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1: *****
2: *****
3: ./exercisel/logical_test.f90
4:
5: PROGRAM logical_test
6:
7:   IMPLICIT NONE
8:
9:   LOGICAL :: tst1=.TRUE., tst2=.TRUE., tst3=.FALSE.
10:  LOGICAL :: ans1,ans2,ans3
11:
12:  ans1=tst1.OR. tst2.AND. tst3
13:  ans2=(tst1 .OR. tst2) .AND. tst3
14:  ans3=tst1 .OR. (tst2 .AND. tst3)
15:
16:
17:  PRINT*, ans1,ans2,ans3
18:
19: END PROGRAM logical_test
20:
21: *****
22: *****
23:
24: *****
25: *****
26: ./exercisel/logical_test2.f90
27:
28: PROGRAM logical_test2
29:
30:   IMPLICIT NONE
31:
32:   REAL :: height=1.85, weight=95.0
33:   INTEGER :: age=55
34:   LOGICAL :: drinker=.TRUE., employed=.TRUE., smoker=.TRUE.
35:   LOGICAL :: test1,test2,test3
36:
37:   If (age>50) Print*, "Over fifty"
38:   test1 = employed .AND. (age<45)
39:   test2 = smoker .AND. drinker .AND. (height<2.00)
40:   test3 = (.NOT. smoker .OR. (age<=55) .AND. (weight>50)) .AND. (height<=1.84)
41:
42:
43:   PRINT*, test1, test2, test3
44:
45: END PROGRAM logical_test2
46:
47:
48: *****
49:
50:
51: *****
52: ./exercise6/array_example.f90
53:
54: PROGRAM array_example
55: *****
56: *****
57: *****
58:
59:   IMPLICIT NONE
60:
61:   REAL, DIMENSION(4,4) :: array !*** Create 2d array to represent a matrix
62:   INTEGER :: i,j !*** Define two loop variables
63:
64:   DO i=1,4
65:     DO j=1,4
66:       array(i,j)=i+2*j !*** Set matrix value
67:
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68:   PRINT*, "Row ", i, "=", array(i,:) !*** Print each row to screen
69:   END DO
70:
71: END PROGRAM array_example
72:
73: *****
74:
75: *****
76: ./exercise3/power3_loop.f90
77:
78: PROGRAM power3_loop
79: *****
80: ***** calculate the 3rd power of a for 1 <= a <= 8
81:
82:   IMPLICIT NONE
83:
84:   INTEGER :: a, b
85:
86:   DO a = 1, 8
87:     b = a*a*a
88:     PRINT*, a, "to the power of three = ", b
89:   END DO
90:
91: END PROGRAM power3_loop
92:
93: *****
94:
95: *****
96: ./exercise2/quadratic_real.f90
97:
98: *****
99: *****
100: *****
101: ***** PROGRAM: Quad
102: *****
103: ***** PURPOSE: Examine a quadratic equation
104: *****
105: *****
106: *****
107: PROGRAM quad
108:
109: *****
110: ***** Program to investigate a quadratic equation (y=a*x*x+b*x+c)
111: *****
112:
113:   IMPLICIT NONE !** Force explicit declaration of all variables
114:
115:   !** Declare required variables
116:   LOGICAL :: check
117:   REAL :: as=-3,b=6,c=1 !** Define the quadratic a*x*x+b*x+c
118:   REAL :: ans1,ans2 !** Declare two variables to hold the two roots
119:   REAL :: xturn !** Declare variable to hold the x value of turning point
120:   REAL :: yturn !** Declare variable to hold the y value of turning point
121:   REAL :: discrim !** Variable to validate quadratic
122:   REAL :: realpart !** Hold real part of complex number
123:   REAL :: imagpart !** Hold imaginary part of complex number
124:
125:
126:   PRINT*, "Program to find the roots of a quadratic equation"
127:   PRINT*, "a=", a, " b=", b, " c=", c
128:
129:   check= .NOT. a==0 !** Set check to .TRUE. if a valid quadratic
130:
131:   !**
132:   !** Section to calculate root(s) of the quadratic
133:   !**
134:

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135: IF (check) THEN
136:
137:   discrimin=b**2-4*a*c !** Calculate the discriminant of the quadratic.
138:
139:   IF (discrim > 0) THEN !** If real solutions exist then enter construct
140:
141:     PRINT*, "There are a two unique roots"
142:     ans1=(-b+sqrt(discrim))/(2*a) !** Calculate the first root
143:     ans2=(-b-sqrt(discrim))/(2*a) !** Calculate the second root
144:
145:     PRINT*, "Root One =", ans1 ! ** Output the first root to the screen
146:     PRINT*, "Root Two =", ans2 ! ** Output the second root to the screen
147:
148:   ELSEIF (discrim == 0) THEN
149:     PRINT*, "There is a single repeated root"
150:     ans1=-b/(2*a) ; ans2=ans1
151:     PRINT*, "Root =", ans1
152:   ELSE
153:     PRINT*, "No Real roots to this quadratic"
154:     PRINT*, "Complex roots are"
155:     realpart=-b/(2*a)
156:     imagpart=SQRT(-discrim)/(2*a)
157:     PRINT*, "Root One =", realpart, "+", imagpart, "i"
158:     PRINT*, "Root Two =", realpart, "-", imagpart, "i"
159:   ENDIF
160: ELSE
161:   PRINT*, "This is not a valid quadratic"
162: ENDIF
163:
164: !**
165: !** Section to calculate the quadratic's turning point and it's nature
166: !**
167:
168: IF (check) THEN
169:   !** Calculate the quadratics turning point
170:   xturn=-b/(2*a)
171:   yturn=-b*b/(4*a)+c
172:
173:   PRINT*, "Turning Point = (x,y) = ('", xturn, "', yturn, ")"
174:
175:   !** Calculate Max or Min point of
176:   IF (a .LT. 0) THEN
177:     PRINT*, "Turning point is a maximum"
178:   ELSE
179:     PRINT*, "Turning point is a minimum"
180:   ENDIF
181: ENDIF
182:
183: END PROGRAM quad
184:
185:
186: *****
187:
188: *****
189: *****
190: ./exercise5/nested_loop.f90
191:
192: PROGRAM nested_loop
193: !**
194: !** Program to demonstrate nested loops
195: !**
196:
197: IMPLICIT NONE
198:
199: INTEGER :: loop1, loop2, ans=0
200:
201: DO loop1=10,19

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202:   DO loop2=21,30
203:     ans=ans+loop1*loop2
204:   END DO
205: END DO
206:
207: PRINT*, "Answer is", ans
208:
209: !** Ans = 36975
210:
211: END PROGRAM nested_loop
212:
213: *****
214:
215: *****
216: *****
217: ./exercise4/factorial.f90
218:
219: PROGRAM factorial
220: !** calculate the factorials of the integers 1 -> 8
221: IMPLICIT NONE
222:
223: INTEGER :: a, b=1
224:
225: DO a = 1, 8
226:   b = a*b
227:   PRINT*, "factorial ", a, " = ", b
228: END DO
229:
230:
231: END PROGRAM factorial
232:
233: *****
234:

```