

# Contents

<b>1</b>	<b>Overview . . . . .</b>	<b>1</b>
<b>2</b>	<b>Introduction to Computer Systems . . . . .</b>	<b>9</b>
2.1	The core of a computer system . . . . .	10
2.1.1	Central processor unit — CPU . . . . .	10
2.1.2	Memory . . . . .	10
2.1.3	Bus . . . . .	10
2.2	Other components of a computer system . . . . .	11
2.2.1	Disks. . . . .	11
2.2.2	Others . . . . .	11
2.3	Software . . . . .	12
2.4	Problems . . . . .	13
2.5	Bibliography . . . . .	13
<b>3</b>	<b>Introduction to Operating Systems . . . . .</b>	<b>15</b>
3.1	History of operating systems. . . . .	16
3.1.1	The 1940s . . . . .	16
3.1.2	The 1950s . . . . .	16
3.1.3	The 1960s . . . . .	16
3.1.4	The 1960s and 1970s . . . . .	16
3.1.5	The 1970s, 1980s, and 1990s . . . . .	17
3.2	Networking. . . . .	17
3.3	Problems . . . . .	18
3.4	Bibliography . . . . .	18
<b>4</b>	<b>Introduction to Using a Computer System. . . . .</b>	<b>19</b>
4.1	Files . . . . .	20
4.2	Editors . . . . .	20
4.3	Single-user systems . . . . .	20
4.4	Networked systems . . . . .	20
4.5	Multiuser systems. . . . .	21
4.6	Other useful things to know . . . . .	21

4.7	Common methods of using computer systems to develop Fortran programs . . . . .	22
4.8	Bibliography . . . . .	23
<b>5</b>	<b>Introduction to Problem Solving . . . . .</b>	<b>25</b>
5.1	Natural language . . . . .	26
5.2	Artificial language . . . . .	27
5.2.1	Notations . . . . .	27
5.3	Resumé . . . . .	27
5.4	Algorithms . . . . .	28
5.4.1	Top-down . . . . .	28
5.4.2	Bottom-up . . . . .	28
5.4.3	Stepwise refinement. . . . .	29
5.4.4	Modular programming . . . . .	29
5.4.5	Object oriented programming . . . . .	29
5.5	Systems analysis and design . . . . .	30
5.5.1	Problem definition . . . . .	30
5.5.2	Feasibility study and fact finding . . . . .	30
5.5.3	Analysis . . . . .	31
5.5.4	Design . . . . .	31
5.5.5	Detailed design . . . . .	31
5.5.6	Implementation . . . . .	31
5.5.7	Evaluation and testing. . . . .	31
5.5.8	Maintenance . . . . .	32
5.6	Conclusions . . . . .	32
5.7	Problems . . . . .	32
5.8	Bibliography . . . . .	33
<b>6</b>	<b>Introduction to Programming Languages . . . . .</b>	<b>35</b>
6.1	Some early theoretical work . . . . .	36
6.2	What is a programming language? . . . . .	36
6.3	Program language development and engineering . . . . .	36
6.4	The early days . . . . .	36
6.4.1	Fortran — The Early Days . . . . .	37
6.4.2	Fortran 77 . . . . .	37
6.4.3	Cobol . . . . .	37
6.4.4	Algol. . . . .	38
6.5	Chomsky and program language development . . . . .	39
6.6	Lisp . . . . .	39
6.7	Snobol . . . . .	40
6.8	Second-generation languages . . . . .	40
6.8.1	PL/1 and Algol 68 . . . . .	40
6.8.2	Simula . . . . .	40
6.8.3	Pascal . . . . .	41

