Fortran - Subprograms

Functions, Subroutines, Interfaces

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Subprograms

Subroutines and Functions

Our programs need to be organized and modular.

We achieve this through the use of Subroutines and Functions.

Subprograms

Subroutines and Functions

```
program without_fct

integer, parameter :: m = 100
integer            :: n, n2, i, j
real, dimension(m) :: a, a2
real               :: sum, aver, …

! Read data (n,a) from a file

! Calculate Average
sum = 0.
do i=1, n; sum = sum + a(i); enddo
aver = sum / real(n)

! Read more data (n2, a2)
open …; read …; close …

! Calculate Average again
s2 = 0
do j=1, n2
  s2 = s2 + a2(j)
enddo
aver2 = s2 / real(n2)
end program
```

Without using functions/subroutines, a lot of tedious coding.

Subprograms

Function Example

```
real function average(n, x)
integer             :: n, i
real, dimension(n) :: x
real                :: sum
sum = 0.
do i=1, n
  sum = sum + x(i)
enddo
average = sum / real(n)
end function average

program with_fct
! Declaration of variables
! Read data (n,a)

! Calculate Average
aver = average(n, a)    ! Function
                        !   call
! Read more data (n2, a2)
open …; read …; close …

! Calculate Average again
aver2 = average(n2, a2)
end program
```

Instead, let's invoke a function average()
we now have less code and more reuse.

Subprograms

Subroutines and Functions

Advantages are:

- Reusable code
  - Function can be called multiple times and with different arguments
- Insulation from unintended side effects
  - only variables in the argument list are communicated
  - Local variables (i, sum) do not interfere
- Independent testing of subtasks
  - function compiled and tested separately

NOTE:

- The names in the parameter lists in the function definition and the function call do need not to have the same name but have to be the same type
- All arguments are "passed by reference"
  - if their value of the parameter changes in the function, the corresponding variable within the main program also changes.

Subprograms

Subroutines

```
subroutine average(aver, n, x)
integer             :: n, i
real, dimension(n) :: x
real                :: aver, sum
sum = 0.
do i=1, n
  sum = sum + x(i)
enddo
aver = sum / real(n)
end subroutine average

program with_sub
! Declaration of variables
! Read data (n1,a1)

! Calculate Average
call (aver1, n1, a1)       ! Subroutine
call
! Read more data (n2, a2)
open …; read …; close …

! Calculate Average again
call average(aver2, n2, a2)
end program
```

Since everything is pass by reference, we can rewrite our earlier example using a subroutine instead.

Subprograms

Structure: Main Program

```
program name
   specifications
   execution statements
   [ contains
     internal routines ]
end program [ Name ]
```

Specifications

- include use of modules
- implicit or strong typing
- namelist declaration
- type definitions
- variable declarations

Internal routines are subroutines and/or functions defined inside encapsulating program unit

Subprograms

Structure: Subroutines and Functions

```
subroutine name[ (argument list) ]
   specification statements
   execution statements
   [ contains
     internal routines ]
end subroutine [ name ]

return-type function name[ (argument list) ]
   specification statements
   execution statements
   [ contains
     internal routines ]
end function [ name ]
```

Argument list - a way of passing data in/out of a subroutine or function

Specifications

- include use of modules
- implicit or strong typing
- namelist declaration
- type definitions
- variable declarations

Subroutines/Functions may also have internal routines of other subroutines and/or functions defined inside encapsulating subroutine/function unit

Subprograms

Subroutines and Functions

- Subroutines
  - enables modular programming
  - structured like main program, but with argument list
  - may be internal, i.e. resides in the main program
  - or external, i.e. resides in "modules"
  - does *not* return a value
- Functions
  - enables modular programming
  - similar to subroutines (argument list, structure)
  - may be internal or external
  - returns a value

Subprograms

Summary: Subroutines vs Functions

```
subroutine average(aver, n, x)
integer                 :: n, i
real, dimension(n)      :: x
real                    :: sum
sum = 0.
do i=1, n
  sum = sum + x(i)
enddo
aver = sum / real(n)
end subroutine average
```

```
real function average(n, x)
integer                 :: n, i
real, dimension(n)      :: x
real                    :: sum
sum = 0.
do i=1, n
  sum = sum + x(i)
enddo
average = sum / real(n)
end function average
```

What's different vs. C/C++?

