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UNIT 1

INTRODUCTION TO PASCAL PROGRAMMING

INTRODUCTION

The Pascal programming language was created by Niklaus Wirth in 1970. It was named after Blaise Pascal, a famous French Mathematician.

The Pascal language

- provides a teaching language that highlights concepts common to all computer languages
- standardizes the language in such a way that it makes programs easy to write

Strict rules make it difficult for the programmer to write bad code! A program is a sequence of instructions which inform a computer of a required task.

BASIC FORMAT OF EVERY PASCAL PROGRAM

Every Pascal program has the same essential format, which is illustrated below,

```
program TITLE ( input, output );  
begin  
  program statements;  
  program statement  
end.
```

program is the first word of all Pascal programs. It is a **keyword** (Keywords are reserved, ie, you cannot use keywords to describe variables). Keywords are used to implement the language.

TITLE is the name the programmer gives to the Pascal program being written. It is an **identifier**. Identifiers begin with a letter, then followed by any digit, letter or the underscore character (_). Identifiers are used to give names to user defined variables and methods used to perform operations.

(input, output) states what the program will do, ie, input and/or output data. Data is inputted from the keyboard, and outputted to the console screen.

begin defines the starting point of the program, and provides a means of grouping statements together (i.e. all statements between a *begin* and *end* are considered part of the same group or block). Program statements are commands or instructions to the computer which perform various tasks.

end. This must always be the final statement of a Pascal program.

All program statements and lines are terminated with a semi-colon, except begin and end keywords. Program statements preceding an end statement do not require a semi-colon.

Some valid keywords which implement Pascal are,

Integer	Char	Record
Case	Real	If
While	With	Else

In addition, Pascal is NOT case sensitive. That means Else and else are treated the same

SELF TEST 1.1. Which of the following are valid Pascal identifiers?

birthday	Too_hot?	First_Initial
grade	1stprogram	down.to.earth
see you	OldName	case

Valid identifiers begin with a letter, then followed by any digit, letter or the underscore character (_). Looking at the list above, the valid identifiers are

birthday
First_Initial
grade
OldName

Sample Identifier	Reason why it is invalid
Too_hot?	?
1stprogram	begins with a digit
down.to.earth	.
see you	illegal space
case	reserved keyword

What you will need

Before you start learning Pascal, you will need a Pascal compiler.

STARTING A PROGRAM

The first thing to do is to either open your IDE if your compiler comes with one or open a text editor. You can start a program by typing its name. Type *program* and the name of the program next to it. We will call our first program "Hello" because it is going to print the words "Hello world" on the screen.

```
program Hello;
```

Next we will type *begin* and *end*. We are going to type the main body of the program between these 2 keywords. Remember to put the full stop after the *end*.

```
program Hello;
```

```
begin  
end.
```

The *Write* command prints words on the screen.

```
program Hello;
```

```
begin  
  Write('Hello world');  
end.
```

You will see that the "Hello world" is between single quotes. This is because it is what is called a string. All strings must be like this. The semi-colon at the end of the line is a statement separator. You must always remember to put it at the end of the line.

MORE COMMANDS

Displaying information/data on the Screen

Writeln is just like *Write* except that it moves the cursor onto the next line after it has printed the words. Here is a program that will print "Hello" and then "world" on the next line:

```
program Hello;  
begin  
  Writeln('Hello');  
  Write('world');  
  Readln;  
end.
```

If you want to skip a line then just use *Writeln* by itself without any brackets.

A simple Pascal Program

Write a program to print the words 'Hello. How are you?' on the console screen.

```
program MYFIRST (output);  
begin  
  writeln('Hello. How are you?')  
end.
```

Sample Program Output

Hello. How are you?

—

The above shows both the program, and its sample output which is printed as a result of running the program.

The keyword *writeln* writes text to the console screen. The text to be displayed is written inside **single quotes**. After printing the text inside the single quotes, the cursor is positioned to the beginning of the next line.

To print a single quote as part of the text, then use two quotes, eg,

```
program TWOQUOTES (output);
begin
    writeln('Hello there. I'm fine.')
end.
```

Sample program output is;

Hello there. I'm fine.

–

Note the underscore character represents the position of the cursor

write versus writeln

The *write* statement leaves the cursor at the end of the current output, rather than going to a new line. By replacing the above program with a *write* statement, the result is,

```
program TWOQUOTES (output);
begin
    write('Hello there. I'm fine.')
end.
```

Sample program output is;

Hello there. I'm fine._

Note the underscore character represents the position of the cursor

Exercise 1.1: Write a program to print the following words on the console screen.

Hello. How are you?
I'm just fine.

The program can be implemented with *writeln* statements for each of the lines which need to be printed. The text is enclosed in single quotes. The sample program below illustrates how this is done. To display the single quote, two single quotes are used. This is due to Pascal using a single quote to begin and end text strings, when two are encountered one after the other, Pascal interprets this as a literal single quote.

```

program MYSECOND (output);
begin
    writeln('Hello. How are you?');
    writeln('I'm just fine. ');
end.

```

INTERACTIVE TEST 1.1

- 1: Comments are opened with { and closed with }
- 2: The end. statement signifies the **end** of a Pascal program.
- 3: The write statement sets the cursor **at the end of the current text**
- 4: Using the writeln statement, the cursor is positioned at **the beginning of the next line**
- 5: When printing text using write or writeln, the text is enclosed using **single quotes**
- 6: To print a single quote using write or writeln, use **two single quotes one after the other, "**
- 7: Each program statement is terminated with a **semi-colon**
- 8: If the program is required to input data from the keyboard, the first line of the program reads **program name (input);**
- 9: If the program is required to input data from the keyboard, and also output data to the console screen, the first line of the program reads **program name (input, output);**

Compiling

Our first program is now ready to be compiled. When you compile a program, the compiler reads your source code and turns it into an executable file. If you are using an IDE then pressing CTRL+F9 is usually used to compile and run the program. If you are compiling from the command line with Free Pascal then enter the following:

```
fpc hello.pas
```

If you get any errors when you compile it then you must go over this lesson again to find out where you made them. IDE users will find that their programs compile and run at the same time. Command line users must type the name of the program in at the command prompt to run it. You should see the words "Hello world" when you run your program and pressing enter will exit the program. Congratulations! You have just made your first Pascal program.

Using commands from units

The commands that are built into your Pascal compiler are very basic. Units can be included in a program to give you access to more commands. The crt unit is one of the most useful. The *ClrScr* command in the crt unit clears the screen. Here is how you use it:

```

program Hello;
uses
    crt;

begin

```

```
ClrScr;  
Write('Hello world');  
Readln;  
end.
```

Comments

Comments are things that are used to explain what a program does. Comments are inserted into Pascal programs by enclosing the comment within { and } braces. Comments are ignored by the computer, but are helpful to explain how the program works to other programmers or people who use the source code.

