

**ECE 6350**

**Brief Introduction to Fortran 90/95**

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# High Level Overview of an O/O F90 Program

ModuleFilename.f90

**MODULE** ModuleName

- Module data (PUBLIC, PRIVATE)

**CONTAINS**

- Module procedures (Subroutines, functions)

**END MODULE** ModuleName

Programs  
**always**  
start here

MainProgramFilename.f90

**PROGRAM** MainProgram

Module2Filename.f90

**MODULE** Module2Name

Module1Filename.f90

**MODULE** Module1Name

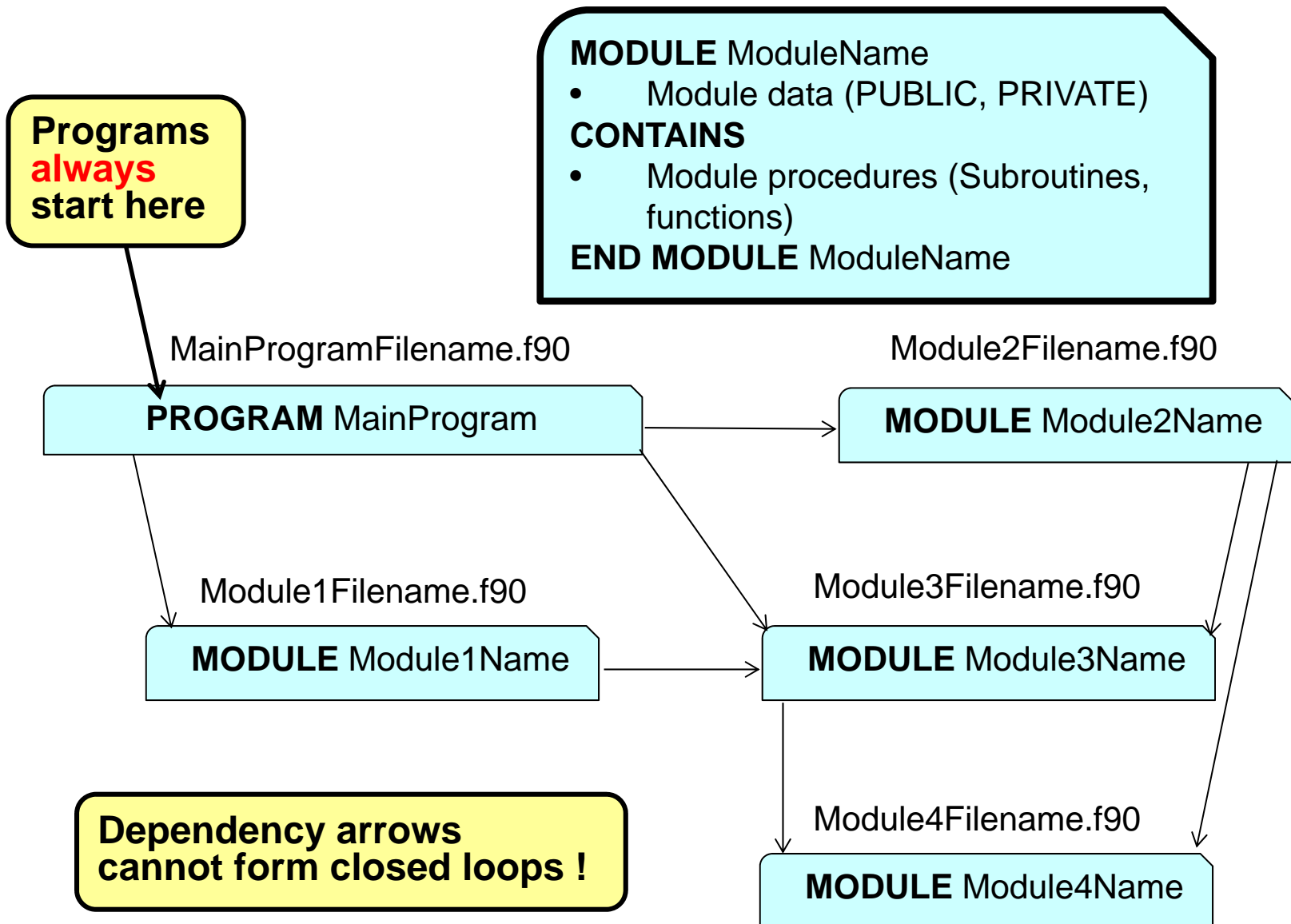
Module3Filename.f90

**MODULE** Module3Name

Module4Filename.f90

**MODULE** Module4Name

Dependency arrows  
cannot form closed loops !



# General Structure of an F90 Program

FileName.f90

PROGRAM statement with [optional] name

Declare modules (objects) and their data used

Ignore F77 default type conventions

Declare variable types, names, dimensions

-Start executable statements-

WRITE(\*,\*) – write to screen, unformatted  
READ(\*,\*) – read from screen, unformatted

Stop program execution

End-of-program statement

```
PROGRAM [MainProgramName]
!  
USE Object1[, ONLY: Object1Variable &  
              ,Object1Procedure]  
IMPLICIT NONE  
!  
INTEGER                :: N  
REAL, ALLOCATABLE      :: a(:)  
!  
N = 10  
ALLOCATE (a(N))  
CALL Test(a,N)  
WRITE(*,*) a  
WRITE(*,*) "Hello world"  
DEALLOCATE (a)  
STOP  
!  
END PROGRAM [MainProgramName]
```

# Variables

- Names are up to 32 characters long
- Case is ignored
- Declare variables as one of these *types*:
  - REAL (1.0, -3.5E-9, etc.)
  - INTEGER ( 0, 3, -7, 2357, etc.)
  - CHARACTER ('A' – 'Z')
  - LOGICAL (.true., .false.)