## Contents ix

6.8.4	APL . . . . .	41
6.8.5	Basic . . . . .	41
6.8.6	C . . . . .	41
6.9	Some other strands in language development . . . . .	42
6.9.1	Abstraction, stepwise refinement and modules . . . . .	42
6.9.2	Structured programming . . . . .	42
6.9.3	Standardisation . . . . .	42
6.10	Ada . . . . .	43
6.11	Modula . . . . .	43
6.12	Modula 2 . . . . .	44
6.13	Other language developments . . . . .	44
6.13.1	Logo . . . . .	44
6.13.2	Postscript, TeX and LaTeX . . . . .	45
6.13.3	Prolog . . . . .	45
6.13.4	SQL . . . . .	45
6.13.5	ICON . . . . .	46
6.14	Object orientated programming — OOP . . . . .	46
6.14.1	Oberon and Oberon 2 . . . . .	46
6.14.2	Smalltalk . . . . .	47
6.14.3	C++ . . . . .	48
6.14.4	Java . . . . .	48
6.14.5	Visual Basic . . . . .	49
6.14.6	C# . . . . .	49
6.15	Fortran 90 . . . . .	50
6.16	Fortran 1995 . . . . .	51
6.17	ISO technical reports TR15580 and TR15581 . . . . .	52
6.18	Fortran 2003 . . . . .	52
6.19	DTR 19767 enhanced module facilities. . . . .	53
6.20	Internet resources . . . . .	54
6.20.1	Standards information . . . . .	54
6.20.2	Fortran discussion lists . . . . .	55
6.20.3	Other sources . . . . .	55
6.21	Summary . . . . .	56
6.22	Bibliography . . . . .	56
<b>7</b>	<b>Introduction to Programming . . . . .</b>	<b>63</b>
7.1	Language strengths and weaknesses . . . . .	64
7.2	Elements of a programming language . . . . .	64
7.2.1	Data description statements . . . . .	65
7.2.2	Control structures . . . . .	65
7.2.3	Data-processing statements . . . . .	65
7.2.4	Input and output (I/O) statements . . . . .	65
7.3	Variables — name, type and value . . . . .	68

7.4	Notes . . . . .	70
7.5	Some more Fortran rules . . . . .	71
7.6	Fortran character set . . . . .	72
7.7	Good programming guidelines . . . . .	73
7.8	Compilers . . . . .	73
7.9	Program development . . . . .	74
7.10	Problems . . . . .	75
<b>8</b>	<b>Arithmetic . . . . .</b>	<b>77</b>
8.1	Rounding and truncation . . . . .	81
8.2	Time taken for light to travel from the Sun to Earth. . . . .	83
8.3	The PARAMETER statement . . . . .	84
8.4	Range, precision and size of numbers . . . . .	85
8.5	Health warning: optional reading, beginners are advised to leave until later . . . . .	88
8.5.1	Selecting different INTEGER kind types . . . . .	90
8.5.2	Selecting different REAL kind types . . . . .	91
8.5.3	Specifying kind types for literal integer and real constants. . . . .	91
8.5.4	Positional number systems. . . . .	92
8.5.5	Bit data type and representation model . . . . .	92
8.5.6	Integer data type and representation model . . . . .	93
8.5.7	Real data type and representation model . . . . .	93
8.5.8	IEEE 754. . . . .	94
8.5.9	Testing the numerical representation of different kind types on a system . . . . .	94
8.5.10	Binary representation of different integer kind type numbers . . . . .	98
8.5.11	Binary representation of a real number . . . . .	100
8.5.12	Summary of how to select the appropriate kind type . . . . .	101
8.6	Variable status. . . . .	101
8.7	Summary . . . . .	101
8.8	Problems . . . . .	102
8.9	Bibliography . . . . .	105
<b>9</b>	<b>Arrays 1: Some Fundamentals . . . . .</b>	<b>107</b>
9.1	Tables of data . . . . .	108
9.1.1	Telephone directory . . . . .	108
9.1.2	Book catalogue . . . . .	108
9.1.3	Examination marks or results. . . . .	109
9.1.4	Monthly rainfall . . . . .	109
9.2	Arrays in Fortran . . . . .	110
9.3	The DIMENSION attribute. . . . .	110
9.4	An index . . . . .	111
9.5	Control structure. . . . .	111
9.6	Monthly rainfall . . . . .	111

