Fortran - Basics

Spring 2017

Victor Eijkhout and Charlie Dey

History

- Fortran stands for **For**mula **Tran**slation
- Designed with the scientist in mind
- First high-level computer language, circa 1956

Usage

- Compiled
  - Intel compiler (preferred)
    - `ifort` *`sourcefilename.F90`* `-o` *`outputfilename`*
  - GNU compiler
    - `gfortran` *`sourcefilename.F90`* `-o` *`outputfilename`*

Jumping In - Code this now.

Hello World

```
program hello

implicit none

print *, 'Hello World'

end program hello
```

Jumping In

Hello World

```
program hello

implicit none

print *, 'Hello World'

end program hello
```

Start with:

```
program <program name>
```

Declaration section

Turn-off implicit declarations:

```
implicit none
```

Execution section

Print to screen:

```
print *, 'text'
```

*: Automatic formatting

End with:

```
end program <program name>
```

Jumping In

Hello World with comments and continuation

```
program hello

! This is a comment
! Comments start with an
!    exclamation mark (!)
! This program prints
!   "Hello World" on the screen

! Turn off implicit declarations
implicit none

print *, 'Hello World' ! print

! with a continuation line
! Last character is a &
print *, &
  'Hello World'

end program hello
```

Comments start with !

```
! This is a comment
```

Comments start with !

```
print * ! comment starts after !
```

Continue a line with &

```
print *, &
  'Hello World'
```

Jumping In - Exercise 1

Hello World

Take the ‘hello world’ program you wrote earlier, and duplicate the hello-line.

Compile and run.

Does it make a difference whether you have the two hellos on the same line or on different lines?

Experiment with other changes to the layout of your source.

Find at least one change that leads to a compiler error.

Jumping In - Exercise 2

Hello World

Experiment with the print statement.

Replace the string by a number or a mathematical expression.

Can you guess how to print more than one thing, for instance the string `One third is` and the result of 1/3, with the same print statement?

Jumping In

Variables and Assignments

```
program variables

implicit none          ! Declaration
integer :: year, day   ! Section
real :: age

year = 2010           ! Execution
day  = 9              ! Section
age  = 27.35

print *, 'year', year
print *   ! Print a blank line
print *, 'This is day', day
print *, 'She is', age, 'years old'

end program variables
```

Declaration section

Integer variables

integer :: var1, var2

Real variables

real :: var3, var4

Execution section

Assignments

variable = value

Real assignment with a decimal

var3 = 17.5

var4 = 18.

Integer assignments

var1 = 17

Jumping In

Constants and Expressions

```
program variables

implicit none
real             :: age, years_left
real, parameter :: ret_age = 62.

! Assign the age
age         = 27.35
! Calculate the years to retirement
years_left = ret_age - age

print *, 'Years to retirement:', &
         years_left

end program variables
```

Declaration section

Integer variables

integer :: var1, var2

Real constant

real, parameter :: &
const = <value>

Execution section

Assignments

variable = <variable>

Expression

variable = <expression>

Examples

i = 5
x = 2.5 * y
a = b + c

Jumping In

Rules: Variables, Declarations, Assignments

- Names in Fortran are between 1 and 31 characters in length
- Names are case-insensitive
  - Var, vAr, VAR, and var are equivalent names
- First character in a name must be an alphabet character; names must not start with a number
- Names must not contain non-alphanumeric characters (but the underscore can be used)
- **NOTE:** If **`implicit none`** is not specified in a program
  - variables with names that begin with the letters **`i-n`** are integer by default
  - variables with names that begin with **`a-h`** or **`o-z`** are of type real by default

Jumping In

Arithmetic Expressions

+	addition
-	subtraction
*	multiplication
/	division
**	exponent

Jumping In

Assignments and Expressions Example

```
program assign

implicit none
real            :: x, y
integer         :: i, j

x = 3.4                     ! Evaluate Right-Hand-Side first
x = 2.*x                    ! then assign result to Left-Hand-Side
y = 4.*x*x + 2.5*x - 3.4 ! 3.4, 4. and 3.4 are unnamed constants of type real

i = 4                       ! 4 and 2 are unnamed constants of type integer
i = 2*i
j = 2*i*i + 4*i – 2

y = i * x                   ! i is converted into a real before the calculation
y = real(i) * x             ! Explicit type conversion with the function real()

end program assign
```

