

1 Exercise 01

By the end of this set of exercises, you will be familiar with:

- `print` and `read`
- `if`
- `do`
- Basic types

All programs *must* contain `implicit none`. While not strictly necessary, it will eliminate an entire class of bugs.

You should use the lecture materials for help/inspiration, but please don't copy and paste! There is some value to be had in typing up the programs yourself.

There may be several ways to solve each problem. If you have time, you might like to try different approaches.

1.1 Hello World!

1. Open a text file called `hello.f90`. Write a simple “hello world” program that prints a message to the screen. Include at least one comment. Use `gfortran hello.f90` to compile it to `a.out`. Run your program with `./a.out`. Check it does what you think it should.
2. Time to break the program! Delete the `p` in `program` and try to recompile. What happens? What does the error message say?
3. Undo the deletion. Delete another character and see if it breaks the program, and if so, how. How many unique error messages can you find from single-character deletions? Which characters don't matter?

1.2 Hello <name>!

1. Write up the `hello_input` program from the lectures into a new file, `hello_input.f90`. Compile it, this time using the `-o` flag to give the executable a name. Run the program and give it some input.
2. Try the following ways to break the program. For each method, try to explain why the program behaves the way it does.
 1. Enter two words when it asks your name
 2. Enter a single word longer than 20 characters
 3. Enter a number with a decimal point
3. Create a second `character(len=20)` variable, try reading the two `character` variables with a single `read`, and add your new variable to the `print`

1.3 Summing integers

1. Write a program that sums all the integers from 1 to 100

2. Modify the program so that it takes an integer from user input, and then sums all the integers up to that number.

1.3.1 Further

1. What happens if the user supplies a negative number? Hint: try looping over the `read` until the number is acceptable

1.4 Solving quadratics

The solutions to the quadratic $ax^2 + bx + c = 0$ is

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

1. Take three real numbers from user input, and print the two solutions for x using the above formula. If there are no real solutions, print a message saying so.
2. Extend your program to also print complex solutions