You should always have a comment at the top of your program to say what it does as well as comments for any code that is difficult to understand. Here is an example of how to comment the program we just made:

```
{This program will clear the screen, print "Hello world" and wait for the user to press enter.}  
program Hello;  
uses  
  crt;  
begin  
  ClrScr; {Clears the screen}  
  Write('Hello world'); {Prints "Hello world"}  
  Readln; {Waits for the user to press enter}  
end.
```

```
program DEMOPROG (output);  
  begin  
    write('Hello there.');
```

{the write statement does not set the cursor to the beginning of the next line. }

```
    writeln('This is getting boring.')
```

{ This is printed on the same line as Hello there, but now the cursor moves to the beginning of the next line, because this time we used writeln instead of write }

```
  end.
```

Sample Program Output

Hello there. This is getting boring.

Indentation

You will notice that I have put 3 spaces in front of some of the commands. This is called indentation and it is used to make a program easier to read. A lot of beginners do not understand the reason for indentation and don't use it but when we start making longer, more complex programs, you will understand.

UNIT 2

COLORS, COORDINATES, WINDOWS AND SOUND

COLORS

To change the color of the text printed on the screen we use the *TextColor* command.

```
program Colors;
uses
  crt;
begin
  TextColor(Red);
  Writeln('Hello');
  TextColor(White);
  Writeln('world');
end.
```

The *TextBackground* command changes the color of the background of text. If you want to change the whole screen to a certain color then you must use *ClrScr*.

```
program Colors;
uses
  crt;
begin
  TextBackground(Red);
  Writeln('Hello');
  TextColor(White);
  ClrScr;
end.
```

SCREEN COORDINATES

You can put the cursor anywhere on the screen using the *GoToXY* command. In DOS, the screen is 80 characters wide and 25 characters high. The height and width varies on other platforms. You may remember graphs from Maths which have a X and a Y axis. Screen coordinates work in a similar way. Here is an example of how to move the cursor to the 10th column in the 5th row.

```
program Coordinates;
uses
  crt;
begin
  GoToXY(10,5);
  Writeln('Hello');
end.
```

WINDOWS

Windows let you define a part of the screen that your output will be confined to. If you create a window and clear the screen it will only clear what is in the window. The *Window* command has 4 parameters which are the top left coordinates and the bottom right coordinates.

```
program Coordinates;
uses
  crt;
```

```
begin
  Window(1,1,10,5);
  TextBackground(Blue);
  ClrScr;
end.
```

Using `window(1,1,80,25)` will set the window back to the normal size.

SOUND

The *Sound* command makes a sound at the frequency you give it. It does not stop making a sound until the *NoSound* command is used. The *Delay* command pauses a program for the amount of milliseconds you tell it to. *Delay* is used between *Sound* and *NoSound* to make the sound last for a certain amount of time.

```
program Sounds;

uses
  crt;
begin
  Sound(1000);
  Delay(1000);
  NoSound;
end.
```

UNIT 3

VARIABLES AND CONSTANTS

WHAT ARE VARIABLES?

Variables are names given to blocks of the computer's memory. The names are used to store values in these blocks of memory. Variables can hold values which are either numbers, strings or Boolean. We already know what numbers are. Strings are made up of letters. Boolean variables can have one of two values, either True or False.

PASCAL VARIABLES AND DATA TYPES

Variables store values and information. They allow programs to perform calculations and store data for later retrieval. Variables store numbers, names, text messages, etc.

Pascal supports **FOUR** standard variable types, which are

- integer
- char
- boolean
- real

integer

Integer variables store whole numbers, ie, no decimal places. Examples of integer variables are,

34 6458 -90 0 1112

char

Character variables hold any valid character which is typed from the keyboard, ie digits, letters, punctuation, special symbols etc. Examples of characters are,

XYZ 0ABC SAM_SAID.GET;LOST [] { } = + \ | % & () * \$

boolean

Boolean variables, also called logical variables, can only have one of two possible states, true or false.

real

Real variables are positive or negative numbers which include decimal places. Examples are,

34.265 -3.55 0.0 35.997E+11

Here, the symbol **E** stands for 'times 10 to the power of'

Types integer, char and boolean are called ORDINAL types. This is because they have a limited, specified range of values.

VARIABLE NAMES

Variable names are a maximum of 32 alphanumeric characters. Some Pascal versions only recognize the first eight characters. The first letter of the data name must be ALPHABETIC (ie A to Z). Lowercase characters (a to z) are treated as uppercase. Examples of variable names are,

```
RATE_OF_PAY  HOURS_WORKED      B41
X              y                Home_score
```

Give variables meaningful names, which will help to make the program easier to read and follow. This simplifies the task of error correction.

Assigning values to variables

Having declared a variable, you often want to make it equal to some value. In Pascal, the special operator

```
:=
```

provides a means of assigning a value to a variable. The following portion of code, which appeared earlier, illustrates this.

```
var number1, number2, number3 : integer;
begin
    number1 := 43; { make number1 equal to 43 decimal }
    number2 := 34; { make number2 equal to 34 decimal }
    number3 := number1 + number2; { number3 equals 77 }
```

When assigning values to *char* variables, only one character is assigned, and it is enclosed inside single quotes, eg,

```
var letter : char;
begin
    letter := 'W'; { this is correct }
    letter := 'WXY'; { this is wrong, only one character allowed }
```

When assigning values to *real* variables, if the value is less than one, use a leading zero, eg,

```
var money : real;
begin
    money := 0.34; { this is correct }
    money := .34; { this is wrong, must use leading zero }
    money := 34.5; { this is correct }
```

Using Pascal VARIABLES in a program

The basic format for declaring variables is,

```
var name : type;
```

where *name* is the name of the variable being declared, and *type* is one of the recognized data types for pascal.

Before any variables are used, they are declared (made known to the program). This occurs after the program heading and before the keyword *begin*, e.g.,

```
program VARIABLESINTRO (output);  
  var number1: integer;  
      number2: integer;  
      number3: integer;  
begin  
  number1 := 34; { this makes number1 equal to 34 }  
  number2 := 43; { this makes number2 equal to 43 }  
  number3 := number1 + number2;  
  writeln( number1, ' + ', number2, ' = ', number3 )  
end.
```

Sample Program Output

```
34 + 43 = 77
```

—

The above program declares three integers, number1, number2 and number3.

To declare a variable, first write the variable name, followed by a colon, then the variable type (int real etc). Variables of the same type can be declared on the same line, ie, the declaration of the three integers in the previous program

```
var number1: integer;  
    number2: integer;  
    number3: integer;
```

could've been declared as follows,

```
var number1, number2, number3 : integer;
```

Each variable is separated by a comma, the colon signifies there is no more variable names, then follows the data type to which the variables belong, and finally the trusty semi-colon to mark the end of the line.

