# Preface

There has been an explosion of interest in, and books on object-oriented programming (OOP). Why have yet another book on the subject? In the past a basic education was said to master the three r's: reading, 'riting, and 'rithmetic. Today a sound education in engineering programming leads to producing code that satisfy the four r's: readability, reusability, reliability, and really-efficient. While some object-oriented programming languages have some of these abilities Fortran 90/95 offers all of them for engineering applications. Thus this book is intended to take a different tack by using the Fortran 90/95 language as its main OOP tool. With more than one hundred pure and hybrid object-oriented languages available, one must be selective in deciding which ones merit the effort of learning to utilize them. There are millions of Fortran programmers, so it is logical to present the hybrid object-oriented features of Fortran 90/95 to them to update and expand their programming skills. This work provides an introduction to Fortran 90 as well as to object-oriented programming concepts. Even with the current release (Fortran 95) we will demonstrate that Fortran offers essentially all of the tools recommended for object-oriented programming techniques. It is expected that Fortran 200X will offer additional object-oriented capabilities, such as declaring "extensible" (or virtual) functions. Thus, it is expected that the tools learned here will be of value far into the future.

It is commonly agreed that the two decades old F77 standard for the language was missing several useful and important concepts of computer science that evolved and were made popular after its release, but it also had a large number of powerful and useful features. The following F90 standard included a large number of improvements that have often been overlooked by many programmers. It is fully compatible with all old F77 standard code, but it declared several features of that standard as obsolete. That was done to encourage programmers to learn better methods, even though the standard still supports those now obsolete language constructs. The F90 standards committee brought into the language most of the best features of other more recent languages like Ada, C, C++, Eiffel, etc. Those additions included in part: structures, dynamic memory management, recursion, pointers (references), and abstract data types along with their supporting tools of encapsulation, inheritance, and the overloading of operators and routines. Equally important for those involved in numerical analysis the F90 standard added several new features for efficient array operations that are very similar to those of the popular MATLAB environment. Most of those features include additional options to employ logical filters on arrays. All of the new array features were intended for use on vector or parallel computers and allow programmers to avoid the bad habit of writing numerous serial loops. The current standard, F95, went on to add more specific parallel array tools, provided "pure" routines for general parallel operations, simplified the use of pointers, and made a few user friendly refinements of some F90 features. Indeed, at this time one can view F90/95 as the only cross-platform international standard language for parallel computing. Thus Fortran continues to be an important programming language that richly rewards the effort of learning to take advantage of its power, clarity, and user friendliness.

We begin that learning process in Chapter 1 with an overview of general programming techniques. Primarily the older "procedural" approach is discussed there, but the chapter is closed with an outline of the newer "object" approach to programming. An experienced programmer may want to skip directly to the last section of Chapter 1 where we outline some object-oriented methods. In Chapter 2, we introduce the concept of the abstract data types and their extension to classes. Chapter 3 provides a fairly detailed introduction to the concepts and terminology of object-oriented programming. A much larger supporting glossary is provided as an appendix.

For the sake of completeness Chapter 4 introduces language specific details of the topics discussed in

the first chapter. The Fortran 90/95 syntax is used there, but in several cases cross-references are made to similar constructs in the C++ language and the MATLAB environment. While some readers may want to skip Chapter 4, it will help others learn the Fortran 90/95 syntax and/or to read related publications that use C++ or MATLAB. All of the syntax of Fortran 90 is also given in an appendix.

Since many Fortran applications relate to manipulating arrays or doing numerical matrix analysis, Chapter 5 presents a very detailed coverage of the powerful intrinsic features Fortran 90 has added to provide for more efficient operations with arrays. It has been demonstrated in the literature that objectoriented implementations of scientific projects requiring intensive operations with arrays execute much faster in Fortran 90 than in C++. Since Fortran 90 was designed for operations on vector and parallel machines that chapter encourages the programmer to avoid unneeded serial loops and to replace them with more efficient intrinsic array functions. Readers not needing to use numerical matrix analysis may skip Chapter 5.

Chapter 6 returns to object-oriented methods with a more detailed coverage of using object-oriented analysis and object-oriented design to create classes and demonstrates how to implement them as an OOP in Fortran 90. Additional Fortran 90 examples of inheritance and polymorphism are given in Chapter 7. Object-oriented programs often require the objects to be stored in some type of "container" or data structure such as a stack or linked-list. Fortran 90 object-oriented examples of typical containers are given in Chapter 8. Some specialized topics for more advanced users are given in Chapter 9, so beginning programmers could skip it.

To summarize the two optional uses of this text; it is recommended that experienced Fortran programmers wishing to learn to use OOP cover Chapters 2, 3, 6, 7, 8, and 9, while persons studying Fortran for the first time should cover Chapters 1, 2, 3, and. Anyone needing to use numerical matrix analysis should also include Chapter 5.

A OO glossary is included in an appendix to aid in reading this text and the current literature on OOP. Another appendix on Fortran 90 gives an alphabetical listing on its intrinsic routines, a subject based list of them, a detailed syntax of all the F90 statements, and a set of example uses of every statement. Selected solutions for most of the assignments are included in another appendix along with comments on those solutions. The final appendix gives the C++ versions of several of the F90 examples in the text. They are provided as an aid to understanding other OOP literature. Since F90 and MATLAB are so similar the corresponding MATLAB versions often directly follow the F90 examples in the text.

