### Functions in Fortran

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## **Subprogram basics**



### Procedures in contains clause

```
Program foo
    < declarations>
    < executable statements >
    Contains
      < procedure definitions >
End Program foo
```

Two types of procedures: functions and subroutines. More later.



### **Subroutines**

```
subroutine foo()
implicit none
print *,"foo"
if (something) return
print *,"bar"
end subroutine foo
```

- Looks much like a main program
- Ends at the end, or when return is reached
- Note: return does not return anything
- Activated with

```
call foo()
```



## Subroutine with argument

#### Code:

```
program printing
  implicit none
  call printint(5)
contains
  subroutine printint(invalue)
  implicit none
  integer :: invalue
  print *,invalue
  end subroutine printint
end program printing
```

# Output [funcf] printone:

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# Subroutine can change argument

```
Code:
                                         Output
                                         [funcf] addone:
program adding
  implicit none
  integer :: i=5
  call addint(i,4)
 print *,i
contains
  subroutine addint(inoutvar,addendum)
    implicit none
    integer :: inoutvar,addendum
    inoutvar = inoutvar + addendum
  end subroutine addint
end program adding
```

Parameters are always 'by reference'!



### **Function vs Subroutine**

Subroutines can only 'return' results through their parameters.

Functions have an actual return result.



## **Function example**

#### Code:

```
program plussing
  implicit none
  integer :: i
  i = plusone(5)
  print *,i
contains
  integer function plusone(invalue)
   implicit none
  integer :: invalue
   plusone = invalue+1 ! note!
  end function plusone
end program plussing
```

# Output [funcf] plusone:

6



# Function definition and usage

- subroutine VS function: compare void functions vs non-void in C++.
- Return type, keyword function, name, parameters
- Function body has statements
- Result is returned by assigning to the function name
- Use: y = f(x)

# Why a 'contains' clause?

```
Program NoContains
  implicit none
  call DoWhat()
end Program NoContains

subroutine DoWhat(i)
  implicit none
  integer :: i
  i = 5
end subroutine DoWhat
er
```

Warning only, crashes.

```
Program ContainsScope
implicit none
call DoWhat()
contains
subroutine DoWhat(i)
implicit none
integer :: i
i = 5
end subroutine DoWhat
end Program ContainsScope
```

Error, does not compile



# Why a 'contains' clause, take 2

Code:

[funcf] nocontaintype:

```
Program NoContainTwo
   implicit none
   integer :: i=5
   call DoWhat(i)
end Program NoContainTwo

subroutine DoWhat(x)
   implicit none
   real :: x
   print *,x
end subroutine DoWhat
```

7.00649232E-45

At best compiler warning if all in the same file For future reference: if you see very small floating point numbers, maybe you have made this error.



### Exercise 1

Write a program that asks the user for a positive number; negative input should be rejected. Fill in the missing lines in this code fragment:

#### Code:

```
program readpos
  implicit none
  real(4) :: userinput
  print *,"Type a positive number:"
  userinput = read_positive()
  print *,"Thank you for", userinput
contains
  real(4) function read_positive()
   implicit none
!! ...
  end function read_positive
end program readpos
```

# Output [funcf] readpos:

```
Type a positive number:
No, not -5.00000000
No, not 0.00000000
No, not -3.14000010
Thank you for 2.48000002
```



## **Procedure arguments**

Arguments are declared in procedure body:

```
subroutine f(x,y,i)
  implicit none
  integer,intent(in) :: i
  real(4),intent(out) :: x
  real(8),intent(inout) :: y
  x = 5; y = y+6
end subroutine f
! and in the main program
call f(x,y,5)
```

declaring the 'intent' is optional, but highly advisable.



### Fortran nomenclature

The term dummy argument is what Fortran calls the parameters in the procedure definition:

```
subroutine f(x)! 'x' is dummy argument
```

The arguments in the procedure call are the actual arguments:

```
call f(x)! 'x' is actual argument
```



# Parameter passing

- Everything is passed by reference.
   Don't worry about large objects being copied.
- Optional intent declarations:
   Use in, out, inout qualifiers to clarify semantics to compiler.



# Intent checking

Compiler checks your intent against your implementation. This code is not legal:

```
subroutine ArgIn(x)
  implicit none
  real,intent(in) :: x
  x = 5 ! compiler complains
end subroutine ArgIn
```



# Why intent checking?

Self-protection: if you state the intended behaviour of a routine, the compiler can detect programming mistakes.

#### Allow compiler optimizations:

```
x = f() do i=1,1000
x = ! som
y1 = ....

Call to f removed

x = ! som
y2 = ! som
y3 = ...
y4 = ...
y5 = ...
y5 = ...
y6 = ...
y7 = ...
y8 = ...
y9 =
```

```
do i=1,1000
  x = ! something
  y1 = .... x ....
  call ArgIn(x)
  y2 = ! same expression as y1
```

y2 is same as y1 because x not changed

(May need further specifications, so this is not the prime justification.)



## Exercise 2

Write a subroutine trig that takes a number  $\alpha$  as input and passes  $\sin \alpha$  and  $\cos \alpha$  back to the calling environment.



### Exercise 3

Take your prime number testing function test\_if\_prime, and use it to write a program that prints multiple primes:

- Read an integer how\_many from the input, indicating how many (successive) prime numbers should be printed.
- Print that many successive primes, each on a separate line.
- (Hint: keep a variable number\_of\_primes\_found that is increased whenever a new prime is found.)



### Turn it in!

- If you have compiled your program, do: sdstestprimef yourprogram.F90 where 'yourprogram.F90' stands for the name of your source file.
- Is it reporting that your program is correct? If so, do: sdstestprimef -s yourprogram.F90 where the -s flag stands for 'submit'.
- If you don't manage to get your code working correctly, you can submit as incomplete with sdstestprimef -i yourprogram.F90



### Saved values

Local variable is initialized only once, second time it uses its retained value.

#### Code:

```
integer function maxof2(i,j)
  implicit none
  integer,intent(in) :: i,j
  integer :: max=0
  if (i>max) max = i
  if (j>max) max = j
  maxof2 = max
end function maxof2
```

# Output [funcf] save:

```
Comparing: 1 3
3
Comparing: -2 -4
3
```