Some examples of variable declarations

```
program VARIABLESINTRO2 (output);
  var number1: integer;
      letter : char;
      money  : real;
begin
  number1 := 34;
  letter  := 'Z';
  money   := 32.345;
  writeln( 'number1 is ', number1 );
  writeln( 'letter is ', letter );
  writeln( 'money is ', money )
end.
```

Sample Program Output

```
number1 is 34
letter is Z
money is 32.345
```

–

SELF TEST 3.1

Are the following valid variable declarations?

```
var day, month : integer;
    time      : real;
```

```
var time : real;
    day  : integer;
    month: integer;
```

Answer: *They are both identical and also valid!*

Classify each of the following according to the four basic data types.

34.276	_____	-37	_____
H	_____	<	_____
dd	_____	5.09E+27	_____
0	_____	0.0	_____

Answer:

34.276	Real	-37	Integer
--------	------	-----	---------

H	Character	<	Character
dd	Character	5.09E+27	Real
0	Integer	0.0	Real

Calculations with variables

Variables can be used in calculations. For example you could assign the value to a variable and then add the number 1 to it. Here is a table of the operators that can be used:

+ Add
 - Subtract
 * Multiply
 / Floating Point Divide
 div Integer Divide
 mod Remainder of Integer Division

The following example shows a few calculations that can be done:

```
program Variables;
var
  Num1, Num2, Ans: Integer;
begin
  Ans := 1 + 1;
  Num1 := 5;
  Ans := Num1 + 3;
  Num2 := 2;
  Ans := Num1 - Num2;
  Ans := Ans * Num1;
end.
```

Strings hold characters. Characters include the letters of the alphabet as well as special characters and even numbers. It is important to understand that integer numbers and string numbers are different things. You can add strings together as well. All that happens is to joins the 2 strings. If you add the strings '1' and '1' you will get '11' and not 2.

```
program Variables;
var
  s: String;
begin
  s := '1' + '1';
end.
```

You can read values from the keyboard into variables using *Readln* and *ReadKey*. *ReadKey* is from the crt unit and only reads 1 character. You will see that *ReadKey* works differently to *Readln*

```

program Variables;
uses crt;
var
  i: Integer;
  s: String;
  c: Char;
begin
  Readln(i);
  Readln(s);
  c := ReadKey;
end.

```

Printing variables on the screen is just as easy. If you want to print variables and text with the same *Writeln* then separate them with commas.

```

program Variables;
var
  i: Integer;
  s: String;
begin
  i := 24;
  s := 'Hello';
  Writeln(i);
  Writeln(s, ' world');
end.

```

Arithmetic Statements

The following symbols represent the arithmetic operators, ie, use them when you wish to perform calculations.

Symbol	Operation
+	Addition
-	Subtraction
*	Multiplication
/	Division

Addition Example

```

program Add (output);
var number1, number2, result : integer;
begin

```

```
number1 := 10;
number2 := 20;
result := number1 + number2;
writeln(number1, ' plus ', number2, ' is ', result )
end.
```

Sample Program Output

10 plus 20 is 30

Subtraction Example

```
program Subtract (output);
var number1, number2, result : integer;
begin
    number1 := 15;
    number2 := 2;
    result := number1 - number2;
    writeln(number1, ' minus ', number2, ' is ', result )
end.
```

Sample Program Output

15 minus 2 is 13

Multiplication Example

```
program Multiply (output);
var number1, number2, result : integer;
begin
    number1 := 10;
    number2 := 20;
    result := number1 * number2;
    writeln(number1, ' multiplied by ', number2, ' is ', result )
end.
```

Sample Program Output

10 multiplied by 20 is 200

Division Example

```
program Divide (output);
var number1, number2, result : integer;
begin
    number1 := 20;
    number2 := 10;
    result := number1 / number2;
    writeln(number1, ' divided by ', number2, ' is ', result )
end.
```

Sample Program Output

20 divided by 10 is 2

SELF TEST 3.2

The following program contains a few errors. Identify each error (there are seven), and show the correct version on the right.

```
progam TEST (output)
var  number1, number2; integer;
begin;
    number1 = 24;
    number2 := number1 * 4;
    writeln('Help )
end
```

Solution:

```
program TEST (output);
var  number1, number2 : integer;
begin
    number1 := 24;
    number2 := number1 * 4;
    writeln('Help' )
end.
```

Displaying the value or contents of variables

The *write* or *writeln* statement displays the value of variables on the console screen. To print text, enclose inside single quotes. To display the value of a variable, do NOT enclose using single quotes, eg, the following program displays the content of each of the variables declared.

```
program DISPLAYVARIABLES (output);
var  number1 : integer;
    letter : char;
    money : real;
begin
    number1 := 23;
    letter := 'W';
    money := 23.73;
    writeln('number1 = ', number1 );
    writeln('letter = ', letter );
    writeln('money = ', money )
end.
```

The display output from the above program will be,

number1 = 23
letter = W
money = 2.3730000000E+01

SELF TEST 3.3

Each of the following expressions is wrong. Rewrite each using correct Pascal, in the space provided.

Firstletter := A;
StartCount := Initial := 0;

Taxrate := 5%;
Total := 5 plus 7;
Efficiency := .35;

Solution:

Firstletter := 'A';
StartCount := 0;
Initial := 0;
Taxrate := 0.05;
Total := 5 + 7;
Efficiency := 0.35;

SELF TEST 3.4

What is displayed by the following program.

```
program EXERCISE1 (output);  
var a, b : integer;  
    c : real;  
begin  
    a := 1; b := 5; c := 1.20;  
    writeln('A = ', a + 3 );  
    writeln('B = ', b - 2 );  
    writeln('C = ', c / 2 )  
end.
```

Solution:

Class Exercise .. program display is
A = 4
B = 3
C = 6.0000000000E-01

PROGRAM 3.1

You are to write a program which calculates and prints on the screen, the time required to travel 3000 miles at a speed of 500 mph.

```
program PROG1 (output);
var Time, Distance, Speed : real;
begin
    Distance := 3000;
    Speed := 500;
    Time := Distance / Speed;
    writeln('It takes ',Time,' hours.')
end.
```

PROGRAM TWO

Write a program to calculate the gross pay for a worker named FRED given that FRED worked 40 hours at \$2.90 per hour.

```
program PROG2 (output);
var grosspay, hoursworked, hourlyrate : real;
begin
    hoursworked := 40;
    hourlyrate := 2.90;
    grosspay := hoursworked * hourlyrate;
    writeln('FRED's gross pay is $', grosspay )
end.
```

GETTING INFORMATION/DATA FROM THE KEYBOARD INTO A PROGRAM

It is convenient to accept data whilst a program is running. The *read* and *readln* statements allow you to read values and characters from the keyboard, placing them directly into specified variables.

