Introduction to FORTRAN A Brief Summary of GNU FORTRAN

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- INTEGER
- REAL
- COMPLEX
- CHARACTER
- LOGICAL

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Integer INTEGER :: variable1, variable2,

Real REAL :: variable1, variable2,

Complex COMPLEX :: variable1, variable2,

Character CHARACTER(len=character length) :: variable1, variable2, ...

Logical LOGICAL :: variable1, variable2, LOGICAL :: FLAG FLAG = .TRUE. or .FALSE

Arrays REAL, DIMENSION(10) :: VAR

- + Addition
- Subtraction
- * Multiplication
- / Division
- ** Exponentiation

IF (condition) THEN statements END IF

statements are evaluated if condition is true



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IF (condition1) THEN statements block 1 ELSE IF (condition2) THEN statements block 2

ELSE statements END IF



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[label:] IF (condition1) THEN
statements block 1
ELSE IF (condition2) THEN [label]
statements block 2
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ELSE [label] statements END IF

- < less than
- <= less than or equal to
 - > greater than
- >= greater than or equal to
- == equal to
- /= not equal to

- .AND. AND
 - .OR. OR
- .EQV. Logical Equivalence
- .NEQV. Logical Non-Equivalence
 - .NOT. NOT

- **1** All arithmetic operations are evaluated first from left to right
- 2 All relational operators are evaluated working from left to right
- 3 All .NOT. operators are evaluated
- 4 All .AND. operators are evaluated working from left to right
- 5 All .OR. operators are evaluated working from left to right
- All .EQV. and .NEQV. operators are evaluated working from left to right

Parenthesis can be used to change the default order of evaluation

DO

statements IF (exit-condition) EXIT statements END DO

(Repeatedly) executes *statements* between DO and END DO until *exit-condition* is true

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DO WHILE (condition) statements END DO

If condition is true, repeatedly executes statements between DO and END DO $% \left(\mathcal{A}_{n}^{\prime}\right) =\left(\mathcal{A}_{n}^{\prime}\right) \left(\mathcal$

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 $\begin{array}{l} \text{DO index} = \text{istart, iend, increment} \\ \text{statements} \\ \text{END DO} \end{array}$

- **1** index = istart
- 2 if index*increment < iend*increment , then it executes the statements</p>
- 3 index = index + increment
- 4 Repeat steps 2 3

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[label:] DO index = istart, iend, increment
statements
IF (cycle-condition) CYCLE [label]
statements
IF (exit-condition) EXIT [label]
statements
END DO
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[label:] DO statements IF (cycle-condition) CYCLE [label] statements IF (exit-condition) EXIT [label] statements END DO

- *EXIT* statement exits loops block, jumping immediately to the next statement outside of the loop.
- CYCLE statement continues the loop after skipping the remaining statements in its current iteration.
- GOTO statement transfers control to another part of the program

FUNCTION function-name (input-variables) IMPLICIT NONE REAL/INTEGER, INTENT(IN) :: input-variables REAL/INTEGER, :: function-name statements function-name = expression END FUNCTION function-name

RECURSIVE FUNCTION function(input-var) RESULT(answer) IMPLICIT NONE REAL/INTEGER, INTENT(IN) :: input-var REAL/INTEGER :: answer statements answer = expression END FUNCTION function

SUBROUTINE subroutine-name (input-variables, output-variables) IMPLICIT NONE REAL/INTEGER, INTENT(IN) :: input-variables REAL/INTEGER, INTENT(OUT) :: output-variables REAL/INTEGER, INTENT(INOUT) :: common input/output-variables statements END SUBROUTINE subroutine-name

Using RETURN in the subroutine returns to the calling program Subroutines can be called anywhere in the program by using :

Code

CALL subroutine-name(input-variables, output-variables)

If the subroutine is used recursively, then use

Code

RECURSIVE SUBROUTINE subroutine-name (variables) declarations and statements END SUBROUTINE subroutine-name Subroutines/Functions are generally placed at the end of the program after using a CONTAINS statement

Code main program CONTAINS SUBROUTINE subroutine-name (variables) END SUBROUTINE subroutine-name END