**Contents** xi

9.6.1	Example 1: Rainfall . . . . .	112
9.7	People's weights . . . . .	113
9.7.1	Example 2: Setting array size with a parameter . . . . .	114
9.8	Summary . . . . .	115
9.9	Problems . . . . .	116
<b>10</b>	<b>Arrays 2: Further Examples . . . . .</b>	<b>119</b>
10.1	Varying the array size at run time . . . . .	120
10.2	Higher-dimension arrays . . . . .	121
10.2.1	A map . . . . .	121
10.2.2	Example 3: Sensible tabular output . . . . .	123
10.2.3	Example 4: Average of three sets of values . . . . .	124
10.2.4	Example 5: Booking arrangements in a theatre or cinema . . . . .	125
10.3	Additional forms of the DIMENSION attribute and DO loop statement . . . . .	126
10.3.1	Example 6: Voltage from -20 to +20 volts . . . . .	126
10.3.2	Example 7: Longitude from -180 to +180. . . . .	127
10.3.3	Notes . . . . .	127
10.4	The DO loop and straight repetition. . . . .	127
10.4.1	Example 8: Table of temperatures . . . . .	127
10.4.2	Example 9: Means and standard deviations . . . . .	128
10.5	Summary . . . . .	129
10.6	Problems . . . . .	130
<b>11</b>	<b>Whole Array and Additional Array Features. . . . .</b>	<b>133</b>
11.1	Terminology. . . . .	134
11.1.1	Rank . . . . .	134
11.1.2	Bounds . . . . .	134
11.1.3	Extent. . . . .	134
11.1.4	Size. . . . .	134
11.1.5	Shape. . . . .	134
11.1.6	Conformable . . . . .	134
11.1.7	Array element ordering. . . . .	134
11.2	Whole array manipulation . . . . .	135
11.2.1	Assignment . . . . .	135
11.2.2	Expressions . . . . .	135
11.3	Array sections . . . . .	138
11.3.1	Rank 1 array example . . . . .	138
11.3.2	Rank 2 array example . . . . .	138
11.4	Array constructors . . . . .	140
11.4.1	Rank 1 array example — explicit values . . . . .	140
11.4.1.1	Rank 1 array example and implied DO loop. . . . .	141
11.4.1.2	Rank 1 array example and the DOT_PRODUCT intrinsic . . . . .	141
11.4.2	Rank 1 example with step size of 2 in implied DO loop . . . . .	143

11.4.3	Rank 1 array and the SUM intrinsic function . . . . .	144
11.4.4	Rank 2 arrays and the SUM intrinsic function . . . . .	145
11.5	Masked array assignment and the WHERE statement . . . . .	146
11.5.1	Notes . . . . .	147
11.6	The FORALL statement and FORALL construct . . . . .	147
11.6.1	Syntax . . . . .	147
11.6.2	Array element ordering and physical and virtual memory . . . . .	148
11.7	Summary . . . . .	148
11.8	Problems . . . . .	149
11.9	Bibliography . . . . .	149
<b>12</b>	<b>Output of Results . . . . .</b>	<b>151</b>
12.1	Integers — I format or edit descriptor. . . . .	152
12.2	Reals — F format or edit descriptor. . . . .	155
12.2.1	Metric and imperial conversion. . . . .	156
12.2.2	Overflow and underflow . . . . .	156
12.3	Reals — E format or edit descriptor . . . . .	158
12.3.1	Simple E format example . . . . .	159
12.4	Spaces . . . . .	160
12.5	Characters — A format or edit descriptor . . . . .	160
12.5.1	Headings . . . . .	161
12.6	Mixed type output in a FORMAT statement. . . . .	162
12.7	Common mistakes . . . . .	162
12.8	OPEN (and CLOSE). . . . .	163
12.8.1	The OPEN statement . . . . .	163
12.8.2	Writing . . . . .	164
12.9	Repetition . . . . .	165
12.10	Some more examples . . . . .	167
12.11	Implied DO loops and array sections for array output . . . . .	168
12.12	Formatting for a line printer . . . . .	170
12.12.1	Mechanics of carriage control . . . . .	171
12.12.2	Generating a new line on both line printers and terminals . . . . .	172
12.13	Timing of writing formatted files . . . . .	173
12.14	Timing of writing unformatted files. . . . .	174
12.15	Summary . . . . .	176
12.16	Problems . . . . .	176
<b>13</b>	<b>Reading in Data . . . . .</b>	<b>179</b>
13.1	Reading from the terminal or keyboard versus reading from files . . . . .	180
13.2	Fixed fields on input. . . . .	180
13.2.1	Integers and the I format . . . . .	180
13.2.2	Reals and the F format. . . . .	181
13.2.3	Reals and the E Format . . . . .	182