  - COMPLEX ( (1.0, -3.5E-2), (0.,1.0), etc. )
  - TYPE MyType ! *User-defined type with components that are one of the above or another user-defined type*
- Optional variable *attributes* include  
PARAMETER, ALLOCATABLE, POINTER, TARGET,  
SAVE, or INTENT(IN, OUT, INOUT)
- Always use IMPLICIT NONE statement to ensure *strong* typing (i.e., to disallow *default* types)

# Variable Declaration

**! Begin declaration section (“!” starts comment to end of line)**

**IMPLICIT NONE**                      **! Ignore F77 default type conventions**

**REAL [,optional\*]**                      **:: pi, a(0:9,0:9), b(:,,:), c(:), d(10) ! Real arrays**

**INTEGER**                              **:: i, j, n**

**CHARACTER (Len = 6)**                      **:: Username    ! Up to 6 characters**

**LOGICAL**                              **:: SwitchOn    ! ‘.true.’ or ‘.false.’**

**COMPLEX, PARAMETER** **:: complex\_j = (0.,1.)**

**TYPE LayerType**                      **! LayerType is a user defined structure**

**REAL**                              **:: Thickness**

**COMPLEX**                          **:: RelativePermittivity, RelativePermeability**

**END TYPE LayerType**

**! Define variable of type LayerType**

**TYPE(LayerType) :: Layer(10) ! Layer is a 10 element array**

**! End declaration section**

**...**

**Layer(1)%Thickness = 2.0            ! Set components of Layer(1)**

**Layer(1)%RelativePermittivity = ( 2.0, - 0.01 )**

**Layer(1)% RelativePermeability = ( 1.0, 0.0 )**

**Layer(3) = Layer(1)            ! Equate all components of Layer(3) and Layer(1)**

or Layer(1)

= LayerType( 2.0, (2.0,-0.01), (1.0, 0.0)