- no return statement
- all parameters are passed by reference
- function name is the return argument in a function

Subprograms

Arguments: Subroutines and Functions

```
real function average(n, x)
integer             :: n, i
real, dimension(n) :: x
real                :: sum
sum = 0.
do i=1, n
  sum = sum + x(i)
enddo
average = sum / real(n)
end function average

program with_fct
! Declaration of variables
! Read data (n1,a1)

! Calculate Average
aver = average(n1, a1)    ! Function
                          !   call
! Read more data (n2, a2)
open …; read …; close …

! Calculate Average again
aver2 = average(n2, a2)
end program
```

- Arguments passed to routines are alled actual arguments, e.g. `n1, a2, n2` and `a2` in the main program
- Arguments in routines are called dummy arguments, e.g. `n` and `x` in the function
- Actual and dummy arguments must have number and type conformity.

Subprograms - Exercise 1

Subroutines and Functions

Since all arguments are passed by reference,

write a subroutine swap of two parameters that exchanges the input values:

```
integer :: i=2,j=3
swap(i,j)
```

Subprograms - Project Exercise 2

Subroutines and Functions

Write a function that takes an integer input and returns a logical corresponding to whether the input was prime.

```
logical :: isprime
isprime = prime_test_function(13)
```

Read the number in, and print the value of the logical.

Subprograms - Project Exercise 3

Subroutines and Functions

Take the prime number testing program, and modify it to read in how many prime numbers you want to print.

Print that many successive primes.

Keep a variable `number_of_primes_found` that is increased whenever a new prime is found.

Subprograms

Polymorphism i.e. overloading functions

Polymorphism refers to a programming language's ability to process objects differently depending on their data type or class.

Fortran doesn't really do *Polymorphism*, but it gives us something called an Interface

Subprograms

Silly example: Interface

```
program Demo
implicit none
integer :: i, j
real :: x, y
i = 1
j = 2
x = 1.5
y= 2.5

call printvalues_real(x, y)
call printvalues_integers(i, j)

contains

   subroutine printvalues_integers(a, b)
      integer :: a, b
      print *, a, b
   end subroutine printvalues_integers

   subroutine printvalues_real(a, b)
      real :: a, b
      print *, a, b
   end subroutine printvalues_real

end program Demo
```

We have a program and 2 subroutines
One subroutine prints integers.
One subroutine prints reals.

Subprograms

Silly example: Interface

```
program Demo
implicit none

interface printValues
   subroutine printValues_integer(a, b)
      integer :: a, b
   end subroutine printValues_integer

   subroutine printValues_real(a, b)
      real :: a, b
   end subroutine printValues_real
end interface printValues

integer :: i = 1, j = 2
real :: x = 1.5, y = 2.5

call printValues(x, y)
call printValues(i, j)
```

```
contains
   subroutine printvalues_integers(a, b)
      integer :: a, b
      print *, a, b
   end subroutine printvalues_integers

   subroutine printvalues_real(a, b)
      real :: a, b
      print *, a, b
   end subroutine printvalues_real

end program Demo
```

Now we have one Interface that contains multiple subroutine. The interface is called with any parameter type and the proper subroutine is invoked.

Subprograms - Exercise 4

Interface

Write a interface, calculate_area() that calculates the area of an assumed shape depending on the number of arguments passed.

3 arguments, calculate_area() assumes it's a triangle

2 arguments, calculate_area() assumes it's a rectangle

1 arguments, calculate_area() assumes it's a circle