13.3	Blanks, nulls and zeros . . . . .	185
13.4	Characters . . . . .	186
13.5	Skipping spaces and lines . . . . .	187
13.6	Reading . . . . .	187
13.7	File manipulation again . . . . .	188
13.8	Reading using array sections . . . . .	189
13.9	Timing of reading formatted files . . . . .	190
13.10	Timing of reading unformatted files . . . . .	191
13.11	Errors when reading . . . . .	192
13.12	Summary . . . . .	193
13.13	Problems . . . . .	193
<b>14</b>	<b>Files . . . . .</b>	<b>195</b>
14.1	Data files in Fortran . . . . .	196
14.2	Summary of options on OPEN . . . . .	198
14.3	More foolproof I/O . . . . .	200
14.4	Summary . . . . .	201
14.5	Problems . . . . .	202
<b>15</b>	<b>Functions . . . . .</b>	<b>204</b>
15.1	An introduction to predefined functions and their use . . . . .	204
15.1.1	Example 1: Simple function usage . . . . .	205
15.2	Generic functions . . . . .	205
15.2.1	Example 2: The ABS generic function . . . . .	206
15.3	Elemental functions . . . . .	206
15.3.1	Example 3: Elemental function use . . . . .	206
15.4	Transformational functions . . . . .	206
15.4.1	Example 4: Simple transformational use . . . . .	207
15.4.2	Example 5: Intrinsic DOT_PRODUCT use . . . . .	207
15.5	Notes on function usage . . . . .	207
15.6	Example 6: Easter . . . . .	208
15.7	Complete list of predefined functions . . . . .	210
15.7.1	Inquiry functions . . . . .	210
15.7.2	Transfer and conversion functions . . . . .	210
15.7.3	Computational functions . . . . .	211
15.7.4	Array functions . . . . .	211
15.7.5	Predefined subroutines . . . . .	211
15.8	Supplying your own functions . . . . .	212
15.8.1	Example 7: Simple user defined function . . . . .	212
15.9	An introduction to the scope of variables and local variables . . . . .	214
15.10	Recursive functions . . . . .	214
15.10.1	Example 8: Recursive factorial evaluation . . . . .	215

15.11	Example 9: Recursive version of GCD . . . . .	216
15.12	Example 10: After removing recursion . . . . .	217
15.13	Pure functions . . . . .	218
15.14	Elemental functions . . . . .	218
15.15	Internal functions . . . . .	218
15.15.1	Example 11: Stirling's approximation . . . . .	218
15.16	Resumé . . . . .	219
15.17	Function syntax . . . . .	220
15.18	Rules and restrictions . . . . .	220
15.19	Problems . . . . .	220
15.20	Bibliography . . . . .	221
15.20.1	Recursion and problem solving . . . . .	222
<b>16</b>	<b>Control Structures . . . . .</b>	<b>223</b>
16.1	Selection among courses of action . . . . .	224
16.1.1	The BLOCK IF statement . . . . .	225
16.1.2	Example 1: Quadratic roots. . . . .	227
16.1.3	Note . . . . .	228
16.1.4	Example 2: Date calculation . . . . .	228
16.1.5	The CASE statement. . . . .	229
16.1.6	Example 3: Simple calculator. . . . .	230
16.1.7	Example 4: Counting vowels, consonants, etc.. . . . .	231
16.2	The three forms of the DO statement . . . . .	232
16.2.1	Example 5: Sentinel usage . . . . .	232
16.2.2	CYCLE and EXIT . . . . .	234
16.2.3	Example 6: $e^{**x}$ evaluation . . . . .	234
16.2.4	Example 7: Wave breaking on an offshore reef . . . . .	235
16.3	Summary . . . . .	237
16.3.1	Control structure formal syntax. . . . .	237
16.4	Problems . . . . .	238
16.5	Bibliography . . . . .	240
<b>17</b>	<b>Characters . . . . .</b>	<b>241</b>
17.1	Character input . . . . .	243
17.2	Character operators . . . . .	244
17.3	Character substrings . . . . .	245
17.4	Character functions . . . . .	247
17.5	Collating sequence. . . . .	248
17.6	Summary . . . . .	250
17.7	Problems . . . . .	251
<b>18</b>	<b>Complex . . . . .</b>	<b>253</b>
18.1	Example . . . . .	255
18.2	Complex and kind type . . . . .	256
18.3	Summary . . . . .	256