The program that follows reads two numbers from the keyboard, assigns them to the specified variables, then prints them to the console screen.

```
program READDEMO (input, output);
var numb1, numb2 : integer;
begin
    writeln('Please enter two numbers separated by a space');
    read( numb1 );
    read( numb2 );
    writeln;
    writeln('Numb1 is ', numb1 , ' Numb2 is ', numb2 )
end.
```

When run, the program will display the message,

Please enter two numbers separated by a space

waiting for you to enter in the two numbers. If you typed the two numbers, then pressed the return key, e.g.,

237 64 <return key press>

the program will accept the two numbers, assign the value 237 to *numb1* and the value 64 to *numb2*, then continue and finally print

Numb1 is 237 Numb2 is 64

DIFFERENCES BETWEEN READ AND READLN

The *readln* statement discards all other values on the same line, but *read* does not. In the previous program, replacing the *read* statements with *readln* and using the same input, the program would assign 237 to *numb1*, discard the value 64, and wait for the user to enter in another value which it would then assign to *numb2*.

The <return key> is read as a blank by *read*, and ignored by *readln*.

The *Readln* command will now be used to wait for the user to press enter before ending the program.

```
program Hello;
begin
  Write('Hello world');
  Readln;
end.
```

You can now save your program as *hello.pas*.

SELF TEST 3.5: READ

Assuming that we made the following declaration

```
var C1, C2, C3, C4, C5, C6 : char;
```

and that the user types

ABCDE

then what would each of the following statements assign to the various variables,

```
read( C1 );           C1 = __
read( C2 ); read( C3 ); C2 = __ C3 = __
read( C4, C5, C6 );  C4 = __ C5 = __ C6 = __
```

Answers:

C1 = A
C2 = B C3 = C
C4 = D C5 = E C6 = <BLANK>

SELF TEST 3.6: READLN

Assuming that we made the following declaration

var C1, C2, C3, C4, C5, C6 : char;

and that the user types

ABCDE

FOR EACH LINE, then what would each of the following statements assign to the various variables,

<i>readln(C1);</i>	<i>C1 = __</i>
<i>readln(C2); readln(C3);</i>	<i>C2 = __ C3 = __</i>
<i>readln(C4, C5, C6);</i>	<i>C4 = __ C5 = __ C6 = __</i>
<i>readln;</i>	_____

Answers:

C1 = A
C2 = A C3 = Waits for new input line
C4 = A C5 = B C6 = C
<clears input line, erasing ABCDE and waits for next line>

SELF TEST 3.7

Match the inputs and outputs for the following.....

```

program READCHARACTERS (input, output);
var   C1, C2, C3, C4, C5, C6 : char;
begin
      readln( C1, C2, C3, C4, C5, C6 );
      writeln(C1, C2, C3, C4, C5, C6 )
end.

```

<i>Inputs</i>	<i>Outputs (spaces shown as _)</i>
<i>a) Hi there</i>	<i>a) A1_B2_</i>
<i>b) Hi there</i>	<i>b) 57_4_3</i>
<i>c) 694 827</i>	<i>c) Hi_the</i>
<i>d) 57 4 329</i>	<i>d) Hi_the</i>
<i>e) A1 B2 C3</i>	<i>e) 694_82</i>

Answers:

a) Hi there *c) Hi_ther*
b) Hi *d) Hi_ther*

there
 c) 694 e) 694_82
 827
 d) 57 4 b) 57_4_3
 329
 e) A1 a) A1_B2_
 B2 C3

a) Hi there c) Hi_ther
 b) Hi d) Hi_ther
 there
 c) 694 e) 694_82
 827
 d) 57 4 b) 57_4_3
 329
 e) A1 a) A1_B2_
 B2 C3

SPECIFYING THE DISPLAY FORMAT FOR THE OUTPUT OF VARIABLES

When variables are displayed, our version of Pascal assigns a specified number of character spaces (called a field width) to display them. The field widths for the various data types are,

INTEGER - Number of digits + 1 { or +2 if negative }
 CHAR - 1 for each character
 REAL - 12
 BOOLEAN - 4 if true, 5 if false

Often, the allotted field size is too big for the majority of display output. Pascal provides a way in which the programmer can specify the field size for each output.

```
writeln('WOW':10,'MOM!':10,'Hi there.');
```

The display output will be as follows,

WOW.....MOM!.....Hi there. ... indicates a space.

Note that to specify the field width of text or a particular variable, use a colon (:) followed by the field size.

```
'text string':fieldsize, variable:fieldsize
```

Integer Division

There is a special operator, **DIV**, used when you wish to divide one integer by another (ie, you can't use /). The following program demonstrates this,

```
program INTEGER_DIVISION (output);
var  number1, number2, number3 : integer;
begin
    number1 := 4;
    number2 := 8;
    number3 := number2 DIV number1;
    writeln( number2:2,' divided by ',number1:2,' is ',number3:2)
end.
```

Sample Output

8 divided by 4 is 2

Modulus

The MOD keyword means MODULUS, ie, it returns the remainder when one number is divided by another,

The modulus of 20 DIV 5 is 0
The modulus of 21 DIV 5 is 1

```
program MODULUS (output);
var  number1, number2, number3 : integer;
begin
    number1 := 3;
    number2 := 10;
    number3 := number2 MOD number1;
    writeln( number2:2,' modulus ',number1:2,' is ',number3:2)
end.
```

Sample Output

10 modulus 3 is 1

INTERACTIVE TEST 3.8:

1. Write a Pascal statement which sums the two integer variables *digit* and *value* into the variable *total*

Answer:

```
total := digit + value;
```

2. Write a Pascal statement which subtracts the value 10 from the variable *loop*, leaving the result in the variable *sum*

Answer:

```
sum := loop - 10;
```

3. Write a Pascal statement to display the value of the integer variable *total*

Answer:

```
writeln( total );
```

4. Write a Pascal statement to read in a character value into the variable *letter*

Answer:

```
readln( letter );
```

5. Write a Pascal statement to display the value of the real variable *small_value* using a field width of three places

Answer:

```
writeln( small_value:3 );
```

SPECIFYING THE NUMBER OF DECIMAL PLACES FOR DISPLAYING REALS

The following change to the above program will print out the circumference using a field width of ten and two decimal places.

```
writeln('The circles circumference is ',Circumference:10:2);
```

PROGRAM 3.2

Write a program which inputs the ordinary time and overtime worked, calculating the gross pay. The rate is 4.20 per hour, and overtime is time and a half.

```
program PROG8 ( input, output );
var grosspay, ordinary_time, hourlyrate, overtime, ot_rate: real;

begin
  hourlyrate := 4.20;
  ot_rate := hourlyrate * 1.5;
  writeln('Please enter the number of hours worked');
  readln( ordinary_time );
  writeln('Please enter the number of overtime hours');
  readln( overtime );
  grosspay := (ordinary_time * hourlyrate) + (overtime * ot_rate);
  writeln('The gross pay is $', grosspay:5:2 )
end.
```

INTERACTIVE TEST 3.9:

1. Which of the following is an invalid Pascal relational operator

==

<>

<

>

Answer: ==

2. Write a Pascal statement which compares the integer variable *sum* to the constant value 10 and if it is the same prints the string "Good guess"

Answer: *if sum = 10 then writeln('Good guess');*

3. Write a Pascal statement which compares the character variable *letter* to the character variable *chinput*, and if it is not the same, prints the value of *letter*