Ed Akin, Rice University, 2002

### Acknowledgements

We are all indebted to the hundreds of programmers that labor on various standards committees to continually improve all programming languages. Chapter 1 is a modification of introductory programming notes developed jointly with Prof. Don Johnson at Rice University. I would like to thank Prof. Tinsley Oden and the Texas Institute for Computational Mathematics for generously hosting my sabbatical leave where most of this work was developed, and Rice University for financing the sabbatical. Special thanks go to my wife, Kimberly, without whose support and infinite patience this book would not have been completed.

## **Source Codes**

All of the example programs and selected solutions are included on the CD-ROM provide with the book. To be readable on various platforms they have been written with the ISO9660 standard format. Additional files are provided to relate the ISO standard short filenames to the full length program names used in the book. Of course, the source files will have to be processed through a Fortran 90 or 95 or 2000 compiler to form executables. All of the figures are also provided as encapsulated Postscript (tm) files.

# Index

-, 53, 56 <=. 53 >=, 53 \, 122 \*, 10, 56 \*\*.56 +, 53, 56 /, 10, 56 ::, 25, 53 =, 10 =>, 143 %, 51, 143 &, 10, 34, 37, 42 /=, 53==, 53 =>, 121 ABS function, 56, 162, 250 absolute value, 56, 162 abstract class, 285 abstract data type, 15, 23, 27, 285 abstraction, 19, 27, 285 access, 36 access operation, 142 access restriction, 19 accessibility, 19 accessor, 18, 285 ACHAR function, 77, 80 ACOS function, 56, 162 actual argument, 56 Ada, 15, 33 addition. 56 ADJUSTL function, 77 ADJUSTR function, 77 ADT, see abstract data type ADVANCE specifier, 42, 102 agent, 18 AIMAG function, 56, 162 AINT function, 56, 162 algorithm, 51 ALL function, 162, 255 all mask elements true, 162 allocatable array, 156, 157, 285 ALLOCATABLE attribute, 183 ALLOCATABLE statement, 15

allocate, 42 ALLOCATE statement, 15, 74, 92, 181, 183 ALLOCATED function, 15, 181, 183 allocation status, 74, 181, 258 AND operand, 42, 63, 104 AND operator, 53 ANINT function, 162 ANY function, 162, 181 any mask element true, 162 arc cosine, 56 arc sine, 56 arc tangent, 56 arccosine, 162 arcsine, 162 arctangent, 162 arctangent for complex number, 162 area, 34 argument, 285 inout, 69 input, 69 interface, 75 none, 69 number of, 75 optional, 75, 76 order, 75 output, 69 rank, 75 returned value, 75 type, 75 array, 26, 60, 66, 82, 135, 149, 285 allocatable, 156 assumed shape, 76 automatic, 89, 156 Boolean. 164 constant, 156 dummy dimension, 156 flip, 166 mask, 164, 179 of pointers, 135 rank, 76, 155, 157, 166 rectangular, 166 reshape, 155 shape, 155 shift, 168

size, 155 total, 162 unknown size, 76 variable rank, 156 array operations, 159 array pointer, 285 array shape vector, 162 ASCII character set, 23, 76, 77, 98, 159 ASIN function, 56, 162 assembly language, 15 assignment operator, 10, 39, 189, 285 assignment statement, 285 ASSOCIATED function, 15, 75, 88, 130, 132, 181 association, 285 associative, 172, 173 asterisk (\*), 58 ATAN function, 56, 162 ATAN2 function, 13, 56, 162 attribute, 103, 104, 107, 119, 123, 192, 285 name, 19 private, 27, 123 public, 27 terminator, 25 attribute terminator, 25 attributes, 19, 27 automatic array, 89, 156, 157, 285 automatic deallocation, 29 **BACKSPACE** statement, 75 bad style, 158 base 10 logarithm, 56, 162 base class, 119, 286 behavior, 104, 107 binary file, 159 binary operator, 286 binary read, 268 binary write, 183 bit clear, 74 extract, 74 set, 74 shift, 74 test, 74 bit function BIT\_SIZE, 74 BTEST, 74 IAND, 74 IBCLR, 74 IBITS, 74 **IBSET**, 74 **IEOR**, 74 IOR, 74 ISHFT, 74

ISHFTC, 74 MVBITS, 74 NOT, 74 TRANSFER, 74 bit manipulation, 74 blanks all, 77 leading, 77 trailing, 77 Boolean type, 53 Boolean value, 23 bottom-up, 4 boundary condition, 192 bounds, 155 bubble sort, 92, 94 ordered, 95 bug, 9 C, 1, 33, 52 C++, 1, 10, 14, 24, 33, 52, 58, 59, 76, 81, 102, 121 call by reference, 286 call by value, 286 CALL statement, 42, 76, 86, 89, 92, 97, 121, 123, 124, 131, 137, 140, 142, 143, 149 CASE DEFAULT statement, 63, 188 CASE statement, 63, 188, 272 cases. 62 CEILING function, 56, 162 central processor unit, 72 CHAR function, 77 character, 81 case change, 80 control, 76 from number, 80 functions, 77 non-print, 76, 102 strings, 76 to number, 80 character set, 23 CHARACTER type, 23, 26, 53 chemical element, 25 chemical\_element, 128 circuits, 166 circular shift. 168 circular-linked list, 185 class, 15, 19, 33, 286 base, 18 Date, 118, 121 derived, 18 Drill, 103 Employee, 123 Geometric, 118