## Contents xv

18.4	Problems . . . . .	256
<b>19</b>	<b>Logical. . . . .</b>	<b>257</b>
19.1	I/O . . . . .	261
19.2	Summary . . . . .	261
19.3	Problems . . . . .	262
<b>20</b>	<b>User Defined Types . . . . .</b>	<b>263</b>
20.1	Example 1: Dates . . . . .	264
20.2	Type definition . . . . .	264
20.3	Variable definition . . . . .	265
20.4	Example 2: Address lists . . . . .	265
20.5	Example 3: Nested user defined types. . . . .	266
20.6	Problems . . . . .	268
20.7	Bibliography . . . . .	268
<b>21</b>	<b>An Introduction to Pointers . . . . .</b>	<b>269</b>
21.1	Some basic pointer concepts . . . . .	270
21.2	The ASSOCIATED intrinsic function. . . . .	272
21.2.1	CVF 6.6C . . . . .	272
21.2.2	Intel, Windows, 8.1 . . . . .	272
21.2.3	Lahey, Windows 5.70f . . . . .	272
21.2.4	NAG, Windows, 4.2 . . . . .	273
21.2.5	Salford 4.6.0 . . . . .	273
21.3	Referencing A and B before assignment . . . . .	273
21.3.1	CVF . . . . .	274
21.3.2	Intel, Windows 8.1. . . . .	274
21.3.3	Lahey, Windows 5.70f. . . . .	275
21.3.4	NAG, Windows 4.2 . . . . .	275
21.3.5	Salford 4.6.0 . . . . .	275
21.4	The NULL intrinsic . . . . .	275
21.5	Assignment via = . . . . .	276
21.6	Singly linked list. . . . .	278
21.7	Reading in an arbitrary quantity of numeric data. . . . .	280
21.8	Arrays of pointers . . . . .	283
21.9	Arrays of pointers and variable sized data sets — 1 . . . . .	284
21.10	Arrays of pointers and variable sized data sets — 2 . . . . .	285
21.11	Memory leak examples. . . . .	285
21.12	Nonstandard pointer examples . . . . .	288
21.13	Problems . . . . .	293
<b>22</b>	<b>Introduction to Subroutines . . . . .</b>	<b>295</b>
22.1	Example 1. . . . .	296
22.1.1	Defining a subroutine . . . . .	298
22.1.2	Referencing a subroutine . . . . .	299

22.1.3	Dummy arguments or parameters and actual arguments . . . . .	299
22.1.4	Intent . . . . .	299
22.1.5	Local variables . . . . .	299
22.1.6	Local variables and the SAVE attribute . . . . .	300
22.1.7	Scope of variables . . . . .	300
22.1.8	Status of the action carried out in the subroutine. . . . .	300
22.2	Example 2. . . . .	300
22.3	Example 3 — Quadratic example with interface blocks . . . . .	301
22.4	Example 4 — Quadratic example and the CONTAINS statement. .	304
22.5	Why bother? . . . . .	306
22.6	Summary . . . . .	307
22.7	Problems . . . . .	307
<b>23</b>	<b>Subroutines: 2 . . . . .</b>	<b>309</b>
23.1	More on parameter passing. . . . .	310
23.1.1	Explicit-shape array . . . . .	310
23.1.2	Assumed-shape array . . . . .	310
23.1.3	Deferred-shape array. . . . .	310
23.1.4	Automatic arrays . . . . .	310
23.1.5	Assumed-size array — Fortran 77 style . . . . .	310
23.1.6	Adjustable arrays — Fortran 77 style . . . . .	311
23.2	Common code example . . . . .	311
23.3	Explicit-shape example. . . . .	311
23.4	Assumed-shape example . . . . .	313
23.4.1	Notes . . . . .	315
23.5	Characters arguments and assumed-length dummy arguments .	315
23.6	Rank 2 and higher arrays as parameters . . . . .	316
23.6.1	Explicit-shape dummy arrays. . . . .	316
23.6.2	Assumed-shape dummy array arguments . . . . .	319
23.6.3	Notes . . . . .	320
23.6.4	Using the intrinsic functions MATMUL and TRANSPOSE . . .	321
23.7	Automatic arrays and median calculation . . . . .	322
23.7.1	Internal subroutines and scope . . . . .	325
23.7.2	Timing the selection sort algorithm . . . . .	325
23.7.2.1	Timing . . . . .	326
23.8	Alternative median calculation algorithm . . . . .	327
23.8.1	Timing . . . . .	330
23.9	Recursive subroutines — Quicksort. . . . .	332
23.9.1	Note — Interface blocks. . . . .	336
23.9.2	Note — Recursive subroutine . . . . .	337
23.9.3	Note — Flexible design . . . . .	337
23.9.4	Note — Timing information . . . . .	337
23.10	Summary . . . . .	337

