
C			151
C		LOOK FOR 'DIMENSION' STATEMENT	152
C			153
300	LOOK=INDEX(EXPRES,'DIMENSION')		154
	IF(LOOK.NE.1) GO TO 400		155
	CALL SARRAY(0,VAR,TYPE,I,R,D,C,L)		156
	GO TO 10000		157
C			158
C		LOOK FOR THE BEGINNING OF A DO LOOP	159
C			160
400	DATAFG=1		161
	LOOK=INDEX(EXPRES,'DO')		162
	IF(LOOK.NE.1)GO TO 500		163
	CALL DOBEGN(EXPRES,CLNUM,SETFLG)		164
	GO TO 10000		165
C			166
C		LOOK FOR 'READ' STATEMENT	167
C			168
500	LOOK=INDEX(EXPRES,'READ')		169
	LOOK1=INDEX(EXPRES,'READ(')		170
	IF(LOOK.NE.1.AND.LOOK1.NE.1)GO TO 600		171
	CALL SREAD(EXPRES)		172
	GO TO 10000		173
C			174
C		LOOK FOR 'WRITE' STATEMENT	175
C			176
600	LOOK=INDEX(EXPRES,'WRITE')		177
	LOOK1=INDEX(EXPRES,'WRITE(')		178
	IF (LOOK.NE.1.AND.LOOK1.NE.1) GO TO 800		179
	CALL SWRITE(EXPRES)		180
	GO TO 10000		181
C			182
C		LOOK FOR AN 'IF' STATEMENT	183
C			184
800	LOOK=INDEX(EXPRES,'IF')		185
	LOOK1=INDEX(EXPRES,'IF(')		186
	IF(LOOK.NE.1.AND.LOOK1.NE.1) GO TO 900		187
	CALL SIF(EXPRES,1)		188
	IF(IFFLAG.EQ.1)GO TO 10		189
	GO TO 10000		190
C			191
C		LOOK 'ELSE' STATEMENT	192
C			193
900	LOOK=INDEX(EXPRES,'ELSE')		194
	IF(LOOK.NE.1)GO TO 1000		195
	CALL SIF(EXPRES,2)		196
	GO TO 10000		197
C			198
C		LOOK FOR 'ENDIF' STATEMENT	199
C			200
1000	LOOK=INDEX(EXPRES,'ENDIF')		201
	IF(LOOK.NE.1) GO TO 1100		202
	CALL SIF(EXPRES,3)		203
	GO TO 10000		204

		LOOK FOR 'GO TO' STATEMENT	205
C			206
C			207
1100	LOOK=INDEX(EXPRES,'GO TO')		208
	LOOK1=INDEX(EXPRES,'GOTO')		209
	IF(LOOK.NE.1.AND.LOOK1.NE.1)GO TO 1200		210
	CALL SGOTO(EXPRES)		211
	GO TO 10000		212
C			213
C		LOOK FOR 'CONTINUE' STATEMENT	214
C			215
1200	LOOK=INDEX(EXPRES,'CONTINUE')		216
	IF(LOOK.NE.1)GO TO 1300		217
	GO TO 10000		218
C			219
C		LOOK FOR AN ARITHMATIC '=' EXPRESSION	220
C			221
1300	LOOK=INDEX(EXPRES,'=')		222
	IF (LOOK .EQ. 0) GO TO 1400		223
	CHECK=INDEX(EXPRES,"=")		224
	IF(CHECK.NE.0) THEN		225
	VAR=EXPRES(1:CHECK-1)		226
	EXPRES=EXPRES(CHECK+2:72)		227
	LOOK=INDEX(EXPRES,"")		228
	IF(LOOK.EQ.0) THEN		229
	CALL ERROR(LINE,112)		230
	GO TO 10000		231
	ELSE		232
	CONTINUE		233
	ENDIF		234
	C=EXPRES(1:LOOK-1)		235
	CHECK=INDEX(VAR,'(')		236
	IF(CHECK.EQ.0)THEN		237
	CALL VARABL(1,VAR,4,I,R,D,C,L)		238
	GO TO 10000		239
	ELSE		240
	CALL SARRAY(1,VAR,4,I,R,D,C,L)		241
	GO TO 10000		242
	ENDIF		243
	ELSE		244
	CONTINUE		245
	ENDIF		246
	CHECK=INDEX(EXPRES,'=')		247
	IF(CHECK.NE.0) THEN		248
	VAR=EXPRES(1:CHECK-1)		249
	EXPRES=EXPRES(CHECK+2:72)		250
	LOOK=INDEX(EXPRES,'')		251
	IF(LOOK.EQ.0) THEN		252
	CALL ERROR(LINE,113)		253
	GO TO 10000		254
	ELSE		255
	CONTINUE		256
	ENDIF		257
	EXPRES=EXPRES(1:LOOK-1)		258
	IF(EXPRES.EQ.'TRUE')THEN		259
	L=.TRUE.		260
	ELSE IF (EXPRES.EQ.'FALSE')THEN		261
	L=.FALSE.		262
	ELSE		263
	CALL ERROR(LINE,113)		264
	GO TO 10000		265
	ENDIF		266
	CHECK=INDEX(VAR,'(')		267
	IF(CHECK.EQ.0)THEN		268
	CALL VARABL(1,VAR,5,I,R,D,C,L)		269
	GO TO 10000		270
	ELSE		271
	CALL SARRAY(1,VAR,5,I,R,D,C,L)		272
	GO TO 10000		273
	ENDIF		274
	ELSE		275
	CONTINUE		276
	ENDIF		277

	CALL ARITH(EXPRES)	278
	GO TO 10000	279
C		280
C	LOOK FOR 'PAUSE' STATEMENT	281
C		282
1400	IF(EXPRES.NE.'PAUSE')GO TO 1500	283
	CALL SPAUSE	284
	GO TO 10000	285
C		286
C	LOOK FOR 'STOP' STATEMENT	287
C		288
1500	IF(EXPRES .EQ.'STOP ') THEN	289
	ENDFLG=1	290
	GO TO 10000	291
	ELSE	292
	GO TO 1600	293
	ENDIF	294
C		295
C	LOOK FOR 'END' STATEMENT	296
C		297
1600	IF(EXPRES.EQ.'END') THEN	298
	ENDFLG=1	299
	GO TO 10000	300
	ELSE	301
	CONTINUE	302
	ENDIF	303
C		304
C	NO KEY WORDS FOUND	305
C		306
	CALL ERROR(LINE,401)	307
10000	IF(IFFLAG.EQ.1)IFFLAG=0	308
	RETURN	309
	END	310


```

C***** SUBROUTINE SREAD ***** 1
C 2
C CALLING FORMAT ----- SREAD(LINE) ----- 3
C 4
C PURPOSE: TO EXECUTE A FORTRAN READ STATEMENT 5
C 6
C I/O PARAMETERS: 7
C 8
C INPUT: 9
C LINE: A FORTRAN 77 FREE FORMATED READ 10
C STATEMENT 11
C OUTPUT: READING OF VALUES OF CHARACTERS AND VARIABLES 12
C THROUGH THE DEVICE SPECIFIED 13
C 14
C OTHER PARAMETERS: 15
C 16
C EXPRES: THE CHARACTER STRING OF THE READ STATEMENT THAT 17
C IS SHORTENED AS IT IS PARSED 18
C RPATH: INTEGER VALUE OF INPUT DEVICE DESIRED 19
C I,R,D,C,L: PATHWAYS TO SEND INTEGER,REAL,DOUBLE 20
C PRECISION,CHARACTER AND LOGICAL VALUES FROM 21
C SUBROUTINES NUMBER,SARRAY AND VARABL 22
C TYPE: THE VARIABLE TYPE RETURNED FROM SUBROUTINE 23
C NUMBER,SARRAY,AND VARABL 24
C WORD: A CHARACTER STRING THAT REPRESENTS A NUMERIC 25
C VALUE 26
C LPARTH,RPARTH: LOCATION OF LEFT AND RIGHT PARENTHESIS 27
C IN ARRAY VARIABLES 28
C COMMA: LOCATION OF LEFT MOST COMMA IN EXPRES 29
C BLANK: LOCATION OF BLANK AFTER LAST ELEMENT TO BE READ 30
C ARAYFG: A FLAG TO MARK THAT THE ELEMENT BEING READ 31
C IS AN ARRAY ELEMENT 32
C ENDFLG: A FLAG TO INDICATE THE LAST ELEMENT IN THE 33
C VARIABLE LIST 34
C COMMON PARAMETERS: 35
C 36
C RSTART: A VARIABLE THATS VALUE INDUCATES 37
C WHICH DIRECTION VMAIN IS TO TAKE 38
C 1: CONTINUE EXECUTION 39
C 2: RESTART EXECUTION FROM START 40
C 3: EXECUTE DIFFERENT PROGRAM 41
C 4: STOP 42
C 43
C ERROR NUMBERS CALLED: 44
C 101 45
C 102 46
C 103 47
C 105 48
C 111 49
C 50
C SUBROUTINES CALLED: 51
C ERROR 52
C NUMBER 53
C SARRAY 54
C VARABL 55
C 56
C SUBROUTINES THAT CALL SREAD: 57
C SEARCH 58
C 59
C ***** 60
C 61
C 62
C SUBROUTINE SREAD(LINE) 63
C INTEGER LOOK,COMMA,I,TYPE,BLANK,RPATH,ENDFLG,BUG,LPARTH, 64
C RPARTH,ARAYFG,RSTART 65
C $ REAL R 66
C DOUBLE PRECISION D 67
C CHARACTER LINE*72,EXPRES*72,WORD*10,C*60,CHECK*1 68
C LOGICAL L 69
C COMMON/STATE/RSTART 70
C COMMON/CHECK/BUG 71
C ENDFLG=0 72

```

C		73
C	PARSE READ STATEMENT	74
C		75
	LOOK=INDEX(LINE,'(')	76
	IF(LOOK.EQ.0) THEN	77
	CALL ERROR(LINE,101)	78
	RETURN	79
	ELSE	80
	CONTINUE	81
	ENDIF	82
	EXPRES=LINE(LOOK+1:72)	83
	COMMA=INDEX(EXPRES,',')	84
	IF(COMMA.GT.5.OR.COMMA.EQ.0) THEN	85
	CALL ERROR(LINE,105)	86
	RETURN	87
	ELSE	88
	CONTINUE	89
	ENDIF	90
C		91
C	FIND UNIT NUMBER TO READ FROM	92
C		93
	WORD=EXPRES(1:COMMA-1)	94
	CALL NUMBER(LINE,WORD,TYPE,RPATH,R,D)	95
	IF(RSTART.NE.1)GO TO 1000	96
	IF(TYPE.NE.1) THEN	97
	CALL ERROR(LINE,102)	98
	RETURN	99
	ELSE	100
	CONTINUE	101
	ENDIF	102
C		103
C	CHECK FOR FREE FORMAT	104
C		105
	EXPRES=EXPRES(COMMA+1:72)	106
	LOOK=INDEX(EXPRES,'*')	107
	IF(LOOK.NE.1) THEN	108
	CALL ERROR(LINE,103)	109
	RETURN	110
	ELSE	111
	CONTINUE	112
	ENDIF	113
C		114
C	PARSE VARIABLE NAMES BEING READ	115
C		116
	EXPRES=EXPRES(3:72)	117
100	COMMA=INDEX(EXPRES,',')	118
	LPARTH=INDEX(EXPRES,'(')	119
	IF((LPARTH.LT.COMMA.AND.LPARTH.NE.0).OR.(LPARTH.NE.0.AND.	120
\$	COMMA.EQ.0)) THEN	121
	RPARTH=INDEX(EXPRES,')')	122
	WORD=EXPRES(1:RPARTH)	123
	COMMA=RPARTH+1	124
	CHECK=EXPRES(COMMA:COMMA)	125
	IF(CHECK.NE.',')ENDFLG=1	126
	ARAYFG=1	127
	ELSE	128
	IF(COMMA.EQ.0) THEN	129
	BLANK=INDEX(EXPRES,' ')	130
	IF(BLANK.EQ.0) THEN	131
	CALL ERROR(LINE,105)	132
	RETURN	133
	ELSE	134
	CONTINUE	135
	ENDIF	136
	WORD=EXPRES(1:BLANK-1)	137
	ENDFLG=1	138
	ELSE	139
	WORD=EXPRES(1:COMMA-1)	140
	ENDIF	141
	ARAYFG=0	142
	ENDIF	143

C C C	READ IN VALUE FOR VARIABLE IN READ STATEMENT	144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170
	IF(ARAYFG.EQ.1)CALL SARRAY(2,WORD,TYPE,I,R,D,C,L)	
	IF(RSTART.NE.1)GO TO 1000	
	IF(ARAYFG.EQ.0)CALL VARABL(2,WORD,TYPE,I,R,D,C,L)	
	IF(RSTART.NE.1)GO TO 1000	
	GO TO (110,120,130,140,150)TYPE	
110	READ(RPATH,*,ERR=300)I	
	GO TO 200	
120	READ(RPATH,*,ERR=300)R	
	GO TO 200	
130	READ(RPATH,*,ERR=300)D	
	GO TO 200	
140	READ(RPATH,FMT='(A60)',ERR=300)C	
	GO TO 200	
150	READ(RPATH,*,ERR=300)L	
200	IF(ARAYFG.EQ.1)CALL SARRAY(1,WORD,TYPE,I,R,D,C,L)	
	IF(RSTART.NE.1)GO TO 1000	
	IF(ARAYFG.EQ.0)CALL VARABL(1,WORD,TYPE,I,R,D,C,L)	
	IF(RSTART.NE.1)GO TO 1000	
	IF(ENDFLG.EQ.1)GO TO 1000	
	EXPRES=EXPRES(COMMA+1:72)	
	GO TO 100	
300	CALL ERROR(LINE,111)	
1000	RETURN	
	END	

```

C***** SUBROUTINE SWRITE ***** 1
C 2
C CALLING FORMAT----- SWRITE(LINE) ----- 3
C 4
C PURPOSE: TO EXECUTE A FORTRAN WRITE STATEMENT 5
C 6
C I/O PARAMETERS: 7
C 8
C INPUT: 9
C LINE: A FORTRAN 77,FREE FORMATED WRITE STATEMENT 10
C OUTPUT: 11
C PRINTING OF CHARACTER STRINGS AND VARIABLE VALUE 12
C TO THE OUTPUT DEVICE SPECIFIED 13
C 14
C OTHER PARAMETERS: 15
C 16
C FOR PARSING: 17
C 18
C EXPRES: THE CHARACTER STRING OF THE WRITE 19
C STATEMENT THAT IS SHORTENED AS IT IS 20
C PARSED 21
C PATH: CHARACTER STRING SPECIFYING OUTPUT DEVICE 22
C WPATH: THE INTEGER VALUE OF THE OUTPUT DEVICE 23
C AVAR: THE CHARACTER STRING OF THE VARIABLE 24
C NAME TO BE PRINTED 25
C I,R,D,C,L: PATHWAYS TO SEND INTEGER,REAL,DOUBLE 26
C PRECISION,CHARACTER AND LOGICAL VALUES 27
C FROM SUBROUTINES NUMBER,SARRAY AND 28
C VARABL 29
C TYPE: THE VARIABLE TYPE RETURNED FROM 30
C SUBROUTINE NUMBER,SARRAY AND VARABL 31
C 1-INTEGER 32
C 2-REAL 33
C 3-DOUBLE PRECISION 34
C 4-CHARACTER 35
C 5-LOGICAL 36
C START: A POINTER OF HOW MUCH OF THE LINE HAS 37
C BEEN PARSED 38
C LPAR,RPAR: THE LOCATION OF LEFT AND RIGHT 39
C PARENTHESES IN VARIABLE ARRAYS 40
C ENDFLG: FLAG TO INDICATE THE LAST ELEMENT IN THE 41
C VARIABLE LIST 42
C COMMA,QOUT: LOCATION OF LEFT MOST COMMA AND 43
C QUOTE IN EXPRES 44
C 45
C TO CREAT OUTPUT: 46
C 47
C STRING:A CHARACTER VARIABLE THAT STORES THE 48
C VALUE OF THE VARIABLE TO BE PRINTED 49
C LENGTH: THE LENGTH OR WIDTH OF THE VARIABLE 50
C VALUE OR CHARACTER STRING TO BE PRINTED 51
C CHAR: A CHARACTER STRING TO BE PRINTED 52
C SAVE: TEMPORARY STARAGE OF CHARACTER STRING TO 53
C BE PRINTED 54
C HOLD: TEMPORARY STORAGE OF CHARACTER VARIABLE 55
C FOR CANCATENATION OF OUTPUT LINE 56
C LNSTOR: THE COMPLETE CHARACTER STRING TO BE 57
C PRINTED 58
C 59
C TO DETECT ERRORS: 60
C 61
C LPARTH,RPARTH: CHARACTER STRINGS TO CHECK 62
C SYNTAX OF LEFT AND RIGHT PARENTHESES 63
C STAR: CHARACTER STRING TO CHECK SYNTAX FOR 64
C FREE FORMAT 65
C 66
C ERROR NUMBERS CALLED: 67
C 101 68

```

C		102	69
C		103	70
C		104	71
C		105	72
C		114	73
C		115	74
C			75
C	SUBROUTINES CALLED:		76
C		NUMBER	77
C		SARRAY	78
C		VARABL	79
C		ERROR	80
C			81
C	SUBROUTINES THAT CALL SWRITE:		82
C		SEARCH	83
C			84
C	*****		85
C			86
C			87
	SUBROUTINE SWRITE(LINE)		88
	INTEGER COMMA,QUOT,START,TYPE,WPATH,I,ENDFLG,BUG,LPAR,RPAR,		89
\$	LENGTH,CHCK,COUNT,RSTART		90
	REAL R		91
	DOUBLE PRECISION D		92
	CHARACTER LINE*72,LPARTH*1,RPARTH*1,PATH*10,STAR*2,EXPRES*72,		93
\$	C*60,AVAR*15,CHAR*72,CHECK*1,STRING*72,HOLD*(*),		94
\$	LNSTOR*(*),SAVE*72		95
	LOGICAL L		96
	COMMON/STATE/RSTART		97
	COMMON/CHECK/BUG		98
	ENDFLG=0		99
C			100
C		CHECK SYNTAX OF STATEMENT	101
C			102
	EXPRES=LINE(1:72)		103
	LPARTH=EXPRES(6:6)		104
	IF(LPARTH .NE. '(') THEN		105
	CALL ERROR(LINE,101)		106
	RETURN		107
	ELSE		108
	CONTINUE		109
	ENDIF		110
C			111
C		FIND NUMBER OF OUTPUT DEVICE TO BE USED	112
C			113
	COMMA=INDEX(EXPRES,',')		114
	IF(COMMA.EQ.0.OR.COMMA.GT.10) THEN		115
	CALL ERROR(LINE,105)		116
	RETURN		117
	ELSE		118
	CONTINUE		119
	ENDIF		120
	PATH=EXPRES(7:COMMA-1)		121
	CALL NUMBER(LINE,PATH,TYPE,WPATH,R,D)		122
	IF(RSTART.NE.1)GO TO 1000		123
	IF(TYPE .NE. 1) THEN		124
	CALL ERROR(LINE,102)		125
	RETURN		126
	ELSE		127
	CONTINUE		128
	ENDIF		129
C			130
C		MAKE SURE USER IS USING FREE FORMAT	131
C			132
	STAR=EXPRES(COMMA+1:COMMA+2)		133
	IF(STAR.NE.'*')THEN		134
	CALL ERROR(LINE,103)		135
	RETURN		136
	ELSE		137
	CONTINUE		138
	ENDIF		139
	START=COMMA+3		140

```

C                                     141
C                                     142
C                                     143
C                                     144
10  EXPRES=EXPRES(START:72)           145
C                                     146
C                                     147
C                                     148
C                                     149
C                                     150
C                                     151
C                                     152
C                                     153
C                                     154
C                                     155
C                                     156
C                                     157
C                                     158
C                                     159
C                                     160
C                                     161
C                                     162
C                                     163
C                                     164
C                                     165
C                                     166
C                                     167
C                                     168
C                                     169
C                                     170
C                                     171
C                                     172
C                                     173
C                                     174
C                                     175
C                                     176
C                                     177
C                                     178
C                                     179
C                                     180
C                                     181
C                                     182
C                                     183
C                                     184
C                                     185
100  GO TO (100,200,300,400,500)TYPE 186
C                                     187
C                                     188
200  WRITE(String,FMT='(F20.10)')R    189
C                                     190
C                                     191
300  WRITE(String,FMT='(E20.10)')D    192
C                                     193
C                                     194
C                                     195
500  WRITE(String,FMT='(A72)')C        196
C                                     197
C                                     198
C                                     199
C                                     200
510  COUNT=0                          201
C                                     202
C                                     203
C                                     204
C                                     205
C                                     206
C                                     207
C                                     208
C                                     209
C                                     210
C                                     211
C                                     212

```

C		FIND LENGTH OF 'STRING'	213
C			214
C		LENGTH=INDEX(STRING, ' ')	215
	ELSE		216
			217
C		A CHARACTER STRING IS TO BE WRITTEN	218
C			219
C			220
550		IF(QUOT .NE. 1) THEN	221
		CALL ERROR(LINE,104)	222
		RETURN	223
	ELSE		224
		CONTINUE	225
	ENDIF		226
		CHAR=EXPRES(2:72)	227
		QUOT=INDEX(CHAR, "'")	228
		IF(QUOT.GT.60.OR.QUOT.EQ.0)THEN	229
		CALL ERROR(LINE,115)	230
		RETURN	231
	ELSE		232
		CONTINUE	233
	ENDIF		234
		LENGTH=QUOT-1	235
		SAVE=CHAR(1:QUOT-1)	236
C			237
C		WRITE CHARACTER STRING TO 'STRING'	238
C			239
		WRITE(STRING,FMT='(A72)')SAVE	240
		IF (ENDFLG .EQ. 0) THEN	241
		CHECK=CHAR(QUOT+1:QUOT+1)	242
		IF(CHECK.NE.',') THEN	243
		CALL ERROR(LINE,104)	244
		RETURN	245
		ELSE	246
		CONTINUE	247
		ENDIF	248
		COMMA=QUOT+2	249
	ELSE		250
		CONTINUE	251
	ENDIF		252
600	ENDIF		253
C			254
C		CANCATENATE 'STRING' TO EXISTING OUTPUT	255
C			256
		HOLD=LNSTOR//' '//STRING(1:LENGTH)	257
650		LNSTOR=HOLD	258
C			259
C		UPDATE TO FIND NEXT ELEMENT TO BE PRINTED	260
C			261
		START=COMMA+1	262
		IF (ENDFLG .EQ. 0) GO TO 10	263
			264
C		ENTIRE LINE IS READ---WRITE IT TO DESIRED DEVICE	265
C			266
		WRITE(IW,*)LNSTOR	267
			268
C		CLEAR LINE STORAGE FOR NEXT WRITE STATEMENT	269
C			270
		LNSTOR=' '	271
1000		RETURN	272
		END	273

```

C***** SUBROUTINE VARABL *****
C
C CALLING FORMAT ----- SARRAY(DIR,VAR,VTYPER,IVALUE,RVALUE,DVALUE
C                               CVALUE,LVALUE)
C
C PURPOSE: TO INITIALIZE USER VARIABLE NAMES AND TO STORE
C           AND RETRIEVE USER VARIABLE VALUES.
C
C PARAMETERS:
C
C           I/O PARAMETERS:
C
C           DIR: THE CODE OF TASK TO BE PERFORMED
C                 0  INITIALIZES VARIABLE NAME
C                 1  STORES A VARIABLE VALUE
C                 2  RETRIEVES A VARIABLE VALUE
C                 3  REMOVE VARIABLE NAME TO MAKE IT
C                    AN ARRAY
C
C           VAR: CHARACTER STRING OF USER DEFINED
C                VARIABLE NAME
C
C           VTYPER: THE TYPE OF VARIABLE BEING PASSED
C                   1  INTEGER
C                   2  REAL
C                   3  DOUBLE PRECISION
C                   4  CHARACTER
C                   5  LOGICAL
C
C           IVALUE,RVALUE,DVALUE,CVALUE,DVALUE: PATHWAYS
C                TO SEND VALUES OF INTEGER,REAL,DOUBLE
C                PRECISION,CHARACTER AND LOGICAL TO AND
C                FROM SUBROUTINE
C
C           FOR PARSING:
C
C           EXPRES: CHARACTER STRING THAT IS SHORTENED
C                   AS A LINE IS PARSED
C           WORD: CHARACTER STORAGE OF ARRAY SUBSCRIPTS
C
C           TO STORE AND RETRIEVE VARIABLES:
C
C           VNTYPER: DATA TYPE VARIABLE NAME HAS BEEN DECLARE
C
C           COMMON PARAMETERS:
C
C           LINE: CHARACTER STRING OF LINE BEING
C                 INTERPRETED
C           IVAL,RVAL,DVAL,CVAL,DVAL: ARRAYS TO STORE USER
C                 DEFINED VALUES OF TYPES INTEGER,REAL,
C                 DOUBLE PRECISION,CHARACTER AND LOGICAL
C           VARTBL: A 2-D CHARACTER ARRAY OF ALL USER DEFINED
C                 VARIABLE NAMES
C           VINDEK: AN INTEGER ARRAY OF THE NUMBER OF
C                 VARIABLES DECLARED IN EACH TYPE
C           SETFLG: FLAG USED TO CLEAR TABLES TO BEGIN
C                 NEW EXECUTION
C
C           ERROR NUMBERS CALLED:
C                 305
C                 501
C                 502
C                 503
C                 510
C                 601
C
C           SUBROUTINES CALLED:
C                 NONE

```



```

C          SUBROUTINES THAT CALL VARABL:
C          VMAIN
C          SARRAY
C          SEARCH
C*****
C          SUBROUTINE VARABL(DIR,VAR,VTYPE,IVALUE,RVALUE,DVALUE,
$              CVALUE,LVALUE)
$          INTEGER IVALUE,VTYPE,INDX,VINDEX,IVAL,DIR,VNTYPE,BUG,
$              SETFLG,AINDEX,AINFO,IARAY
$          REAL RVALUE,RVAL,RARAY
$          DOUBLE PRECISION DVALUE,DVAL,DARAY
$          CHARACTER VARTBL*6,CVALUE*60,VAR*6,CVAL*60,CLINE*72,LINE*72,
$              EXPRES*72,WORD*10
$          LOGICAL LVALUE,LVAL,LARAY
$          COMMON/TRAP/CLINE,LINE
$          COMMON/ERVAR1/VARTBL(20,5),CVAL(20)
$          COMMON/EINTEG/VINDEX(5),IVAL(20),AINDEX(5),AINFO(10,5,3),
$              IARAY(100,100,10)
$          COMMON/ERREAL/RVAL(20),RARAY(100,100,10)
$          COMMON/EDOUBL/DVAL(20),DARAY(100,100,10)
$          COMMON/ERVAR5/LVAL(20),LARAY(100,5)
$          COMMON/SETUP/SETFLG
$          COMMON/CHECK/BUG
C          CLEAR REGISTER FOR NEW EXECUTION
C          IF(SETFLG.EQ.1)THEN
C              DO 12 I=1,5
C                  DO 11 J=1,20
C                      VARTBL(J,I)='
11                      CONTINUE
C              VINDEX(I)=0
12              CONTINUE
C              GO TO 1000
C          ELSE
C              CONTINUE
C          ENDIF
C          ADDING THE VARIABLE NAME TO LIST
C          IF (DIR.EQ.0)THEN
C              LOOK=INDEX(LINE,' ')
C              EXPRES=LINE(LOOK+1:72)
C              IF(VTYPE.EQ.3) THEN
C                  LOOK=INDEX(EXPRES,' ')
C                  WORD=EXPRES(1:LOOK-1)
C                  IF(WORD.NE.'PRECISION') THEN
C                      CALL ERROR(LINE,502)
C                      GO TO 1000
C                  ELSE
C                      CONTINUE
C                  ENDIF
C              ELSE
C                  EXPRES=EXPRES(LOOK+1:72)
C              CONTINUE
C          ENDIF
131          LOOK=INDEX(EXPRES,' ')
C          IF(VTYPE.EQ.4)LOOK=INDEX(EXPRES,'*')
C          IF (LOOK.GT. 7) THEN
C              CALL ERROR(LINE,501)
C              GO TO 1000
C          ELSE
C              CONTINUE
C          ENDIF