Global\_Position, 112 Great\_Arc, 112 hierarchy, 33 instance, 33 iterator, 192 Manager, 123, 133 Person, 118, 121 polymorphic, 131 Position\_Angle, 107, 112 Professor, 121 sparse vector, 258 Student, 118, 121 class attribute, 286 class code class\_Angle, 112 class\_Circle, 34 class\_Date, 37 class\_Employee\_1, 122 class\_Employee\_2, 123 class\_Employee\_3, 124 class\_Fibonacci\_Number, 29 class\_Manager\_1, 123 class\_Manager\_2, 123 class\_Manager\_3, 124 class\_Object, 143 class\_Person, 37 class\_Position\_Angle, 270 class\_Professor, 121 class\_Queue, 140 class\_Rational, 42 class\_Rectangle, 34 class\_sparse\_Vector, 258 class\_Stack, 137 class\_Student, 37 class\_Vector, 257 Drill, 104 elem\_type\_data\_class, 181 Global\_Position, 112 Great\_Arc, 112 Is\_A\_Member\_Class, 131 Member\_1\_Class, 131 Member\_2\_Class, 131 Position\_Angle, 112 class descriptor, 286 class inheritance, 286 clipping function, 14, 69 CLOSE statement, 74, 92, 97, 271 CMPLX function, 162 Coad/Yourdon method, 18 code reuse, 194 colon operator, 56, 60, 61, 77, 156, 159, 163, 166, 267 syntax, 56

column major order, 177 column matrix, 170 column order, 158 comma, 98 comment, 1, 2, 7, 9, 12, 51, 52 commutative, 100, 172, 173 compiler, 10, 15, 90 complex, 10, 81, 161 complex conjugate, 56 COMPLEX type, 23, 24, 53 component assignment, 82 declaring, 82 initializing, 82 interpretation, 82 referencing, 82 syntax, 82 component selector, 34, 37, 42 composition, 34, 36, 190, 194 concatanate, 122 conditional, 7-9, 11, 51, 58 conformable, 172 CONJG function, 56, 162 conjugate of complex number, 162 connectivity, 166 constant array, 156 constructor, 18, 29, 34, 123, 132, 133, 136, 149, 255.286 default, 18 intrinsic, 18, 26, 34, 39 manual, 36 public, 37 structure, 26 container, 135 container class, 286 CONTAINS statement, 29, 33, 34, 72, 75, 85 continuation marker, 10 control key, 78 conversion factors. 29 convert real to complex, 162 convert to integer, 162 convert to real, 162 COS function, 56, 162, 249 COSH function, 56, 162 cosine, 56, 162 COUNT function, 162, 259, 263 count-controlled DO, 12, 13 CPU, see central processor unit curve fit, 90 CYCLE statement, 65, 66, 260, 263 data abstraction, 19 data hiding, 36, 286

©2002 J.E. Akin

data structure, 135

data types, 10 intrinsic, 23 user defined. 23 date, 99, 265 DATE\_AND\_TIME intrinsic, 265 deallocate, 18, 42, 181 DEALLOCATE statement, 15, 74, 183 deallocation, 287 debugger, 17, 287 debugging, 16 declaration statement, 287 default case, 63 default constructor, 287 default value, 29 defined operator, 287 dereference, 58 dereferencing, 287 derived class, 119 derived type, 15, 23, 287 component, 82 nested, 82 print, 84 read, 84 destructor, 29, 34, 41, 48, 254, 287 determinant, 175 diagonal matrix, 170 dimension constant, 157 extent, 155 lower bound, 155 upper bound, 155 distributive, 173 division. 56 division remainder, 56 DO statement, 29, 58, 61 DO WHILE statement, 66 DO-EXIT pair, 67, 68 documentation, 17 domain, 19 dot product, 162 dot\_product, 12 DOT\_PRODUCT intrinsic, 12, 162 double, 24 DOUBLE PRECISION type, 23, 24, 53 doubly linked list, 149 drop fraction, 56 dummy argument, 57, 72, 287 dummy array, 287 dummy dimension, 157 dummy dimension array, 156 dummy pointer, 287 dummy variable, 72 dynamic binding, 18, 287

dynamic data structures, 38 dynamic dispatching, 130 dynamic memory, 74, 181 allocation, 15 de-allocation, 15 management, 15 dynamic memory management, 88

#### e, 25 EBCDIC character set, 23, 76 efficiency, 194 Eiffel. 18 electric drill, 103 ELSE statement, 42, 63, 66 encapsulate, 15 encapsulation, 27, 33, 192, 194, 287 end off shift. 168 end-of-file, 75 end-of-record, 75 end-of-transmission, 77 EOF, see end-of-file EOR, see end-of-record EOT, see end of transmission **EPSILON** function, 162 equation number, 169 EQV operator, 53 error checking, 18 exception, 74, 287 exception handler, 74 exception handling, 18 exercises, 21, 31, 48, 99, 118, 132, 154, 178, 195 EXIT statement, 65, 66, 251, 260, 262, 263, 265, 269, 272, 273 EXP function, 56, 162, 250 explicit interface, 288 explicit loop, 11 exponent range, 24 exponential, 56, 162 exponentiation, 56 expression, 10, 51, 52, 88 external file, 89 subprogram, 89 external file, 288 external procedure, 288 external subprogram, 76 factorization, 174, 175, 179 FALSE result, 62 Fibonacci number, 29

