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Theory of Programming Languages

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I spent 3 hours today working on the Fortran program. At first for the first hour I spent just trying to compile the language as well as look at the basic data types. After I set up my git I tested how to manipulate strings and other types. I realized that strings are terrible in Fortran. They are just an array of characters which is not as easy as I would like to work with. Instead of index’s you need to substring them to get a character to work with. It took me about 45 minutes to work on the algorithm and such for the functions, but I struggled to insert the characters one grabbed from the string back into the string (Array of Characters). After a lot of research I figured out a pretty simple way to do it, which was frustrating because of how simple it was and how hard it was to find the answer.

Overall I liked Fortran for this assignment. I would imagine from the small parts I used it, it would be hard to write a scalable program in this language but I could see how since I feel you have much control over the language it could be easy to do certain things. It reminded me of sML I do not know if that was because of how I wrote it in subroutines and that is sort of how functions are in sML, but I did not hate Fortran once I began to learn how to use it. The readability of it is pretty simple, especially to a programmer. To a non-programmer certain things like substring might look weird. I enjoyed the start and end instead of {} because it makes it easier to read in my opinion.