```

```

IF (LOOK .GT. 0) THEN
    VAR=EXPRES(1:LOOK-1)
    VINDEX(VTYPE)=VINDEX(VTYPE)+1
    INDX=VINDEX(VTYPE)
    IF(INDX.GT.20)THEN
        CALL ERROR(LINE,510)
        GO TO 1000
    ELSE
        CONTINUE
    ENDIF
    VARTBL(INDX,VTYPE)=VAR
    IF(VTYPE.EQ.4)LOOK=INDEX(EXPRES,',')
    EXPRES=EXPRES(LOOK+1:72)
    GO TO 131
ELSE
    LINEND=INDEX(EXPRES,' ')
    IF (LINEND .GT. 7)THEN
        CALL ERROR(LINE,501)
        GO TO 1000
    ELSE
        CONTINUE
    ENDIF
    VAR=EXPRES(1:LINEND-1)
    VINDEX(VTYPE)=VINDEX(VTYPE)+1
    INDX=VINDEX(VTYPE)
    IF(INDX.GT.20)THEN
        CALL ERROR(LINE,510)
        GO TO 1000
    ELSE
        CONTINUE
    ENDIF
    VARTBL(INDX,VTYPE)=VAR
ENDIF
DO 210 I=1,6
    FORMAT(5(A8))
    CONTINUE
    ELSE
C
C
C
        FIND A VARIABLE NAME IN THE LIST
        DO 20 I= 1,5
            DO 10 J = 1,20
                IF (VARTBL(J,I).EQ.VAR) THEN
                    VNTYPE=I
                    INDX=J
                    GO TO 25
                ELSE
                    CONTINUE
                ENDIF
            CONTINUE
        10
        20
        CONTINUE
        CALL ERROR(VAR,503)
        GO TO 1000
C
C
C
        ASSIGNING A VARIABLE A VALUE
        25
        IF(DIR.EQ.1)THEN
            IF(VTYPE.EQ.VNTYPE)THEN
                GO TO (30,40,50,60,70) VNTYPE
            30
                IVAL(INDX) = IVALUE
                GO TO 80
            40
                RVAL(INDX) = RVALUE
                GO TO 80
            50
                DVAL(INDX) = DVALUE
                GO TO 80
            60
                CVAL(INDX) = CVALUE
                GO TO 80
            70
                LVAL(INDX) = LVALUE
            ELSE
                IF(VTYPE.GT.3) THEN
                    CALL ERROR(VAR,305)
                    GO TO 1000
                207
                208
                209

```

	ELSE	210
	CONTINUE	211
	ENDIF	212
	GO TO(310,320,330)VTYPE	213
310	IF(VNTYPE.EQ.2)RVAL(INDX)=IVALUE	214
	IF(VNTYPE.EQ.3)DVAL(INDX)=IVALUE	215
	GO TO 350	216
320	IF(VNTYPE.EQ.1)IVAL(INDX)=RVALUE	217
	IF(VNTYPE.EQ.3)DVAL(INDX)=RVALUE	218
	GO TO 350	219
330	IF(VNTYPE.EQ.1)IVAL(INDX)=DVALUE	220
	IF(VNTYPE.EQ.2)RVAL(INDX)=DVALUE	221
350	ENDIF	222
C		223
C	RETRIEVING A VARIABLE VALUE	224
C		225
80	ELSE IF(DIR.EQ.2) THEN	226
	VTYPE=VNTYPE	227
	GO TO (100,110,120,130,140) VTYPE	228
100	IVALUE = IVAL(INDX)	229
	GO TO 150	230
110	RVALUE = RVAL(INDX)	231
	GO TO 150	232
120	DVALUE = DVAL(INDX)	233
	GO TO 150	234
130	CVALUE = CVAL(INDX)	235
	GO TO 150	236
140	LVALUE = LVAL(INDX)	237
	ELSE IF(DIR.EQ.3) THEN	238
C		239
C	CHANGING A VARIABLE NAME TO AN ARRAY	240
C		241
	VTYPE=VNTYPE	242
	VARTBL(INDX,VNTYPE)='	243
	ELSE	244
	CALL ERROR(VAR,601)	245
150	ENDIF	246
	ENDIF	247
1000	RETURN	248
	END	249

```

C***** SUBROUTINE SARRAY ***** 1
C 2
C CALLING FORMAT ----- SARRAY(DIR,AVAR,NTYPE,IV,RV,DV,CV,LC) 3
C 4
C PURPOSE: TO INITIALIZE USER ARRAY NAMES AND TO STORE 5
C AND RETRIEVE USER ARRAY VALUES. 6
C 7
C PARAMETERS: 8
C 9
C I/O PARAMETERS: 10
C 11
C DIR: THE CODE OF TASK TO BE PREFORMED 12
C 0 INITIALIZES VARIABLE NAME 13
C 1 STORES A VARIABLE VALUE 14
C 2 RETRIEVES A VARIABLE VALUE 15
C 16
C AVAR: CHARACTER STRING OF USER DEFINED 17
C VARIABLE NAME, INCLUDING SUBSCRIPT 18
C VALUES, IF ANY 19
C 20
C NTYPE: THE TYPE OF VALUE BEING PASSED TO 21
C BE STORED: 22
C 1: INTEGER 23
C 2: REAL 24
C 3: DOUBLE PRECISION 25
C 4: CHARACTER 26
C 5: LOGICAL 27
C 28
C THE REMAINING PARAMETERS ARE PATHWAYS TO SEND VALUES 29
C 30
C FOR PARSING: 31
C 32
C EXPRES: CHARACTER STRING THAT IS SHORTENED 33
C AS A LINE IS PARSED 34
C CHECK: CHARACTER STRING USED TO CHECK SYNTAX 35
C OF LINE 36
C LOCAT: A CHARACTER STRING OF THE SUBSCRIPT 37
C VALUES OF THE USER DEFINED ARRAY 38
C VARNAM: CHARACTER STRING OF THE USER DEFINED 39
C ARRAY NAME WITH NO SUBSCRIPTS 40
C VTYPE: INTEGER VALUE THAT DISCRIBES VARIABLE 41
C TYPE 42
C ATYPE: INTEGER VALUE THAT DISCRIBES ARRAY TYPE 43
C INDX: INTEGER VALUE THAT INDEXES WHICH USER 44
C DEFINED VARIABLE IS SOUGHT 45
C ANUM: INTEGER VALUE THAT INDEXES WHICH USER 46
C DEFINED ARRAY IS SOUGHT 47
C COMMA: LOCATION OF COMMA IN ARRAY SUBSCRIPT 48
C DIMEN: STORES VALUE OF THE DIMENSION OF THE 49
C USER DEFINED ARRAY 50
C MAXROW: MAXIMUM NUMBER OF ROWS IN USER DEFINED 51
C ARRAY 52
C MAXCOL: MAXIMUM NUMBER OF COLUMES IN USER 53
C DEFINED ARRAY 54
C COLVAL: THE COLUMN SUBSCRIPT OF USER ARRAY 55
C ROWVAL: THE ROW SUBSCRIPT OF USER ARRAY 56
C I,R,D: PATHWAYS TO RECIEVE INTEGER,REAL AND 57
C DOUBLE PRECISION VALUES FROM SUBROUTINE 58
C NUMBER 59
C WORD: CHARACTER STORAGE OF ARRAY SUBSCRIPTS 60
C LLOOK,RLOOK: INTEGER LOCATIONS OF RIGHT AND 61
C LEFT PARTHESIS 62
C LOOK: INTEGER LOCATION OF A CHARACTER 63
C USED IN PARSING 64
C SYNCHK: INTEGER VALUE USED TO CHECK SYNTAX 65
C ERRORS 66
C 67
C 68

```

C	TO STORE AND RETRIEVE VARIABLE:	69
C		70
C	IV,RV,DV,CV,LV: TEMPORARY STORAGE OF THE	71
C	VALUE BEING PASSED OF TYPE INTEGER	72
C	REAL,DOUBLE PRECISION, CHARACTER OR	73
C	LOGICAL	74
C		75
C	ERROR TRAPPING:	76
C		77
C	TYPE: THE TYPE OF VALUE RETURNED FROM	78
C	CALLING SUBROUTINE SCRIPT WHEN AN	79
C	ARRAY SUBSCRIPT IS SENT.(MUST BE AN	80
C	INTEGER)	81
C		82
C	COMMON PARAMETERS:	83
C		84
C	RSTART: A VARIABLE THATS VALUE INDICATES	85
C	WHICH DIRECTION VMAIN IS TO TAKE:	86
C	1: CONTINUE EXECUTION	87
C	2: RESTART EXECUTION FROM START	88
C	3: EXECUTE DIFFERENT PROGRAM	89
C	4: STOP	90
C		91
C	LINE: CHARACTER STRING OF LINE BEING	92
C	INTERPRETED	93
C	EXPRES: CHARCTER STRING THAT IS SHORTENED	94
C	AS LINE IS PARSED	95
C	CHECK: CHARACTER STRING USED TO CHECK	96
C	SYNTAX OF LINE	97
C	ARAYTB: A 2-D CHARACTER ARRAY OF ALL USER	98
C	DEFINED ARRAY NAMES	99
C	CARAY: A CHARACTER ARRAY OF USER DEFINED	100
C	CHARACTER ARRAY VALUES	101
C	AINDEX: AN INTEGER ARRAY OF THE NUMBER OF	102
C	ARRAYS DECLARED IN EACH TYPE	103
C	AINFO: AN INTEGER ARRAY THAT STORES THE USER	104
C	DEFINED ARRAY DIMENSIONS	105
C	IARAY,RARAY,DARAY,LARAY: ARRAYS OF USER DEFINED	106
C	ARRAY VALUES OF TYPE INTEGER,REAL,	107
C	SETFLG: FLAG USED TO CLEAR TABLES TO BEGIN	108
C	NEW EXECUTION	109
C		110
C	ERROR NUMBERS CALLED:	111
C	304	112
C	305	113
C	504	114
C	505	115
C	506	116
C	506	117
C	507	118
C	509	119
C		120
C	SUBROUTINES CALLED:	121
C	VARABL	122
C	SCRIPT	123
C		124
C	SUBROUTINES THAT CALL SARRAY:	125
C	VMAIN	126
C	SREAD	127
C	SWRITE	128
C	SEARCH	129
C		130
C	*****	131
C		132
	SUBROUTINE SARRAY(DIR,AVAR,NTYPE,IV,RV,DV,CV,LV)	133
	INTEGER DIR,TYPE,IV,LOOK, LLOOK,RLOOK,SYNCHK,ATYPE,VINDEX,	134
\$	COMMA,DIMEN,MAXROW,MAXCOL,ROWVAL,COLVAL,AINDEX,IVAL,	135
\$	ANUM,AINFO,IARAY,BUG,NTYPE,RSTART,SETFLG,INDX	136
	REAL RV,R,RARAY,RVAL	137
	DOUBLE PRECISION DV,D,DARAY,DVAL	138
	CHARACTER CV*60,LINE*72,C*8,EXPRES*72,WORD*10,AVAR*15,HOLD*10,	139
\$	ARAYTB*6,CHECK*10,CARAY*60,CLINE*72,VARNAM*6,LOCAT*10	140

```

LOGICAL LV,L,LARAY,LVAL
COMMON/ERVAR3/CARAY(100,5)
COMMON/EINTEG/VINDEX(5),IVAL(20),AINDEX(5),AINFO(10,5,3),
$      IARRAY(100,100,10)
COMMON/EREAL/RVAL(20),RARAY(100,100,10)
COMMON/EDOUBL/DVAL(20),DARAY(100,100,10)
COMMON/ERVAR5/LVAL(20),LARAY(100,5)
COMMON/ERVAR6/ARAYTB(10,5)
COMMON/TRAP/CLINE,LINE
COMMON/STATE/RSTART
COMMON/SETUP/SETFLG
COMMON/CHECK/BUG
C
C      CLEAR REGISTER FOR NEW EXECUTION
C
IF(SETFLG.EQ.1) THEN
  DO 32 I=1,5
    DO 22 J=1,10
      ARAYTB(J,I)=
      DO 12 K=1,3
        AINFO(J,I,K)=0
        12      CONTINUE
        22      CONTINUE
        32      CONTINUE
      GO TO 1000
    ELSE
      CONTINUE
  ENDIF
C
C      ***** ADD A VARIABLE NAME TO LIST *****
C
IF(DIR.EQ.0) THEN
  LOOK=INDEX(LINE,' ')
  CHECK=LINE(1:LOOK)
  IF(CHECK.NE.'DIMENSION') THEN
    CALL ERROR(LINE,507)
    GO TO 1000
  ELSE
    CONTINUE
  ENDIF
  EXPRES=LINE(LOOK+1:72)
  5  LLOOK=INDEX(EXPRES,'(')
  IF(LLOOK.EQ.0) THEN
    CALL ERROR(LINE,509)
    RETURN
  ELSE
    CONTINUE
  ENDIF
  WORD=EXPRES(1:LLOOK-1)
  CALL VARABL(3,WORD,ATYPE,I,R,D,C,L)
  IF(RSTART.NE.1) GO TO 1000
  AINDEX(ATYPE)=AINDEX(ATYPE)+1
  INDX=AINDEX(ATYPE)
  ARAYTB(INDX,ATYPE)=WORD
C
C      PARSE EXPRESSION FOR DIMENSIONS OF ARRAY
C
RLOOK=INDEX(EXPRES,')')
SYNCHK=RLOOK-LLOOK
IF(SYNCHK.LT.2) THEN
  CALL ERROR(LINE,150)
  GO TO 1000
ELSE
  CONTINUE
ENDIF
HOLD=EXPRES(LLOOK+1:RLOOK-1)
COMMA=INDEX(HOLD,',')
IF(COMMA.EQ.0) THEN
  AINFO(AINDEX(ATYPE),ATYPE,1)=1
  CALL SCRIPT(LINE,HOLD,ATYPE,I,R,D)
  IF(RSTART.NE.1) GO TO 1000

```

```

IF(TYPE.NE.1) THEN
    CALL ERROR(LINE,304)
    GO TO 1000
ELSE
    CONTINUE
ENDIF
AINFO(AINDEX(ATYPE),ATYPE,2)=I
AINFO(AINDEX(ATYPE),ATYPE,3)=1
ELSE
    IF(ATYPE.EQ.4.OR.ATYPE.EQ.5)THEN
        CALL ERROR(LINE,508)
        RETURN
    ELSE
        CONTINUE
    ENDIF
    AINFO(AINDEX(ATYPE),ATYPE,1)=2
    WORD=HOLD(1:COMMA-1)
    CALL SCRIPT(LINE,WORD,TYPE,I,R,D)
    IF(RSTART.NE.1) GO TO 1000
    IF(TYPE.NE.1) THEN
        CALL ERROR(LINE,304)
        GO TO 1000
    ELSE
        CONTINUE
    ENDIF
    AINFO(AINDEX(ATYPE),ATYPE,2)=I
    WORD=HOLD(COMMA+1:RLOOK-1)
    CALL SCRIPT(LINE,WORD,TYPE,I,R,D)
    IF(RSTART.NE.1) GO TO 1000
    IF(TYPE.NE.1) THEN
        CALL ERROR(LINE,304)
        GO TO 1000
    ELSE
        CONTINUE
    ENDIF
    AINFO(AINDEX(ATYPE),ATYPE,3)=I
ENDIF
EXPRES=EXPRES(RLOOK+1:72)
COMMA=INDEX(EXPRES,',')
IF(COMMA.GT.1) THEN
    CALL ERROR(LINE,150)
    GO TO 1000
ELSE
    CONTINUE
ENDIF
IF(COMMA.EQ.0)GO TO 1000
EXPRES=EXPRES(COMMA+1:72)
GO TO 5
ELSE
    ***** PARSE VARIABLE NAME OF VALUE TO BE STORED OF RETRIEVED***
    LLOOK=INDEX(AVAR,'(')
    RLOOK=INDEX(AVAR,')')
    IF(RLOOK.LE.LLOOK) THEN
        CALL ERROR(LINE,150)
        GO TO 1000
    ELSE
        CONTINUE
    ENDIF
    LOCAT=AVAR(LLOOK+1:RLOOK-1)
    VARNAM=AVAR(1:LLOOK-1)
    FIND VARIABLE NAME IN LIST
    DO 20 I=1,5
        DO 10 J=1,AINDEX(I)
            IF(ARAYTB(J,I).EQ.VARNAM) THEN
                ATYPE=I
                ANUM=J
                GO TO 50

```

C
C
CC
C
C

	ELSE	283
	CONTINUE	284
	ENDIF	285
10	CONTINUE	286
20	CALL ERROR(LINE,504)	287
	GO TO 1000	288
	DIMEN=AINFO(ANUM,ATYPE,1)	289
50	MAXROW=AINFO(ANUM,ATYPE,2)	290
	MAXCOL=AINFO(ANUM,ATYPE,3)	291
		292
		293
	PARSE EXPRESSION FOR ARRAY ELEMENT IDENTIFIERS	294
		295
	COLVAL=1	296
	COMMA=INDEX(LOCAT,',')	297
	IF(COMMA.EQ.0)THEN	298
	IF(DIMEN.NE.1) THEN	299
	CALL ERROR(LINE,505)	300
	GO TO 1000	301
	ELSE	302
	CONTINUE	303
	ENDIF	304
	CALL SCRIPT(LINE,LOCAT,TYPE,I,R,D)	305
	IF(RSTART.NE.1)GO TO 1000	306
	IF(TYPE.NE.1) THEN	307
	CALL ERROR(LINE,304)	308
	GO TO 1000	309
	ELSE	310
	CONTINUE	311
	ENDIF	312
	ROWVAL=I	313
	IF(ROWVAL.GT.MAXROW) THEN	314
	CALL ERROR(LINE,506)	315
	GO TO 1000	316
	ELSE	317
	CONTINUE	318
	ENDIF	319
	ELSE	320
	IF(DIMEN.NE.2) THEN	321
	CALL ERROR(LINE,505)	322
	GO TO 1000	323
	ELSE	324
	CONTINUE	325
	ENDIF	326
	WORD=LOCAT(1:COMMA-1)	327
	CALL SCRIPT(LINE,WORD,TYPE,I,R,D)	328
	IF(RSTART.NE.1)GO TO 1000	329
	IF(TYPE.NE.1) THEN	330
	CALL ERROR(LINE,304)	331
	GO TO 1000	332
	ELSE	333
	CONTINUE	334
	ENDIF	335
	ROWVAL=I	336
	IF(ROWVAL.GT.MAXROW)THEN	337
	CALL ERROR(LINE,506)	338
	GO TO 1000	339
	ELSE	340
	CONTINUE	341
	ENDIF	342
	WORD=LOCAT(COMMA+1:RLOOK-1)	343
	CALL SCRIPT(LINE,WORD,TYPE,I,R,D)	344
	IF(RSTART.NE.1)GO TO 1000	345
	IF(TYPE.NE.1)	346
	CALL ERROR(LINE,304)	347
	GO TO 1000	348
	ELSE	349
	CONTINUE	350
	ENDIF	351
	COLVAL=I	352

		IF(COLVAL.GT.MAXCOL) THEN	353
		CALL ERROR(LINE,506)	354
		GO TO 1000	355
		ELSE	356
		CONTINUE	357
		ENDIF	358
	ENDIF		359
C	*****	STORE A VARIABLE VALUE	360
C		*****	361
C		IF(DIR.EQ.1)THEN	362
		IF(NTYPE.EQ.ATYPE)THEN	363
		GO TO(110,120,130,140,150)ATYPE	364
110		IARAY(ROWVAL,COLVAL,ANUM)=IV	365
		GO TO 300	366
120		RARAY(ROWVAL,COLVAL,ANUM)=RV	367
		GO TO 300	368
130		DARAY(ROWVAL,COLVAL,ANUM)=DV	369
		GO TO 300	370
140		CARAY(ROWVAL,ANUM)=CV	371
		GO TO 300	372
150		LARAY(ROWVAL,ANUM)=LV	373
		GO TO 300	374
		ELSE	375
		IF(NTYPE.GT.3) THEN	376
		CALL ERROR(LINE,305)	377
		GO TO 1000	378
		ELSE	379
		CONTINUE	380
		ENDIF	381
		GO TO (210,220,230)NTYPE	382
210		IF(ATYPE.EQ.2)RARAY(ROWVAL,COLVAL,ANUM)=IV	383
		IF(ATYPE.EQ.3)DARAY(ROWVAL,COLVAL,ANUM)=IV	384
		GO TO 300	385
220		IF(ATYPE.EQ.1)IARAY(ROWVAL,COLVAL,ANUM)=RV	386
		IF(ATYPE.EQ.3)DARAY(ROWVAL,COLVAL,ANUM)=RV	387
		GO TO 300	388
230		IF(ATYPE.EQ.1)IARAY(ROWVAL,COLVAL,ANUM)=DV	389
		IF(ATYPE.EQ.2)RARAY(ROWVAL,COLVAL,ANUM)=DV	390
300		ENDIF	391
		ELSE	392
C			393
C	*****	RETRIEVING A VARIABLE	394
C		*****	395
		NTYPE=ATYPE	396
		GO TO (310,320,330,340,350)NTYPE	397
310		IV=IARAY(ROWVAL,COLVAL,ANUM)	398
		GO TO 400	399
320		RV=RARAY(ROWVAL,COLVAL,ANUM)	400
		GO TO 400	401
330		DV=DARAY(ROWVAL,COLVAL,ANUM)	402
		GO TO 400	403
340		CV=CARAY(ROWVAL,ANUM)	404
		GO TO 400	405
350		LV=LARAY(ROWVAL,ANUM)	406
		GO TO 400	407
400		ENDIF	408
	ENDIF		409
1000	RETURN		410
	END		411
			412

```

C***** SUBROUTINE ARITH *****
C
C   FORMAT ----- ARITH(LINE) -----
C
C   PURPOSE:          TO EVALUATE ARITHMATIC EXPRESSIONS, BY BUILDING
C                     A TABLE TO REPRESENT THE EPRESSION AND THEN
C                     EVALUATING THE TABLE
C
C   PARAMETERS:
C
C       I/O PARAMETERS:
C
C           LINE:     LINE OF CODE OF MATHMATICAL EXPRESSION
C
C       PARSING PARAMETER:
C
C           EQUAL:    INTEGER LOCATION OF EQUAL SIGN
C           LPOINT,RPOINT: LEFT AND RIGHT POINTERS OF WHAT
C                       PART OF THE LINE IS BEING PARSED
C           LASTEL:   FLAG TO INDICATE LAST ELEMENT, END
C                       OF THE LINE
C           FUNCFG:   FLAG TO INDICATE AN INTRISIC FUNCTION
C           ARAYFL:   FLAG TO INDICATE AN ARRAY ELEMENT
C           OLDOP:    THE TYPE OF OPERATOR TO THE LEFT OF
C                       OPERATOR BEING PARSED
C           NEXTPT:   INTEGER LOCATION OF NEXT OPERATOR
C           PFLAG:    FLAG INDICATING IF A PARENTHESIS IS
C                       PRESENT
C           POWFLG:   FLAG TO INDICATE THE OPERATOR IS A RAISE
C                       TO A POWER, TAKING UP 2 SPACES RATHER
C                       THAN ONE
C
C       PARAMETERS USED IN EVALUATING THE EXPRESSION
C
C           OPRAND:  CODE OF OPERATOR TYPES:
C
C               1:      +
C               2:      -
C               3:      /
C               4:      (
C               5:      )
C               6:      *
C               7:      **
C
C           ARHTTB:  TABLE THAT IS BUILT TO REPRESENT THE
C                   ARITHMATIC EXPRESSION
C           RARTH:   EXTENSION OF ARHTTB FOR REAL VALUES
C           DARTH:   EXTENSION OF ARHTTB FOR DOUBLE
C                   PRECISION VALUES
C           TOP,BOTTOM: POINTERS THAT BRACKET THE PORTION
C                   OF THE TABLE BEING EVALUATED
C           START:   POINTER OF WHAT NEEDS TO BE EVALUATED
C                   NEXT
C           FINISH:  THE END OF THE TABLE BEING EVALUATED
C
C   ERRORS CALLED:
C       117
C
C   SUBROUTINES CALLED:
C       MATH
C       NUMBER
C       VARABL
C       SARRAY
C       DOFUNC
C       FCNAME
C
C   SUBROUTINES THAT CALL ARITH:
C       SEARCH
C*****
C

```

```

SUBROUTINE ARITH(LINE)
INTEGER CHECK,PRIOR,OPRAND(6),ARTHTB(72,4),EQUALS,BUG,LOK,
$ OPTYPE,LPOINT,RPOINT,NEXTPT,START,FINISH,PFLAG,RSTART,
$ TOP,BOTTOM,LASTEL,TYPE,VTYPER,OLDOP,FUNCFG,ARAYFG
REAL VALUE,RARTH(72)
DOUBLE PRECISION DARTH(72)
CHARACTER SYMBOL(6)*1,LINE*72,RESULT*15,EXPRES*72,
$ LOOK*1,NUMBER*10,DIG*1,VARNAM*15,C*60,TRY*72
LOGICAL POWFLG,CONTFG,L
COMMON/STATE/RSTART
COMMON/CHECK/BUG
SYMBOL(1)='+'
SYMBOL(2)='- '
SYMBOL(3)='/'
SYMBOL(4)='('
SYMBOL(5)=')'
SYMBOL(6)='*'
OLDOP=0
FUNCFG=0
CONTFG=.FALSE.
DO 50 I = 1,72
DO 20 J = 1,4
ARTHTB(I,J)=0
20 CONTINUE
50 CONTINUE
EQUALS=INDEX(LINE,'=')
RESULT=LINE(1:EQUALS-1)
LPOINT=EQUALS
10 EXPRES=LINE(LPOINT+1:72)
POWFLG=.FALSE.
NEXTPT=100
C
C FIND NEXT OPERAND IN STATEMENT
C
DO 100 J=1,6
OPRAND(J)=INDEX(EXPRES,SYMBOL(J))
IF(OPRAND(J).NE.0.AND.OPRAND(J).LT.NEXTPT)THEN
NEXTPT=OPRAND(J)
OPTYPE=J
ELSE
CONTINUE
ENDIF
100 CONTINUE
IF(NEXTPT.NE.100) THEN
C
C PLACE OPERAND IN TABLE
C
RPOINT=LPOINT+NEXTPT
GO TO (105,105,110,120,120,130),OPTYPE
105 ARTHTB(RPOINT,1)=5
ARTHTB(RPOINT,2)=OPTYPE
GO TO 140
110 ARTHTB(RPOINT,1)=4
ARTHTB(RPOINT,2)=OPTYPE
GO TO 140
120 ARTHTB(RPOINT,1)=2
ARTHTB(RPOINT,2)=OPTYPE
GO TO 140
130 LOOK=LINE(RPOINT+1:RPOINT+1)
IF(LOOK.EQ.'*')THEN
ARTHTB(RPOINT,1)=3
POWFLG=.TRUE.
ELSE
ARTHTB(RPOINT,1)=4
ARTHTB(RPOINT,2)=OPTYPE
ENDIF
ELSE