@2002 J.E. Akin

access, 151

file. 74

binary, 183 column count, 99 direct access, 150 I/O. 151 internal, 80 line count, 99 modify, 151 random, 151 random access, 150 read status, 99 record number, 150 scratch, 183 unit number, 100 FILE= specifier, 271 finite difference method, 179 finite element, 43 finite element analysis, 181 flip, 163, 166 float, 53 floating point, see real, 23, 24, 179 FLOOR function, 56, 162 flow control, 11, 51, 58 forever loop, see infinite loop FORM= specifier, 271 FORMAT statement, 34, 112 function, 7, 9, 51, 68 argument, 13, 15 extensible, 130 generic, 183 INTEGER, 140 LOGICAL, 137, 140 recursive, 42, 101 result, 69 return, 13 TYPE, 137, 140 variable, 15 function code Add. 29 add\_Rational, 42 add\_Real\_to\_Vector, 253 add\_Vector, 253 Angle\_, 112 assign, 253 circle\_area, 34 clip, 69 convert, 42 copy\_Rational, 42 copy\_Vector, 254 Create\_Q, 140 Date\_, 37 Decimal\_min, 112 Decimal\_sec, 112 Default\_Angle, 112

dot\_Vector, 255, 259 Drill\_, 104, 106 D\_L\_new, 149 el\_by\_el\_Mult, 259 equality\_operator\_point, 188 equal\_to\_Object, 143 gcd, 42, 101 getEmployee, 123, 124 getName, 123 getNameE, 122, 124 getNameM, 123, 124 getRate, 122, 124 GetX, 188 GetY, 188 get\_Arc, 112 Get\_Capacity\_of\_Q, 140 get\_Denominator, 42 get\_element, 260 Get\_Front\_of\_Q, 140 get\_item\_cost, 264 get\_item\_count, 264 get\_item\_delay, 264 get\_item\_name, 264 get\_Latitude, 112 Get\_Length\_of\_Q, 140, 142 get\_Longitude, 112 get\_menu, 273 get\_mr\_rate, 104 get\_next\_io\_unit, 102, 269 Get\_Next\_Unit, 98 get\_Numerator, 42 Get\_Obj\_at\_Ptr, 149 get\_Person, 37 get\_person, 37 Get\_Ptr\_to\_Obj, 149 get\_torque, 104 Global\_Position\_, 112 Great\_Arc\_, 112 initialize\_item, 264 inputCount, 92, 265 Int\_deg, 112 Int\_deg\_min, 112 Int\_deg\_min\_sec, 112 is\_equal\_to, 42, 255, 260 is\_item\_empty, 264 Is\_Q\_Empty, 140 is\_Q\_Empty, 142 Is  $_Q$  Full, 140 is\_Q\_Full, 142 is\_Stack\_Empty, 137 is\_Stack\_Full, 137 is\_S\_L\_empty, 143 largest\_index, 260

length, 260 lengthnormalize\_Vector, 255 less\_than\_Object, 143 make\_Person, 37 make\_Professor, 121 make\_Rational, 42 make\_Rectangle, 36 make\_Stack, 137 make\_Student, 37 make\_Vector, 253 Manager\_, 123, 124 maximum, 70 mid\_value, 69 mult\_Fraction, 86 mult\_Rational, 42 new\_Fibonacci\_Number, 29 next\_generation, 251 norm. 262 normalize\_Vecto, 262 pay, 123 payE, 122, 124 payM, 123, 124 Person, 121 Person\_, 37 pop\_from\_Stack, 137 print, 121 Professor, 121 Rational. 42 Rational\_, 42 real\_mult\_Sparse, 262 real\_mult\_Vector, 255 rectangle\_area, 34 rows\_of, 262 setDataE, 122, 124 setDataM, 123, 124 set\_Date, 37 set\_Lat\_and\_Long\_at, 112 size\_of, 262 size\_Vector, 255 Sparse\_mult\_real, 262 Student, 37, 121 Student\_, 37 subtract\_Real, 255 subtract\_Vector, 255 Sub\_Sparse\_Vectors, 263 Sum\_Sparse\_Vectors, 263 S\_L\_new, 143 toc, 72 to\_Decimal\_Degrees, 112 to\_lower, 80 to\_Radians, 112 to\_upper, 80, 100, 266 values, 255

values\_of, 263 Vector\_, 255 Vector\_max\_value, 255, 263 Vector\_min\_value, 255, 263 Vector\_mult\_real, 255 Vector\_To\_Sparse, 263 zero\_sparse, 263 function definition, 288 FUNCTION statement, 29 Game of Life, 4 Gamma, 25 gather-scatter, 168 gcd, see greatest common divisor generic function, 33, 34, 183, 288 generic interface, 132 generic linked list, 149 generic name, 34 generic object, 42 generic operator, 288 generic routine, 121 generic subprogram, 76 geometric shape, 34 global positioning satellite, 106 global variable, 14, 72 GO TO statement, 64, 65 GPS, see global positioning satellite Graham method, 18 graphical representation, 27, 118 greatest common divisor, 42, 101 greatest integer, 162 grid, 190 Has-A. 107. 194 header file, 129 heat transfer. 185 Hello world, 7 hello world, 52, 100 hierarchie kind of, 18 part of, 18

heat transfer, 185 Hello world, 7 hello world, 52, 100 hierarchie kind of, 18 part of, 18 High Performance Fortran, 195 horizontal tab, 77 host association, 288 Hubbard, J.R., 36 HUGE function, 162 hyperbolic cosine, 56, 162 hyperbolic sine, 56, 162 hyperbolic tangent, 56, 102, 162