Answer: *if letter <> chinput then writeln(letter);*

4. Write a Pascal statement to compare the character variable *letter* to the character constant 'A', and if less, prints the text string "Too low", otherwise print the text string "Too high"

Answer: *if letter < 'A' then writeln('Too low')*
else writeln('Too high');

5. Write a Pascal statement to display the text string "Valve open", if the variable *waterflow* is equal to 1, AND the variable *outputvalue* is equal to 0

Answer: *if (waterflow = 1) AND (outputvalue = 0) then writeln('Valve open');*

6. Write a Pascal statement which declares a constant called *MAXSIZE* with a value of 80

Answer: *const MAXSIZE = 80;*

7. Write a Pascal statement which will display the value of the real variable *degrees* using a fieldwidth of 5 with three decimal places

Answer: *writeln('Degrees = ', degrees:5:3);*

CONSTANTS

When writing programs, it is desirable to use values which do not change during the programs execution. An example would be the value of PI, 3.141592654

In a program required to calculate the circumference of several circles, it would be simpler to write the words PI, instead of its value 3.14. Pascal provides CONSTANTS to implement this.

To declare a constant, the keyword **const** is used, followed by the name of the constant, an equals sign, the constants value, and then a semi-colon, eg,

```
const PI = 3.141592654;
```

From now on, in the Pascal program, you use PI. When the program is compiled, the compiler replaces every occurrence of the word PI with its actual value.

Thus, constants provide a short hand means of writing values and help to make programs easier to read. The following program demonstrates the use of constants.

```
program CIRCUMFERENCE (input, output);  
const PI = 3.141592654;  
var Circumfer, Diameter : real;  
begin  
    writeln('Enter the diameter of the circle');  
    readln(Diameter);  
    Circumfer := PI * Diameter;  
    writeln('The circles circumference is ',Circumfer)  
end.
```

UNIT 4

STRING HANDLING AND CONVERSIONS

STRING HANDLING

You can access a specific character in a string if you put the number of the position of that character in square brackets behind a string.

```
program Strings;
var
  s: String;
  c: Char;
begin
  s := 'Hello';
  c := s[1]; {c = 'H'}
end.
```

You can get the length of a string using the *Length* command.

```
program Strings;
var
  s: String;
  l: Integer;
begin
  s := 'Hello';
  l := Length(s); {l = 5}
end.
```

To find the position of a string within a string use the *Pos* command.

Parameters:

- 1: String to find
- 2: String to look in

```
program Strings;
var
  s: String;
  p: Integer;
begin
  s := 'Hello world';
  p := Pos('world',s);
end.
```

The *Delete* command removes characters from a string.

Parameters:

- 1: String to delete characters from
- 2: Position to start deleting from
- 3: Amount of characters to delete

```
program Strings;
```

```
var
  s: String;
begin
  s := 'Hello';
  Delete(s,1,1); {s = 'ello'}
end.
```

The *Copy* command is like the square brackets but can access more than just one character.

Parameters:

- 1: String to copy characters from
- 2: Position to copy from
- 3: Amount of characters to copy

```
program Strings;
```

```
var
  s, t: String;
begin
  s := 'Hello';
  t := Copy(s,1,3); {t = 'Hel'}
end.
```

Insert will insert characters into a string at a certain position.

Parameters:

- 1: String that will be inserted into the other string
- 2: String that will have characters inserted into it
- 3: Position to insert characters

```
program Strings;
```

```
var
  s: String;
begin
  s := 'Hlo';
  Insert('el',s,2);
end.
```

The *ParamStr* command will give you the command-line parameters that were passed to a program. *ParamCount* will tell you how many parameters were passed to the program.

Parameter 0 is always the program's name and from 1 upwards are the parameters that have been typed by the user.

```
program Strings;
var
  s: String;
  i: Integer;
begin
  s := ParamStr(0);
  i := ParamCount;
end.
```

Conversions

The *Str* command converts an integer to a string.

```
program Convert;
var
  s: String;
  i: Integer;
begin
  i := 123;
  Str(i,s);
end.
```

The *Val* command converts a string to an integer.

```
program Convert;

var
  s: String;
  i: Integer;
  e: Integer;

begin
  s := '123';
  Val(s,i,e);
end.
```

Int will give you the number before the comma in a real number.

```
program Convert;
var
  r: Real;
begin
  r := Int(3.14);
end.
```

Frac will give you the number after the comma in a real number.

```
program Convert;
var
  r: Real;
begin
  r := Frac(3.14);
end.
```

Round will round off a real number to the nearest integer.

```
program Convert;
var
  i: Integer;
begin
  i := Round(3.14);
end.
```

Trunc will give you the number before the comma of a real number as an integer.

```
program Convert;
var
  i: Integer;
begin
  i := Trunc(3.14);
end.
```

Computers use the numbers 0 to 255 (1 byte) to represent characters internally and these are called ASCII characters. The *Ord* command will convert a character to number and the *Chr* command will convert a number to a character. Using a # in front of a number will also convert it to a character.

```
program Convert;
var
  b: Byte;
  c: Char;
begin
  c := 'a';
  b := Ord(c);
  c := Chr(b);
  c := #123;
end.
```

The **UpCase** command changes a character from a lowercase letter to an uppercase letter.

```
program Convert;
var
  c: Char;
begin
  c := 'a';
  c := UpCase(c);
end.
```

There is no lowercase command but you can do it by adding 32 to the ordinal value of an uppercase letter and then changing it back to a character.

Extras

The ***Random*** command will give you a random number from 0 to the number you give it - 1. The *Random* command generates the same random numbers every time you run a program so the *Randomize* command is used to make them more random by using the system clock.

```
program Rand;
var
  i: Integer;
begin
  Randomize;
  i := Random(101);
end.
```

UNIT 5

MAKING DECISIONS

Most programs need to make decisions. There are several statements available in the Pascal language for this. The **IF** statement is one of them. The **RELATIONAL OPERATORS**, listed below, allow the programmer to test various variables against other variables or values.

Symbol	Meaning
=	Equal to
>	Greater than
<	Less than
<>	Not equal to
<=	Less than or equal to
>=	Greater than or equal to

The format for the **IF THEN** Pascal statement is,

```
if condition_is_true then  
execute_this_program_statement;
```

The condition (i.e., $A < 5$) is evaluated to see if it's true. When the condition is true, the program statement will be executed. If the condition is not true, then the program statement following the keyword **then** will be ignored.

```
program IF_DEMO (input, output); {Program demonstrating IF THEN statement}  
var number, guess : integer;  
begin  
number := 2;  
writeln('Guess a number between 1 and 10');  
readln(guess);  
if number = guess then writeln('You guessed correctly. Good on you!');  
if number <> guess then writeln('Sorry, you guessed wrong.')  
end.
```

IF THEN ELSE

The *if* statement allows a program to make a decision based on a condition. The following example asks the user to enter a number and tells you if the number is greater than 5:

Example 5.1

```
program Decisions;  
var  
i: Integer;  
begin  
Writeln('Enter a number');
```

```
Readln(i);
if i > 5 then
    Writeln('Greater than 5');
end.
```

The above example only tells you if the number is greater than 5. If you want it to tell you that it is not greater than 5 then we use *else*. When you use else you must not put a semi-colon on the end of the command before it.

```
program Decisions;
var
    i: Integer;
begin
    Writeln('Enter a number');
    Readln(i);
    if i > 5 then
        Writeln('Greater than 5')
    else
        Writeln('Not greater than 5');
end.
```

If the condition is True then the *then* part is chosen but if it is False then the *else* part is chosen. This is because the conditions such as $i > 5$ is a Boolean equation. You can even assign the result of a Boolean equation to a Boolean variable.