```

C		137
C	YOU ARE AT END OF STATEMENT-INDEX TO END OF LAST WORD	138
C		139
	NEXTPT=INDEX(EXPRES, ' ')	140
	RPOINT=LPOINT+NEXTPT	141
	CONTFG=.TRUE.	142
	ENDIF	143
140	WIDTH=RPOINT-LPOINT-1	144
	IF (WIDTH .EQ. 0) THEN	145
C		146
C	TWO OPERANDS NEXT TO EACH OTHER CHECK IF LEGAL	147
		148
	IF (CONTFG) GO TO 195	149
	IF(OPTYPE .EQ. 4) THEN	150
	IF(OLDOP.EQ.5) THEN	151
	CALL ERROR(LINE,1117)	152
	GO TO 1000	153
	ELSE	154
	CONTINUE	155
	ENDIF	156
	ELSE IF (OLDOP .EQ. 4) THEN	157
	IF(.NOT.(OPTYPE.EQ.1.OR.OPTYPE.EQ.2)) THEN	158
	CALL ERROR(LINE,2117)	159
	GO TO 1000	160
	ELSE	161
	CONTINUE	162
	ENDIF	163
	ELSE IF (OLDOP .EQ. 5) THEN	164
	IF(OPTYPE .EQ. 4) THEN	165
	CALL ERROR(LINE,3117)	166
	GO TO 1000	167
	ELSE	168
	CONTINUE	169
	ENDIF	170
	ELSE	171
	CALL ERROR(LINE,1)	172
	ENDIF	173
	OLDOP=OPTYPE	174
	LPOINT=RPOINT	175
	GO TO 10	176
	ELSE	177
	OLDOP=OPTYPE	178
	ENDIF	179
	VARNAM=LINE(LPOINT+1:RPOINT-1)	180
	ARAYFG=0	181
	FUNCFG=0	182
	IF(OPTYPE.EQ.4) CALL FCNAME(ARTHTB,RPOINT,VARNAM,FUNCFG)	183
	IF(RSTART.NE.1)GO TO 1000	184
	IF(FUNCFG.EQ.1) GO TO 199	185
	IF(OPTYPE.EQ.4) THEN	186
	TRY=LINE(RPOINT:72)	187
	LOK=INDEX(TRY, ' ')	188
	ARTHTB(RPOINT,1)=0	189
	RPOINT=RPOINT+LOK-1	190
	VARNAM=LINE(LPOINT+1:RPOINT)	191
	CALL SARRAY(2,VARNAM,VTYPE,IVALUE,RVALUE,DVALUE,C,L)	192
	IF(RSTART.NE.1)GO TO 1000	193
	GO TO 191	194
	ELSE	195
	CONTINUE	196
	ENDIF	197
	CALL NUMBER(LINE,VARNAM,VTYPE,IVALUE,RVALUE,DVALUE)	198
	IF(RSTART.NE.1)GO TO 1000	199
	IF (VTYPE.GT.3) WRITE(3,*) 'CHARACTER VALUE IN NUMERIC EXP.'	200
C		201
C	PLACE VALUE OF WORD IN TABLE	202
C		203
191	GO TO (192,194,196)VTYPE	204
192	ARTHTB(LPOINT+1,4)=IVALUE	205
	ARTHTB(LPOINT+1,3)=1	206
	GO TO 198	207

194	RARTH(LPOINT+1)=RVALUE	208
	ARTHTB(LPOINT+1,3)=2	209
	GO TO 198	210
196	DARTH(LPOINT+1)=DVALUE	211
	ARTHTB(LPOINT+1,3)=3	212
198	ARTHTB(LPOINT+1,1)=9	213
199	LPOINT=RPOINT	214
	IF(POWFLG) LPOINT=LPOINT+1	215
	IF (CONTFG) GO TO 195	216
	GO TO 10	217
C		218
C	TABLE IS BUILT	219
C		220
195	LASTEL=RPOINT	221
	DO 17 I=1,35	222
18	FORMAT(I3,4(2X,I3),2X,F8.3,2X,F8.3)	223
17	CONTINUE	224
	START=1	225
	FINISH=0	226
C		227
C	LOOK FOR CLOSE PARENTHESIS	228
C		229
200	DO 210 I= START, LASTEL	230
	IF(ARTHTB(I,1).EQ.2.AND.ARTHTB(I,2).EQ.5) THEN	231
	BOTTOM=I	232
	PFLAG=1	233
	GO TO 220	234
	ELSE	235
	PFLAG=0	236
	ENDIF	237
210	CONTINUE	238
220	IF(PFLAG.EQ.0) THEN	239
	FINISH=1	240
	TOP=1	241
	BOTTOM=LASTEL	242
	ELSE	243
	DO 230 I = BOTTOM,7,-1	244
	IF (ARTHTB(I,1).EQ.2.AND.ARTHTB(I,2).EQ.4) THEN	245
	TOP=I	246
	GO TO 240	247
	ELSE	248
	CONTINUE	249
	ENDIF	250
230	CONTINUE	251
	ENDIF	252
240	DO 260 I=3,5	253
	DO 250 J= TOP,BOTTOM	254
	IF (ARTHTB(J,1).EQ.I) CALL MATH(J,TOP,ARTHTB,RARTH,	255
	DARTH)	256
\$	IF(RSTART.NE.1)GO TO 1000	257
250	CONTINUE	258
260	CONTINUE	259
	IF (FINISH.EQ.1) GO TO 270	260
	ARTHTB(TOP,1)=0	261
	ARTHTB(BOTTOM,1)=0	262
	IF(PFLAG.EQ.1.AND.ARTHTB(TOP-1,1).EQ.7)CALL DOFUNC(LINE,ARTHTB,	263
\$	RARTH,DARTH,TOP)	264
	IF(RSTART.NE.1)GO TO 1000	265
	START=BOTTOM	266
	GO TO 200	267
270	DO 280 I=EQUALS+1, LASTEL	268
	IF(ARTHTB(I,1).EQ.9) THEN	269
	TYPE=ARTHTB(I,3)	270
	GO TO 300	271
	ELSE	272
	CONTINUE	273
	ENDIF	274
280	CONTINUE	275
300	GO TO (310,320,330)TYPE	276
310	IVALUE=ARTHTB(I,4)	277
	GO TO 350	278

```
320         RVALUE=RARTH(I)                279
          GO TO 350                        280
330         DVLAUE=DARTH(I)                281
350         LLOOK=INDEX(RESULT,'(')        282
          RLOOK=INDEX(RESULT,')')         283
          IF(LLOOK.NE.0.OR.RLOOK.NE.0) THEN 284
            CALL SARRAY(1,RESULT,TYPE,IVALUE,RVALUE,DVALUE,C,L) 285
            IF(RSTART.NE.1)GO TO 1000      286
          ELSE                               287
            CALL VARABL(1,RESULT,TYPE,IVALUE,RVALUE,DVALUE,C,L) 288
            IF(RSTART.NE.1)GO TO 1000      289
          ENDIF                             290
1000        RETURN                          291
          END                               292
```

```

C***** SUBROUTINE MATH ***** 1
C 2
C   FORMAT ----- MATH(X, TOP, TABLE, RTABLE, DTABLE) ----- 3
C 4
C   PURPOSE:      TO EVALUATE THE ARITH TABLE BY PERFORMING 5
C                 ARITHMATIC OPERATIONS 6
C 7
C   PARAMETERS:  8
C 9
C       I/O PARAMETERS: 10
C 11
C           X:      THE ROW OF THE ARITH TABLE THAT HOLDS 12
C                 THE OPERATOR ABOUT TO BE EVALUATED 13
C           TOP:    THE HIGHEST ROW OF THE ARITH TABLE THAT 14
C                 IS PRESENTLY BEING EVALUATED 15
C           TABLE: THE ARITH TABLE 16
C           RTABLE: EXTENTION OF ARITH TABLE FOR REAL NUMBER 17
C           DTABLE: EXTENTION OF ARITH TABLE FOR DOUBLE 18
C                 PRECISION NUMBERS 19
C 20
C       OTHER PARAMETER: 21
C 22
C           VAR1, RVAR1, DVAR1: THE OPERANDS TO THE LEFT 23
C                 OF THE OPERATOR BEING EVALUTED OF TYPES 24
C                 INTEGER, REAL, DOUBLE PRECISION 25
C           VAR2, RVAR2, DVAR2: THE OPERANDS TO THE RIGHT 26
C                 OF THE OPERATOR BEING EVALUTED OF TYPES 27
C                 INTEGER, REAL, DOUBLE PRECISION 28
C           SS:     A FLAG THAT INDICATES IT IS SINGLE SIDED 29
C                 (ONLY ONE OPERATOR AND ONE OPERAND -3) 30
C           ANSTYP: THE DATA TYPE OF THE RESULTING ANSWER 31
C           VAR1PT, VAR2PT: THE ROWS OF ARITH TABLE THAT THE 32
C                 OPERAND BRACKETING THE OPERATOR ARE ON 33
C           OPTYPE: THE CODE FOR THE TYPE OF OPERATOR: 34
C                 1:      + 35
C                 2:      - 36
C                 3:      / 37
C                 4:      ( NOTHING DONE 38
C                 5:      ) NOTHING DONE 39
C                 6:      * 40
C                 7:      ** 41
C 42
C       ERRORS NUMBERS CALLED 43
C       NONE 44
C 45
C       SUBROUTINES CALLED: 46
C       NONE 47
C 48
C       SUBROUTINES THAT CALL MATH: 49
C       ARITH 50
C 51
C***** 52
C 53
C   SUBROUTINE MATH(X, TOP, TABLE, RTABLE, DTABLE) 54
C   INTEGER X, OPTYPE, TEST, VAR1, VAR2, VAR1PT, TABLE(72, 3), ANSTYP, 55
C   $   VAR2PT, TOP, SS, BUG 56
C   REAL RTABLE(72), RVAR1, RVAR2 57
C   DOUBLE PRECISION DTABLE(72), DVAR1, DVAR2 58
C   CHARACTER LINE*72 59
C   COMMON/CHECK/BUG 60
C   COMMON/CONTR2/LINE 61
C   SS=0 62
C   OPTYPE=TABLE(X, 2) 63
C   IF (OPTYPE.EQ.0) OPTYPE=7 64
C   TABLE(X, 1)=0 65
C   DO 300 I= X, TOP, -1 66
C     IF (TABLE(I, 1).EQ.9) THEN 67
C       TYPE1=TABLE(I, 3) 68
C       VAR1PT=I 69
C       TABLE(I, 1)=0 70
C       GO TO 310 71
C     ELSE 72

```

```

CONTINUE
73
ENDIF
74
300 CONTINUE
75
SS=1
76
TYPE1=0
77
DVAR1=0.0E0
78
RVAR1=0.0
79
VAR1=0
80
310 DO 320 I= X,73
81
IF (TABLE(I,1).EQ.9) THEN
82
TYPE2=TABLE(I,3)
83
VAR2PT=I
84
TABLE(I,1)=0
85
GO TO 340
86
ELSE
87
CONTINUE
88
ENDIF
89
320 CONTINUE
90
340 IF (TYPE1.EQ.3.OR.TYPE2.EQ.3) THEN
91
C
92
C
93
C
94
C
95
ANSTYP=3
96
IF (TYPE1.EQ.1) DVAR1=TABLE(VAR1PT,4)
97
IF (TYPE1.EQ.2) DVAR1=RTABLE(VAR1PT)
98
IF (TYPE1.EQ.3) DVAR1=DTABLE(VAR1PT)
99
IF (TYPE2.EQ.1) DVAR2=TABLE(VAR2PT,4)
100
IF (TYPE2.EQ.2) DVAR2=RTABLE(VAR2PT)
101
IF (TYPE2.EQ.3) DVAR2=DTABLE(VAR2PT)
102
GO TO(410,420,430,440,450,460)OPTYPE
103
410 DTABLE(X)=DVAR1+DVAR2
104
GO TO 700
105
420 DTABLE(X)=DVAR1-DVAR2
106
GO TO 700
107
430 IF (DVAR2.EQ.0) THEN
108
CALL ERROR(LINE,212)
109
RETURN
110
ELSE
111
CONTINUE
112
ENDIF
113
DTABLE(X)=DVAR1/DVAR2
114
440 GO TO 700
115
450 DTABLE(X)=DVAR1*DVAR2
116
GO TO 700
117
460 DTABLE(X)=DVAR1**DVAR2
118
GO TO 700
119
C
120
C
121
C
122
ARITHMATIC PROCEDURES FOR REAL NUMBERS
123
ELSE IF (TYPE1.EQ.2 .OR. TYPE2.EQ.2) THEN
124
ANSTYP=2
125
IF (TYPE1 .EQ. 1) RVAR1=TABLE(VAR1PT,4)
126
IF (TYPE1 .EQ. 2) RVAR1=RTABLE(VAR1PT)
127
IF (TYPE2 .EQ. 1) RVAR2=TABLE(VAR2PT,4)
128
IF (TYPE2 .EQ. 2) RVAR2=RTABLE(VAR2PT)
129
GO TO (510,520,530,540,550,560)OPTYPE
130
510 RTABLE(X)=RVAR1+RVAR2
131
GO TO 700
132
520 RTABLE(X)=RVAR1-RVAR2
133
GO TO 700
134
530 IF (RVAR.EQ.0) THEN
135
CALL ERROR(LINE,212)
136
RETURN
137
ELSE
138
CONTINUE
139
ENDIF
140
RTABLE(X)=RVAR1/RVAR2
141
540 GO TO 700
142
550 RTABLE(X)=RVAR1*RVAR2
143
GO TO 700
144
560 RTABLE(X)=RVAR1**RVAR2
145
GO TO 700
146
ELSE
147

```


		145
		146
	ARITHMATIC PROCEDURES FOR INTEGER VARIABLES	147
		148
	IF (SS.EQ.0) THEN	149
	VAR1=TABLE(VAR1PT,4)	150
	VAR2=TABLE(VAR2PT,4)	151
	ELSE	152
	VAR2=TABLE(VAR2PT,4)	153
	ENDIF	154
	ANSTYP=1	155
	GO TO (610,620,630,640,640,650,660)OPTYPE	156
610	TABLE(X,4)=VAR1+VAR2	157
	GO TO 700	158
620	TABLE(X,4)=VAR1-VAR2	159
	GO TO 700	160
630	IF(VAR2.EQ.0)THEN	161
	CALL ERROR(LINE,212)	162
	RETURN	163
	ELSE	164
	CONTINUE	165
	ENDIF	166
	TABLE(X,4)=VAR1/VAR2	167
640	GO TO 700	168
650	TABLE(X,4)=VAR1*VAR2	169
	GO TO 700	170
660	TABLE(X,4)=VAR1**VAR2	171
	GO TO 700	172
	ENDIF	173
700	TABLE(X,3)=ANSTYP	174
	TABLE(X,1)=9	175
	RETURN	176
	END	177

```

C***** SUBROUTINE FCNAME *****
C
C   FORMAT ----- FCNAME(TABLE,RPOINT,VARNAM,FLAG) -----
C
C   PURPOSE:          TO CODE WHICH INTRINSIC FUNCTION IS BEING USED
C
C   PARAMETERS:
C
C       I/O PARAMETERS:
C
C           TABLE:  THE BRANCH TABLE USED TO MAP THE
C                   PROGRAM AS IT IS INTERPRETED
C           RPOINT:  THE RIGHT HAND COLUMN OF THE FUNCTION
C                   CHARACTER STRING. USED TO POINT
C                   PLACEMENT OF CODE IN TABLE
C           VARNAM:  THE CHARACTER STRING OF THE FUNCTION
C                   NAME
C           FLAG:    A FLAG WHEN SET INDICATES THE CHARACTER
C                   STRING SENT WAS A FUNCTION
C
C       OTHER PARAMETERS:
C
C           FUNCT:  CHARACTER ARRAY OF ALL INTRINSIC
C                   FUNCTION NAMES.  CODES ARE:
C                   1      SIN
C                   2      COS
C                   3      TAN
C                   4      ASIN
C                   5      ACOS
C                   6      ASIN
C                   7      ABS
C                   8      SQRT
C                   9      EXP
C                  10     LOG
C
C
C   ERROR NUMBERS CALLED:
C       NONE
C
C   SUBROUTINES CALLED:
C       NONE
C
C   SUBROUTINES THAT CALL FCNAME:
C       ARITH
C*****
C
SUBROUTINE FCNAME(TABLE,RPOINT,VARNAM,FLAG)
INTEGER RPOINT, TABLE(72,4), FLAG, BUG
CHARACTER FUNCT(10)*6, VARNAM*6
COMMON/CHECK/BUG
FUNCT(1)='SIN'
FUNCT(2)='COS'
FUNCT(3)='TAN'
FUNCT(4)='ASIN'
FUNCT(5)='ACOS'
FUNCT(6)='ATAN'
FUNCT(7)='ABS'
FUNCT(8)='SQRT'
FUNCT(9)='EXP'
FUNCT(10)='LOG'
FLAG=0
DO 10 I=1,10
      IF(FUNCT(I).EQ.VARNAM) GO TO 20
10  CONTINUE
RETURN
20  TABLE(RPOINT-1,2)=I
    TABLE(RPOINT-1,1)=7
    FLAG=1
RETURN
END

```

```

C***** SUBROUTINE DOFUNC ***** 1
C 2
C   FORMAT -----DOFUNC(LINE, TABLE, RTABEL, DTABLE, POINT)----- 3
C 4
C   PURPOSE:          TO PERFORM THE INTRINSIC FUNCTIONS OF A 5
C                     MATHEMATICAL EXPRESSION 6
C 7
C   PARAMETERS: 8
C 9
C       I/O PARAMETERS: 10
C 11
C           LINE:  THE LINE OF CODE THE MATHEMATICAL 12
C                  EXPRESSION IS IN 13
C           TABLE: THE ARTHTB THAT REPRESENTS THE 14
C                   MATHEMATICAL EXPRESSION TO BE 15
C                   EVALUATED 16
C           RTABLE,DTABLE: THE ROW OF ARTHTB USED FOR 17
C                          STORAGE OF REAL AND DOUBLE PRECISION 18
C                          VALUES, RESPECTIVELY 19
C           POINT:  THE ROW OF ARTHTB THAT THE OPEN 20
C                   PARENTHESIS IS ON 21
C 22
C 23
C       OTHER PARAMETERS: 24
C 25
C           NUMTYP: THE TYPE OF THE NUMBER TO BE USED BY THE 26
C                   FUNCTION 27
C           VALUE,RVALUE,DVALUE: THE VALUE OF THE NUMBER 28
C                   FOR THE FUNCTION TO USE OF TYPE INTEGER 29
C                   REAL OR DOUBLE PRECISION, RESPECTIVELY 30
C           RCHECK,DCHECK: VALUES CALCULATED TO CHECK 31
C                   ACCEPTABLE RANGES BEFORE A FUNCTION IS 32
C                   ATTEMPTED 33
C           FNTYPE: THE CODE FOR THE FUNCTION TO BE 34
C                   PREFORMED 35
C 36
C                   1      SIN 36
C                   2      COS 37
C                   3      TAN 38
C                   4      ASIN 39
C                   5      ACOS 40
C                   6      ATAN 41
C                   7      ABS 42
C                   8      SQRT 43
C                   9      EXP 44
C                  10     LOG 45
C 46
C   ERRORS CALLED: 47
C       201 48
C       202 49
C       203 50
C 51
C   SUBROUTINES CALLED: 52
C       NONE 53
C 54
C   SUBROUTINES THAT CALL DOFUNC: 55
C       ARITH 56
C***** 57
C 58
C   SUBROUTINE DOFUNC(LINE, TABLE, RTABLE, DTABLE, POINT) 59
C   INTEGER TABLE(72,4), NUMTYP, VALUE, POINT, FNTYPE, BUG 60
C   REAL RVALUE, RTABLE(72), RCHECK 61
C   DOUBLE PRECISION DVALUE, DTABLE(72), DCHECK 62
C   CHARACTER C*60, LINE*72 63
C   COMMON/CHECK/BUG 64
C   FNTYPE=TABLE(POINT-1,2) 65
C   DO 100 I=POINT,80 66
C       IF(TABLE(I,1).EQ.9)GO TO 200 67
C 100 CONTINUE 68
C 200 NUMTYP = TABLE(I,3) 69
C     TABLE(I,1)=0 70
C 71

```

C	BRANCH TO TYPE OF VALUE TO BE EVALUATED	72
C		73
	GO TO (300,400,500)NUMTYP	74
C		75
C	ABSOLUTE VALUE FUNCTION PREFORMED ON INTEGER VALUE	76
C		77
300	IF(FNTYPE.EQ.7)THEN	78
	VALUE=TABLE(I,4)	79
	TABLE(POINT-1,4)=ABS(VALUE)	80
	TABLE(POINT-1,3)=1	81
	TABLE(POINT-1,1)=9	82
	ELSE	83
	CALL ERROR(LINE,201)	84
	GO TO 1000	85
	ENDIF	86
	GO TO 600	87
		88
C		89
C	FUNCTION TO BE PREFORMED ON REAL VALUE	90
		91
400	RVALUE=RTABLE(I)	92
	GO TO (401,410,420,430,440,450,460,470,480,490)FNTYPE	93
401	RTABLE(POINT-1)=SIN(RVALUE)	94
	GO TO 495	95
410	RTABLE(POINT-1)=COS(RVALUE)	96
	GO TO 495	97
420	RTABLE(POINT-1)=TAN(RVALUE)	98
	GO TO 495	99
430	RCHECK=ABS(RVALUE)	100
	IF (RCHECK.GT.1.0) THEN	101
	CALL ERROR(LINE,202)	102
	GO TO 1000	103
	ELSE	104
	CONTINUE	105
	ENDIF	106
	RTABLE(POINT-1)=ASIN(RVALUE)	107
	GO TO 495	108
440	RCHECK=ABS(RVALUE)	109
	IF (RCHECK.GT.1.0) THEN	110
	CALL ERROR(LINE,202)	111
	GO TO 1000	112
	ELSE	113
	CONTINUE	114
	ENDIF	115
	RTABLE(POINT-1)=ACOS(RVALUE)	116
	GO TO 495	117
450	RTABLE(POINT-1)=ATAN(RVALUE)	118
	GO TO 495	119
460	RTABLE(POINT-1)=ABS(RVALUE)	120
	GO TO 495	121
470	IF(RVALUE.LT.0.0) THEN	122
	CALL ERROR(LINE,203)	123
	GO TO 1000	124
	ELSE	125
	CONTINUE	126
	ENDIF	127
	RTABLE(POINT-1)=SQRT(RVALUE)	128
	GO TO 495	129
480	RTABLE(POINT-1)=EXP(RVALUE)	130
	GO TO 495	131
490	RTABLE(POINT-1)=LOG(RVALUE)	132
C		133
C	STORE IN TABLE CODE FOR NUMBER AND NUMBER TYPE	134
C		135
495	TABLE(POINT-1,1)=9	136
	TABLE(POINT-1,3)=2	137
	GO TO 600	138
500	DVALUE=DTABLE(I)	139
C		

C	FUNCTIONS TO BE PREFORMED ON DOUBLE PRECISION VALUES	140
C		141
	GO TO (501,510,520,530,540,550,560,570,580,590)FNTYPE	142
501	DTABLE(POINT-1)=SIN(DVALUE)	143
	GO TO 595	144
510	DTABLE(POINT-1)=COS(DVALUE)	145
	GO TO 595	146
520	DTABLE(POINT-1)=TAN(DVALUE)	147
	GO TO 595	148
530	DCHECK=DABS(DVALUE)	149
	IF (DCHECK.GT.1.0) THEN	150
	CALL ERROR(LINE,202)	151
	GO TO 1000	152
	ELSE	153
	CONTINUE	154
	ENDIF	155
	DTABLE(POINT-1)=ASIN(DVALUE)	156
	GO TO 595	157
540	DCHECK=DABS(DVALUE)	158
	IF (DCHECK.GT.1.0) THEN	159
	CALL ERROR(LINE,202)	160
	GO TO 1000	161
	ELSE	162
	CONTINUE	163
	ENDIF	164
	DTABLE(POINT-1)=ACOS(DVALUE)	165
	GO TO 595	166
550	DTABLE(POINT-1)=ATAN(DVALUE)	167
	GO TO 595	168
560	DTABLE(POINT-1)=DABS(DVALUE)	169
	GO TO 595	170
570	IF (DVALUE.LT.0.0) THEN	171
	CALL ERROR(LINE,203)	172
	GO TO 1000	173
	ELSE	174
	CONTINUE	175
	ENDIF	176
	DTABLE(POINT-1)=DSQRT(DVALUE)	177
	GO TO 595	178
580	DTABLE(POINT-1)=DEXP(DVALUE)	179
	GO TO 595	180
590	DTABLE(POINT-1)=DLOG(DVALUE)	181
C		182
C	STORE IN TABLE CODE FOR NUMBER AND NUMBER TYPE	183
C		184
595	TABLE(POINT-1,1)=9	185
	TABLE(POINT-1,3)=3	186
1000	RETURN	187
	END	188

```

C***** SUBROUTINE NUMBER *****
C
C   FORMAT  -----NUMBER(PLINE,WORD,VTYPE,IVALUE,RVALUE,DVALUE)
C
C   PURPOSE:      TO CONVERT A CHARACTER STRING INTO A VALUE BY
C                   READING THE DIGITS OR FINDING THE VALUE OF THE
C                   VARIABLE NAME
C
C   PARAMETERS:
C
C       I/O PARAMETERS:
C
C           LINE:   THE LINE OF CODE FROM WHICH THE VALUE
C                   IS BEING SOUGHT
C           WORD:   THE CHARACTER STRING THAT IS BE
C                   CONVERTED
C           VTYPE:  THE TYPE OF VALUE FOUND
C           IVALUE,RVALUE,DVALUE,CVALUE,LVALUE: PATHWAYS
C                   FOR INTEGER,REAL,DOUBLE PRECISION,
C                   CHARACTER AND LOGICAL VALUES TO BE
C                   PASSED TO AND FROM SUBROUTINES
C
C       OTHER PARAMETERS:
C
C           DECMAL: THE LOCATION OF A DECMAL IN CHARACTER
C                   STRING BEING PARSED
C           LOOK:   A LOCATION OF A CHARACTER IN THE
C                   CHARACTER STRING BEING PARSED
C           COUNT:  LOOP PROTECTOR IN CASE OF A BLANK
C                   CHARACTER STRING BEING SENT
C           DIG:    THE FIRST CHARACTER OF THE STRING SENT
C           VARNAM THE CHARACTER STRING SENT. COULD BE A
C                   NUMBER OR VARIABLE NAME
C           DIGIT:  ARRAY OF THE 10 ALPHA NUMERIC DIGITS
C           NUMFLG: FLAG TO INDICATE CHARACTER STRING SENT
C                   IS A NUMBER
C           DECFLG: FLAG TO INDICATE THAT THE NUMBER IS A
C                   REAL NUMBER
C
C   ERRORS CALLED:
C       150
C       301
C       302
C
C   SUBROUTINES CALLED:
C       SARRAY
C       VARABL
C       ERROR
C
C   SUBROUTINES THAT CALL NUMBER:
C       ARITH
C       SREAD
C       SWRITE
C       INTERP
C       VAROUT
C       VARCHG
C       SPAUSE
C       EVALIF
C
C*****
C
C   SUBROUTINE NUMBER(PLINE,WORD,VTYPE,IVALUE,RVALUE,DVALUE)
C   INTEGER START,IVALUE,DECMAL,VTYPE,BUG,LOOK,COUNT,RSTART
C   REAL RVALUE
C   DOUBLE PRECISION DVALUE
C   CHARACTER WORD*10,DIG*1,DIGIT(0:9)*1,VARNAM*6,PLINE*72,CVALUE,C*60
C   LOGICAL NUMFLG,DECFLG,LVALUE
C   COMMON/STATE/RSTART
C   COMMON/CHECK/BUG
C   DIGIT(0)='0'
C   DIGIT(1)='1'
C   DIGIT(2)='2'
C   DIGIT(3)='3'