I/O, *see* Input-Output IACHAR function, 77, 80 ICHAR function, 77 identity matrix, 178

IF, 62 nested, 62 if. 12 IF ELSE statement. 62 IF statement, 29, 37, 42, 62 if-else, 12 IF-ELSE pair, 63 IF-ELSEIF, 130 imaginary part, 56, 162 **IMPLICIT COMPLEX, 53 IMPLICIT DOUBLE PRECISION, 53 IMPLICIT INTEGER, 52** implicit loop, 12 **IMPLICIT NONE**, 26, 29 **IMPLICIT REAL, 52** implied loop, 60, 61, 156, 166 INCLUDE line, 37, 42, 89 INDEX function, 77, 80, 266, 273 indexed loop, 11 infinite loop, 9, 68, 269 information hiding, 288 inheritance, 18, 33, 34, 72, 119, 190, 193, 194, 288 rename, 119 selective, 119 inherited, 37 initialize random number, 162 inner loop, 61 INQUIRE intrinsic, 92, 97, 102, 268, 269 **INQUIRE** statement, 75 instance, 33, 122, 288 INT function, 162 integer, 10, 81, 161 integer nearest to real, 162 INTEGER type, 23, 24, 53 intent, 289 in, 29, 100 inout. 29 out, 100 statement, 29 INTENT attribute, 142 INTENT statement, 29, 58, 69, 93 interface, 2, 6, 9, 13, 15, 27, 34, 75, 92, 104, 107, 121, 136, 189, 258, 289 general form, 76 human, 18 input/output, 18 prototype, 18 interface assignment, 258 INTERFACE ASSIGNMENT (=) block, 86 interface block, 34, 76 interface body, 76 interface code

Add\_to\_Q, 140 assign, 131 Create\_Q, 140 display, 131 getName, 124 Get\_Capacity\_of\_Q, 140 Get\_Front\_of\_Q, 140 Get\_Length\_of\_Q, 140 Init, 188, 190 Is\_O\_Empty, 140 Is\_Q\_Full, 140 is\_Stack\_Empty, 136 is\_Stack\_Full, 136 make\_Stack, 136 MyPrint, 188 new. 131 orthonormal\_basis, 257 pop\_from\_Stack, 136 Position\_Angle\_, 270 PrintPay, 123, 124 push\_on\_Stack, 136 Remove\_from\_Q, 140 Set, 188 swap, 127 testing\_basis, 257 interface operator, 188, 258 interface operator (<), 143 interface operator (\*), 39 interface operator (==), 143 **INTERFACE OPERATOR block**, 85, 86 **INTERFACE OPERATOR statement**, 166 interface prototype, 103, 104, 123 **INTERFACE** statement, 34 internal file, 80, 289 internal sub-programs, 72 internal subprogram, 251, 289 interpreter, 10, 15 intrinsic, 166 intrinsic constructor, 85, 98, 106, 136, 289 intrinsic function, 12, 68 inverse, 178 **IOLENGTH** result, 268 IOSTAT= variable, 74, 75, 271 Is-A, 106, 107, 124, 194 ISO\_VARIABLE\_LENGTH\_STRING, 23 iterator, 143, 149, 191, 192, 289 keyword, 121, 289 KIND intrinsic, 24 Kind-Of. 107. 123 largest integer, 56 largest number, 162

©2002 J.E. Akin

latitude, 106

least integer, 162 least squares, 90, 266, 267 LEN function, 77, 80 LEN intrinsic, 77, 80 length line, 52 name, 52 LEN\_TRIM function, 77 LEN\_TRIM intrinsic, 77 lexical operator, 94 lexically greater than, 77 less than, 77 less than or equal, 77 LGE function, 77 LGT function, 77 library function, 16 line continuation, 100 linear equations, 173, 174, 179, 184 linked list, 38, 87, 88, 142, 149, 289 doubly, 149 linked-list, 191 linker, 16, 89, 289 list circular, 139, 185, 190 doubly-linked, 88 empty, 149 length, 139 singly-linked, 88 LLE function, 77 LLT function, 77 local\_name, 119 LOG function, 56, 162 LOG10 function, 56, 162 logarithm, 68, 91, 162 logical, 81 AND, 63 equal to, 63 EQV, 63 greater than, 63 less than, 63 **NEOV, 63** NOT, 63 operator, 63 OR, 63 logical expression, 11 logical mask, 61 LOGICAL type, 23, 42, 137 long, 24 long double, 24 long int, 24 longitude, 106 loop, 5, 7-9, 11, 51, 58, 179

abort, 66, 67 breakout, 65 counter, 59 cycle, 65, 66 exit, 59, 65, 66 explicit, 58 implied, 60 index, 100 infinite, 60, 67, 68 nested, 61, 65 pseudocode, 58 skip, 65 until, 66, 67 variable, 60 while, 66 loop construct, 59 loop control, 60, 158 loop index, 100 loop variable, 11 lower triangle, 171, 174 manual constructor, 85, 104 manual page, 17 mask, 161, 164, 165, 179, 259 masks, 61 Mathematica, 51 mathematical constants, 25 mathematical functions, 56 Matlab, 1, 10, 14, 52, 60, 68, 99, 102 MATMUL intrinsic, 162, 173 matrix, 155, 170, 289 addition, 172 algebra, 155 column, 170 compatible, 172 determinant, 175 diagonal, 170 factorization, 174 flip, 163 identity, 174 inverse, 89, 174 multiplication, 159, 172 non-singular, 174 null, 170 skew symmetric, 171 solve. 89 sparse, 192 square, 170, 171 symmetric, 171 Toeplitz, 171 transpose, 159, 171 triangular, 171, 174 tridiagonal, 179 matrix addition, 177, 178

