

# Scientific Fortran for Beginners

# Introduction

Welcome to Fortran!

If you've not downloaded gfortran or another compiler, please see  
[https://fortran-lang.org/en/learn/os\\_setup/install\\_gfortran/](https://fortran-lang.org/en/learn/os_setup/install_gfortran/)

## Fortran Source Files.

The standard modern Fortran file extension is `.f90`. You might sometimes see `.f95` or `.f03` for specific Fortran standards.

If you happen to see `.f` or `.for` file extensions, you're dealing with old FORTRAN, which looks quite different.

# Hello World!

A Fortran file is made up of a list of statements, each taking place on its own line. There's no need for curly braces or indentation, but you'll probably want to use indentation.

```
program main
    implicit none
    print *, "Hello, World!"
end program main
```

Fortran is also case insensitive, so PROGRAM MAIN is equivalent to program main or pRoGrAm MaIn

# Compilation

Once you have written a Fortran file, it needs to be compiled. If you have installed gfortran this is done in the following way.

```
$ gfortran myprogram.f90 -o myprogram.out
```

You can then run the binary like so.

```
$ ./myprogram.out
```

# Variables

Fortran is a statically typed language, variables must be defined with a type and can only be assigned to values of that type. Here are a few examples:

```
integer :: i, j, ij, jsq
```

```
logical :: i_less_than_j
```

```
i = 12
```

```
j = 17
```

```
i_less_than_j = i < j
```

```
ij = i * j
```

```
jsq = j ** 2
```

Constants are defined using the keyword parameter.

Floating point numbers come in single and double precision forms. It's standard practice to define the **kinds** of these using the following syntax.

```
integer, parameter :: dp = kind(1.0d0), &  
    & sp = kind(1.0e0)  
real(sp) :: f1  
real(dp) :: f2  
  
f1 = 1.0_sp  
f2 = 1.0_dp
```

# Arrays

Arrays are assigned using parentheses (). To make an array of three dimensions you would:

```
real(dp) :: array_3d(3)
```

```
! Set all elements to zero.
```

```
array_3d = 0._dp
```

```
! Set the first element to 1.
```

```
array_3d(1) = 1._dp
```

```
! Set multiple elements.
```

```
array_3d = (/1._dp, 0._dp, 0._dp/)
```



# Flow Control

If statements use the following syntax.

```
if (some_logical) then
    ! Your first branch in here.
else if (another_logical) then
    ! Your second branch in here.
end if
```

Basic for loops, or do loops as they are known in Fortran use the following syntax:

```
do x = 1, n  
    ! Your repeating code in here.  
end do
```

While loops:

```
do while (some_logical)  
    ! Your repeating code in here.  
end do
```

## Exercise 1

Write a program which calculates the dot product of two vectors, and prints it. Use the following two vectors:

$$(1, 30, 1.2, -12) \cdot (100.05, 0.00034, 6, 67)$$

# Subprograms

Fortran supports both functions (those which return a value) and subroutines (those which don't return a value). We'll start with function syntax as its what many of you may be most familiar with.

```
program main
  implicit none
```

```
  integer x
```

```
  x = 12
```

```
  print *, x
```

```
  x = add_two(x)
```

```
  print *, x
```

```
contains
```

```
  integer function add_two(x)
```

```
    integer, intent(in) :: x
```

```
    add_two = x + 2
```

```
  end function add_two
```

```
end program main
```

And now subroutines.

```
program main
  implicit none

  integer x

  x = 12
  print *, x
  call add_two(x)
  print *, x

contains
  subroutine add_two(x)
    integer, intent(in out) :: x
    x = x + 2
  end subroutine add_two
end program main
```