```

```

DIGIT(4)='4' 74
DIGIT(5)='5' 75
DIGIT(6)='6' 76
DIGIT(7)='7' 77
DIGIT(8)='8' 78
DIGIT(9)='9' 79
C 80
C ELIMINATE LEADING BLANKS 81
C 82
COUNT=0 83
100 BLANK=INDEX(WORD,' ') 84
IF (BLANK.EQ.1) THEN 85
    WORD=WORD(2:10) 86
    COUNT=COUNT+1 87
    IF(COUNT.GT.70)THEN 88
        CALL ERROR(PLINE,150) 89
        GO TO 1000 90
    ELSE 91
        CONTINUE 92
    ENDIF 93
    GO TO 100 94
ELSE 95
    WORD=WORD(1:BLANK-1) 96
ENDIF 97
C 98
C IS THE WORD AN ARRAY ELEMENT 99
C 100
LOOK=INDEX(WORD,'(') 101
IF(LOOK.EQ.0) GO TO 120 102
CALL SARRAY(2,WORD,TYPE,IVALUE,RVALUE,DVALUE,CVALUE,LVALUE) 103
GO TO 1000 104
C 105
C READ 'WORD' BETWEEN OPERANDS 106
C 107
120 NUMFLG=.FALSE. 108
DO 155 I=1,8 109
    DIG=WORD(I:I) 110
    DO 150 J= 0,9 111
        IF (DIG.EQ.DIGIT(J)) THEN 112
            NUMFLG=.TRUE. 113
            GO TO 157 114
        ELSE 115
            CONTINUE 116
        ENDIF 117
    CONTINUE 118
    IF (DIG.NE.' ')GO TO 157 119
155 CONTINUE 120
157 START=I 121
    IF (NUMFLG) THEN 122
C 123
C 'WORD' IS A NUMBER 124
C 125
IVALUE=0 126
RVALUE=0.00 127
DECMAL=INDEX(WORD,'.') 128
IF (DECMAL.EQ.1) THEN 129
    CALL ERROR(PLINE,301) 130
    GOTO 1000 131
ELSE 132
    CONTINUE 133
ENDIF 134
C 135
C REAL NUMBER TO BE EVALUATED 136
C 137
IF (DECMAL.NE.0) THEN 138
    DECFLG=.FALSE. 139
    VTYPE=2 140
    DO 170 J= START,8 141
        DIG=WORD(J:J) 142
        IF(DIG.EQ.'.')DECFLG=.TRUE. 143
        IF (DECFLG)THEN 144
            I=J-1 145

```

```

ELSE
    I=J
ENDIF
DO 160 K = 0,9
IF(DIG.EQ.DIGIT(K))RVALUE=RVALUE+K*10.**(DECMAL-I-1)
CONTINUE
160 CONTINUE
170
C
C INTEGER TO BE EVALUATED
C
ELSE
    VTYPE=1
    DO 190 J = START,10
        DIG=WORD(J:J)
        DO 180 K = 0,9
            IF (DIG .EQ. DIGIT(K)) IVALUE=IVALUE*10+K
180 CONTINUE
190 CONTINUE
ENDIF
ELSE
C
C 'WORD' IS A VARIABLE OR FUNCTION NAME
C
    VARNAM=WORD(START:8)
    CALL VARABL(2,VARNAM,VTYPE,IVALUE,RVALUE,DVALUE,C,L)
    IF(RSTART.NE.1)GO TO 1000
ENDIF
IF (VTYPE.GT.3) CALL ERROR(PLINE,302)
1000 RETURN
END

```



```

C***** SUBROUTINE FORWRD *****
C
C   FORMAT ----- FORWRD(WHAT,LINUM) -----
C
C   PURPOSE:      TO SCAN FORWARD THROUGH A PROGRAM TO FIND A
C                 STATEMENT NUMBER, AN ELSE, OR AN
C                 ENDIF STATEMENT AND TO MAP DO AND IF
C                 STRUCTURES AS IT GOES
C
C   PARAMETERS:
C
C       I/O PARAMETERS:
C
C           WHAT:  IS AN INTEGER CODE OF WHAT IS BEING
C                 SEARCHED FOR
C                 1: STATEMENT NUMBER
C                 2: ELSE STATEMENT
C                 3: ENDIF STATEMENT
C
C       OTHER PARAMETER:
C
C           IVAL,R,D,C,L: PATHWAYS FOR VALUES TO BE SENT
C                        TO AND FROM SUBROUTINE NUMBER, OF TYPES
C                        INTEGER, REAL, DOUBLE PRECISION,
C           TYPE:      THE DATA TYPE RETURNED FOR SUBROUTINE
C                        NUMBER
C           BLANK:    INTEGER LOCATION OF A BLANK USED IN
C                        PARSING
C           COMMA:   INTEGER LOCATION OF A COMMA
C           FOOT:   STATEMENT NUMBER OF DO FOOT
C           EXPRES: CHARACTER STRING OF LINE BEING
C                        PARSED THAT IS SHORTENED WHEN PARSED
C           NUM:    STATEMENT NUMBER OF LINE BEING ENTERED
C           LINFLG: FLAG TO INDICATE A STATEMENT NUMBER
C                        EXISTS
C           FINDFG: FLAG TO INDICATE THE ITEM SOUGHT
C                        HAS BEEN FOUND
C           COMENT: INTEGER LOCATION OF CHARACTER 'C'
C
C       COMMON PARAMETERS:
C
C           RSTART: A VARIABLE THATS VALUE INDICATES
C                  WHICH DIRECTION VMAIN IS TO TAKE:
C                  1: CONTINUE EXECUTION
C                  2: RESTART EXECUTION FROM START
C                  3: EXECUTE DIFFERENT PROGRAM
C                  4: STOP
C           BRANCH: AN ARRAY TABLE THAT HOLDS THE MAP OF
C                  THE PROGRAM. USED FOR BRANCHING AND
C                  TO CHECK PROGRAM STRUCTURE
C           BINDEX: THE ROW OF BRANCH THE NEXT ENTRY IS TO
C                  BE MADE ON
C           DO:    INTEGER ARRAY THATS COLUMNS HOLD THE
C                  STATEMENT NUMBER OF DO FOOT
C                  THE LINE NUMBER OF DO STATEMENT
C                  NUMBER OF INTERATIONS LEFT IN LOOP
C           REALDO: REAL ARRAY THATS COLUMNS HOLD THE
C                  INITIAL VALUE OF DO INDEX
C           DINDEX: THE ROW THAT THE NEXT ENTRY TO ARRAYS
C                  DO AND REALDO IS TO BE MADE IN
C           FINDEX: THE ROW OF ARRAY DO AND REALDO THAT
C                  CORRISPONDES WITH THE PRESENT DO
C                  BEING CHECKED
C           LINDEX: LINE NUMBER OF LINE READ FURTHEST IN
C                  PROGRAM
C           LPOINT: LINE NUMBER OF THE LINE BEING INTERPRETE
C                  INTERPERED
C           LEVEL: THE CURRENT IF LEVEL
C           MAXLIN: MAXIMUM NUMBER OF LINES ALLOWED IN THE
C                  USER'S PROGRAM
C           SCLINE: A CHARACTER ARRAY OF THE CODE OF THE
C                  USER'S PROGRAM

```

```

C
C
C ERRORS NUMBERS CALLED
C      107
C      303
C      404
C
C SUBROUTINES CALLED:
C      NUMBER
C
C SUBROUTINES THAT CALL FORWRD:
C      SIF
C      SGOTO
C
C*****
C      SUBROUTINE FORWRD(WHAT,LINUM)
C      INTEGER LINDEX,LPOINT,WHAT,LINUM,LEVEL,FINDFG,COMENT,
C      $      BLANK,LINFLG,IVAL,TYPE,NUM,BINDEX,BRANCH,DO,COUNT
C      $      DINDEX,FINDEX,LOOK,COMMA,FOOT,BUG,MAXLIN,SAVELX
C      REAL R,REALDO
C      DOUBLE PRECISION D
C      CHARACTER SCLINE*72,CLINE*72,LINE*72,EXPRES*72,WORD*6,HOLD*6
C      COMMON/CONTRL/LINDEX,LPOINT,LEVEL,MAXLIN
C      COMMON/BLOCK2/BRANCH(20,6),BINDEX
C      COMMON/DOBLK/DO(15,3),REALDO(15,2),DINDEX,FINDEX
C      COMMON/CONTR2/SCLINE(50)
C      COMMON/STATE/RSTART
C      COMMON/CHECK/BUG
C      FINDFG=0
C      SAVELX=LINDEX
C      10 LINDEX=LINDEX+1
C      LINFLG=0
C      READ(100,210,END=950)SCLINE(LINDEX)
C      CLINE=SCLINE(LINDEX)
C
C      CHECK FOR COMMENT LINE
C
C      COMENT=INDEX(CLINE,'C')
C      IF(COMENT.EQ.1) GO TO 10
C
C      LOOK FOR LINE NUMBER
C
C      EXPRES=CLINE(1:72)
C      DO 15 J=1,5
C          BLANK=INDEX(EXPRES,' ')
C          IF(BLANK.NE.1) THEN
C              LINFLG=1
C              WORD=CLINE(1:5)
C              CALL NUMBER(CLINE,WORD,TYPE,IVAL,R,D)
C              IF(RSTART.NE.1)GO TO 1000
C              IF(TYPE.NE.1) THEN
C                  CALL ERROR(CLINE,303)
C                  GO TO 1000
C              ELSE
C                  CONTINUE
C              ENDIF
C              NUM=IVAL
C              GO TO 30
C          ELSE
C              EXPRES=CLINE(J:72)
C          ENDIF
C      15 CONTINUE
C      GO TO 100
C      30 BINDEX=BINDEX+1
C      BRANCH(BINDEX,1)=NUM
C      BRANCH(BINDEX,2)=LINDEX
C      BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5)
C      BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6)
C
C

```

C		IS THIS LINE NUMBER THE ONE WE ARE LOOKING FOR	142
C			143
		IF(WHAT.NE.1) GO TO 40	144
		IF(LINUM.NE.NUM) GO TO 40	145
		FINDFG=1	146
C			147
C		IS THIS LINE A 'DO' FOOT	148
C			149
40		IF(LINFLG.EQ.0) GO TO 100	150
		DO 50 I=1,DINDEX	151
		IF(DO(I,1).EQ.NUM) GO TO 70	152
50		CONTINUE	153
		GO TO 100	154
70		BRANCH(BINDEX,3)=2	155
		BRANCH(BINDEX,4)=0	156
		BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5)-1	157
		BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6)	158
		IF(FINDFG.EQ.1) GO TO 1000	159
		GO TO 900	160
C			161
C		ELEMINANT BLANK CHARACTERS FROM BEGINNING OF LINE	162
C			163
100		LINE=CLINE(7:72)	164
		COUNT=0	165
110		POINT=INDEX(LINE,'')	166
		IF (POINT .EQ. 1) THEN	167
		LINE=LINE(2:72)	168
		COUNT=COUNT+1	169
		IF(COUNT.GT.80)THEN	170
		CALL ERROR(LINE,150)	171
		GO TO 1000	172
		ELSE	173
		CONTINUE	174
		ENDIF	175
		GO TO 110	176
		ELSE	177
		CONTINUE	178
		ENDIF	179
C			180
C		IS THIS LINE A 'IF' STATEMENT	181
C			182
200		LOOK=INDEX(LINE,'IF')	183
		IF(LOOK.NE.1) GO TO 300	184
		LOOK=INDEX(LINE,'THEN')	185
		IF(LOOK.EQ.0)GO TO 900	186
		IF(LINFLG.EQ.0)BINDEX=BINDEX+1	187
		BRANCH(BINDEX,2)=LPOINT	188
		BRANCH(BINDEX,3)=3	189
		BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5)	190
		BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6)+1	191
		IF(FINDFG.EQ.1)GO TO 1000	192
		GO TO 900	193
C			194
C		IS THIS LINE AN 'ELSE' STATEMENT	195
C			196
300		LOOK=INDEX(LINE,'ELSE')	197
		IF(LOOK.NE.1) GO TO 400	198
C			199
C		RECORD ELSE STATEMENT	200
C			201
		LPOINT=LINDEX	202
		IF(LPOINT.GT.BRANCH(BINDEX,2))THEN	203
		BINDEX=BINDEX+1	204
		BRANCH(BINDEX,2)=LPOINT	205
		BRANCH(BINDEX,3)=4	206
		BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5)	207
		BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6)	208
		ELSE IF(LPOINT.EQ.BRANCH(BINDEX,2))THEN	209
		BRANCH(BINDEX,3)=4	210
		BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5)	211
		BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6)	212
		ELSE	213

	CONTINUE	214
	ENDIF	215
	IF(WHAT.EQ.2.AND.LEVEL.EQ.BRANCH(BINDEX,6))FINDFG=1	216
	IF(FINDFG.EQ.1) GO TO 1000	217
	GO TO 900	218
C		219
C	IS THIS LINE A 'ENDIF' STATEMENT (FINDFG)	220
C		221
400	LOOK=INDEX(LINE,'ENDIF')	222
	IF(LOOK.NE.1) GO TO 500	223
	IF(WHAT.EQ.3.AND.LEVEL.EQ.BRANCH(BINDEX,6))FINDFG=1	224
	LPOINT=LINDEX	225
	IF(FINDFG.EQ.1)GO TO 1000	226
	GO TO 900	227
		228
C		229
C	IS THIS LINE A 'DO' STATEMENT	230
C		231
500	LOOK=INDEX(LINE,'DO')	232
	IF(LOOK.NE.1) GO TO 600	233
	EXPRES=LINE(LOOK+2:72)	234
	BLANK=INDEX(EXPRES,'')	235
	IF(BLANK.NE.1) THEN	236
	CALL ERROR(LINE,107)	237
	GO TO 1000	238
	ELSE	239
	CONTINUE	240
	ENDIF	241
	EXPRES=EXPRES(2:72)	242
	BLANK=INDEX(EXPRES,'')	243
	COMMA=INDEX(EXPRES,',')	244
	IF (COMMA .LT. BLANK) THEN	245
	HOLD=EXPRES(1:COMMA-1)	246
	ELSE	247
	HOLD=EXPRES(1:BLANK-1)	248
	ENDIF	249
	CALL NUMBER(LINE,HOLD,TYPE,I,R,D)	250
	IF(RSTART.NE.1)GO TO 1000	251
	IF(TYPE.NE.1)THEN	252
	CALL ERROR(LINE,303)	253
	GO TO 1000	254
	ELSE	255
	CONTINUE	256
	ENDIF	257
	FOOT=I	258
	IF(LINDEX.LE.DO(DINDEX,2)) GO TO 550	259
	DINDEX=DINDEX+1	260
	DO(DINDEX,1)=FOOT	261
	DO(DINDEX,2)=LINDEX	262
550	IF(LINFLG.EQ.0)BINDEX=BINDEX+1	263
	BRANCH(BINDEX,2)=LINDEX	264
	BRANCH(BINDEX,3)=1	265
	BRANCH(BINDEX,4)=FOOT	266
	BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5)+1	267
	BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6)	268
	IF(FINDFG.EQ.1)GO TO 1000	269
	GO TO 900	270
		271
C	CHECK FOR END OF PROGRAM	272
C		273
600	LOOK=INDEX(LINE,'END')	274
	IF(LOOK.EQ.1) THEN	275
	CALL ERROR(LINE,404)	276
	GO TO 1000	277
	ELSE	278
	CONTINUE	279
	ENDIF	280
	IF(FINDFG.EQ.1)GO TO 1000	281
900	GO TO 10	282
950	CALL ERROR(SCLINE(SAVELX),404)	283
1000	RETURN	284
210	FORMAT(A72)	285
	END	

```

C***** SUBROUTINE DOBEGN ***** 1
C 2
C 3
C 4
C 5
C 6
C 7
C 8
C 9
C 10
C 11
C 12
C 13
C 14
C 15
C 16
C 17
C 18
C 19
C 20
C 21
C 22
C 23
C 24
C 25
C 26
C 27
C 28
C 29
C 30
C 31
C 32
C 33
C 34
C 35
C 36
C 37
C 38
C 39
C 40
C 41
C 42
C 43
C 44
C 45
C 46
C 47
C 48
C 49
C 50
C 51
C 52
C 53
C 54
C 55
C 56
C 57
C 58
C 59
C 60
C 61
C 62
C 63
C 64
C 65
C 66
C 67
C 68
C 69
C 70

```

***** SUBROUTINE DOBEGN *****
 FORMAT ----- DOBEGN(LINE,LPOINT,SETFLG) -----
 PURPOSE: TO PARSE DO STATEMENT AND RECORD INFORMATION
 IN APPROPRIATE TABLES
 PARAMETERS:
 I/O PARAMETERS:
 LINE: THE LINE OF CODE BEING PARSED
 LPOINT: THE LINE NUMBER OF THE LINE BEING
 CHECKED
 SETFLG: FLAG TO INDICATE NEW EXECUTION AND
 TO CLEAR ALL TABLES AND REGISTERS
 OTHER PARAMETER:
 I,R,D,C,L: PATHWAYS FOR VALUES TO BE SENT
 TO AND FROM SUBROUTINE NUMBER, OF TYPES
 INTEGER, REAL, DOUBLE PRECISION,
 CHARACTER AND LOGICAL, RESPECTIVELY
 TYPE: THE DATA TYPE RETURNED FOR SUBROUTINE
 NUMBER
 POINT: POINTER USED TO SHOW HOW FAR PARSING
 HAS OCCURED
 EQUALS: INTEGER LOCATION OF AN EQUALS SIGN
 BLANK: INTEGER LOCATION OF A BLANK USED IN
 PARSING
 COMMA,COMMA2: INTEGER LOCATION OF A COMMA
 LINEND: FLAG TO INDICATE END IF LINE
 FOOT: STATEMENT NUMBER OF DO FOOT
 EXPRES: CHARACTER STRING OF LINE BEING
 PARSED THAT IS SHORTENED WHEN PARSED
 START: CHARACTER STRING OF INITIAL DO VALUE
 LAST: CHARACTER STRING OF FINAL DO VALUE
 STEP: CHARACTER STRING OF INCREMENTAL VALUE
 COMMON PARAMETERS:
 RSTART: A VARIABLE THATS VALUE INDICATES
 WHICH DIRECTION VMAIN IS TO TAKE:
 1: CONTINUE EXECUTION
 2: RESTART EXECUTION FROM START
 3: EXECUTE DIFFERENT PROGRAM
 4: STOP
 BRANCH: AN ARRAY TABLE THAT HOLDS THE MAP OF
 THE PROGRAM. USED FOR BRANCHING AND
 TO CHECK PROGRAM STRUCTURE
 BINDEX: THE ROW OF BRANCH THE NEXT ENTRY IS TO
 BE MADE ON
 DO: INTEGER ARRAY THATS COLUMNS HOLD THE
 STATEMENT NUMBER OF DO FOOT
 THE LINE NUMBER OF DO STATEMENT
 NUMBER OF INTERATIONS LEFT IN LOOP
 REALDO: REAL ARRAY THATS COLUMNS HOLD THE
 INITIAL VALUE OF DO INDEX
 DINDEX: THE ROW THAT THE NEXT ENTRY TO ARRAYS
 DO AND REALDO IS TO BE MADE IN
 FINDEX: THE ROW OF ARRAY DO AND REALDO THAT
 CORRISPONDES WITH THE PRESENT DO
 BEING CHECKED
 CONTER: THE DO INDEX
 ERRORS NUMBERS CALLED
 106
 107
 211

```

C          SUBROUTINES CALLED:                                71
C          NUMBER                                           72
C          VARABL                                           73
C          SUBROUTINES THAT CALL DOBEGN:                    74
C          VMAIN                                           75
C          SEARCH                                           76
C          SEARCH                                           77
C          SEARCH                                           78
C*****                                                  79
C          SUBROUTINE DOBEGN(LINE,LPOINT,SETFLG)            80
C          INTEGER POINT,BLANK,EQUALS,COMMA,COMMA2,LINEND,DINDEX,BINDEX,  81
C          $          BUG,FOOT,I,TYPE,LPOINT,SETFLG,DO,BRANCH,RSTART      82
C          REAL R,INT,INC,FINAL,REALDO                     83
C          DOUBLE PRECISION D                               84
C          CHARACTER LINE*72,EXPRES*72,CONTER*9,START*10,  85
C          $          HOLD*10,STEP*10,C,HOLDCT*9             86
C          LOGICAL L                                       87
C          COMMON/DOBLK/DO(15,3),REALDO(15,2),DINDEX,FINDEX  88
C          COMMON/BLOCK2/BRANCH(20,6),BINDEX                89
C          COMMON/BLOCKC/CONTER(15)                        90
C          COMMON/STATE/RSTART                              91
C          COMMON/CHECK/BUG                                 92
C          COMMON/CHECK/BUG                                 93
C          CLEAR ALL TABLES TO BEGIN NEW PROGRAM          94
C          CLEAR ALL TABLES TO BEGIN NEW PROGRAM          95
C          CLEAR ALL TABLES TO BEGIN NEW PROGRAM          96
C          IF(SETFLG.EQ.1)THEN                               97
C              DINDEX=0                                     98
C              DO 200 I=1,20                                99
C                  DO 100 J=1,5                             100
C                      DO(I,J)=0                           101
C                      CONTINUE                             102
C          100          CONTINUE                             103
C          200          GO TO 1000                           104
C          ELSE                                             105
C              CONTINUE                                     106
C          ENDIF                                           107
C          IF(LPOINT.LE.DO(DINDEX,2))GO TO 210             108
C          DINDEX=DINDEX+1                                  109
C          PARSE THE DO STATEMENT                            110
C          PARSE THE DO STATEMENT                            111
C          PARSE THE DO STATEMENT                            112
C          210 POINT=INDEX(LINE,'DO')                       113
C          IF(POINT.NE.1) THEN                               114
C              CALL ERROR(LINE,106)                         115
C              GO TO 1000                                    116
C          ELSE                                             117
C              CONTINUE                                     118
C          ENDIF                                           119
C          EXPRES=LINE(POINT+2:72)                          120
C          BLANK=INDEX(EXPRES,' ')                          121
C          IF(BLANK.NE.1) THEN                               122
C              CALL ERROR(LINE,107)                         123
C              GO TO 1000                                    124
C          ELSE                                             125
C              CONTINUE                                     126
C          ENDIF                                           127
C          EXPRES=EXPRES(2:72)                               128
C          BLANK=INDEX(EXPRES,' ')                          129
C          COMMA=INDEX(EXPRES,',')                         130
C          IF (COMMA.LT. BLANK) THEN                         131
C              HOLD=EXPRES(1:COMMA-1)                      132
C              POINT=COMMA+1                                133
C          ELSE                                             134
C              HOLD=EXPRES(1:BLANK-1)                      135
C              POINT=BLANK+1                                136
C          ENDIF                                           137
C          CALL NUMBER(LINE,HOLD,TYPE,I,R,D)                138
C          IF(RSTART.NE.1)GO TO 1000                       139
C          FOOT=I                                           140

```

```

EXPRES=EXPRES(POINT:72) 141
EQUALS=INDEX(EXPRES,'=') 142
HOLDCT=EXPRES(1:EQUALS-1) 143
COMMA=INDEX(EXPRES,',') 144
START=EXPRES(EQUALS+1:COMMA-1) 145
CALL NUMBER(LINE,START,TYPE,I,R,D) 146
IF(RSTART.NE.1)GO TO 1000 147
IF(TYPE.GT.2) THEN 148
    CALL ERROR(LINE,211) 149
    GO TO 1000 150
ELSE 151
    CONTINUE 152
ENDIF 153
IF(TYPE.EQ.1)THEN 154
    INT=I 155
ELSE 156
    INT=R 157
ENDIF 158
EXPRES=EXPRES(COMMA+1:72) 159
COMMA2=INDEX(EXPRES,',') 160
IF(COMMA2.GT.0) THEN 161
    LAST=EXPRES(1:COMMA2-1) 162
    CALL NUMBER(LINE,LAST,TYPE,I,R,D) 163
    IF(RSTART.NE.1)GO TO 1000 164
    IF(TYPE.GT.2) THEN 165
        CALL ERROR(LINE,211) 166
        GO TO 1000 167
    ELSE 168
        CONTINUE 169
    ENDIF 170
    IF(TYPE.EQ.1) THEN 171
        FINAL=I 172
    ELSE 173
        FINAL=R 174
    ENDIF 175
    EXPRES=EXPRES(COMMA2+1:72) 176
    LINEND=INDEX(EXPRES,' ') 177
    STEP=EXPRES(1:LINEND-1) 178
    CALL NUMBER(LINE,STEP,TYPE,I,R,D) 179
    IF(RSTART.NE.1)GO TO 1000 180
    IF(TYPE.GT.2) THEN 181
        CALL ERROR(LINE,211) 182
        GO TO 1000 183
    ELSE 184
        CONTINUE 185
    ENDIF 186
    IF(TYPE.EQ.1)THEN 187
        INC=I 188
    ELSE 189
        INC=R 190
    ENDIF 191
ELSE 192
    LINEND=INDEX(EXPRES,' ') 193
    LAST=EXPRES(1:LINEND-1) 194
    CALL NUMBER(LINE,LAST,TYPE,I,R,D) 195
    IF(RSTART.NE.1)GO TO 1000 196
    IF(TYPE.GT.2) THEN 197
        CALL ERROR(LINE,211) 198
        GO TO 1000 199
    ELSE 200
        CONTINUE 201
    ENDIF 202
    IF(TYPE.EQ.1) THEN 203
        FINAL=I 204
    ELSE 205
        FINAL=R 206
    ENDIF 207
    INC=1 208
ENDIF 209
C 210