matrix algebra, 155, 172 matrix multiplication, 162, 165, 173, 178 matrix operator, 38 matrix transpose, 162, 165 maximum array element location, 162 maximum array element value, 162 maximum values, 70 MAXLOC function, 70, 162 MAXVAL function, 70, 162, 263 mean, 69 member, 119 memory count, 183, 274 memory leak, 183 memory management, 181 message, 27 message passing, 289 method, 192, 289 methods. 3 private, 27 public, 27 military standards, 74 minimum array element location, 162 minimum array element value, 162 minimum values, 70 MINLOC function, 70, 162 MINVAL function, 70, 162 MOD function, 56 modular design, 6 module, 15, 25, 33, 68, 289 module code class\_Angle, 112 class\_Circle, 34 class\_Date, 37 class\_Employee\_1, 122 class\_Employee\_2, 123 class\_Employee\_3, 124 class\_Fibonacci\_Number, 29 class\_Global\_Position, 112 class\_Great\_Arc, 112 class\_Manager\_1, 123 class\_Manager\_2, 123 class\_Manager\_3, 124 class\_Object, 143 class\_Person, 37 class\_Position\_Angle, 112, 270 class\_Professor, 121 class\_Queue, 140 class\_Rational, 42 class\_Rectangle, 34 class\_sparse\_Vector, 258 class\_Stack. 137 class\_Student, 37 class\_Vector, 253, 256, 257

Conversion\_Constants, 252 doubly\_linked\_list, 149 elem\_type\_data\_class, 181 exceptions, 75, 137 Fractions, 86 Gauss\_Module, 190 inventory\_object, 49, 264 inventory\_system, 270 Is\_A\_Member\_Class, 131 Math\_Constants, 25 Member\_1\_Class, 131 Member\_2\_Class, 131 Memory\_Status\_Count, 183, 274 object\_type, 136 Physical\_Constants, 252 Point\_Module, 188 Queue\_of\_Objects, 140 Queue\_type, 139 record\_Module, 97 singly\_linked\_lis, 143 singly\_linked\_list, 143 stack\_type, 136 swap\_library, 127 tic\_toc, 72, 99 module procedure, 289 MODULE PROCEDURE statement, 34, 39, 85, 86.166 MODULE statement, 29 module variable, 29 modulo, 56 MODULO function, 56 modulo function, 56 multiple inheritanc, 119 multiplication, 56 Myer, B., 18 NAG, see National Algorithms Group named CYCLE, 65, 66 DO, 59, 66 EXIT, 65, 66 IF. 63 SELECT CASE, 63 National Algorithms Group, 90 natural logarithm, 56 NEQV operator, 53 nested. 289 DO. 66 IF. 62 new line, 78, 102 Newton-Raphson method, 11 NINT function, 56, 162 node current, 142, 149

dummy, 149 header, 139, 142, 149 linked list, 142 next, 149 null, 142 previous, 142, 149 root. 142 tail, 139 non-advancing I/O, 42 normalized sign, 162 NOT operator, 53 NULL function (f95), 88 nullify, 132 NULLIFY statement, 15, 88, 132 number bit width, 24 common range, 24 label, 58 significant digits, 24 truncating, 162 type, 24 number of true masks, 162 numberic type, 24 numeric types, 23 numerical computation, 38 object, 15, 19, 33 object oriented analysis, 18, 43, 103, 107, 118 approach, 18 design, 18, 43, 103, 107, 118, 190 language, 18 programming, 18, 103 representation, 18 **Object Pascal**, 18 ONLY keyword, 119 OOA, see object oriented analysis OOD, see object oriented design OOP, see object oriented programming OPEN statement, 74, 92, 97, 159, 271 operator, 27 .dot., 258 .op., 86, 165 .solve., 89, 90 .t., 166 .x., 166 assignment, 39 binary, 86 defined, 18, 86 extended, 86 overloaded, 18, 143, 149, 189 overloading, 39, 85, 258 symbol, 86 unary, 86

user defined, 76, 165 operator overloading, 10, 189, 260, 290 operator precedence, 52 operator symbol, 165 optional argument, 29, 37, 75 OPTIONAL attribute, 29, 36, 104, 137 OR operand, 37 OR operator, 53 order vector, 99 ordering array, 95 orthonormal basis, 256, 257 outer loop, 61 overflow, 290 overloaded member, 121 overloading, 39, 48, 85, 189, 290 operators, 42 testing, 86 package, 15 parallel computer, 43 PARAMETER attribute, 25, 29, 37, 60, 69, 70, 75, 82, 104, 112 Part-Of. 107 partial derivative, 176 partial differential equation, 183 partitioned matrix, 171 pass by reference, 57, 76, 87, 253 pass by value, 57, 58, 76, 253 pass-by-value, 290 path name, 37 pi, 25 Platypus, 194 pointer, 10, 23, 75, 86, 290 address, 150 allocatable, 15 allocate, 142 arithmetic, 87 array, 135 assignment, 88 association, 87 deallocate, 142 declaration, 87 dereference, 58 detrimental effect, 87 in expression, 88 inquiry, 88 nullify, 88 nullifying, 88 status, 15, 87 target, 87 writting, 150 pointer array, 290 pointer assignment, 290 pointer object, 131