23.11	Problems . . . . .	338
23.12	Bibliography . . . . .	340
23.13	Commercial numerical and statistical subroutine libraries . . . . .	340
<b>24</b>	<b>An Introduction to Modules . . . . .</b>	<b>341</b>
24.1	Modules for global data . . . . .	342
24.2	Modules for precision specification and constant definition. . . . .	343
24.2.1	Note . . . . .	344
24.3	Modules for sharing arrays of data . . . . .	345
24.4	Modules for derived data types . . . . .	346
24.4.1	Person data type . . . . .	347
24.5	Modules containing procedures — Quicksort example . . . . .	349
24.6	Modules containing procedures — Statistics example . . . . .	353
24.7	The solution of linear equations using Gaussian elimination . . . . .	356
24.7.1	Notes . . . . .	361
24.7.1.1	Module for kind type . . . . .	361
24.7.1.2	Deferred-shape arrays . . . . .	361
24.7.1.3	Intrinsic functions MAXVAL and MAXLOC. . . . .	361
24.8	Notes on module usage and compilation . . . . .	361
24.9	Summary . . . . .	362
24.10	Problems . . . . .	362
24.11	Bibliography . . . . .	363
<b>25</b>	<b>Converting from Fortran 77 . . . . .</b>	<b>365</b>
25.1	Deleted features . . . . .	366
25.2	Obsolescent features . . . . .	366
25.2.1	Arithmetic IF . . . . .	366
25.2.2	Real and double precision DO control variables . . . . .	366
25.2.3	Shared DO termination and non-ENDDO termination . . . . .	366
25.2.4	Alternate RETURN . . . . .	367
25.2.5	PAUSE statement . . . . .	367
25.2.6	ASSIGN and assigned GOTO statements . . . . .	367
25.2.7	Assigned FORMAT statements . . . . .	367
25.2.8	H editing . . . . .	367
25.3	Better alternatives . . . . .	367
25.4	Example 1. . . . .	368
25.5	Example 2. . . . .	378
25.6	Commercial conversion tools . . . . .	379
25.6.1	NAG . . . . .	379
25.6.2	Polyhedron . . . . .	395
25.6.3	Original Fortran 66. . . . .	407
25.6.4	Fortran 77 Version. . . . .	407
25.6.5	Fortran 90 Version. . . . .	408
25.7	Summary . . . . .	409

25.8	Problems . . . . .	409
<b>26</b>	<b>Case Studies . . . . .</b>	<b>411</b>
26.1	Using linked lists for sparse matrix problems . . . . .	412
26.1.1	Inner product of two sparse vectors . . . . .	413
26.2	Solving a system of first-order ordinary differential equations using Runge–Kutta–Merson. . . . .	417
26.2.1	Note: Alternative form of the ALLOCATE statement . . . . .	424
26.2.2	Note: Automatic arrays. . . . .	424
26.2.3	Note: Dummy procedure arguments. . . . .	425
26.2.4	Keyword and optional arguments . . . . .	425
26.3	Generic procedures . . . . .	427
26.4	A function that returns a variable length array . . . . .	434
26.5	Operator and assignment overloading . . . . .	436
26.6	A subroutine to extract the diagonal elements of a matrix . . . . .	437
26.7	Perfectly balanced tree . . . . .	439
26.8	Pure function example . . . . .	442
26.8.1	Pure constraints . . . . .	442
26.9	Elemental function example . . . . .	443
26.9.1	Elemental constraints . . . . .	444
26.10	Elemental subroutine example . . . . .	445
26.11	Date class . . . . .	446
26.12	Graphics example — dislin. . . . .	461
26.13	Problems . . . . .	469
26.14	Bibliography . . . . .	470
<b>27</b>	<b>ISO TR 15580 — IEEE Arithmetic. . . . .</b>	<b>473</b>
27.1	History . . . . .	474
27.2	IEEE 754 Specifications . . . . .	476
27.2.1	Single precision floating point format . . . . .	477
27.2.2	Double precision floating point format . . . . .	479
27.2.3	Two classes of extended floating point formats . . . . .	479
27.2.4	Accuracy requirements . . . . .	479
27.2.5	Base conversion — Converting between decimal and binary floating point formats and vice versa . . . . .	479
27.2.6	Exception handling . . . . .	480
27.2.7	Rounding directions . . . . .	480
27.2.8	Rounding precisions . . . . .	480
27.3	Resumé . . . . .	480
27.4	ISO TR 15580. . . . .	481
27.4.1	IEEE_FEATURES module . . . . .	481
27.4.2	IEEE_EXCEPTIONS module . . . . .	481
27.4.3	IEEE_ARITHMETIC module . . . . .	483
27.4.3.1	IEEE data type selection . . . . .	484