```

C		FIND CORRECT FINDEX	211
C			212
	DO 300	I=1,DINDEX	213
		IF(DO(I,1).EQ.FOOT) THEN	214
		FINDEX=I	215
		GO TO 400	216
		ELSE	217
		FINDEX=DINDEX	218
		ENDIF	219
300		CONTINUE	220
400		CONTER(FINDEX)=HOLDCT	221
		ITER=(FINAL-INT+INC)/INC	222
		REALDO(FINDEX,1)=INT	223
		REALDO(FINDEX,2)=INC	224
		CALL VARABL(1,CONTER(FINDEX),2,I,INT,D,C,L)	225
		IF(RSTART.NE.1)GO TO 1000	226
		DO(DINDEX,1)=FOOT	227
		DO(FINDEX,2)=LPOINT	228
		DO(FINDEX,3)=ITER	229
			230
C		PLACE INFO IN BRANCH TABLE	231
C			232
		IF(LPOINT.LT.BRANCH(BINDEX,2))GO TO 1000	233
		IF(LPOINT.GT.BRANCH(BINDEX,2))BINDEX=BINDEX+1	234
		BRANCH(BINDEX,2)=LPOINT	235
		BRANCH(BINDEX,3)=1	236
		BRANCH(BINDEX,4)=FOOT	237
		BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5)+1	238
		BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6)	239
1000		RETURN	240
		END	241


```

C***** SUBROUTINE DCHECK ***** 1
C 2
C   FORMAT ----- DCHECK(SCLINE,LPOINT,DOFLG,ENTRY) 3
C 4
C   PURPOSE:      TO SEE IF A LINE IS A DO FOOT AND IF SO TO: 5
C                   MAKE SURE STATEMENT IS LEGAL 6
C                   RECORD INFORMATION IN BRANCH TABLE 7
C                   CHECK DO STRUCTURE 8
C   PARAMETERS: 9
C 10
C       I/O PARAMETERS: 11
C 12
C           SCLINE: THE LINE OF CODE BEING CHECKED 13
C           LPOINT: THE LINE NUMBER OF THE LINE BEING 14
C                   CHECKED 15
C           DOFLG:  FLAG TO INDICATE IF LINE IS A DO 16
C                   FOOT 17
C           ENTRY:  LINE NUMBER OF BEGINNING OF DO LOOP 18
C 19
C       OTHER PARAMETER: 20
C 21
C           I,R,D:  PATHWAYS FOR VALUES TO BE SENT 22
C                   TO AND FROM SUBROUTINE NUMBER, OF TYPES 23
C                   INTEGER, REAL, DOUBLE PRECISION 24
C           TYPE:  THE DATA TYPE RETURNED FOR SUBROUTINE 25
C                   NUMBER 26
C           NUM:   THE LINE NUMBER OF STATEMENT BEING 27
C                   INTERPRETED 28
C           TEST:  INTEGER LOCATION OF A CHARACTER STRING 29
C                   BEING CHECKED FOR 30
C           BLANK: INTEGER LOCATION OF A BLANK USED IN 31
C                   PARSING 32
C 33
C       COMMON PARAMETERS: 34
C 35
C           RSTART: A VARIABLE THATS VALUE INDUCATES 36
C                   WHICH DIRECTION VMAIN IS TO TAKE: 37
C                   1: CONTINUE EXECUTION 38
C                   2: RESTART EXECUTION FROM START 39
C                   3: EXECUTE DIFFERENT PROGRAM 40
C                   4: STOP 41
C           BRANCH: AN ARRAY TABLE THAT HOLDS THE MAP OF 42
C                   THE PROGRAM. USED FOR BRANCHING AND 43
C                   TO CHECK PROGRAM STRUCTURE 44
C           BINDEX: THE ROW OF BRANCH THE NEXT ENTRY IS TO 45
C                   BE MADE ON 46
C           DO:     INTEGER ARRAY THATS COLUMNS HOLD THE 47
C                   STATEMENT NUMBER OF DO FOOT, 48
C                   THE LINE NUMBER OF DO STATEMENT, 49
C                   NUMBER OF INTERATIONS LEFT IN LOOP 50
C           REALDO: REAL ARRAY THATS COLUMNS HOLD THE 51
C                   INITIAL VALUE OF DO INDEX 52
C           DINDEX: THE ROW THAT THE NEXT ENTRY TO ARRAYS 53
C                   DO AND REALDO IS TO BE MADE IN 54
C           FINDEX: THE ROW OF ARRAY DO AND REALDO THAT 55
C                   CORRISPONDES WITH THE PRESENT DO 56
C                   BEING CHECKED 57
C           CONTER: THE DO INDEX 58
C 59
C   ERRORS NUMBERS CALLED 60
C       150 61
C       205 62
C       206 63
C       207 64
C       208 65
C       209 66
C       210 67
C       303 68
C 69
C   SUBROUTINES CALLED: 70
C       NUMBER 71
C 72

```


	TEST=INDEX(LINE,'RETURN')	145
	IF(TEST.EQ.1) THEN	146
	CALL ERROR(CLINE,206)	147
	GO TO 1000	148
	ELSE	149
	CONTINUE	150
	ENDIF	151
	TEST=INDEX(LINE,'END')	152
	IF(TEST.EQ.1) THEN	153
	CALL ERROR(CLINE,207)	154
	GO TO 1000	155
	ELSE	156
	CONTINUE	157
	ENDIF	158
	TEST=INDEX(LINE,'STOP')	159
	IF(TEST.EQ.1) THEN	160
	CALL ERROR(CLINE,208)	161
	GO TO 1000	162
	ELSE	163
	CONTINUE	164
	ENDIF	165
C		166
C	PLACE INFO INTO BRANCH TABLE	167
C		168
	IF(LPOINT.LT.BRANCH(BINDEX,2))GO TO 300	169
	IF(BRANCH(BINDEX,1).NE.NUM.OR.BRANCH(BINDEX,2).NE.LPOINT)THEN	170
	CALL ERROR(CLINE,150)	171
	GO TO 1000	172
	ELSE	173
	CONTINUE	174
	ENDIF	175
C		176
	BRANCH(BINDEX,3)=2	177
	BRANCH(BINDEX,4)=0	178
	BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5)-1	179
	BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6)	180
C		181
C	CHECK DO AND IF RANGES	182
C		183
300	IF(BRANCH(BINDEX,6).NE.0) THEN	184
	CALL ERROR(CLINE,210)	185
	GO TO 1000	186
	ELSE	187
	CONTINUE	188
	ENDIF	189
	DLEVEL=BRANCH(BINDEX,5)	190
	DO 350 I=BINDE-1,0,-1	191
	IF(BRANCH(I,5).LT.DLEVEL) THEN	192
	CALL ERROR(CLINE,209)	193
	GO TO 1000	194
	ELSE	195
	CONTINUE	196
	ENDIF	197
	IF(BRANCH(I,5).EQ.DLEVEL)THEN	198
	IF(BRANCH(I+1,4).NE.BRANCH(BINDEX,1))CALL ERROR(CLINE,209)	199
	GO TO 1000	200
	ELSE	201
	CONTINUE	202
	ENDIF	203
350	CONTINUE	204
1000	RETURN	205
	END	206

```

C***** SUBROUTINE DOFOOT ***** 1
C 2
C 3
C 4
C 5
C 6
C 7
C 8
C 9
C 10
C 11
C 12
C 13
C 14
C 15
C 16
C 17
C 18
C 19
C 20
C 21
C 22
C 23
C 24
C 25
C 26
C 27
C 28
C 29
C 30
C 31
C 32
C 33
C 34
C 35
C 36
C 37
C 38
C 39
C 40
C 41
C 42
C 43
C 44
C 45
C 46
C 47
C 48
C 49
C 50
C 51
C 52
C 53
C 54
C 55
C 56
C 57

```

***** SUBROUTINE DOFOOT *****
 FORMAT ----- DOFOOT(DOFLG,ENTRY) -----
 PURPOSE: TO DECREMENT INCREMENTAL COUNTER OF DO LOOP,
 CHECK TO SEE IF LOOP NEEDS TO BE REPEATED
 AND FIGURE NEW VALUE OF DO INDEX
 PARAMETERS:
 I/O PARAMETERS:
 DOFLG: FLAG TO INDICATE IF LOOP NEEDS
 REPEATING OR NOT
 ENTRY: LINE NUMBER OF BEGINNING OF DO LOOP
 OTHER PARAMETER:
 I,R,D,C,L: PATHWAYS FOR VALUES TO BE SENT
 TO AND FROM SUBROUTINE VARABL, OF TYPES
 INTEGER, REAL,DOUBLE PRECISION, CHARACTE
 AND LOGICAL, RESPECTIVELY
 COMMON PARAMETERS:
 DO: INTEGER ARRAY THATS COLUMNS HOLD THE
 STATEMENT NUMBER OF DO FOOT
 THE LINE NUMBER OF DO STATEMENT
 NUMBER OF ITERATIONS LEFT IN LOOP
 REALDO: REAL ARRAY THATS COLUMNS HOLD THE
 INITIAL VALUE OF DO INDEX
 DINDEX: THE ROW THAT THE NEXT ENTRY TO ARRAYS
 DO AND REALDO IS TO BE MADE IN
 FINDEX: THE ROW OF ARRAY DO AND REALDO THAT
 CORRISPONDES WITH THE PRESENT DO
 BEING CHECKED
 CONTER: THE DO INDEX
 ERRORS NUMBERS CALLED
 NONE
 SUBROUTINES CALLED:
 VARABL
 SUBROUTINES THAT CALL DOFOOT:
 VMAIN

 SUBROUTINE DOFOOT(DOFLG,ENTRY)
 INTEGER DINDEX,DOFLG,FINDEX,ENTRY,DO,BUG,I
 REAL REALDO,R
 CHARACTER CONTER*9,C*60
 LOGICAL L
 DOUBLE PRECISION D
 COMMON/DOBLK/DO(15,3),REALDO(15,2),DINDEX,FINDEX
 COMMON/BLOCKC/CONTER(15)
 COMMON/CHECK/BUG

```
C          UPDATE ITERATION VALUE          58
C          DO(FINDEX,3)=DO(FINDEX,3)-1    59
C          DO(FINDEX,3)=DO(FINDEX,3)-1    60
C          IS DO LOOP STILL ALIVE        61
C          IF(DO(FINDEX,3).LT.1) THEN     62
C          DOFLG=0                        63
C          GO TO 1000                     64
C          ELSE                            65
C          CONTINUE                       66
C          ENDIF                          67
C          UPDATE LOOP PARAMETERS AND FIND BEGINNING OF LOOP 68
C          ENTRY=DO(FINDEX,2)             69
C          REALDO(FINDEX,1)=REALDO(FINDEX,1)+REALDO(FINDEX,2) 70
C          CALL VARABL(1,CONTER(FINDEX),2,I,REALDO(FINDEX,1),D,C,L) 71
1000 RETURN                               72
      END                                 73
                                           74
                                           75
                                           76
                                           77
                                           78
```

```

C***** SUBROUTINE SIF ***** 1
C 2
C   FORMAT ----- SIF(LINE,PATH) 3
C 4
C   PURPOSE:          TO EXECUTE AN IF STATEMENT, RECORD IF,ELSE AND 5
C                   ENDIF STATEMENTS IN BRANCH TABLE AND TO EXECUTE 6
C                   ENDIF STATEMENTS. 7
C 8
C   PARAMETERS: 9
C 10
C       I/O PARAMETERS: 11
C 12
C           LINE:    THE LINE OF CODE THAT CAUSED THE 13
C                   SUBROUTINE TO BE CALLED 14
C           PATH:    CODE OF WHAT STATEMENT TYPE THE 15
C                   SUBROUTINE WAS CALLED FROM 16
C                   1 :    IF statement 17
C                   2 :    ELSE statement 18
C                   3 :    ENDIF statement 19
C 20
C       PARSING PARAMETERS: 21
C 22
C           BLANK:   INTEGER LOCATION OF A BLANK 23
C           LLOOK,RLOOK: INTEGER LOCATION OF OPEN AND 24
C                   CLOSE PARENTHESES 25
C           EXPRES:  LINE OF CODE THAT IS SHORTENED AS IT 26
C                   IS PARSED 27
C           LOOK:    INTEGER VALUE OF LOCATION OF ELEMENT 28
C                   BEING PARSED FOR 29
C 30
C       FOR EVALUATING IF STATEMENT 31
C 32
C           LOGEXP:  CHARACTER STRING OF THE LOGICAL 33
C                   EXPRESSION TO BE EVALUATED 34
C           TRUTH:   LOGICAL VARIABLE THAT RETURNS THE 35
C                   VALUE OF A LOGICAL EXPRESSION 36
C 37
C       COMMON PARAMETERS: 38
C 39
C           LINEX:   THE LINE NUMBER OF THE MOST ADVANCED 40
C                   LINE READ 41
C           LPOINT:  THE LINE NUMBER OF THE LINE BEING 42
C                   INTERPRETED 43
C           LEVEL:   THE LEVEL OR DEPTH OF NESTING OF THE 44
C                   IF STRUCTURE 45
C           SCLINE:  CHATACTER ARRAY OF PROGRAM BEING 46
C                   INTERPRETED 47
C           BRANCH:  A TABLE THAT MAPS THE CODE BEING 48
C                   INTERPRETED 49
C           BINDEX:  WHAT LINE THE NEXT ENTRY TO BRANCH IS 50
C                   TO BE ON 51
C           IFTABL:  AN ARRAY THAT INDICATES IF AN ELSE 52
C                   STATEMENT HAS BEEN ENCOUNTERED AND IF 53
C                   A BLOCK OF STATEMENTS HAS BEEN EXECUTED 54
C           IFLINE:  CHARACTER STRING OF THE STATEMENT 55
C                   FOLLOWING A LOGICAL IF 56
C           RSTART:  A VARIABLE THATS VALUE INDUCATES 57
C                   WHICH DIRECTION VMAIN IS TO TAKE: 58
C                   1:    CONTINUE EXECUTION 59
C                   2:    RESTART EXECUTION FORM START 60
C                   3:    EXECUTE DIFFERENT PROGRAM 61
C                   4:    STOP 62
C
C       ERRORS NUMBERS CALLED 63
C           109 64
C           150 65
C           405 66
C           407 67
C
C       SUBROUTINES CALLED: 68
C           FORWRD 69
C           EVALIF 70
C           ERROR 71
C 72

```

```

C
C      SUBROUTINES THAT CALL SIF:
C      SEARCH
C*****
C
SUBROUTINE SIF(LINE,PATH)
INTEGER BLANK,LLOOK,RLOOK,BUG,LEVEL,LINDEX,LPOINT,IFTABL(5,2),
$      BINDEX,BRANCH(20,6),PATH,IFFLAG,MAXLIN,RSTART
CHARACTER LINE*72,LOGEXP*72,SCLINE*72,EXPRES*72,
$      IFLINE*72
LOGICAL TRUTH
DIMENSION SCLINE(20)
COMMON/CONTRL/LINDEX,LPOINT,LEVEL,MAXLIN
COMMON/CONTR2/SCLINE
COMMON/BLOCK2/BRANCH,BINDEX
COMMON/IFBLK/IFTABL,IFFLAG
COMMON/IFBLKC/IFLINE
COMMON/STATE/RSTART
COMMON/CHECK/BUG
IFFLAG=0
GO TO (10,300,400)PATH
10  LOOK=INDEX(LINE,'THEN ')
    IF(LOOK.EQ.0)IFFLAG=1
C
C      RECORD 'IF' IN BRANCH TABLE
C
IF(IFFLAG.EQ.1) THEN
CONTINUE
ELSE
LEVEL=LEVEL+1
IF(LEVEL.GT.5) THEN
CALL ERROR(LINE,407)
GO TO 1000
ELSE
CONTINUE
ENDIF
IF(LPOINT.GT.BRANCH(BINDEX,2))THEN
BINDEX=BINDEX+1
BRANCH(BINDEX,2)=LPOINT
BRANCH(BINDEX,3)=3
BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5)
BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6)+1
ELSE
CONTINUE
ENDIF
IF(LPOINT.EQ.BRANCH(BINDEX,2))THEN
BRANCH(BINDEX,3)=3
BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5)
BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6)+1
ELSE
CONTINUE
ENDIF
ENDIF
C
C      PARSE LINE FOR LOGICAL EXPRESSION
C
100  LLOOK=INDEX(LINE,'(')
    RLOOK=INDEX(LINE,')')
    IF(LLOOK.EQ.0.OR.RLOOK.EQ.0) THEN
CALL ERROR(LINE,109)
GO TO 1000
ELSE
CONTINUE
ENDIF
LOGEXP=LINE(LLOOK+1:RLOOK-1)
C
C      EVALUATE LOGICAL EXPRESSION
C
CALL EVALIF(LINE,LOGEXP,TRUTH)
IF(RSTART.NE.1)GO TO 1000
IF(TRUTH) THEN

```

```

C          LOGICAL ARGUMENT IS TRUE          145
C          IF(IFFLAG.EQ.0) THEN              146
C          IFTABL(LEVEL,1)=1                 147
C          GO TO 1000                         148
C          ELSE                               149
C          IFLINE=LINE(RLOOK+1:72)           150
C          GO TO 1000                         151
C          ENDIF                             152
ELSE                                           153
C          LOGICAL ARGUMENT IS FALSE        154
C          IF(IFFLAG.EQ.1) THEN              155
C          IFFLAG=0                          156
C          GO TO 1000                         157
C          ELSE                               158
C          CONTINUE                           159
C          ENDIF                             160
C          IF(LPOINT.LT.LINDEX)THEN         161
C          DO 210 I = 1,BINDEX               162
C          IF(BRANCH(I,3).EQ.4.AND.BRANCH(I,6).EQ.LEVEL) THEN 163
C          IF(LPOINT.GE.BRANCH(I,2))GO TO 210 164
C          LPOINT=BRANCH(I,2)                165
C          GO TO 200                          166
C          ELSE                               167
C          CONTINUE                           168
C          ENDIF                             169
C          CONTINUE                           170
C          ENDIF                             171
C          CONTINUE                           172
210      ELSE                               173
C          LPOINT=LINDEX                     174
C          CALL FORWRD(2,0)                   175
C          IF(RSTART.NE.1)GO TO 1000         176
C          LPOINT=LINDEX                     177
C          ENDIF                             178
C          ENDIF                             179
C          FOUND AN ELSE                     180
C          LINE=SCLINE(LPOINT)               181
C          LOOK=INDEX(LINE,'ELSE')           182
C          LINE=LINE(LOOK:72)                183
C          LOOK=INDEX(LINE,'IF ')           184
C          LOOK1=INDEX(LINE,'IF(')          185
C          IF(LOOK.NE.0.OR.LOOK1.NE.0)THEN   186
C          LOOK=INDEX(LINE,'THEN')          187
C          IF(LOOK.EQ.0) THEN                188
C          CALL ERROR(LINE,109)              189
C          GO TO 1000                        190
C          ELSE                               191
C          CONTINUE                           192
C          ENDIF                             193
C          GO TO 100                          194
ELSE                                           195
C          IF(IFTABL(LEVEL,2).NE.0) THEN    196
C          CALL ERROR(SCLINE(LPOINT),405)   197
C          GO TO 1000                        198
C          ELSE                               199
C          CONTINUE                           200
C          ENDIF                             201
C          IFTABL(LEVEL,1)=1                 202
C          IFTABL(LEVEL,2)=1                 203
C          ENDIF                             204
C          GO TO 1000                        205
C          ENDIF                             206
C          GO TO 1000                        207
C          ENDIF                             208
C          GO TO 1000                        209
C          ENDIF                             210
C          GO TO 1000                        211

```



```

C *****
C
C          ENTRANCE TO SUBROUTINE FROM 'ELSE' STATEMENT
C
300  LOOK=INDEX(LINE,'ELSE')
      IF(LOOK.NE.1) THEN
          CALL ERROR(LINE,150)
          GO TO 1000
      ELSE
          CONTINUE
      ENDIF
      EXPRES=LINE
C
C          CHECK IF-TABLE TO MAKE SURE EXECUTION HAS OCCURED
C
      IF(IFTABL(LEVEL,1).NE.1) THEN
          CALL ERROR(LINE,405)
          GO TO 1000
      ELSE
          CONTINUE
      ENDIF
C
C          RECORD ELSE STATEMENT
C
      IF(LPOINT.GT.BRANCH(BINDEX,2))THEN
          BINDEX=BINDEX+1
          BRANCH(BINDEX,2)=LPOINT
          BRANCH(BINDEX,3)=4
          BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5)
          BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6)
      ELSE IF(LPOINT.EQ.BRANCH(BINDEX,2))THEN
          BRANCH(BINDEX,3)=4
          BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5)
          BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6)
      ELSE
          CONTINUE
      ENDIF
C
C          IT IS AN 'ELSE IF' STATEMENT (LOOKING FOR 'ELSE')
C
305  LOOK=INDEX(EXPRES,'IF')
      IF(LOOK.NE.0) THEN
          IF(LPOINT.LT.LINDEX)THEN
              DO 310 I=1,BINDEX
                  IF(BRANCH(I,3).EQ.4.AND.BRANCH(I,6).EQ.LEVEL)THEN
                      IF(LPOINT.GE.BRANCH(I,2))GO TO 310
                      LPOINT=BRANCH(I,2)
                      EXPRES=SCLINE(LPOINT)
                      LOOK=INDEX(EXPRES,'ELSE')
                      IF(LOOK.EQ.0) THEN
                          CALL ERROR(LINE,150)
                          GO TO 1000
                      ELSE
                          CONTINUE
                      ENDIF
                      GO TO 305
                  ELSE
                      CONTINUE
                  ENDIF
              ENDIF
          CONTINUE
310  ELSE
          CONTINUE
      ENDIF
      CALL FORWRD(2,0)
      IF(RSTART.NE.1) GO TO 1000
      EXPRES=SCLINE(LPOINT)
      LOOK=INDEX(EXPRES,'ELSE')
      IF(LOOK.EQ.0)THEN
          CALL ERROR(LINE,150)
          GO TO 1000
      ELSE
          CONTINUE

```

	ENDIF	283
	GO TO 305	284
	ELSE	285
	CONTINUE	286
	ENDIF	287
320	IFTABL(LEVEL,2)=1	288
C		289
C	LOOK FOR 'ENDIF' STATEMENT	290
C		291
	IF(LPOINT.LT.LINDEX)THEN	292
	DO 330 I=1,BINDEX	293
	IF(BRANCH(I,3).EQ.5.AND.BRANCH(I-1,6).EQ.LEVEL)THEN	294
	LPOINT=BRANCH(I,2)-1	295
	GO TO 1000	296
	ELSE	297
	CONTINUE	298
	ENDIF	299
330	CONTINUE	300
	ELSE	301
	CONTINUE	302
	ENDIF	303
	CALL FORWRD(3,0)	304
	IF(RSTART.NE.1)GO TO 1000	305
	LPOINT=LPOINT-1	306
	GO TO 1000	307
C		308
C	*****	309
C		310
C	ENTRANCE TO SUBROUTINE FROM 'ENDIF' STATEMENT	311
C		312
400	IF(IFTABL(LEVEL,1).NE.1.OR.IFTABL(LEVEL,2).NE.1) THEN	313
	CALL ERROR(EXPRES,405)	314
	GO TO 1000	315
	ELSE	316
	CONTINUE	317
	ENDIF	318
	IFTABL(LEVEL,1)=0	319
	IFTABL(LEVEL,2)=0	320
	IF(LPOINT.GT.BRANCH(BINDEX,2))THEN	321
	BINDEX=BINDEX+1	322
	BRANCH(BINDEX,2)=LPOINT	323
	BRANCH(BINDEX,3)=5	324
	BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5)	325
	BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6)-1	326
	LEVEL=LEVEL-1	327
	GO TO 1000	328
	ELSE IF(LPOINT.EQ.BRANCH(BINDEX,2))THEN	329
	BRANCH(BINDEX,3)=5	330
	BRANCH(BINDEX,5)=BRANCH(BINDEX-1,5)	331
	BRANCH(BINDEX,6)=BRANCH(BINDEX-1,6)-1	332
	LEVEL=LEVEL-1	333
	GO TO 1000	334
	ELSE	335
	LEVEL=LEVEL-1	336
	GO TO 1000	337
	ENDIF	338
1000	RETURN	339
	END	340

```

C***** SUBROUTINE EVALIF *****
C
C   FORMAT ----- EVALIF(LINE,LOGEXP,TRUTH)
C
C   PURPOSE:      TO EVALUATE THE LOGICAL EXPRESSIONS OF IF
C                 STATEMENTS
C
C   PARAMETERS:
C
C       I/O PARAMETERS:
C
C           LINE:  THE LINE OF CODE THAT CONTAINS THE
C                 IF STATEMENT
C           LOGEXP: CHARACTER STRING OF THE LOGICAL
C                 EXPRESSION TO BE EVALUATED
C           TRUTH:  LOGICAL VARIABLE WITH THE
C                 VALUE OF EVALUATED LOGICAL
C                 EXPRESSION
C
C       PARSING PARAMETERS:
C
C           LOOK:   INTEGER VALUE OF LOCATION OF ELEMENT
C                 BEING PARSED
C           DOUBLE: A VALUE OF 1 INDICATES A 2 PART LOGICAL
C                 EXPRESSION
C           VALUE1,VALUE2,VALUE3,VALUE4: THE REAL VALUES
C                 OF EACH OPERAND IN LOGICAL EXPRESSION
C           CHECK:  VARIABLE USED TO SEE IF THE CHARACTER
C                 FOLLOWING A PERIOD IS AN OPERATER OR
C                 A NUMBER
C           IVAL,RVAL,DVAL,CVAL,LVAL:  PATHWAYS FOR THE
C                 VALUES OF THE OPERAND TO BE PASSED
C           TYPE:   THE TYPE OF VALUE RETURNED
C           RELOP:  CHARACTER STRING THAT REPRESENTS THE
C                 RATIONAL OPERATOR USED
C           LOGOP:  CHARACTER STRING THAT REPRESENTS THE
C                 LOGICAL OPERATOR USED
C
C       TO EVALUATE EXPRESSION:
C
C           CODE1,CODE2:  INTEGER CODES AS TO WHICH
C                 RELATIONAL OPERATOR IS BEING USED
C                 1:  LT
C                 2:  LE
C                 3:  EQ
C                 4:  NE
C                 5:  GT
C                 6:  GE
C           PART1,PART2:  LOGICAL VARIABLES THAT HOLD THE
C                 VALUE OF RELATONAL EXPRESSION EVALUATED
C           LCODE:  INTEGER CODE AS TO WHICH LOGICAL
C                 OPTERATOR IS BEING USED:
C                 1:  AND
C                 2:  OR
C           RSTART:  A VARIABLE THATS VALUE INDICATES
C                 WHICH DIRECTION VMAIN IS TO TAKE:
C                 1:  CONTINUE EXECUTION
C                 2:  RESTART EXECUTION FROM START
C                 3:  EXECUTE DIFFERENT PROGRAM
C                 4:  STOP
C
C   ERRORS NUMBERS CALLED
C       109
C
C   SUBROUTINES CALLED:
C       NUMBER
C       VARABL
C       OPERAT
C       LOPER
C       ERROR
C
C   SUBROUTINES THAT CALL EVALIF:
C       SIF

```

```

C
C*****
C
SUBROUTINE EVALIF(LINE,LOGEXP,TRUTH)
INTEGER LOOK,TYPE,IVAL,CODE1,DOUBLE,CODE2,BUG,RSTART
REAL RVAL,VALUE1,VALUE2,VALUE3,VALUE4
DOUBLE PRECISION DVAL
CHARACTER LINE*72,LOGEXP*72,STRING*72,WORD*10,RELOP*2,LOGOP*3,
$      CVAL*60
LOGICAL PART1,PART2,TRUTH
COMMON/STATE/RSTART
COMMON/CHECK/BUG
C
C      FIND FIRST OPERAND
C
STRING=LOGEXP
LOOK=INDEX(STRING, '.')
WORD=STRING(1:LOOK-1)
CALL NUMBER(LINE,WORD,TYPE,IVAL,RVAL,DVAL)
IF(RSTART.NE.1)GO TO 1000
GO TO (10,20,30) TYPE
10  VALUE1=IVAL
GO TO 50
20  VALUE1=RVAL
GO TO 50
30  VALUE1=DVAL
C
C      FIND FIRST RELATIONAL OPERATOR
C
50  STRING=STRING(LOOK+1:72)
LOOK=INDEX(STRING, '.')
RELOP=STRING(1:LOOK-1)
CALL OPERAT(LINE,RELOP,CODE1)
IF(RSTART.NE.1) GO TO 1000
C
C      FIND SECOND OPERAND AND CHECK FOR TWO PART EXPRESSION
C
STRING=STRING(LOOK+1:72)
LOOK=INDEX(STRING, '.')
IF(LOOK.EQ.0) THEN
DOUBLE=0
LOOK=INDEX(STRING, ' ')
ELSE
DOUBLE=1
ENDIF
WORD=STRING(1:LOOK-1)
CALL NUMBER(LINE,WORD,TYPE,IVAL,RVAL,DVAL)
IF(RSTART.NE.1)GO TO 1000
GO TO (110,120,130)TYPE
110 VALUE2=IVAL
GO TO 150
120 VALUE2=RVAL
GO TO 150
130 VALUE2=DVAL
C
C      EVALUATE PART ONE OF THE EXPRESSION
C
150 PART1=.FALSE.
GO TO (210,220,230,240,250,260) CODE1
210 IF(VALUE1 .LT. VALUE2) PART1=.TRUE.
GO TO 300
220 IF(VALUE1 .LE. VALUE2) PART1=.TRUE.
GO TO 300
230 IF(VALUE1 .EQ. VALUE2) PART1=.TRUE.
GO TO 300
240 IF(VALUE1 .NE. VALUE2) PART1=.TRUE.
GO TO 300
250 IF(VALUE1 .GT. VALUE2) PART1=.TRUE.
GO TO 300
260 IF(VALUE1 .GE. VALUE2) PART1=.TRUE.