Example 5.2

```
program Decisions;
var
    i: Integer;
    b: Boolean;
begin
    Writeln('Enter a number');
    Readln(i);
    b := i > 5;
end.
```

If you want to use more than 1 condition then you must put each condition in brackets. To join the conditions you can use either *AND* or *OR*. If you use *AND* then both conditions must be true but if you use *OR* then only 1 or both of the conditions must be true.

Example 5.3

```
program Decisions;
var
    i: Integer;
begin
    Writeln('Enter a number');
```

```
Readln(i);
if (i > 1) and (i < 100) then
  Writeln('The number is between 1 and 100');
end.
```

If you want to put 2 or more commands for an *if* statement for both the **then** and the **else** parts you must use *begin* and *end*; to group them together. You will see that this *end* has a semi-colon after it instead of a full stop.

Example 5.4

```
program Decisions;
var
  i: Integer;
begin
  Writeln('Enter a number');
  Readln(i);
  if i > 0 then
    begin
      Writeln('You entered ',i);
      Writeln('It is a positive number');
    end;
end.
```

You can also use *if* statements inside other *if* statements.

Example 5.5

```
program Decisions;
var
  i: Integer;
begin
  Writeln('Enter a number');
  Readln(i);
  if i > 0 then
    Writeln('Positive')
  else
    if i < 0 then
      Writeln('Negative')
    else
      Writeln('Zero');
end.
```

EXECUTING MORE THAN ONE STATEMENT AS PART OF AN IF

To execute more than one program statement when an **if** statement is true, the program statements are grouped using the *begin* and *end* keywords. Whether a semi-colon follows the *end* keyword depends upon what comes after it. When followed by another *end* or *end.* then it no semi-colon, e.g.,

```

program IF_GROUP1 (input, output);
var  number, guess : integer;
begin
    number := 2;
    writeln('Guess a number between 1 and 10');
    readln( guess );
    if number = guess then
    begin
        writeln('Lucky you. It was the correct answer. ');
        writeln('You are just too smart. ')
    end;
    if number <> guess then  writeln('Sorry, you guessed wrong. ')
end.

```

```

program IF_GROUP2 (input, output);
var  number, guess : integer;
begin
    number := 2;
    writeln('Guess a number between 1 and 10');
    readln( guess );
    if number = guess then
    begin
        writeln('Lucky you. It was the correct answer. ');
        writeln('You are just too smart. ')
    end
end
end.

```

IF THEN ELSE

The **IF** statement can also include an **ELSE** statement, which specifies the statement (or block or group of statements) to be executed when the condition associated with the **IF** statement is false. Rewriting the previous program using an **IF THEN ELSE** statement,

```

{ Program example demonstrating IF THEN ELSE statement }
program IF_ELSE_DEMO (input, output);
var  number, guess : integer;
begin
    number := 2;
    writeln('Guess a number between 1 and 10');
    readln( guess );
    if number = guess then
        writeln('You guessed correctly. Good on you!')
    else

```

```
        writeln('Sorry, you guessed wrong.')
    end.
```

There are times when you want to execute more than one statement when a condition is true (or false for that matter). Pascal makes provision for this by allowing you to group blocks of code together by the use of the **begin** and **end** keywords. Consider the following portion of code,

```
if number = guess then
begin
    writeln('You guessed correctly. Good on you!');
    writeln('It may have been a lucky guess though')
end {no semi-colon if followed by an else }
else
begin
    writeln('Sorry, you guessed wrong. ');
    writeln('Better luck next time')
end; {semi-colon depends on next keyword }
```

SELF TEST 5.1

What is displayed when the following program is executed?

```
program IF_THEN_ELSE_TEST (output);
var   a, b, c, d : integer;
begin
    a := 5; b := 3; c := 99; d := 5;
    if a > 6 then writeln('A');
    if a > b then writeln('B');
    if b = c then
        begin
            writeln('C');
            writeln('D')
        end;
    if b <> c then writeln('E') else writeln('F');
    if a >= c then writeln('G') else writeln('H');
    if a <= d then
        begin
            writeln('I');
            writeln('J')
        end
    end;
end.
```

Answer:

Class Exercise .. Program output of IF_THEN_ELSE_TEST is...

B
E

H
I
J

PROGRAM 5.1

Calculate the gross pay for an employee. Input the rate of pay, hours worked and the service record in years. When the service record is greater than 10 years, an allowance of \$15 is given. Verify that the program works by supplying appropriate test data.

Solution:

```
program PROGFIVE ( input, output );
var grosspay, hoursworked, hourlyrate : real;
    service_record : integer;
begin
    writeln('Please enter the hourly pay rate');
    readln( hourlyrate );
    writeln('Please enter the number of hours worked');
    readln( hoursworked );
    grosspay := hoursworked * hourlyrate;
    writeln('Please enter the service record in years');
    readln( service_record );
    if service_record > 10 then grosspay := grosspay + 15;
    writeln('The gross pay is $', grosspay )
end.
```

PROGRAM 5.2

Write a program which inputs two values, call them A and B. Print the value of the largest variable.

Solution:

```
program prog6 ( input, output );
var value1, value2 : integer;
begin
    writeln('Please enter two numbers seperated by a space');
    readln( value1, value2 );
    if value1 > value2 then
        writeln( value1, ' is greater than ', value2 )
    else
        if value1 = value2 then
            writeln( value1, ' is the same as ', value2 )
        else
            writeln( value2, ' is greater than ', value1 )
    end.
```

PROGRAM 5.3

Modify the program you wrote for program six, to accept three values, A B C, and print the largest value.

Solution:

```
program prog7 ( input, output );
var A, B, C : integer;
begin
  writeln('Please enter three numbers seperated by spaces');
  readln( A, B, C );
  if A >= B then
    begin
      if A >= C then writeln( A, ' is the largest')
      else writeln( C, ' is largest')
    end
  else
    if B >= C then writeln( B, ' is the largest')
    else writeln( C, ' is the largest')
  end.
end.
```

THE AND OR NOT STATEMENTS

The AND, OR and NOT keywords are used where you want to execute a block of code (or statement) when more than one condition is necessary.