## Contents xix

27.4.3.2	General support enquiry functions . . . . .	484
27.4.3.3	Rounding modes. . . . .	485
27.4.3.4	Number classification . . . . .	485
27.4.3.5	Arithmetic operations . . . . .	487
27.5	Summary . . . . .	488
27.6	Bibliography . . . . .	488
27.6.1	Web-based sources . . . . .	489
27.6.2	Hardware sources . . . . .	490
27.6.3	Operating Systems . . . . .	491
27.6.4	Java and IEEE 754. . . . .	491
27.6.5	C and IEEE 754 . . . . .	492
<b>28</b>	<b>ISO TR 15581 Allocatable Enhancements . . . . .</b>	<b>493</b>
28.1	Allocatable dummy array example . . . . .	494
28.2	Allocatable function result example. . . . .	497
28.3	Allocatable structure component example . . . . .	499
28.4	Summary . . . . .	499
28.5	Problem . . . . .	499
<b>29</b>	<b>Fortran 2003 and the Enhanced Module Facility . . . . .</b>	<b>501</b>
29.1	Derived type enhancements . . . . .	502
29.2	Object oriented programming support. . . . .	502
29.3	Data manipulation enhancements . . . . .	502
29.4	Input/output enhancements . . . . .	503
29.5	Interoperability with the C programming language. . . . .	503
29.6	Procedure pointers . . . . .	504
29.7	Scoping enhancements . . . . .	504
29.8	Support for IEC 60559 (IEEE 754) exceptions and arithmetic . . . . .	504
29.9	Support for international usage: (ISO 10646) . . . . .	504
29.10	Enhanced integration with the host operating system. . . . .	505
29.11	The ASSOCIATE construct . . . . .	505
29.12	Enhanced modules facility . . . . .	505
29.13	Summary . . . . .	506
<b>30</b>	<b>Parallel Programming . . . . .</b>	<b>507</b>
30.1	MPI. . . . .	508
30.2	Co–array Fortran . . . . .	508
30.3	Openmp. . . . .	508
30.4	PVM . . . . .	509
30.5	HPF. . . . .	509
30.6	Parallel programming and high-performance computing . . . . .	509
30.6.1	Summary . . . . .	510
<b>31</b>	<b>Miscellaneous . . . . .</b>	<b>511</b>

31.1	Program development and software engineering . . . . .	512
31.1.1	Modules. . . . .	513
31.1.2	Programming style — Programs should be easy to read . . . . .	513
31.1.3	Programming style — Programs should behave well. . . . .	514
31.2	Data structures. . . . .	514
31.3	Algorithms . . . . .	514
31.4	Recursion . . . . .	515
31.5	Structured programming and the GOTO statement. . . . .	515
31.6	Efficiency, space-time trade-off. . . . .	516
31.7	Program testing . . . . .	516
31.8	Simple debugging techniques. . . . .	516
31.9	Software tools . . . . .	517
31.9.1	Cross referencing . . . . .	517
31.9.2	Pretty print . . . . .	517
31.9.3	NAGWare f90 Tools. . . . .	517
31.10	Numerical software sources . . . . .	517
31.10.1	Numerical Algorithms Group. . . . .	518
31.10.2	Visual Numerics. . . . .	518
31.10.3	Netlib. . . . .	518
31.11	Coda . . . . .	518
31.12	Bibliography: All sources (bar one) taken from comp.software-eng. . . . .	518
31.12.1	Software engineering. . . . .	518
31.12.2	Programming style. . . . .	519
31.12.3	Software testing . . . . .	519
31.12.4	Fun . . . . .	519
A	Glossary . . . . .	520
B	Sample Program Examples. . . . .	530
C	ASCII Character Set. . . . .	534
D	Intrinsic Functions and Procedures . . . . .	535
E	English and Latin Texts . . . . .	568
F	Coded Text Extract . . . . .	569
G	Formal syntax . . . . .	570
H	Compiler Options . . . . .	575
	Index . . . . .	581