```

300	IF(DOUBLE.EQ.0) THEN	143
	TRUTH=PART1	144
	GO TO 1000	145
	ELSE	146
	CONTINUE	147
	ENDIF	148
C		149
C	FIND LOGICAL OPERATER OF TWO PART EXPRESSION	150
C		151
	STRING=STRING(LOOK+1:72)	152
	LOOK=INDEX(STRING, '.')	153
	LOGOP=STRING(1:LOOK-1)	154
C		155
C	FIND THIRD OPERAND	156
C		157
	STRING=STRING(LOOK+1:72)	158
	LOOK=INDEX(STRING, '.')	159
	WORD=STRING(1:LOOK-1)	160
	CALL NUMBER(LINE,WORD,TYPE,IVAL,RVAL,DVAL)	161
	IF(RSTART.NE.1)GO TO 1000	162
	GO TO (310,320,330) TYPE	163
310	VALUE3=IVAL	164
	GO TO 350	165
320	VALUE3=RVAL	166
	GO TO 350	167
330	VALUE3=DVAL	168
C		169
C	FIND SECOND RATIONAL OPERATOR	170
C		171
350	STRING=STRING(LOOK+1:72)	172
	LOOK=INDEX(STRING, '.')	173
	RELOP=STRING(1:LOOK-1)	174
	CALL OPERAT(LINE,RELOP,CODE2)	175
	IF(RSTART.NE.1)GO TO 1000	176
C		177
C	FIND FORTH OPERAND	178
C		179
	STRING=STRING(LOOK+1:72)	180
	LOOK=INDEX(STRING, '.')	181
	IF(LOOK.NE.0) THEN	182
	CALL ERROR(LINE,109)	183
	GO TO 1000	184
	ELSE	185
	CONTINUE	186
	ENDIF	187
	LOOK=INDEX(STRING, '.')	188
	IF(LOOK.EQ.1) THEN	189
	CALL ERROR(LINE,109)	190
	GO TO 1000	191
	ELSE	192
	CONTINUE	193
	ENDIF	194
	WORD=STRING(1:LOOK-1)	195
	CALL NUMBER(LINE,WORD,TYPE,IVAL,RVAL,DVAL)	196
	IF (RSTART.NE.1)GO TO 1000	197
	GO TO (410,420,430) TYPE	198
410	VALUE4=IVAL	199
	GO TO 450	200
420	VALUE4=RVAL	201
	GO TO 450	202
430	VALUE4=DVAL	203
C		204
C	EVALUATE PART TWO OF THE EXPRESSION	205
C		206
450	PART2=.FALSE.	207
	GO TO (510,520,530,540,550,560) CODE2	208
510	IF(VALUE3 .LT. VALUE4) PART2=.TRUE.	209
	GO TO 600	210
520	IF(VALUE3 .LE. VALUE4) PART2=.TRUE.	211
	GO TO 600	212
530	IF(VALUE3 .EQ. VALUE4) PART2=.TRUE.	213
	GO TO 600	214

```

540 IF(VALUE3 .NE. VALUE4) PART2=.TRUE. 215
GO TO 600 216
550 IF(VALUE3 .GT. VALUE4) PART2=.TRUE. 217
GO TO 600 218
560 IF(VALUE3 .GE. VALUE4) PART2=.TRUE. 219
C 220
C PREFORM LOGICAL EVALUATION ON PART1 AND PART2 221
C 222
600 CALL LOPER(LINE,LOGOP,LCODE) 223
IF(RSTART.NE.1) GO TO 1000 224
TRUTH=.FALSE. 225
GO TO (610,620) LCODE 226
610 IF(PART1 .AND. PART2) TRUTH=.TRUE. 227
GO TO 1000 228
620 IF(PART1 .OR. PART2) TRUTH=.TRUE. 229
1000 RETURN 230
END 231
C 232
C***** SUBROUTINE LOPER ***** 233
C 234
C FORMAT ----- LOPER(LINE,LOGOP,CODE) ----- 235
C 236
C PURPOSE: TO CODE WHICH LOGICAL OPERATOR IS BEING USED 237
C 238
C PARAMETERS: 239
C 240
C I/O PARAMETERS: 241
C 242
C LINE: CHARACTER STRING OF IF STATEMENT 243
C LOGOP: CHARACTER STRING OF LOGICAL OPERATORS 244
C CODE: LOGICAL OPERATOR CODE 245
C 1: AND 246
C 2: OR 247
C 248
C OTHER PARAMETERS: 249
C 250
C LOGTYP: CHARACTER ARRAY OF ALLOWED LOGICAL 251
C OPERATORS 252
C 253
C ERROR NUMBERS CALLED: 254
C 110 255
C 256
C SUBROUTINES CALLED: 257
C NONE 258
C 259
C SUBROUTINES THAT CALL LOPER: 260
C EVALIF 261
C 262
C***** 263
C 264
C SUBROUTINE LOPER(LINE,LOGOP,CODE) 265
C INTEGER CODE 266
C CHARACTER LOGTYP*3,LINE*72,LOGOP*3 267
C DIMENSION LOGTYP(2) 268
C LOGTYP(1)='AND' 269
C LOGTYP(2)='OR' 270
C DO 100 I=1,2 271
C IF(LOGOP.EQ.LOGTYP(I)) GO TO 200 272
100 CONTINUE 273
CALL ERROR(LINE,110) 274
GO TO 1000 275
200 CODE=I 276
1000 RETURN 277
END 278

```

```

C
C***** SUBROUTINE OPERAT *****
C
C   FORMAT ----- OPERAT(LINE,RELOP,CODE) -----
C
C   PURPOSE:          TO CODE WHICH RELATIONAL OPERATOR IS BEING USED
C
C   PARAMETERS:
C
C       I/O PARAMETERS:
C
C           LINE:  CHARACTER STRING OF IF STATEMENT
C           LOGOP: CHARACTER STRING OF RELATIONAL
C                   OPERATOR
C           CODE:  RELATIONAL OPERATOR CODE
C                   1:  LT
C                   2:  LE
C                   3:  EQ
C                   4:  NE
C                   5:  GT
C                   6:  GE
C
C       OTHER PARAMETERS:
C
C           OPTYPE: CHARACTER ARRAY OF ALLOWED LOGICAL
C                   OPERATORS
C
C   ERROR NUMBERS CALLED:
C       110
C
C   SUBROUTINES CALLED:
C       NONE
C
C   SUBROUTINES THAT CALL LOPER:
C       EVALIF
C*****
C
C   SUBROUTINE OPERAT(LINE,RELOP,CODE)
C   INTEGER CODE
C   CHARACTER OPTYPE*2,LINE*72,RELOP*2
C   DIMENSION OPTYPE(6)
C   OPTYPE(1)='LT'
C   OPTYPE(2)='LE'
C   OPTYPE(3)='EQ'
C   OPTYPE(4)='NE'
C   OPTYPE(5)='GT'
C   OPTYPE(6)='GE'
C   DO 100 I=1,6
C       IF(RELOP.EQ.OPTYPE(I)) GO TO 200
100  CONTINUE
C   CALL ERROR(LINE,110)
C   GO TO 1000
200  CODE=I
1000 RETURN
C   END

```

```

C***** SUBROUTINE SGOTO *****
C
C   FORMAT ----- SGOTO(LINE) -----
C
C   PURPOSE:      TO PARSE A GOTO STATEMENT AND FIND THE
C                  STATEMENT NUMBER AND LINE NUMBER OF THE NEXT
C                  STATEMENT TO BE INTERPRETED
C
C   PARAMETERS:
C
C       I/O PARAMETERS:
C
C           LINE:   LINE OF CODE BEING INTERPRETED
C
C       OTHER PARAMETER:
C
C           I,R,D,C,L:  PATHWAYS FOR VALUES TO BE SENT
C                       TO AND FROM SUBROUTINE NUMBER, OF TYPES
C                       INTEGER, REAL, DOUBLE PRECISION,
C                       CHARACTER AND LOGICAL
C           TYPE:     THE DATA TYPE RETURNED FOR SUBROUTINE
C                       NUMBER
C           COMMA:    INTEGER LOCATION OF A COMMA
C           NUM:     STATEMENT NUMBER OF LINE BEING ENTERED
C           BEXIT:   POINT IN BRANCH TABLE THAT IS EXITED
C                       FROM
C           BENTRY:  POINT IN BRANCH TABLE THAT IS ENTERED
C                       INTO
C           POINT:   A POINTER THAT SHOWS WHERE PARSING IS
C                       BEING DONE
C           DLEVEL:  DO LEVEL
C           FLEVEL:  IF LEVEL
C           LOOK,LOOK1:  INTEGER LOCATIONS OF CHARACTER
C                       BEING PARSED FOR
C           UPFLAG:  FLAG INDICATING THE LINE TO GOTO IS
C                       ABOVE THE PRESENT LINE
C           EXPRES:  LINE OF CODE BEING INTERPRETED THAT
C                       BECOMES SHORTENED AS IT IS PARSED
C
C       COMMON PARAMETERS:
C
C           RSTART:  A VARIABLE THATS VALUE INDICATES
C                   WHICH DIRECTION VMAIN IS TO TAKE:
C                   1:  CONTINUE EXECUTION
C                   2:  RESTART EXECUTION FROM START
C                   3:  EXECUTE DIFFERENT PROGRAM
C                   4:  STOP
C           BRANCH:  AN ARRAY TABLE THAT HOLDS THE MAP OF
C                   THE PROGRAM. USED FOR BRANCHING AND
C                   TO CHECK PROGRAM STRUCTURE
C           BINDEX:  THE ROW OF BRANCH THE NEXT ENTRY IS TO
C                   BE MADE ON
C           LINDEX:  LINE NUMBER OF LINE READ FURTHEST IN
C                   PROGRAM
C           LPOINT:  LINE NUMBER OF THE LINE BEING INTERPRETE
C                   INTERPERED
C           LEVEL:   THE CURRENT IF LEVEL
C           MAXLIN:  MAXIMUM NUMBER OF LINES ALLOWED IN THE
C                   USER'S PROGRAM
C
C   ERRORS NUMBERS CALLED
C       108
C       303
C       402
C       403
C
C   SUBROUTINES CALLED:
C       NUMBER
C       VARABL
C       FORWRD

```



```

                                WORD=EXPRES(1:LOOK1-1)
                                145
ENDIF
                                146
CALL NUMBER(PLINE,WORD,TYPE,I,R,D)
                                147
IF(RSTART.NE.1)GO TO 1000
                                148
IF(TYPE.NE.1) THEN
                                149
    CALL ERROR(LINE,303)
                                150
    GO TO 1000
                                151
ELSE
                                152
    CONTINUE
                                153
ENDIF
                                154
NUM=I
                                155
GO TO 130
                                156
                                157
                                PARSE STATEMENT FOR UNCONDITIONAL 'GO TO'
                                158
                                159
C
C
C
120 POINT=INDEX(LINE,'TO')
                                160
    WORD=LINE(POINT+2:POINT+8)
                                161
    HELP=LINE
                                162
    CALL NUMBER(PLINE,WORD,TYPE,I,R,D)
                                163
    IF(RSTART.NE.1)GO TO 1000
                                164
    IF(TYPE.NE.1) THEN
                                165
        CALL ERROR(LINE,303)
                                166
        GO TO 1000
                                167
    ELSE
                                168
        CONTINUE
                                169
    ENDIF
                                170
    NUM=I
                                171
                                172
                                FIND ENTRY INTO BRANCH ARRAY
                                173
                                174
C
C
C
130 DO 150 J=BINDEX,0,-1
                                175
    IF(BRANCH(J,1).EQ.NUM) THEN
                                176
        BENTRY=J
                                177
        LPOINT=BRANCH(BENTRY,2)
                                178
        UPFLAG=1
                                179
        GO TO 200
                                180
    ELSE
                                181
        CONTINUE
                                182
    ENDIF
                                183
150 CONTINUE
                                184
    CALL FORWRD(1,NUM,0)
                                185
    IF(RSTART.NE.1)GO TO 1000
                                186
    BENTRY=BINDEX
                                187
    LPOINT=BRANCH(BENTRY,2)
                                188
                                189
                                CHECK IF 'GO TO' ENTRY IS LEGAL
                                190
                                191
C
C
C
200 DLEVEL=BRANCH(BENTRY-1,5)
                                192
    FLEVEL=BRANCH(BENTRY-1,6)
                                193
    IF(BRANCH(BEXIT,5).LT.DLEVEL) GO TO 410
                                194
    IF(BRANCH(BEXIT,6).LT.FLEVEL) GO TO 420
                                195
    IF(UPFLAG.EQ.1) THEN
                                196
        DO 250 I=BENTRY,BEXIT
                                197
            IF(BRANCH(I,5).LT.DLEVEL) GO TO 410
                                198
            IF(BRANCH(I,6).LT.FLEVEL) GO TO 420
                                199
        CONTINUE
                                200
    ELSE
                                201
        DO 350 I=BENTRY,BEXIT,-1
                                202
            IF(BRANCH(I,5).LT.DLEVEL) GO TO 410
                                203
            IF(BRANCH(I,6).LT.FLEVEL) GO TO 420
                                204
        CONTINUE
                                205
    ENDIF
                                206
    LPOINT=BRANCH(BENTRY,2)-1
                                207
1000 RETURN
                                208
410 CALL ERROR(HELP,402)
                                209
    RETURN
                                210
420 CALL ERROR(HELP,403)
                                211
    RETURN
                                212
    END
                                213

```

```

C***** SUBROUTINE SPAUSE ***** 1
C 2
C CALLING FORMAT ----- SPAUSE ----- 3
C 4
C PURPOSE: TO ALLOW THE USER TO VIEW AND CHANGE 5
C VARIABLES DURING THE INTERPRETATION OF 6
C THEIR PROGRAM 7
C 8
C I/O PARAMETERS: 9
C 10
C INPUT: NONE 11
C 12
C OUTPUT: THE VIEWING AND CHANGING OF VARIABLE VALUES 13
C 14
C OTHER PARAMETERS: 15
C 16
C TO CREAT MENU: 17
C 18
C PNAME: CHARACTER STRING OF MENU NAME 19
C PLINE: CHARACTER ARRAY OF THE CHOICES NEMU HAS 20
C CHOICE: THE NUMBER OF THE CHOICE THE USER HAS 21
C SELECTED FROM THE MENU 22
C VALUES OF THE USER DEFINED ARRAY 23
C 24
C COMMON PARAMETERS: 25
C 26
C RSTART: A VARIABLE THATS VALUE INDUCATES 27
C WHICH DIRECTION VMAIN IS TO TAKE: 28
C 1: CONTINUE EXECUTION 29
C 2: RESTART EXECUTION FROM START 30
C 3: EXECUTE DIFFERENT PROGRAM 31
C 4: STOP 32
C 33
C CHARACTER VARIABLE VALUES 34
C 35
C ERROR NUMBERS CALLED: 36
C NONE 37
C 38
C SUBROUTINES CALLED: 39
C MENU 40
C NUMBER 41
C VAROUT 42
C VARCHG 43
C PATHWY 44
C 45
C SUBROUTINES THAT CALL SPAUSE: 46
C SEARCH 47
C ***** 48
C 49
C SUBROUTINE SPAUSE 50
C INTEGER BUG,CHOICE,RSTART 51
C CHARACTER PLINE*72,PNAME*20 52
C DIMENSION PLINE(8) 53
C COMMON/STATE/RSTART 54
C COMMON/CHECK/BUG 55
C PNAME=' PAUSE 56
C PLINE(1)='DISPLAY VARIABLE VALUES' 57

```

	PLINE(2)='CHANGE A VARIABLE VALUE'	58
	PLINE(3)='CONTINUE EXECUTION FROM THIS POINT'	59
	PLINE(4)='START EXECUTION FROM BEGINNING OF PROGRAM'	60
	PLINE(5)='QUIT'	61
C		62
C	CHOSE DIRECTION FROM PAUSE STATEMENT	63
C		64
	WRITE(IN,*)'YOU HAVE ENCOUNTERED A PAUSE STATEMENT'	65
10	CALL MENU(PNAME,PLINE,5,CHOICE)	66
	GO TO (100,200,300,400,500)CHOICE	67
C		68
C	DISPLAY VARIABLES	69
C		70
100	CALL VAROUT	71
	IF(RSTART.NE.1)GO TO 1000	72
	GO TO 10	73
C		74
C	CHANGE VARIABLE VALUE	75
C		76
200	CALL VARCHG	77
	IF(RSTART.NE.1) GO TO 1000	78
	GOTO10	79
C		80
C	CONTINUE EXECUTION FROM PRESENT LOCATION	81
C		82
300	RSTART=1	83
	REWIND 3	84
	RETURN	85
C		86
C	RESTART EXECUTION FROM BEGINNING OF PROGRAM	87
C		88
400	REWIND 100	89
	RSTART=2	90
	RETURN	91
C		92
C	QUIT (RETURN TO ORGINAL OPTIONS)	93
C		94
500	REWIND 100	95
	CALL PATHWY	96
1000	RETURN	97
	END	98

```

C***** SUBROUTINE VAROUT *****
C
C CALLING FORMAT ----- VAROUT -----
C
C PURPOSE: TO OUTPUT ONE OR ALL USER DEFINED VARIABLES
C AND THEIR VALUES.
C
C I/O PARAMETERS:
C
C INPUT: ALL INFORMATION NEEDED IS PASTED IN COMMON
C BLOCKS
C
C OUTPUT: A LISTING OF ONE OR ALL USER DEFINED VARIABLES
C AND THEIR VALUES.
C
C OTHER PARAMETERS:
C
C TO CREAT MENU:
C
C VNAME: CHARACTER STRING OF MENU NAME
C VLINE: CHARCTER ARRAY OF THE CHOICES MENU HAS
C CHOICE: THE NUMBER OF THE CHOICE THE USER HAS
C SELECTED FROM THE MENU
C
C FOR PARSING:
C
C VAR: CHARACTER STRING OF USER DEFINED
C VARIABLE,NAME, INCLUDING SUBSCRIPTPT
C VALUES
C LOCAT: A CHARACTER STRING OF THE SUBSCRIPT
C VALUES OF THE USER DEFINED ARRAY
C VARNAM: CHARACTER STRING OF THE USER DEFINED
C ARRAY NAME WITH NO SUBSCRIPTS
C VTYPE: INTEGER VALUE THAT DISCRIBES VARIABLE
C TYPE
C ATYPE: INTEGER VALUE THAT DISCRIBES ARRAY TYPE
C INDX: INTEGER VALUE THAT INDEXES WHICH USER
C DEFINED VARIABLE IS SOUGHT
C ANUM: INTEGER VALUE THAT INDEXES WHICH USER
C DEFINED ARRAY IS SOUGHT
C COMMA: LOCATION OF COMMA IN ARRAY SUBSCRIPT
C DIMEN: STORES VALUE OF THE DIMENSION OF THE
C USER DEFINED ARRAY
C MAXROW: MAXIMUM NUMBER OF ROWS IN USER DEFINED
C ARRAY
C MAXCOL: MAXIMUM NUMBER OF COLUMES IN USER
C DEFINED ARRAY
C COLVAL: THE COLUME SUBSCRIPT OF USER ARRAY
C ROWVAL: THE ROW SUBSCRIPT OF USER ARRAY
C I,R,D: PATHWAYS TO RECIEVE INTEGER,REAL AND
C DOUBLE PRECISION VALUES FROM SUBROUTINE
C NUMBER
C
C TO DETECT ERRORS:
C
C LCHECK,RCHECK: VARIABLES USED TO CHECK RIGHT
C AND LEFT PARENTHESIS
C TYPE: RETURNS TYPE OF SUBSCRIPT(MUST BE
C INTEGER)
C
C COMMON PARAMETERS:
C
C VARTBL: A 2-D CHARACTER ARRAY OF ALL USER
C DEFINED VARIABLE NAMES
C CVAL: A CHARACTER ARRAY OF USER DEFINED
C CHARACTER VARIABLE VALUES
C VINDEK: AN INTEGER ARRAY OF THE NUMBER OF
C VARIABLES DECLARED IN EACH TYPE
C IVAL,RVAL,DVAL,LVAL: ARRAYS OF USER DEFINED
C VARIABLE VALUES OF TYPE INTEGER,REAL
C DOUBLE PRECISION AND LOGICAL

```

```

C          ARAYTB: A 2-D CHARACTER ARRAY OF ALL USER          72
C          DEFINED ARRAY NAMES                                73
C          CARAY:  A CHARACTER ARRAY OF USER DEFINED          74
C          CHARACTER ARRAY VALUES                            75
C          AINDEX: AN INTEGER ARRAY OF THE NUMBER OF          76
C          ARRAYS DECLARED IN EACH TYPE                       77
C          AINFO:  AN INTEGER ARRAY THAT STORES THE USER      78
C          DEFINED ARRAY DIMENSIONS                           79
C          IARAY,RARAY,DARAY,LARAY: ARRAYS OF USER DEFINED   80
C          ARRAY VALUES OF TYPE INTEGER,REAL,                81
C          DOUBLE PRECISION AND LOGICAL                       82
C          ERROR NUMBERS CALLED:                               83
C          NONE                                               84
C          SUBROUTINES CALLED:                                 85
C          MENU                                               86
C          SUBROUTINES THAT CALL VAROUT:                       87
C          ERROR                                              88
C          SPAUSE                                             89
C          *****                                           90
C          *****                                           91
C          *****                                           92
C          *****                                           93
C          *****                                           94
C          SUBROUTINE VAROUT                                   95
C          INTEGER CHOICE,IVAL,VTYPE,INDX,VINDEX,DIMEN,BUG,TYPE, 96
C          AINFO,MAXROW,MAXCOL,ROWVAL,COLVAL,ATYPE,           97
C          ANUM,COMMA,LCHECK,RCHECK,AINDEX,IARAY             98
C          REAL RVAL,RARAY                                    99
C          DOUBLE PRECISION DVAL,DARAY,D                     100
C          CHARACTER VNAME*8,VLINE*72,VARTBL*6,CVAL*60,VAR*15,ARAYTB*6, 101
C          WORD*10,VARNAM*6,LOCAT*10,CARAY*60                102
C          LOGICAL LVAL(20),LARAY(100,5)                    103
C          DIMENSION VLINE(8)                                104
C          COMMON/ERVAR1/VARTBL(20,5),CVAL(20)               105
C          COMMON/EINTEG/VINDEX(5),IVAL(20),AINDEX(5),AINFO(10,5,3), 106
C          IARAY(100,100,10)                                  107
C          COMMON/EREAL/RVAL(20),RARAY(100,100,10)           108
C          COMMON/EDOUBL/DVAL(20),DARAY(100,100,10)          109
C          COMMON/ERVAR3/CARAY(100,5)                        110
C          COMMON/ERVAR5/LVAL,LARAY                          111
C          COMMON/ERVAR6/ARAYTB(10,5)                        112
C          COMMON/CHECK/BUG                                   113
C          VNAME='VARIABLE'                                   114
C          VLINE(1)='DISPLAY ALL VARIABLE VALUES'           115
C          VLINE(2)='DISPLAY ONE VARIABLE VALUE'              116
C          VLINE(3)='RETURN'                                  117
C          DISPLAY VARAIBLE MENU                              118
C          DISPLAY VARAIBLE MENU                              119
C          REWIND 3                                           120
C          CALL MENU(VNAME,VLINE,3,CHOICE)                    121
C          GO TO (100,200,300)CHOICE                          122
C          DISPLAY ALL VARIABLES                               123
C          REWIND 3                                           124
C          DO 110 I=1,VINDEX(1)                                125
C             IF(VARTBL(I,1).EQ.'          ')GO TO 110        126
C             WRITE(IW,*)VARTBL(I,1),'=',IVAL(I)            127
C          CONTINUE                                           128
C          DO 112 I=1,VINDEX(2)                                129
C             IF(VARTBL(I,2).EQ.'          ')GO TO 112        130
C             WRITE(IW,*)VARTBL(I,2),'=',RVAL(I)            131
C          CONTINUE                                           132
C          DO 114 I=1,VINDEX(3)                                133
C             IF(VARTBL(I,3).EQ.'          ')GO TO 114        134
C             WRITE(IW,*)VARTBL(I,3),'=',DVAL(I)            135
C          CONTINUE                                           136
C          DO 116 I=1,VINDEX(4)                                137
C             IF(VARTBL(I,4).EQ.'          ')GO TO 116        138
C             WRITE(IW,*)VARTBL(I,4),'=',CVAL(I)            139
C          CONTINUE                                           140
C          CONTINUE                                           141
C          CONTINUE                                           142
C          CONTINUE                                           143