Jumping In

Rules: Variables, Declarations, Assignments

- Type [Optional attributes] :: Variables

`integer[ kind selector ]`
 	
`real[ kind selector ]`
 	
`complex [ length selector ]`
 	
`logical[ length selector ]`
 	
`character[ length selector ]`
	• **`kind`** specifies how many *bytes* the variable will require
	– usage: `kind=`*`integer value`*
	
	• **`length`** specifies how *long* the variable is
	– usage: `len=integer value`

- Other optional attributes :
  - `parameter, allocatable, dimension, intent, optional, save, pointer, target`

Jumping In - Integers

Data Types, Assignments and Expressions Example

```
integer          :: i    ! Default 4 bytes
integer(kind=4)  :: j    ! Explicitly 4 bytes
integer(8)       :: k    ! Explicitly 8 bytes

integer, parameter :: lng=selected_int_kind(16) ! selected_int_kind(n) returns the kind
                                                ! value needed to specify precision to
                                                ! n decimal places

integer(kind=lng)  :: l

i = 5; j = 6; k = 7_8; l = 2_lng

print *, huge(i), huge(j) ! huge() is a build-in function and
                          ! returns the largest value of the argument type
```

Jumping In - Real

Data Types, Assignments and Expressions Example

```
real    :: x   ! Default 4 bytes
real(4) :: y   ! Explicitly 4 bytes
real(8) :: z   ! Explicitly 8 bytes

!selected_real_kind(n,m) returns the kind value needed to specify precision to n
!decimal places and exponent up to m

integer, parameter  :: db=selected_real_kind(12,99)
real(kind=db)       :: r

x = 5.; y = 6.; z = 7._8; r = 2_db ! Multiple statements in one line
print *, huge(y), tiny(y)          ! tiny() returns smallest number
print *, huge(z), tiny(z)

! NOTE: Constants can be defined to arbitrary precision, e.g., 2_db
```

Jumping In - Characters (strings)

Data Types, Assignments and Expressions Example

```
character(len=10)   :: first, last ! String of max length 10
character(len=20)   :: full        ! String of max length 20

first = ''          ! String with no content '          '
first = 'John'      ! 4 letters + 6 trailing blanks 'John      '
last  = 'Doe'
full  = first             ! Assignment
full  = first // last     ! Assignment with concatenation
print *, full
full  = trim(first) // ' ' // trim(last) ! trim() cuts off trailing print *, full
                                        ! blanks
                                        ! // concatenates strings
```

Jumping In - Exercise 3

Variables, Declarations, Assignments

Write a program that has several variables of different types

Assign values either in an initialization or in an assignment.

Print out the values.

Jumping In

Reading input from the keyboard

```
program read

implicit none
real             :: input
real, parameter :: ret_age = 62.

! Read from Keyboard
print *, 'Enter your age:'
read  *, input
print *, 'You have entered', input

! Calculate the years to retirement
years_left = ret_age - input

print *, 'Years left', years_left

end program read
```

Execution section

Read from Keyboard

read *, <variable>

Examples

read *, input
read *, age
read *, age1, age2

Jumping In - Exercise 4

Variables, Declarations, Assignments

Take your program from Exercise 3

Assign the values using the keyboard

Print out the values.

Jumping In - Exercise 5

Variables, Declarations, Assignments

Write a program that accepts three numbers, (a, b, and c) from the keyboard and your name (name)

- The program will the say hello to you i.e. “Hello, Jim”
- It will then calculate the volume of a sphere with a being the radius.
  - V = (4/3) * pi * a^3 (NOTE: the 2 *’s are used for exponent, i.e. a^3 would be a**3.0)
- Calculate the volume of a cube
  - ‘a’ being the length,
  - ‘b’ being the height,
  - ‘c’ being the width.
- BONUS:
  - create a real data type, d.
  - set d = (a * b * c)/7.
  - convert d to an integer.