**\*optional = PARAMETER, ALLOCATABLE, POINTER, TARGET,  
SAVE, or INTENT(IN,OUT,INOUT)**

# A Simple Loop

```
[MyLoop: &]           ! Name "MyLoop" helps find its end
DO i = 1, 5 [, 2]       ! i starts at 1, goes to 5 [with stride 2]
  WRITE(*,*) i, 2*i, i/2, i+2, i**2 !writes  $i, 2i, \lfloor i/2 \rfloor, i+2, i^2$ 
END DO [MyLoop]        ! Finally, the end of "MyLoop"
```

& = indicates continuation onto the next line

! = "comment" from here to end of line

(\*,\*) = (output to screen, unformatted output)

[ ] = optional parameter

# Branching with IF Statements

**Executable  
statement**

Logical Compare:  
/= "not equal"  
== "equal"  
< "less than"  
<= "less than or  
equal"  
> "greater than"  
>= "greater than  
or equal"

single alternative IF {

IF(SwitchOn == .TRUE.) a=b

!

IF(SwitchOn == .TRUE.) THEN

*First set of executable statements*

ELSE

*Second set of executable statements*

END IF

!

IF(i == 0) THEN

*First set of executable statements*

ELSEIF(i > 0) THEN

*Second set of executable statements*

ELSE ! At this point, i<0

*Third set of executable statements*

END IF

double alternative IF {

multi - alternative IF {

# Branching with Case Statements

## SELECT CASE (MyVariable)

!

## CASE(Value1)

# ! MyVariable=Value1

***First set of executable statements***

## CASE(Value2)

**! MyVariable=Value2**

## Second set of executable statements

## CASE(Value3)

**! MyVariable=Value3**

### ***Third set of executable statements***

## CASE DEFAULT

## Default executable statements

!

# END SELECT



# A Simple O/O F95 Code with One “Object”

In F90, *modules* are intended to encapsulate objects

File Object1.f90

File Main.f90

```
PROGRAM Main
USE Object1, ONLY: a, Test
IMPLICIT NONE
INTEGER :: N
N=10
CALL Test(a,N)
WRITE(*,*) a
WRITE(*,*) "Hello world"
DEALLOCATE (a)
STOP
END PROGRAM Main
```

“...ONLY: a,Test” is optional, but ensures we can trace definitions of *a* and *Test*!

Object1Data

Object1  
Procedures

```
MODULE Object1
IMPLICIT NONE
REAL, ALLOCATABLE :: a(:,:)
!
CONTAINS
!=====
SUBROUTINE Test(d,N)
IMPLICIT NONE
INTEGER :: i,j,N
REAL, ALLOCATABLE :: d(:,:)
ALLOCATE (d(N,N))
DO i = 1, SIZE(d,DIM=1)
  DO j = 1, SIZE(d,DIM=2)
    d(i,j) = i-j ! Fill array
  END DO
END DO
END SUBROUTINE Test
!=====
END MODULE Object1
```

Variable “*d*” in *Test* is a “dummy” variable

# Simple Changes So That *Test* Uses Its Own Object Data

File Object1.f90

```
MODULE Object1
  IMPLICIT NONE
  REAL, ALLOCATABLE :: a(:, :)
  !
  CONTAINS
  !=====
  SUBROUTINE Test(N)
    IMPLICIT NONE
    INTEGER :: i, j, N
    ALLOCATE (a(N, N))
    DO i = 1, SIZE(a, DIM=1)
      DO j = 1, SIZE(a, DIM=2)
        a(i, j) = i - j  ! Fill array
      END DO
    END DO
  END SUBROUTINE Test
  !=====
END MODULE Object1
```

Object Data

Object  
Procedures

File Main.f90

```
PROGRAM Main
  USE Object1, ONLY: a, Test
  IMPLICIT NONE
  INTEGER :: N
  N=10
  CALL Test(N)
  WRITE(*,*) a
  WRITE(*,*) "Hello world"
  DEALLOCATE (a)
  STOP
END PROGRAM Main
```

Program Main does not now  
have to pass data `a(:, :)` to Test

Procedure Test can now  
access Object1's data, `a(:, :)`

The End