```

```

DO 118 I=1,VINDEX(5)
    IF(VARTBL(I,5).EQ.' ')GO TO 118
    WRITE(IW,*)VARTBL(I,5),'=',LVAL(I)
118 CONTINUE
C
C
C
    DISPLAY ALL ARRAY VARIABLES
DO 126 K=1,AINDEX(1)
    DO 124 I=1,AINFO(K,1,2)
        IF(AINFO(K,1,1).EQ.2)THEN
            DO 122 J=1,AINFO(K,1,3)
                WRITE(IW,410)ARAYTB(K,1),'('',I,'',',',J,'')=',IARAY(I,J,K)
122 CONTINUE
            ELSE
                WRITE(IW,411)ARAYTB(K,1),'('',I,'')=',IARAY(I,1,K)
            ENDIF
        CONTINUE
124 CONTINUE
126 CONTINUE
    DO 136 K=1,AINDEX(2)
        DO 134 I=1,AINFO(K,2,2)
            IF(AINFO(K,2,1).EQ.2)THEN
                DO 132 J=1,AINFO(K,2,3)
                    WRITE(IW,420)ARAYTB(K,2),'('',I,'',',',J,'')=',RARAY(I,J,K)
132 CONTINUE
                ELSE
                    WRITE(IW,421)ARAYTB(K,2),'('',I,'')=',RARAY(I,1,K)
                ENDIF
            CONTINUE
134 CONTINUE
136 CONTINUE
    DO 146 K=1,AINDEX(3)
        DO 144 I=1,AINFO(K,3,2)
            IF(AINFO(K,3,1).EQ.2)THEN
                DO 142 J=1,AINFO(K,3,3)
                    WRITE(IW,420)ARAYTB(K,3),'('',I,'',',',J,'')=',DARAY(I,J,K)
142 CONTINUE
                ELSE
                    WRITE(IW,421)ARAYTB(K,3),'('',I,'')=',DARAY(I,1,K)
                ENDIF
            CONTINUE
144 CONTINUE
146 CONTINUE
    DO 156 K=1,AINDEX(4)
        IF(AINFO(K,4,1).EQ.2) THEN
            CALL ERROR(VAR,508)
        ELSE
            CONTINUE
        ENDIF
        DO 154 I=1,AINFO(K,4,2)
            WRITE(IW,431)ARAYTB(K,4),'('',I,'')=',CARAY(I,K)
154 CONTINUE
156 CONTINUE
    DO 166 K=1,AINDEX(5)
        IF(AINFO(K,5,1).EQ.2)THEN
            CALL ERROR(VAR,508)
            RETURN
        ELSE
            CONTINUE
        ENDIF
        DO 164 I=1,AINFO(K,5,2)
            WRITE(IW,441)ARAYTB(K,5),'('',I,'')=',LARAY(I,K)
164 CONTINUE
166 CONTINUE
GO TO 10
C
C
C
200 REWIND 3
    WRITE(IW,*)'ENTER THE NAME OF VARIABLE TO BE DISPLAYED'
    READ(IR,400,ERR=290)VAR
    LCHECK=INDEX(VAR,'(')
    IF(LCHECK.EQ.0) GO TO 250
    VARNAM=VAR(1:LCHECK-1)

```

	RCHECK=INDEX(VAR,'')	215
	IF(RCHECK.LT.LCHECK)GO TO 274	216
	LOCAT=VAR(LCHECK+1:RCHECK-1)	217
	DO 220 I=1,5	218
	DO 210 J=1,AINDEX(I)	219
	IF(ARAYTB(J,I).EQ.VARNAM) THEN	220
	ATYPE=I	221
	ANUM=J	222
	GO TO 230	223
	ELSE	224
	CONTINUE	225
	ENDIF	226
210	CONTINUE	227
220	CONTINUE	228
	GO TO 250	229
230	DIMEN=AINFO(ANUM,ATYPE,1)	230
	MAXROW=AINFO(ANUM,ATYPE,2)	231
	MAXCOL=AINFO(ANUM,ATYPE,3)	232
C		233
C	PARSE EXPRESSION FOR ARRAY ELEMENT SUBSCRIPTS	234
C		235
	COLVAL=1	236
	COMMA=INDEX(LOCAT,',')	237
	IF(COMMA.EQ.0)THEN	238
	IF(DIMEN.NE.1) GO TO 274	239
	CALL NUMBER(VAR,LOCAT,TYPE,I,R,D)	240
	IF(TYPE.NE.1) GO TO 272	241
	ROWVAL=I	242
	IF(ROWVAL.GT.MAXROW) GO TO 273	243
	ELSE	244
	IF(DIMEN.NE.2) GO TO 274	245
	WORD=LOCAT(1:COMMA-1)	246
	CALL NUMBER(VAR,WORD,TYPE,I,R,D)	247
	IF(TYPE.NE.1) GO TO 272	248
	ROWVAL=I	249
	IF(ROWVAL.GT.MAXROW) GO TO 273	250
	WORD=LOCAT(COMMA+1:RCHECK-1)	251
	CALL NUMBER(VAR,WORD,TYPE,I,R,D)	252
	IF(TYPE.NE.1) GO TO 272	253
	COLVAL=I	254
	IF(COLVAL.GT.MAXCOL) GO TO 273	255
	ENDIF	256
C		257
C	RETRIEVING AN ARRAY VARAIBLE VALUE	258
C		259
	NTYPE=ATYPE	260
240	GO TO (241,242,243,244,245)NTYPE	261
241	WRITE(IW,*)VAR,'=',IARAY(ROWVAL,COLVAL,ANUM)	262
	GO TO 10	263
242	WRITE(IW,*)VAR,'=',RARAY(ROWVAL,COLVAL,ANUM)	264
	GO TO 10	265
243	WRITE(IW,*)VAR,'=',DARAY(ROWVAL,COLVAL,ANUM)	266
	GO TO 10	267
244	WRITE(IW,*)VAR,'=',CARAY(ROWVAL,ANUM)	268
	GO TO 10	269
245	WRITE(IW,*)VAR,'=',LARAY(ROWVAL,ANUM)	270
	GO TO 10	271
C		272
C	RETRIEVING A VARIABLE VALUE	273
C		274
250	DO 270 I=1,5	275
	DO 260 J=1,20	276
	IF(VARTBL(J,I).EQ.VAR) THEN	277
	VTYPE=I	278
	INDX=J	279
	GO TO 280	280
	ELSE	281
	CONTINUE	282
	ENDIF	283
260	CONTINUE	284
270	CONTINUE	285

280	GO TO (281,282,283,284,285) VTYPE	286
281	WRITE(IW,*)VAR,'=',IVAL(INDX)	287
	GO TO 10	288
282	WRITE(IW,*)VAR,'=',RVAL(INDX)	289
	GO TO 10	290
283	WRITE(IW,*)VAR,'=',DVAL(INDX)	291
	GO TO 10	292
284	WRITE(IW,*)VAR,'=',CVAL(INDX)	293
	GO TO 10	294
285	WRITE(IW,*)VAR,'=',LVAL(INDX)	295
	GO TO 10	296
272	WRITE(IW,*)'SUBSCRIPTS MUST BE OF TYPE INTEGER'	297
	GO TO 10	298
273	WRITE(IW,*)'SUBSCRIPT RANGE OUT OF BOUNDS'	299
	GO TO 10	300
274	WRITE(IW,*)'THE NUMBER OR SUBSCRIPTS IN INCONSISTANT'	301
	GO TO 10	302
275	WRITE(IW,*)'VARIABLE NAME',VAR,'CANNOT BE FOUND'	303
	GO TO 10	304
C		305
C	QUIT--RETURN TO ERROR MENU	306
C		307
290	WRITE(IW,*)'***** VARIABLE NAME ENTERED MUST BE A CHARACTER',	308
\$	' STRING OF <= TO 6 ELEMENTS *****'	309
	GO TO 200	310
300	RETURN	311
400	FORMAT(A15)	312
410	FORMAT(1H ,A6,A1,I3,A1,I3,A2,I8)	313
411	FORMAT(1H ,A6,A1,I3,A2,I8)	314
420	FORMAT(1H ,A6,A1,I3,A1,I3,A2,E20.8)	315
421	FORMAT(1H ,A6,A1,I3,A2,E20.8)	316
430	FORMAT(1H ,A6,A1,I3,A1,I3,A2,A60)	317
431	FORMAT(1H ,A6,A1,I3,A2,A60)	318
440	FORMAT(1H ,A6,A1,I3,A1,I3,A2,L8)	319
441	FORMAT(1H ,A6,A1,I3,A2,L8)	320
	END	321

```

C***** SUBROUTINE VARCHG *****
C
C CALLING FORMAT ----- VARCHG -----
C
C PURPOSE: TO ALLOW THE USER TO CHANGE VARIABLES
C DURING THE INTERPRETATION OF THEIR
C PROGRAM
C
C I/O PARAMETERS:
C
C INPUT: ALL INFORMATION NEEDED IS PASTED IN COMMON
C BLOCKS
C
C OUTPUT: THE CHANGING OF VARIABLE VALUES
C
C OTHER PARAMETERS:
C
C FOR PARSING:
C
C VAR: CHARACTER STRING OF USER DEFINED
C VARIABLE NAME, INCLUDING SUBSCRIPT
C VALUES, IF ANY
C
C LOCAT: A CHARACTER STRING OF THE SUBSCRIPT
C VALUES OF THE USER DEFINED ARRAY
C
C VARNAM: CHARACTER STRING OF THE USER DEFINED
C ARRAY NAME WITH NO SUBSCRIPTS
C
C VTYPE: INTEGER VALUE THAT DISCRIBES VARIABLE
C TYPE
C
C ATYPE: INTEGER VALUE THAT DISCRIBES ARRAY TYPE
C
C INDX: INTEGER VALUE THAT INDEXES WHICH USER
C DEFINED VARIABLE IS SOUGHT
C
C ANUM: INTEGER VALUE THAT INDEXES WHICH USER
C DEFINED ARRAY IS SOUGHT
C
C COMMA: LOCATION OF COMMA IN ARRAY SUBSCRIPT
C
C DIMEN: STORES VALUE OF THE DIMENSION OF THE
C USER DEFINED ARRAY
C
C MAXROW: MAXIMUM NUMBER OF ROWS IN USER DEFINED
C ARRAY
C
C MAXCOL: MAXIMUM NUMBER OF COLUMES IN USER
C DEFINED ARRAY
C
C COLVAL: THE COLUME SUBSCRIPT OF USER ARRAY
C
C ROWVAL: THE ROW SUBSCRIPT OF USER ARRAY
C
C I,R,D: PATHWAYS TO RECIEVE INTEGER,REAL AND
C DOUBLE PRECISION VALUES FROM SUBROUTINE
C NUMBER
C
C WORD: CHARACTER STORAGE OF ARRAY SUBSCRIPTS
C
C LCHECK,RCHECK: INTEGER LOCATIONS OF RIGHT AND
C LEFT PARENTHESIS
C
C TO CHANGE VARIABLE:
C
C IHOLD,RHOLD,DHOLD,CHOLD,LHOLD: TEMPERARY
C STORAGE OF THE NEW VALUE BEING ENTERED
C OF TYPE INTEGER,REAL,DOUBLE PRECISION
C CHARACTER OR LOGICAL
C
C ECHO: THE USERS RESPONSE OF WEATHER THE NEW
C VALUE ENTERED IS CORRECT. IT MUST BE A
C CHARACTER STRING OF 'YES' OR 'NO'
C
C ERROR TRAPPING:
C
C TYPE: THE TYPE OF VALUE RETURNED FROM
C CALLING SUBROUTINE NUMBER WHEN AN
C ARRAY SUBSCRIPT IS SENT.(MUST BE AN
C INTEGER)

```

```

COMMON PARAMETERS:
RSTART: A VARIABLE THATS VALUE INDUCATES
        WHICH DIRECTION VMAIN IS TO TAKE:
        1: CONTINUE EXECUTION
        2: RESTART EXECUTION FROM START
        3: EXECUTE DIFFERENT PROGRAM
        4: STOP
VARTBL: A 2-D CHARACTER ARRAY OF ALL USER
        DEFINED VARIABLE NAMES
CVAL:   A CHARACTER ARRAY OF USER DEFINED
        CHARACTER VARIABLE VALUES
VINDEXT: AN INTEGER ARRAY OF THE NUMBER OF
        VARIABLES DECLARED IN EACH TYPE
IVAL,RVAL,DVAL,LVAL: ARRAYS OF USER DEFINED
        VARIABLE VALUES OF TYPE INTEGER,REAL
        DOUBLE PRECISION AND LOGICAL
ARAYTB: A 2-D CHARACTER ARRAY OF ALL USER
        DEFINED ARRAY NAMES
CARAY:  A CHARACTER ARRAY OF USER DEFINED
        CHARACTER ARRAY VALUES
AINDEXT: AN INTEGER ARRAY OF THE NUMBER OF
        ARRAYS DECLARED IN EACH TYPE
AINFOT: AN INTEGER ARRAY THAT STORES THE USER
        DEFINED ARRAY DIMENSIONS
IARAY,RARAY,DARAY,LARAY: ARRAYS OF USER DEFINED
        ARRAY VALUES OF TYPE INTEGER,REAL,
ERROR NUMBERS CALLED:
        NONE
SUBROUTINES CALLED:
        NUMBER
SUBROUTINES THAT CALL VARCHG:
        SPAUSE
*****
SUBROUTINE VARCHG
INTEGER BUG,CHOICE,LCHECK,RCHECK,AINDEX,ATYPE,ANUM,DIMEN,
$      MAXROW,MAXCOL,COLVAL,ROWVAL,COMMA,TYPE,I,VTYPE,
$      INDX,RSTART,VINDEXT,IHOLD,IARAY,IVAL,AINFO
REAL R,RARAY,RVAL
DOUBLE PRECISION D,DHOLD,DARAY,DVAL
CHARACTER VAR*15,VARNAM*6,LOCAT*9,ARAYTB*6,
$      WORD*3,CARAY*60,ECHO*3,VARTBL*6,CVAL*60,CHOLD*60
LOGICAL LHOLD,LVAL,LARAY
COMMON/STATE/RSTART
COMMON/ERVAR1/VARTBL(20,5),CVAL(20)
COMMON/EINTEG/VINDEXT(5),IVAL(20),AINDEXT(5),AINFOT(10,5,3),
$      IARAY(100,100,10)
COMMON/EREAL/RVAL(20),RARAY(100,100,10)
COMMON/EDOUBL/DVAL(20),DARAY(100,100,10)
COMMON/ERVAR3/CARAY(100,5)
COMMON/ERVAR5/LVAL(20),LARAY(100,5)
COMMON/ERVAR6/ARAYTB(10,5)
COMMON/CHECK/BUG
CHOSE DIRECTION FROM PAUSE STATEMENT
CHANGE VARIABLE VALUE
200  REWIND 3
      WRITE(IW,*)'ENTER THE NAME OF VARIABLE YOU WISH TO CHANGE'
      READ(IR,610,ERR=1210)VAR
      LCHECK=INDEX(VAR,')
      IF(LCHECK.EQ.0) GO TO 250

```

```

C          VARIABLE TO BE CHANGED IS AN ARRAY ELEMENT          138
C
VARNAM=VAR(1:LCHECK-1)                                         139
RCHECK=INDEX(VAR,'')                                          140
LOCAT=VAR(LCHECK+1:RCHECK-1)                                   141
DO 220 I=1,5                                                    142
    DO 210 J=1,AINDEX(I)                                       143
        IF(ARAYTB(J,I).EQ.VARNAM) THEN                          144
            ATYPE=I                                             145
            ANUM=J                                              146
            GO TO 230                                           147
        ELSE                                                    148
            CONTINUE                                           149
        ENDIF                                                  150
    CONTINUE                                                  151
210 CONTINUE                                                  152
220 CONTINUE                                                  153
    WRITE(IW,*)'ARRAY ELEMENT',VAR,'CANNOT BE FOUND'          154
    GO TO 1000                                                  155
230 DIMEN=AINFO(ANUM,ATYPE,1)                                  156
    MAXROW=AINFO(ANUM,ATYPE,2)                                  157
    MAXCOL=AINFO(ANUM,ATYPE,3)                                  158
C          PARSE EXPRESSION FOR ARRAY ELEMENT IDENTIFIERS      159
C
COLVAL=1                                                        160
COMMA=INDEX(LOCAT,',')                                         161
IF(COMMA.EQ.0)THEN                                             162
    IF(DIMEN.NE.1) GO TO 1240                                    163
    CALL NUMBER(VAR,LOCAT,TYPE,I,R,D)                           164
    IF(TYPE.NE.1) GO TO 1220                                    165
    ROWVAL=I                                                     166
    IF(ROWVAL.GT.MAXROW) GO TO 1230                             167
ELSE                                                            168
    IF(DIMEN.NE.2) GO TO 1240                                    169
    IF(ATYPE.EQ.4.OR.ATYPE.EQ.5)GO TO 1300                     170
    WORD=LOCAT(1:COMMA-1)                                        171
    CALL NUMBER(VAR,WORD,TYPE,I,R,D)                            172
    IF(TYPE.NE.1) GO TO 1220                                    173
    ROWVAL=I                                                     174
    IF(ROWVAL.GT.MAXROW) GO TO 1230                             175
    WORD=LOCAT(COMMA+1:RCHECK-1)                                176
    CALL NUMBER(VAR,WORD,TYPE,I,R,D)                            177
    IF(TYPE.NE.1) GO TO 1220                                    178
    COLVAL=I                                                     179
    IF(COLVAL.GT.MAXCOL) GO TO 1230                             180
ENDIF                                                            181
C          RETRIEVING PRESENT VARIABLE VALUE                    182
C
WRITE(IW,*)'THE PRESENT VALUE IS'                               183
    GO TO (231,232,233,234,235)ATYPE                           184
231 WRITE(IW,*)VAR,'=',IARAY(ROWVAL,COLVAL,ANUM)              185
    GO TO 239                                                    186
232 WRITE(IW,*)VAR,'=',RARAY(ROWVAL,COLVAL,ANUM)              187
    GO TO 239                                                    188
233 WRITE(IW,*)VAR,'=',DARAY(ROWVAL,COLVAL,ANUM)              189
    GO TO 239                                                    190
234 WRITE(IW,*)VAR,'=',CARAY(ROWVAL,ANUM)                     191
    GO TO 239                                                    192
235 WRITE(IW,*)VAR,'=',LARAY(ROWVAL,ANUM)                     193
239 WRITE(IW,*)'*****'                                         194
240 WRITE(IW,*)'PLEASE ENTER THE NEW VALUE FOR ',VAR          195
C          READ AND STORE NEW ARRAY VARIABLE VALUE             196
C
GO TO (241,242,243,244,245)ATYPE                               197
241 READ(IR,*,ERR=1260)IHOLD                                    198
    WRITE(IW,*)'DO YOU WANT',VAR,'=',IHOLD,'(YES/NO)'          199
    READ(IR,620,ERR=1290)ECHO                                    200
    IF(ECHO.EQ.'NO') GO TO 240                                   201

```

	IF(ECHO.EQ.'YES')THEN	208
	IARAY(ROWVAL,COLVAL,ANUM)=IHOLD	209
	GO TO 1000	210
	ELSE	211
	CONTINUE	212
	ENDIF	213
	GO TO 1290	214
242	READ(IR,*,ERR=1260)RHOLD	215
	WRITE(IW,*)'DO YOU WANT',VAR,'=',RHOLD,'(YES/NO)'	216
	READ(IR,620,ERR=1290)ECHO	217
	IF(ECHO.EQ.'NO') GO TO 240	218
	IF(ECHO.EQ.'YES') THEN	219
	RARAY(ROWVAL,COLVAL,ANUM)=RHOLD	220
	GO TO 1000	221
	ELSE	222
	CONTINUE	223
	ENDIF	224
	GO TO 1290	225
243	READ(IR,*,ERR=1260)DHOLD	226
	WRITE(IW,*)'DO YOU WANT',VAR,'=',DHOLD,'(YES/NO)'	227
	READ(IR,620,ERR=1290)ECHO	228
	IF(ECHO.EQ.'NO') GO TO 240	229
	IF(ECHO.EQ.'YES') THEN	230
	DARAY(ROWVAL,COLVAL,ANUM)=DHOLD	231
	GO TO 1000	232
	ELSE	233
	CONTINUE	234
	ENDIF	235
	GO TO 1290	236
244	READ(IR,*,ERR=1270)CHOLD	237
	WRITE(IW,*)'DO YOU WANT',VAR,'=',CHOLD,'(YES/NO)'	238
	READ(IR,620,ERR=1290)ECHO	239
	IF(ECHO.EQ.'NO') GO TO 240	240
	IF(ECHO.EQ.'YES') THEN	241
	CARAY(ROWVAL,ANUM)=CHOLD	242
	GO TO 1000	243
	ELSE	244
	CONTINUE	245
	ENDIF	246
	GO TO 1290	247
245	READ(IR,*,ERR=1280)LHOLD	248
	WRITE(IW,*)'DO YOU WANT',VAR,'=',LHOLD,'(YES,NO)'	249
	READ(IR,620,ERR=1290)ECHO	250
	IF(ECHO.EQ.'NO') GO TO 240	251
	IF(ECHO.EQ.'YES') THEN	252
	LARAY(ROWVAL,ANUM)=LHOLD	253
	GO TO 1000	254
	ELSE	255
	CONTINUE	256
	ENDIF	257
	GO TO 1290	258
C		259
C	FIND VARIABLE NAME TO BE CHANGED	260
C		261
250	DO 270 I=1,5	262
	DO 260 J=1,20	263
	IF(VARTBL(J,I).EQ.VAR) THEN	264
	VTYPE=I	265
	INDX=J	266
	GO TO 280	267
	ELSE	268
	CONTINUE	269
	ENDIF	270
260	CONTINUE	271
270	CONTINUE	272
280	GO TO (281,282,283,284,285) VTYPE	273
281	WRITE(IW,*)VAR,'=',IVAL(INDX)	274
	GO TO 289	275
282	WRITE(IW,*)VAR,'=',RVAL(INDX)	276
	GO TO 289	277
283	WRITE(IW,*)VAR,'=',DVAL(INDX)	278
	GO TO 289	279

284	WRITE(IW,*)VAR, '=', CVAL(INDX)	280
	GO TO 289	281
285	WRITE(IW,*)VAR, '=', LVAL(INDX)	282
	GO TO 289	283
289	WRITE(IW,*)'*****'	284
290	WRITE(IW,*)'PLEASE ENTER THE NEW VALUE FOR',VAR	285
	GO TO (291,292,293,294,295)VTYPE	286
291	READ(IR,*,ERR=1260)IHOLD	287
	WRITE(IW,*)'DO YOU WANT',VAR, '=', IHOLD, '(YES/NO)'	288
	READ(IR,620,ERR=1291)ECHO	289
	IF(ECHO.EQ.'NO')GO TO 290	290
	IF(ECHO.EQ.'YES') THEN	291
	IVAL(INDX)=IHOLD	292
	GO TO 1000	293
	ELSE	294
	CONTINUE	295
	ENDIF	296
	GO TO 1291	297
292	READ(IR,*,ERR=1260)RHOLD	298
	WRITE(IW,*)'DO YOU WANT',VAR, '=', RHOLD, '(YES/NO)'	299
	READ(IR,620,ERR=1291)ECHO	300
	IF(ECHO.EQ.'NO')GO TO 290	301
	IF(ECHO.EQ.'YES')THEN	302
	RVAL(INDX)=RHOLD	303
	GO TO 1000	304
	ELSE	305
	CONTINUE	306
	ENDIF	307
	GO TO 1291	308
293	READ(IR,*,ERR=1260)DHOLD	309
	WRITE(IW,*)'DO YOU WANT',VAR, '=', DHOLD, '(YES/NO)'	310
	READ(IR,620,ERR=1291)ECHO	311
	IF(ECHO.EQ.'NO')GO TO 290	312
	IF(ECHO.EQ.'YES')THEN	313
	DVAL(INDX)=DHOLD	314
	GO TO 1000	315
	ELSE	316
	CONTINUE	317
	ENDIF	318
	GO TO 1291	319
294	READ(IR,*,ERR=1270)CHOLD	320
	WRITE(IW,*)'DO YOU WANT',VAR, '=', CHOLD, '(YES/NO)'	321
	READ(IR,620,ERR=1291)ECHO	322
	IF(ECHO.EQ.'NO')GO TO 290	323
	IF(ECHO.EQ.'YES')THEN	324
	CVAL(INDX)=CHOLD	325
	GO TO 1000	326
	ELSE	327
	CONTINUE	328
	ENDIF	329
	GO TO 1291	330
295	READ(IR,*,ERR=1280)LHOLD	331
	WRITE(IW,*)'DO YOU WANT',VAR, '=', LHOLD, '(YES/NO)'	332
	READ(IR,620,ERR=1291)ECHO	333
	IF(ECHO.EQ.'NO')GO TO 290	334
	IF(ECHO.EQ.'YES')THEN	335
	LVAL(INDX)=LHOLD	336
	GO TO 1000	337
	ELSE	338
	CONTINUE	339
	ENDIF	340
	GO TO 1291	341
C		342