pointer variable, 86 polymorphic class, 131 polymorphic interface, 118 polymorphism, 18, 33, 34, 119, 124, 194, 290 pop, 137 portability, 15 pre-condition checking, 137 pre-processor, 129 precedence order, 53 precedence rules, 11 precision, 179, 192 double, 81 kind. 24 portable, 81 single, 81 specified, 81 underscore. 24 user defined. 24 precision kind, 24 PRESENT function, 29, 36, 37, 42, 75, 253 PRINT \* statement, 29 private, 33, 104, 187, 290 PRIVATE attribute, 29, 36 private attributes, 37 PRIVATE statement, 27 procedural programming, 18 procedure, 68 **PRODUCT** function, 162 product of array elements, 162 program documentation, 17 executable, 17 scope, 14 program code Another\_Great\_Arc, 270 array\_indexing, 60 check\_basis, 257 check\_vector\_class, 256 clip\_an\_array, 69 create\_a\_type, 26 create\_Student, 37 Date\_test, 37 declare\_interface, 76 Dynamic\_Dispatching, 131 Fibonacci, 29 game\_of\_life, 251 geometry, 34 if\_else\_logic, 63 linear\_fit, 92 Logical\_operators, 63 maximum, 70 Memory\_Leak, 183 Memory\_Leak\_Counted, 274

Newton, 250 No\_Copy\_Reallocate, 183 operate\_on\_strings, 78 Person\_inherit, 37 random\_access\_file, 151 Rational\_test, 42 relational\_operators, 63 Revise\_employee\_manager, 273 simple\_loop, 60 string\_to\_numbers, 80 structure\_components, 84 Testing\_a\_Queue, 142 Testing\_a\_Stack, 137 test\_bubble, 97 Test\_Conversion, 252 Test\_doubly\_linked, 149 test\_Drill, 106 test\_Employee\_1, 122 test\_four\_classes, 121 test\_Fractions. 86 test\_Great\_Arc, 112 test\_inventory\_system, 272 test\_Manager\_2, 123 test\_Manager\_3, 124, 133 Test\_Physical, 252 test\_singly\_linked, 143 two\_line\_lsq\_fit, 267 watch, 265 program keyword, 56 PROGRAM statement, 26, 29 projectile, 101 prototype, 6, 75 pseudo-pointer, 95 pseudo-random numbers, 162 pseudocode, 5, 14, 51, 69, 101, 291 if, 13 if-else, 13 indexed loop, 9 nested if, 13 post-test loop, 9 pre-test loop, 9 public, 33, 123, 136, 187, 291 PUBLIC attribute, 29 public constructor, 37 public method, 27 PUBLIC statement, 27 push, 137 quadratic equation, 3 query, 191 queue, 88, 135, 139 raise to power, 56 random access, 150

RANDOM\_NUMBER subroutine, 162 RANDOM\_SEED subroutine, 162 rank, 157, 291 rational number, 38, 39 read error, 102 READ statement, 29, 61, 75 real, 10, 81, 161 REAL function, 162 REAL type, 23, 24, 53 real whole number, 162 reallocate, 183, 195 recursive algorithm, 87 **RECURSIVE** qualifier, 42, 101 reference, 10 referencing components, 82 relational operator, 52, 53, 63, 77, 142, 143, 149 remainder, 56 rename, 119 rename modifier, 119 **REPEAT** function, 77 reshape, 158 reshape an array, 162 **RESHAPE** intrinsic, 162 **RESULT** option, 29 result value, 69 return, 157 **RETURN** statement, 65 REWIND statement, 75, 183, 265, 266, 268 round number, 56 sample data, 98 SCAN function, 77 scatter, 169 scope, 14, 291 SELECT CASE statement, 63, 188, 272 SELECTED\_INT\_KIND, 23, 24 SELECTED\_REAL\_KIND, 23, 24 selector symbol, 26, 29, 34 server, 18 SHAPE function, 162 short, 24 side effect, 142, 291 SIGN function, 162 signum, 162 SIN function, 56, 162, 249 sine, 56, 162 SINH function, 56, 162 size. 12 SIZE intrinsic, 69, 89, 92, 155, 162 smallest integer, 56 smallest number, 162 smallest positive number, 162 Smalltalk, 18 sort, 86, 90, 92, 95, 125

bubble, 92 characters, 94 object, 96 objects, 94 strings, 94 sorting, 42 sparse matrix, 192 sparse storage, 263 sparse vector, 49, 149, 258 sparse vector class, 179 specification, 4, 190 SQRT function, 27, 56, 112, 162 square root, 27, 56, 68, 162 stack, 88, 135, 139, 291 STAT = variable, 74statement, 2, 9 statement block, 12, 58 statements. 1 status FILE, 75 IOSTAT=, 75 **MODE**. 75 OPENED=, 75 status checking, 157 STATUS= specifier, 271 stiffness matrix, 191, 192 STOP statement, 37, 70, 151, 181, 188 storage column wise, 155 row wise, 155 string, 23, 56, 150 adjust, 77 case change, 80 character number, 77 collating sets, 77 colon operator, 77 concatenate, 77 copy, 77 dynamic length, 76 from number, 80 functions, 77 length, 77 logic, 77 repeat, 77 scan, 77 to number, 80 trim, 77 verify, 77 strings, 76 strong typing, 53, 291 struct, 53 structure, 23, 25, 33, 84 structure constructor, 26

