

# Derived Types and Modules in Fortran

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# Types

# 1. Structures: type

- Fortran has structures similar to C: bundle variables – of different types.
- Structures are a derived type: you can create variables of that type, but it's not a built-in type.
- Fortran keyword for derived types is (confusingly) `Type`

## 2. Type declaration

Type name / End Type name block.

Member declarations inside the block:

```
type mytype
  integer :: number
  character :: name
  real(4) :: value
end type mytype
```

Type definitions go before executable statements.

### 3. Creating / initializing type variables

Declare type variables in the main program:

```
Type(mytype) :: struct1,struct2
```

Initialize with type name:

```
struct1 = mytype( 1, 'my_name', 3.7 )
```

Copying:

```
struct2 = struct1
```

## 4. Member access

Access structure members with %  
(compare C++ dot-notation)

```
Type(mytype) :: typed_struct  
typed_struct%member = ....
```

## 5. Example

```
type point  
  real :: x,y  
end type point
```

```
type(point) :: p1,p2  
p1 = point(2.5, 3.7)  
  
p2 = p1  
print *,p2%x,p2%y
```

## 6. Structures as procedure argument

Structures can be passed as procedure argument, just like any other datatype. In this example the function *length*:

- Takes a structure of `type(point)` as argument; and
- returns a `real(4)` result.
- The structure is declared as `intent(in)`.

Function with structure  
argument:

```
real(4) function length(p)
  implicit none
  type(point), intent(in) :: p
  length = sqrt( &
    p%x**2 + p%y**2 )
end function length
```

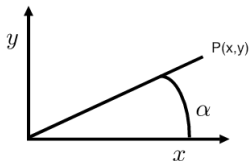
Function call

```
print *, "Length:", length(p2)
```



# Exercise 1

Add a function `angle` that takes a `Point` argument and returns the angle of the  $x$ -axis and the line from the origin to that point.



Your program should read in the  $x, y$  values of the point and print out the angle in radians.

Bonus: can you print the angle as a fraction of  $\pi$ ? So

$$(1, 1) \Rightarrow 0.25$$

*You can base this off the file `point.F90` in the repository*

## Exercise 2

Write a program that has the following:

- A type *Point* that contains real numbers  $x, y$ ;
- a type *Rectangle* that contains two *Points*, corresponding to the lower left and upper right point;
- a function *area* that has one argument: a *Rectangle*.

Your program should

- Accept two real numbers on one line, for the bottom left point;
- similarly, again on one line, the coordinates of the top right point; then
- print out the area of the (axi-parallel) rectangle defined by these two points.

## 7. Definitions

Type definition:

```
type var
  character(len=20) :: id
  integer :: value
end type var
```

## Exercise 3

The following main program should give the corresponding output:

Code:

```
print *,x
print *,y
z = varadd(x,y)
print *,z
a = varmult(z,2)
print *,a
```

Output:

x	1
y	2
(x)+(y)	3
2((x)+(y))	6

*You can base this off the file named var.F90 in the repository*

# Turn it in!

- If you have compiled your program, do:  
`coe_varf yourprogram.F90`  
where 'yourprogram.F90' stands for the name of your source file.
- Is it reporting that your program is correct? If so, do:  
`coe_varf -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  
`coe_varf -i yourprogram.F90`
- Use the `-d` debug flag for more information.

For bonus points, use a module.

# Modules

## 8. What are modules

Programming is about introducing abstractions.

- Functions are good.
- ... but in a **Contains** section they can only be used in one program.
- $\Rightarrow$  Put useful functions in a module and use that module anywhere.
- 'Software library'

## 9. Module definition

Modules look like a program, but without main (only 'stuff to be used elsewhere'):

```
Module geometry
  type point
    real :: x,y
  end type point
  real(8),parameter :: pi = 3.14159265359
contains
  real(4) function length(p)
    implicit none
    type(point),intent(in) :: p
    length = sqrt( p%x**2 + p%y**2 )
  end function length
end Module geometry
```

Note also the numeric constant.



# 10. Module use

Module imported through use statement;  
comes before implicit none

Code:

Program size

```
use geometry  
implicit none
```

```
type(point) :: p1,p2  
p1 = point(2.5, 3.7)
```

```
p2 = p1  
print *,p2%x,p2%y  
print *,"length:",length(p2)  
print *,2*pi
```

end Program size

Output:

```
2.50000000  
3.70000005  
length: 4.46542263  
6.2831854820251465
```

# 11. Module use

```
Program ModProgram
  use FunctionsAndValues
  implicit none

  print *, "Pi is:", pi
  call SayHi()

End Program ModProgram
```

Also possible:

```
Use mymodule, Only: func1, func2
Use mymodule, func1 => new_name1
```

## 12. Separate compilation of modules

Suppose program is split over two files:

`theprogram.F90` and `themodule.F90`.

- Compile the module: `ifort -c themodule.F90`; this gives
- an object file (extension: `.o`) that will be linked later, and
- a module file `modulename.mod`.
- Compile the main program:  
`ifort -c theprogram.F90` will read the `.mod` file; and finally
- Link the object files into an executable:  
`ifort -o myprogram theprogram.o themodule.o`  
The compiler is used as linker: there is no compiling in this step.

Important: the module needs to be compiled before any (sub)program that uses it.

## Exercise 4

Take exercise 2 and put all type definitions and all functions in a module.

## Exercise 5

Move the *var* type definition and the routines *varadd*, *varmult* into a module. Add the routines *islower*, *isdigit* from the character exercises.

## Exercise 6

Write a loop that accepts character input, and only prints out what kind of character was encountered.

Use a module for the functions that recognize the characters.

# 13. Stack definition

```
type var
  character :: id = "."
  character(len=20) :: expression
  integer :: value
end type var

type(var),dimension(10),target :: stack
integer :: stackpointer=0
```

## Exercise 7

Make your event loop accept digits, creating a new entry, and lowercase characters, naming the top entry:

Code:

```
else if ( islower(input) ) then
!! ...
    stack(stackpointer)%id =
    input
```

Output:

```
Inputs: 1 x 2 y 0
id:. expr=1 val=1;
id:x expr=1 val=1;
id:x expr=1 val=1;
    id:. expr=2
    val=2;
id:x expr=1 val=1;
    id:y expr=2
    val=2;
```



## Exercise 8

Add a clause to your event loop:

Code:

```
else if ( isop(input) ) then
```

Output:

```
Inputs: 1 2 + z 0
id:. expr=1 val=1;
id:. expr=1 val=1;
      id:. expr=2
      val=2;
id:. expr=(1)+(2)
      val=3;
id:z expr=(1)+(2)
      val=3;
```