ERROR TRAPING STATEMENTS		
C		343
C		344
1000	RETURN	345
1210	WRITE(IW,*) 'VARIABLE NAME MUST BE A CHARACTER STRING'	346
	GO TO 1000	347
1220	WRITE(IW,*) 'SUBSCRIPTS MUST BE OF TYPE INTEGER'	348
	GO TO 1000	349
1230	WRITE(IW,*) 'SUBSCRIPT RANGE OUT OF BOUNDS'	350
	GO TO 1000	351
1240	WRITE(IW,*) 'THE NUMBER OF SUBSCRIPTS IS INCONSISTANT'	352
	GO TO 1000	353
1250	WRITE(IW,*) 'VARIABLE NAME',VAR, 'CANNOT BE FOUND'	354
	GO TO 1000	355
1260	WRITE(IW,*) 'VALUE ENTERED UST BE OF TYPE INTEGER,REAL OR',	356
	'DOUBLE PRECISION'	357
	GO TO 1000	358
1270	WRITE(IW,*) 'VALUE ENTERED MUST BE OF TYPE CHARACTER'	359
	GO TO 1000	360
1280	WRITE(IW,*) 'VALUE ENTERED MUST BE OF TYPE LOGICAL'	361
	GO TO 1000	362
1290	WRITE(IW,*) 'INPUT MUST BE YES--or--NO'	363
	GO TO 240	364
1291	WRITE(IW,*) 'INPUT MUST BE YES--or--NO'	365
	GO TO 290	366
1300	WRITE(IW,*) 'CHARACTER AND LOGICAL ARRAYS MAY ONLY BE 1-D'	367
	GO TO 1000	368
610	FORMAT(A15)	369
620	FORMAT(A3)	370
	END	371

```

C***** SUBROUTINE ERROR ***** 1
C 2
C CALLING FORMAT ----- ERROR(LINE,NUM) ----- 3
C 4
C PURPOSE: TO INFORM USER AN ERROR HAS OCCURED AND ALLOW 5
C USER TO DETERMINE WHAT ACTION TO TAKE 6
C 7
C I/O PARAMETERS: 8
C 9
C INPUT: 10
C LINE: THE LINE BEING INTERPRETED WHEN AN 11
C ERROR WAS DETECTED 12
C NUM: ERROR NUMBER DISCRIBING THE TYPE OF 13
C ERROR 14
C 15
C OUTPUT: NONE 16
C 17
C OTHER PARAMETERS: 18
C 19
C TO CREAT MENU: 20
C 21
C ENAME: CHARACTER STRING OF MENU NAME 22
C ELINE: CHARACTER ARRAY OF THE CHOICES MENU HAS 23
C CHOICE: THE NUMBER OF THE CHOICE THE USER HAS 24
C SELECTED FROM THE MENU 25
C 26
C FOR PROGRAM CONTROL: 27
C 28
C RSTART: A COMMON VARIABLE COMMON TO SUBROUTINES: 29
C VMAIN 30
C ERROR 31
C SPAUSE 32
C PATHWY 33
C THIS VARIABLES VALUE IS SET IN ERROR, 34
C SPAUES AND PATHWY. THE VALUE INDUCATES 35
C WHICH DIRECTION VMAIN IS TO TAKE 36
C 37
C 1: CONTINUE EXECUTION 38
C 2: RESTART EXECUTION FROM START 39
C 3. EXECUTE DIFFERENT PROGRAM 40
C 4. STOP 41
C 42
C ERROR NUMBERS CALLED: 43
C NONE 44
C 45
C SUBROUTINES CALLED: 46
C MENU 47
C VAROUT 48
C SEDIT 49
C PATHWY 50
C 51
C SUBROUTINES THAT CALL ERROR: 52
C ERROR IS CALLED FROM THOUGHOUT THE PROGRAM 53
C 54
C ***** 55
C SUBROUTINE ERROR(LINE,NUM) 56
C INTEGER NUM,BUG,CHOICE,RSTART 57

```


	CHARACTER LINE*72,ELINE*72,ENAME*20	58
	DIMENSION ELINE(8)	59
	COMMON/STATE/RSTART	60
	COMMON/CHECK/BUG	61
	ENAME='ERROR	62
	ELINE(1)='DISPLAY VARIABLE VALUES'	63
	ELINE(2)='EDIT TEXT'	64
	ELINE(3)='RESTART EXECUTION FROM BEGINNING'	65
	ELINE(4)='QUIT OR EXECUTE DIFFERENT PROGRAM'	66
	WRITE(3,*)'***ERROR*** #',NUM	67
	WRITE(3,5)LINE	68
C		69
C	ERROR MENU	70
C		71
100	CALL MENU(ENAME,ELINE,4,CHOICE)	72
	GO TO (1000,2000,3000,4000)CHOICE	73
C		74
C	VIEW VARIABLES	75
C		76
1000	CALL VAROUT	77
	REWIND 3	78
	GO TO 100	79
C		80
C	EDIT TEXT	81
C		82
2000	CALL SEDIT	83
	REWIND 3	84
	GO TO 100	85
C		86
C	REINTERPRETE PROGRAM FROM BEGINNING	87
C		88
3000	RSTART=2	89
	REWIND 100	90
	GO TO 1500	91
C		92
C	GO TO PATHWAY STATE	93
C		94
4000	CALL PATHWY	95
1500	RETURN	96
5	FORMAT(1H ,A72)	97
	END	98

```

C***** SUBROUTINE SEDIT ***** 1
C 2
C CALLING FORMAT ----- SEDIT ----- 3
C 4
C PURPOSE: TO GIVE A USER THE MEANS TO EDIT TEXT OF THE 5
C PROGRAM BEING INTERPRETED 6
C 7
C I/O PARAMETERS: 8
C 9
C INPUT: ALL INFORMATION NEEDED IS PASTED IN COMMON 10
C BLOCKS 11
C 12
C OUTPUT: REWRITING THE USERS FILE WITH THE EDITED TEXT 13
C 14
C OTHER PARAMETERS: 15
C 16
C TO CREAT MENU: 17
C 18
C DNAME: CHARACTER STRING OF MENU NAME 19
C EDLINE: CHARCTER ARRAY OF THE CHOICES MENU HAS 20
C CHOICE: THE NUMBER OF THE CHOICE THE USER HAS 21
C SELECTED FROM THE MENU 22
C 23
C USED TO EDIT: 24
C 25
C SAVE: A TEMPORARY CHARACTER STORAGE LOCATION 26
C USED TO HOLD A PORTIONS OF TEXT DURING 27
C THE EDITING PROCESS 28
C LINUM: THE LINE NUMBER TO BE INSERTED AFTER 29
C DELETED OR CHANGED 30
C 31
C FOR DISPLAYING TEXT: 32
C 33
C ERORPT: THE LINE NUMBER OF THE LINE THE ERROR IS 34
C FOUND IN 35
C LASTLN: THE LINE NUMBER OF THE MOST ADVANCED THE 36
C PROGRAM HAS BEEN INTERPRETED 37
C A,B: THE BOUNDARIES OF THE TEXT TO BE PRINTED 38
C TEST: VARIABLE USE TO SET BOUNDARIES 39
C 40
C COMMON PARAMETERS: 41
C 42
C LINDEX: THE LINE NUMBER THAT IS PRESENTLY 43
C BEENING INTERPRETED 44
C LPOINT: THE LINE NUMBER OF THE MOST ADVANCED 45
C THE PROGRAM HAS BEEN INTERPRETED 46
C MAXLIN: THE MAXIMUM NUMBER OF LINES IN THE 47
C USERS PROGRAM 48
C 49
C ERROR NUMBERS CALLED: 50
C NONE 51
C 52
C SUBROUTINES CALLED: 53
C MENU 54
C 55
C SUBROUTINE THAT CALL SEDIT: 56
C ERROR 57
C 58
C***** 59
C 60
C SUBROUTINE SEDIT 61
C INTEGER CHOICE,LINUM, LASTLN,TEST,A,B,LINDEX,MAXLIN,BUG,ERORPT, 62
C $ LEVEL 63
C CHARACTER DNAME*20,EDLINE*72,SAVE*72,SCLINE*72,CHECK*72 64
C DIMENSION EDLINE(8),SAVE(50),CHECK(50) 65
C COMMON/CONTRL/LINDEX,LPOINT,LEVEL,MAXLIN 66
C COMMON/CONTR2/SCLINE(50) 67
C COMMON/CHECK/BUG 68
C DNAME='EDIT' 69

```

```

EDLINE(1)='DISPLAY DIFFERENT TEXT'          70
EDLINE(2)='INSERT A LINE'                   71
EDLINE(3)='DELETE A LINE'                   72
EDLINE(4)='CHANGE A LINE'                   73
EDLINE(5)='QUIT (RETURN TO ERROR MENU)'     74
LASTLN=LINDEX                               75
ERORPT=LPOINT                                76
C
C
C
          DISPLAY TEXT AROUND ERROR          77
C
REWIND 3                                     78
IF(ERORPT.LE.5)THEN                          79
  A=1                                         80
ELSE                                           81
  A=ERORPT-5                                 82
ENDIF                                         83
TEST=LASTLN-ERORPT                           84
IF(TEST.LT.5)THEN                            85
  B=LASTLN                                   86
ELSE                                           87
  B=ERORPT+5                                88
ENDIF                                         89
DO 10 I=A,B                                  90
  IF(ERORPT.EQ.I)THEN                        91
    WRITE(IW,165)'==>',I,SCLINE(I)          92
  ELSE                                         93
    WRITE(IW,160)I,SCLINE(I)                94
  ENDIF                                       95
CONTINUE                                     96
50 CALL MENU(DNAME,EDLINE,5,CHOICE)          97
WRITE(IW,*)                                  98
GO TO (100,200,300,400,500) CHOICE          99
C
C
C
          *** DISPLAY DIFFERENT TEXT ***     100
100 WRITE(IW,*)'ENTER LINE NUMBER YOU WISH TO BEGIN DISPLAY' 101
READ(IR,*,ERR=450)LINUM                      102
IF(LINUM.GE.LASTLN)THEN                     103
  WRITE(IW,*)'YOU CANNOT DISPLAY LINES THE HAVE NOT BEEN', 104
  'INTERPUTED'                               105
$ GO TO 100                                  106
ELSE                                         107
  CONTINUE                                   108
ENDIF                                       109
IF(LINUM.LT.1)THEN                          110
  WRITE(IW,*)'LINE NUMBER',LINUM,'IS NOT RECONIZED' 111
  GO TO 100                                  112
ELSE                                         113
  CONTINUE                                   114
ENDIF                                       115
TEST=LASTLN-LINUM                           116
IF(TEST.LE.10)THEN                          117
  B=LASTLN                                   118
ELSE                                           119
  B=LINUM+10                                120
ENDIF                                       121
REWIND 3                                     122
DO 110 I=LINUM,B                            123
  IF(I.EQ.ERORPT)THEN                       124
    WRITE(IW,165)'==>',I,SCLINE(I)          125
  ELSE                                         126
    WRITE(IW,160)I,SCLINE(I)                127
  ENDIF                                       128
CONTINUE                                     129
110 GO TO 50                                 130
C
C
C

```

```

C          *** INSERT A LINE ***          136
C          200 WRITE(IW,*)'ENTER LINE NUMBER YOU WISH TO INSERT AFTER' 137
          READ(IR,*,ERR=460)LINUM          138
          IF(LINUM.GE.LASTLN) THEN        139
          WRITE(IW,*)'YOU CANNOT INSERT A LINE AFTER A LINE', 140
          'THAT HAS NOT BEEN INTERPUTED' 141
          GO TO 200                        142
          ELSE                             143
          CONTINUE                         144
          ENDF                             145
          IF(LINUM.LT.1)THEN              146
          WRITE(IW,*)'LINE NUMBER',LINUM,' IS NOT RECONIZED' 147
          GO TO 200                        148
          ELSE                             149
          CONTINUE                         150
          ENDF                             151
          STORE TEXT BEING EDITED        152
          IF(LINUM.LT.ERORPT)ERORPT=ERORPT+1 153
          DO 210 I=1,LINUM                 154
          SAVE(I)=SCLINE(I)               155
          CONTINUE                         156
          210 WRITE(IW,*)'ENTER TEXT OF LINE TO BE INSERTED' 157
          215 READ(IR,150,ERR=470)SAVE(LINUM+1) 158
          LASTLN=LASTLN+1                 159
          DO 220 I=LINUM+1,LASTLN         160
          SAVE(I+1)=SCLINE(I)            161
          CONTINUE                         162
          DO 230 I=1,LASTLN               163
          SCLINE(I)=SAVE(I)              164
          CONTINUE                         165
          230 DISPLAY EDITED TEXT         166
          IF(LINUM.LE.5) THEN             167
          A=1                              168
          ELSE                             169
          A=LINUM-5                        170
          ENDF                             171
          TEST=LASTLN-LINUM               172
          IF(TEST.LE.5) THEN              173
          B=LASTLN                         174
          ELSE                             175
          B=LINUM+5                        176
          ENDF                             177
          REWIND 3                         178
          DO 240 I=A,B                     179
          IF(I.EQ.ERORPT)THEN             180
          WRITE(IW,165)'==>',I,SCLINE(I) 181
          ELSE                             182
          WRITE(IW,160)I,SCLINE(I)        183
          ENDF                             184
          CONTINUE                         185
          GO TO 50                         186
          *** DELETE A LINE ***          187
          300 WRITE(IW,*)'ENTER LINE NUMBER YOU WISH TO DELETE' 188
          READ(IR,*,ERR=480)LINUM          189
          IF(LINUM.GE.LASTLN) THEN        190
          WRITE(IW,*)'YOU CANNOT DELETE A LINE', 191
          'THAT HAS NOT BEEN INTERPUTED' 192
          GO TO 300                        193
          ELSE                             194
          CONTINUE                         195
          ENDF                             196
          IF(LINUM.LT.1)THEN              197
          WRITE(IW,*)'LINE NUMBER',LINUM,' IS NOT RECONIZED' 198
          GO TO 300                        199
          ELSE                             200
          CONTINUE                         201
          ENDF                             202
          IF(LINUM.LT.1)THEN              203
          WRITE(IW,*)'LINE NUMBER',LINUM,' IS NOT RECONIZED' 204
          GO TO 300                        205
          ELSE                             206
          CONTINUE                         207

```

	CONTINUE	208
	ENDIF	209
C		210
C	STORE TEXT BEING EDITED	211
C		212
	LASTLN=LASTLN-1	213
	IF(LINUM.LT.ERORPT)ERORPT=ERORPT-1	214
	DO 310 I=1,LINUM-1	215
	SAVE(I)=SCLINE(I)	216
310	CONTINUE	217
	DO 320 I=LINUM, LASTLN	218
	SAVE(I)=SCLINE(I+1)	219
320	CONTINUE	220
	DO 330 I=1, LASTLN	221
	SCLINE(I)=SAVE(I)	222
330	CONTINUE	223
C		224
C	DISPLAY EDITED TEXT	225
C		226
	IF(LINUM.LE.5) THEN	227
	A=1	228
	ELSE	229
	A=LINUM-5	230
	ENDIF	231
	TEST=LASTLN-LINUM	232
	IF(TEST.LE.5) THEN	233
	B=LASTLN	234
	ELSE	235
	B=LINUM+5	236
	ENDIF	237
	REWIND 3	238
	DO 340 I=A,B	239
	IF(I.EQ.ERORPT)THEN	240
	WRITE(IW,165)'=>',I,SCLINE(I)	241
	ELSE	242
	WRITE(IW,160)I,SCLINE(I)	243
	ENDIF	244
340	CONTINUE	245
	GO TO 50	246
C		247
C	*** CHANGE A LINE ***	248
C		249
400	WRITE(IW,*)'ENTER LINE NUMBER OF THE LINE YOU WISH TO',	250
	' CHANGE'	251
\$	READ(IR,*,ERR=490)LINUM	252
	IF(LINUM.GT.LASTLN)THEN	253
	WRITE(IW,*)'YOU CANNOT EDIT A LINE WHICH HAS NOT',	254
\$	' BEEN INTERPUTED'	255
	GO TO 400	256
	ELSE	257
	CONTINUE	258
	ENDIF	259
	IF(LINUM.LT.1)THEN	260
	WRITE(IW,*)'LINE NUMBER',LINUM,'IS NOT RECONIZED'	261
	GO TO 400	262
	ELSE	263
	CONTINUE	264
	ENDIF	265
405	WRITE(IW,*)'ENTER LINE AS DESIRED'	266
	READ(IR,150,ERR=495)SCLINE(LINUM)	267

C		268
C	DISPLAY EDITED TEXT	269
C	IF(LINUM.LE.5)THEN	270
	A=1	271
	ELSE	272
	A=LINUM-5	273
	ENDIF	274
	TEST=LASTLN-LINUM	275
	IF(TEST.LE.5)THEN	276
	B=LASTLN	277
	ELSE	278
	B=LINUM+5	279
	ENDIF	280
	REWIND 3	281
	DO 410 I=A,B	282
	IF(I.EQ.LPOINT)THEN	283
	WRITE(IW,165)'==>',I,SCLINE(I)	284
	ELSE	285
	WRITE(IW,160)I,SCLINE(I)	286
	ENDIF	287
410	CONTINUE	288
	GO TO 50	289
		290
C	READ PROTECT ERROR MESSAGES	291
C		292
C		293
450	WRITE(IW,*)'**** THE NUMBER ENTERED MUST BE OF TYPE',	294
\$	' INTEGER ****'	295
	GO TO 100	296
460	WRITE(IW,*)'**** THE NUMBER ENTERED MUST BE OF TYPE',	297
\$	' INTEGER ****'	298
	GO TO 200	299
470	WRITE(IW,*)'**** LINE ENTERED MUST BE A CHARACTER STRING',	300
\$	' LESS THEN 72 ELEMENTS LONG ****'	301
	GO TO 215	302
480	WRITE(IW,*)'**** THE NUMBER ENTERED MUST BE OF TYPE',	303
\$	' INTEGER ****'	304
	GO TO 300	305
490	WRITE(IW,*)'**** THE NUMBER ENTERED MUST BE OF TYPE',	306
\$	' INTEGER ****'	307
	GO TO 400	308
495	WRITE(IW,*)'**** LINE ENTERED MUST BE A CHARACTER STRING',	309
\$	' LESS THEN 72 ELEMENTS LONG ****'	310
	GO TO 405	311
		312
C	*** REWRITE USERS FILE AND QUIT ***	313
C		314
500	DO 600 I=LASTLN+1,MAXLIN	315
	READ(100,150,END=605)SCLINE(I)	316
600	CONTINUE	317
605	REWIND 100	318
	DO 610 I=1,MAXLIN	319
	WRITE(100,150)SCLINE(I)	320
610	CONTINUE	321
1000	RETURN	322
150	FORMAT(A72)	323
160	FORMAT(1H ,3X,I3,A72)	324
165	FORMAT(1H ,A3,I3,A72)	325
	END	326

```

C***** SUBROUTINE PATHWY ***** 1
C 2
C CALLING FORMAT ----- PATHWY ----- 3
C 4
C PURPOSE: TO ALLOW USER THE CHOICE OF REXECUTING THE 5
C PRESENT PROGRAM OR A DIFFERENT PROGRAM OR 6
C TO LEAVE INTERP 7
C 8
C I/O PARAMETERS: 9
C 10
C NONE 11
C 12
C OTHER PARAMETERS: 13
C 14
C TO CREAT MENU: 15
C 16
C PWNAME: CHARACTER STRING OF MENU NAME 17
C PWLINE: CHARACTER ARRAY OF THE CHOICES MENU HAS 18
C CHOICE: THE NUMBER OF THE CHOICE THE USER HAS 19
C SELECTED FROM THE MENU 20
C 21
C FOR PROGRAM CONTROL: 22
C 23
C RSTART: A COMMON VARIABLE COMMON TO SUBROUTINES: 24
C VMAIN 25
C ERROR 26
C SPAUSE 27
C PATHWY 28
C THIS VARIABLES VALUE IS SET IN ERROR, 29
C SPAUES AND PATHWY. THE VALUE INDUCATES 30
C WHICH DIRECTION VMAIN IS TO TAKE 31
C 32
C 1: CONTINUE EXECUTION 33
C 2: RESTART EXECUTION FROM START 34
C 3. EXECUTE DIFFERENT PROGRAM 35
C 4. STOP 36
C 37
C ERROR NUMBERS CALLED: 38
C NONE 39
C 40
C SUBROUTINES CALLED: 41
C MENU 42
C 43
C SUBROUTINES THAT CALL PATHWY: 44
C VMAIN 45
C SPAUSE 46
C ERROR 47
C 48
C***** 49
SUBROUTINE PATHWY 50
INTEGER RSTART,CHOICE,BUG 51
CHARACTER PWNAME*20,PWLINE*72 52
DIMENSION PWLINE(8) 53
COMMON/STATE/RSTART 54
COMMON/CHECK/BUG 55
PWNAME='EXECUTION CHOICE' 56
PWLINE(1)='REEXECUTE PROGRAM' 57

```

	PWLINE(2)='EXECUTE A DIFFERENT PROGRAM'	58
	PWLINE(3)='QUIT WORKING'	59
	REWIND 3	60
C		61
C	DISPLAY MENU	62
C		63
10	CALL MENU(PWNAME,PWLINE,3,CHOICE)	64
	GO TO (100,200,300)CHOICE	65
C		66
C	REINTERPRETE PROGRAM	67
C		68
100	RSTART=2	69
	REWIND 100	70
	GO TO 1000	71
C		72
C	INTERPRETE DIFFERENT PROGRAM	73
C		74
200	CLOSE(UNIT=100)	75
	RSTART=3	76
	GO TO 1000	77
C		78
C	COMPLETE EXECUTION OF INTERP	79
300	CLOSE(UNIT=100)	80
	RSTART=4	81
	GO TO 1000	82
1000	RETURN	83
150	FORMAT(A10)	84
	END	85


```

C***** SUBROUTINE MENU ***** 1
C 2
C CALLING FORMAT ----- MENU(NAME,LINES,NUM,CHOICE) ----- 3
C 4
C PURPOSE: TO DISPLAY A MENU OF CHOICES TO THE USER AND 5
C TO CHECK THE CHOICE FOR VALIDITY 6
C 7
C I/O PARAMETERS: 8
C 9
C INPUT: 10
C NAME: CHARACTER STRING OF MENU NAME 11
C LINES: CHARACTER ARRAY OF THE CHOICES MENU 12
C HAS 13
C NUMBER: THE NUMBER OF CHOICES ALLOWED 14
C 15
C OUTPUT: 16
C CHOICE: THE NUMBER OF THE CHOICE THE USER 17
C SELECTED 18
C OTHER PARAMETERS: 19
C NONE 20
C 21
C ERROR NUMBERS CALLED: 22
C NONE 23
C 24
C SUBROUTINES CALLED: 25
C NONE 26
C 27
C SUBROUTINES THAT CALL MENU: 28
C SPAUSE 29
C VAROUT 30
C ERROR 31
C PATHWY 32
C SEDIT 33
C 34
C ***** 35
C SUBROUTINE MENU(NAME,LINES,NUM,CHOICE) 36
C INTEGER NUM,CHOICE,BUG 37
C CHARACTER NAME*20,LINES*72 38
C DIMENSION LINES(8) 39
C COMMON/CHECK/BUG 40
C 41
C DISPLAY MENU 42
C 43
C WRITE(IW,*) 44
C WRITE(IW,*)NAME,'MENU : ' 45
C WRITE(IW,*)'*****' 46
C WRITE(IW,*) 47
C DO 100 I=1,NUM 48
C WRITE(IW,300)I,LINES(I) 49
100 CONTINUE 50
C 51
C READ CHOICE AND ASSURE VALIDITY 52
C 53
200 WRITE(IW,*) 54
WRITE(IW,*)'PLEASE ENTER THE NUMBER OF YOU CHOICE' 55
READ(IR,*,ERR=250)CHOICE 56
IF(CHOICE.LT.1.OR.CHOICE.GT.NUM)THEN 57
WRITE(IW,*)'NUMBER',CHOICE,'IS NOT RECONIZED AS A CHOICE' 58
GO TO 200 59
ELSE 60
CONTINUE 61
ENDIF 62
GO TO 270 63
250 WRITE(IW,*)'***** DATA ENTERED MUST BE OF TYPE INTEGER *****' 64
GO TO 200 65
270 RETURN 66
300 FORMAT(1H ,I2,3X,A40) 67
END 68

```

APPENDIX C

ERROR NUMBERS AND MESSAGES

ERROR NUMBERS AND MESSAGES

SYNTAX ERRORS

- 101 missing a parenthesis
- 102 input or output device is not there (number must be an integer)
- 103 READ and WRITE statements must be free format
- 104 error in quotes in WRITE statement
- 105 error in READ or WRITE statement
- 106 syntax error in DO statement
- 107 syntax error in computed GOTO statement
- 108 too few line numbers in computed GOTO
- 109 syntax error in IF statement
- 110 logical operator of IF statement not recognizable
- 111 input data not acceptable in READ statement
- 112 error in quotes
- 113 logical assignment error or no zero before decimal
- 114 error in data
- 115 missing quote on character string to be written
- 116 missing parenthesis
- 117 syntax error in arithmetic statement
- 150 error in INTERP program (call professor)

FUNCTION ERRORS

- 201 function cannot be performed on an integer
- 202 for arcsin/arccos the value to be evaluated must have its absolute value less than one
- 203 cannot take square root of a negative number
- 204 do loop parameter must be of type integer or real
- 205 foot statement of DO loop cannot be a GOTO
- 206 foot statement of DO loop cannot be a RETURN
- 207 foot statement of DO loop cannot be a END
- 208 foot statement of DO loop cannot be a STOP
- 209 illegal nesting of DO loop
- 210 illegal structure of IF and DO statements
- 211 foot statement of DO loop cannot be an IF
- 212 attempt to divide by zero

NUMBERING ERRORS

- 301 no digit preceding a decimal
- 302 character value in numeric expression
- 303 line number must be of type integer
- 304 array subscripts must be of type integer
- 305 a character or logical value cannot be assigned to a integer, real or double precision variable

PROGRAM STRUCTURE

401 statement is not recognizable (no key words)
402 GOTO statement trying to make illegal entry into
DO structure
403 GOTO statement trying to make illegal entry into
IF statement
404 one of the following is missing:
statement number used by GOTO
ELSE statement
ENDIF statement
405 improper IF structure
406 end of file found with no END or STOP statement
407 nesting of IF cannot exceed 5 levels

DECLARATION ERRORS

501 variable name too long
502 PRECISION must follow the word DOUBLE
503 variable has not been declared
504 array variable has not been declared
505 number of array subscripts are inconsistent
506 array subscript exceeds array dimension
507 error in dimension statement
508 logical and character arrays must be one
dimensional
509 variable in dimension statement with no
subscripts
510 only 20 variable names allowed per type

VITA

Susan Jane Zimmer

Candidate for the Degree of
Masters of Science

Thesis: THE DEVELOPMENT OF A FORTRAN 77 INTERPRETER

Major Field: Mechanical Engineering

Biographical:

Personal Data: Born in Sturgis, Michigan, April 8, 1957, the daughter of Harry and Clare Laws. Married to Mark A. Zimmer, D.V.M. on August 5, 1978. First child, Jay Andrew Zimmer, born on July 26, 1983, second child, Jamie Sue Zimmer, born on May 26, 1985.

Education: Graduated from Bronson High School, Bronson, Michigan, in May 1975; completed certificate in Animal Technology at Michigan State University in April 1977; received Bachelor of Science Degree in Mechanical Engineering from Oklahoma State University in December 1983; completed requirements for the Master of Science degree at Oklahoma State University in July, 1986.

Professional Experience: Teaching Assistant, Department of Mechanical Engineering, Oklahoma State University, Spring 1983, Spring 1984, Summer 1984, Fall 1984; Member Eta Kappa Nu beginning Fall 1981; Member Pi Tau Sigma beginning Spring 1982, president Spring 1983; Member National Society of Professional Engineers beginning 1982; Passed engineering intern examination October 1982.