structured programming, 13 submatrix, 171 subprogram, 68 recursive, 101 subroutine, 68, 69 subroutine code Add\_to\_Q, 140, 142 allocate\_type\_application, 181 Alloc\_Count\_Int, 183 assign, 86, 131 assign\_memb\_1, 131 assign\_memb\_2, 131 Change, 76 deallocate\_type\_application, 181 Dealloc\_Count\_Int, 183 delete\_Rational, 42 delete\_Sparse\_Vector, 258 delete\_Vector, 255 destroy\_D\_L\_List, 149 detroy\_D\_L\_List, 149 display\_all, 271 display\_members, 131 display\_memb\_1, 131 display\_memb\_2, 131 D\_L\_insert\_before, 149 enter\_entry, 272 enter\_item, 264 enter\_update, 272 equal\_Fraction, 86 equal\_Integer, 42 equal\_Real, 255 equal\_Vector, 260 exception, 137, 140 exception\_status, 75, 142 file\_read, 264 file\_write, 264 in, 104, 106 increase\_Size, 271 initialize, 272 Init\_Point, 188 Init\_Point\_Another, 188 Init\_Point\_Vctr, 188 Integer\_Sort, 95, 97, 98 invert, 42 list, 42, 86, 255 List\_Angle, 112 List\_Great\_Arc, 112 List\_Position, 112 List\_Position\_Angle, 112 List\_Pt\_to\_Pt, 112 list\_type\_alloc\_status, 181 lsq\_fit, 92 make\_Sparse\_Vector, 258

mult\_Fraction, 86 MyPrint\_Point, 188 new. 131 new\_member\_1, 131 new\_member\_2, 131 No\_Change, 76 nullify\_Is\_A\_Member, 131 orthonormal\_basis, 257 out, 104, 106 pretty, 262 Print, 29 print, 121 PrintPay, 123, 124 PrintPayEmployee, 123, 124 PrintPayManager, 123, 124 print\_Date, 37 print\_DOB, 37 print\_DOD, 37 print\_DOM, 37 print\_D\_L\_list, 149 print\_GPA, 37 print\_item, 264 print\_Name, 37 print\_Nationality, 37 print\_Sex, 37 print\_S\_L\_list, 143 push\_on\_Stack, 137 readData, 92, 100, 266 read\_Date, 37 Read\_Position\_Angle, 112 read\_Vector, 255, 262 read\_xy\_file, 268 reduce, 42 Remove\_from\_Q, 142 Resize\_Count\_Int\_OneD, 183 restore\_system, 271 save\_system, 271 setData, 123 setSalaried, 123, 124 set\_DOB, 37 set\_DOD, 37 set\_DOM, 37 set\_element, 262 set\_Latitude, 112 set\_Longitude, 112 Set\_Point, 188 set\_Size, 271 Set\_Vec, 188 Set\_X, 188 Set\_XY, 188 show. 262 show\_Data, 97 show\_r\_v, 262

simple\_arithmetic, 56 Sort\_Reals, 93 Sort\_String, 94 Spy, 251 String\_Sort, 97, 98 swap\_objects, 126 swap\_real, 127 swap\_type, 128 S\_L\_delete, 143 S\_L\_insert, 143 testing\_basis, 257 test\_Manager\_1, 123 test\_matrix, 89 tic, 72 SUBROUTINE statement, 29 subroutines, 33 subscript, 26, 59, 155 bounds, 155 range, 177 vector, 166 subscript triplet, 291 subtraction, 56 subtype, 131 subtyping, 124, 130 sum, 12 SUM function, 12, 69, 162 SUM intrinsic, 92, 165 sum of array elements, 162 super class, 119 syntactic error, 17 SYSTEM\_CLOCK intrinsic, 72 tab, 78, 98, 102 TAN function, 56, 162 tangent, 56, 162 TANH function, 56, 162 TARGET, 15 target, 23, 75, 87, 88, 292 template, 43, 124, 126, 292 tensor, 155 testing, 15 time, 265 time of day, 99 TINY function, 162 Toeplitz matrix, 171 top-down, 4 total of elements in array, 162 transformational functions, 165 transpose, 159, 171, 173 TRANSPOSE intrinsic, 162, 166 tree, 292 tree structure, 38, 87, 88 tridiagonal matrix, 179 TRIM function, 77

triplet, see colon operator true, 12 TRUE result, 62 truncate to real whole number, 162 truss, 166 type conversion, 80 default, 52 implicit, 52 TYPE declaration, 26, 29 TYPE statement, 27, 34 unary operator, 292 underflow, 292 unexpected result, 165 upper triangle, 171, 174 USE association, 119, 123, 190 USE statement, 29, 33, 34, 37, 85, 89 USE, ONLY, 119 user defined operator, 165 user interface, 2 validation, 29 variable, 8, 10, 23, 51 global, 14 name, 10 type, 10 variable rank array, 156 vector, 155, 292 vector class, 48, 179, 252, 256 vector subscript, 61, 166, 292 VERIFY function, 77 volume, 48 weakness, 193 WHERE construct, 165 WHERE statement, 61, 66, 165 while-true, 67 wildcard, 126 WRITE statement, 34, 61, 75