AND The statement is executed only if BOTH conditions are true,
if (A = 1) AND (B = 2) then writeln('Bingo!');

OR The statement is executed if EITHER argument is true,
if (A = 1) OR (B = 2) then writeln('Hurray!');

NOT Converts TRUE to FALSE and vsvs
if NOT ((A = 1) AND (B = 2)) then writeln('Wow, really heavy man!');

SELF TEST 5.1

What is displayed after the following program is executed?

```
program AND_OR_NOT_DEMO (output);
var a, b, c : integer;
begin
  a := 5; b := 3; c := 99;
  if (a = 5) or (b > 2) then writeln('A');
  if (a < 5) and (b > 2) then writeln('B');
  if (a = 5) and (b = 2) then writeln('C');
  if (c <> 6) or (b > 10) then writeln('D') else writeln('E');
  if (b = 3) and (c = 99) then writeln('F');
  if (a = 1) or (b = 2) then writeln('G');
```

```
    if not( (a < 5) and (b > 2)) then writeln('H')
end.
```

Answers:

Class Exercise .. Output of program AND_OR_NOT_DEMO is,
A
D
F
H

The CASE statement

The case statement allows you to rewrite code which uses a lot of if else statements, making the program logic much easier to read. Consider the following code portion written using if else statements,

```
if operator = '*' then result := number1 * number2
  else if operator = '/' then result := number1 / number2
    else if operator = '+' then result := number1 + number2
      else if operator = '-' then result := number1 - number2
        else invalid_operator = 1;
```

Rewriting this using case statements,

```
case operator of
  '*' : result:= number1 * number2;
  '/' : result:= number1 / number2;
  '+' : result:= number1 + number2;
  '-' : result:= number1 - number2;
otherwise  invalid_operator := 1
end;
```

The value of *operator* is compared against each of the values specified. If a match occurs, then the program statement(s) associated with that match are executed.

If *operator* does not match, it is compared against the next value. The purpose of the *otherwise* clause ensures that appropriate action is taken when *operator* does not match against any of the specified cases.

You must compare the variable against a constant, how-ever, it is possible to group cases as shown below,

```
case user_request of
  'A' :
  'a' : call_addition_subprogram;
  's' :
  'S' : call_subtraction_subprogram;
end;
```

The *case* command is like an *if* statement but you can have many conditions with actions for each one.

Example 5.6

```
program Decisions;
uses
  crt;
var
  Choice: Char;
begin
  Writeln('Which on of these do you like?');
  Writeln('a - Apple:');
  Writeln('b - Banana:');
  Writeln('c - Carrot:');
  Choice := ReadKey;
  case Choice of
    'a': Writeln('You like apples');
    'b': Writeln('You like bananas');
    'c': Writeln('You like carrots');
  else
    Writeln('You made an invalid choice');
  end;
end.
```

PROGRAM 5.4

Convert the following program, using appropriate case statements.

```
program PROG_TWELVE (input, output);
var   invalid_operator : boolean;
      operator : char;
      number1, number2, result : real;
begin
  invalid_operator := FALSE;
  writeln('Enter two numbers and an operator in the format');
  writeln(' number1 operator number2');
  readln(number1); readln(operator); readln(number2);
  if operator = '*' then result := number1 * number2
  else if operator = '/' then result := number1 / number2
  else if operator = '+' then result := number1 + number2
  else if operator = '-' then result := number1 - number2
  else invalid_operator := TRUE;

  if invalid_operator then
    writeln('Invalid operator')
  else
    writeln(number1:4:2, ' ', operator, ' ', number2:4:2, ' is '
           , result:5:2)
end.
```

Solution: Conversion of PROG_TWELVE using case operator

```
program PROG_TWELVE (input, output);      {Data General Version}
var   invalid_operator : boolean;
      operator : char;
      number1, number2, result : real;
begin
  invalid_operator := FALSE;
  writeln('Enter two numbers and an operator in the format');
  writeln(' number1 operator number2');
  readln(number1); readln(operator); readln(number2);
  case operator of
    '*': result := number1 * number2;
    '/': result := number1 / number2;
    '+': result := number1 + number2;
    '-': result := number1 - number2;
  otherwise invalid_operator := TRUE
  end;
  if invalid_operator then
    writeln('Invalid operator')
  else
    writeln(number1:4:2, ' ', operator, ' ', number2:4:2, ' is '
            , result:5:2)
  end.
  {Note that turbo pascal does not support use of otherwise}
  {Special changes for Turbo are }

  case operator of
    '*': result := number1 * number2;
    '/': result := number1 / number2;
    '+': result := number1 + number2;
    '-': result := number1 - number2;
  else invalid_operator := TRUE
  end;
```

UNIT 6

LOOPS

Loops are used when you want to repeat code a lot of times. For example, if you wanted to print "Hello" on the screen 10 times you would need 10 *Writeln* commands. You could do the same thing by putting 1 *Writeln* command inside a loop which repeats itself 10 times.

There are 3 types of loops which are the *for* loop, *while* loop and *repeat until* loop.

The most common loop in Pascal is the FOR loop. The statement inside the for block is executed a number of times depending on the control condition. The format's for the FOR command is,

```
FOR var_name := initial_value TO final_value DO program_statement;
```

```
FOR var_name := initial_value TO final_value DO
begin
  program_statement; {to execute more than one statement in a for }
  program_statement; {loop, you group them using the begin and }
  program_statement {end statements }
end; {semi-colon here depends upon next keyword }
```

```
FOR var_name := initial_value DOWNTO final_value DO program_statement;
```

You must not change the value of the control variable (*var_name*) inside the loop. The following program illustrates the **for** statement.

```
program CELSIUS_TABLE ( output );
var  celsius : integer; fahrenheit : real;
begin
  writeln('Degree's Celsius Degree's Fahrenheit');
  for celsius := 1 to 20 do
  begin
    fahrenheit := ( 9 / 5 ) * celsius + 32;
    writeln( celsius:8, ' ', fahrenheit:16:2 )
  end
end.
```

The for loop uses a loop counter variable, which it adds 1 to each time, to loop from a first number to a last number.

```
program Loops;
var
  i: Integer;
begin
  for i := 1 to 10 do
```

```
    Writeln('Hello');
end.
```

If you want to have more than 1 command inside a loop then you must put them between a *begin* and an *end*.

```
program Loops;
var
  i: Integer;
begin
  for i := 1 to 10 do
    begin
      Writeln('Hello');
      Writeln('This is loop ',i);
    end;
end.
```

SELF TEST 6.1

What is the resultant output when this program is run.

```
program FOR_TEST ( output );
var   s, j, k, i, l : integer;
begin
  s := 0;
  for j:= 1 to 5 do
    begin
      write( j );
      s := s + j
    end;
  writeln( s );
  for k := 0 to 1 do write( k );
  for i := 10 downto 1 do writeln( i );
  j := 3; k := 8; l := 2;
  for i := j to k do writeln( i + l )
end.
```

Solution:

Class Exercise .. Output of program FOR_TEST is,
1234515
0110
9
8
7
6
5
4

3
2
1
5
6
7
8
9
10

PROGRAM 6.2

For the first twenty values (1 - 20) of fahrenheit, print out the equivalent degree in celsius (Use a tabular format, with appropriate headings). $[C = (5 / 9) * (fahrenheit - 32)]$

Use the statement `writeln('<14>');` to clear the screen.

Solution:

PROGRAM NINE Table of 1 to 20 Celcius

program PROG9 (output);

var fahrenheit : real;

celsius : integer;

begin

writeln('<14>'); {clear screen on DG machine}

writeln('Degrees Fahrenheit Degrees Celsius');

for fahrenheit := 1 to 20 do

begin

*celsius := (9 / 5) * (fahrenheit - 32);*

writeln(fahrenheit:16:2, ' ', celsius:8)

end

end.

Turbo Pascal for DOS Version

PROGRAM NINE Table of 1 to 20 Celsius

program PROG9 (output);

uses DOS;

var fahrenheit : real;

celsius : integer;

begin

clrscr; {clear screen}

writeln('Degrees Fahrenheit Degrees Celsius');

for fahrenheit := 1 to 20 do

begin

*celsius := (9 / 5) * (fahrenheit - 32);*

writeln(fahrenheit:16:2, ' ', celsius:8)

end

end.

NESTED LOOPS

A for loop can occur within another, so that the inner loop (which contains a block of statements) is repeated by the outer loop.

RULES RELATED TO NESTED FOR LOOPS

1. Each loop must use a separate variable
2. The inner loop must begin and end entirely within the outer loop.

SELF TEST 6.2

Determine the output of the following program,

```
program NESTED_FOR_LOOPS (output);
var   line, column : integer;
begin
    writeln('LINE');
    for line := 1 to 6 do
    begin
        write( line:2 );
        for column := 1 to 4 do
        begin
            write('COLUMN':10); write(column:2)
        end;
        writeln
    end
end.
```

Solution:

Class exercise .. output of program NESTED_FOR_LOOPS is,
LINE

```
1 COLUMN 1 COLUMN 2 COLUMN 3 COLUMN 4
2 COLUMN 1 COLUMN 2 COLUMN 3 COLUMN 4
3 COLUMN 1 COLUMN 2 COLUMN 3 COLUMN 4
4 COLUMN 1 COLUMN 2 COLUMN 3 COLUMN 4
5 COLUMN 1 COLUMN 2 COLUMN 3 COLUMN 4
6 COLUMN 1 COLUMN 2 COLUMN 3 COLUMN 4
```

PROGRAM 6.3

Given that the reactance (X_c) of a capacitor equals $1 / (2\pi fC)$, where f is the frequency in hertz, C is the capacitance in farads, and π is 3.14159, write a program that displays the reactance of five successive capacitor's (their value typed in from the keyboard), for the frequency range 100 to 1000 Hertz in 100Hz steps.

Solution:

```

program PROG10 (input, output);
const PI = 3.14159;
var frequency, loopcount, innerloop : integer;
    capacitor, Xc : real;
begin
  for loopcount := 1 to 5 do
  begin
    writeln;
    writeln('Enter capacitance farad value for capacitor #',
            loopcount);
    readln( capacitor );
    for innerloop := 1 to 10 do
    begin
      frequency := innerloop * 100;
      Xc := 1 / ( 2 * PI * frequency * capacitor );
      write('At ', frequency:4, 'hz ');
      writeln('the reactance is ', Xc, ' ohms.')
    end
  end
end.

```

PROGRAM 6.4

The factorial of an integer is the product of all integers up to and including that integer, except that the factorial of 0 is 1.

eg, $3! = 1 * 2 * 3$ (answer=6)

Evaluate the factorial of an integer less than 20, for five numbers input successively via the keyboard.

Solution:

```

program PROG11 (input, output);
var loopcount, innerloop, number, factorial : integer;
begin
  for loopcount := 1 to 5 do
  begin
    writeln;
    writeln('Enter number ', loopcount, ' for calculation');
    readln( number );
    if number = 0 then factorial := 0
    else
    begin
      factorial := 1;
      for innerloop := number downto 1 do
        factorial := factorial * innerloop
      end
    end
  end
end.

```

```

    end;
    writeln('The factorial of ',number,' is ',factorial)
  end
end.

```

THE WHILE LOOP

The while loop is similar to the for loop shown earlier, in that it allows a {group of} program statement(s) to be executed a number of times.

The *while* loop repeats while a condition is true. The condition is tested at the top of the loop and not at any time while the loop is running as the name suggests. A while loop does not need a loop variable but if you want to use one then you must initialize its value before entering the loop.

The structure of the while statement is,

```

    while condition_is_true do
    begin
        program statement;
        program statement
    end;    {semi-colon depends upon next keyword}

```

or, if only a single program statement is to be executed,

```

    while condition_is_true do program statement;

```

The program statement(s) are executed when the condition evaluates as true. Somewhere inside the loop the value of the variable which is controlling the loop (ie, being tested in the condition) must change so that the loop can finally exit.

```

program Loops;
var
  i: Integer;
begin
  i := 0;
  while i <= 10
  begin
    i := i + 1;
    Writeln('Hello');
  end;
end.

```

SELF TEST 6.4

Determine the output of the following program

```

program WHILE_DEMO (output);
const PI = 3.14;
var XL, Frequency, Inductance : real
begin
  Inductance := 1.0;

```

```

    Frequency := 100.00;
    while Frequency < 1000.00 do
    begin
        XL := 2 * PI * Frequency * Inductance;
        writeln('XL at ',Frequency:4:0,' hertz = ', XL:8:2 );
        Frequency := Frequency + 100.00
    end
end.

```

Solution:

Self test .. Output of program WHILE_DEMO is..

```

XL at 100 hertz = .....
XL at 200 hertz = .....
.....
XL at 1000 hertz = .....

```

REPEAT

The REPEAT statement is similar to the while loop, however, with the repeat statement, the conditional test occurs after the loop (that is, it tests the condition at the bottom of the loop. It also doesn't have to have a *begin* and an *end* if it has more than one command inside it).

. The program statement(s) which constitute the loop body will be executed at least once. The format is,

```

repeat
    program statement;
until condition_is_true; {semi-colon depends on next keyword}

```

There is no need to use the begin/end keywords to group more than one program statement, as all statements between **repeat** and **until** are treated as a block.

```

program Loops;
var
    i: Integer;
begin
    i := 0;
    repeat
        i := i + 1;
        Writeln('Hello');
    until i = 10;
end.

```

If you want to use more than one condition for either the *while* or *repeat* loops then you have to put the conditions between brackets.

```

program Loops;
var
  i: Integer;
  s: String;
begin
  i := 0;
  repeat
    i := i + 1;
    Write('Enter a number: ');
    Readln(s);
  until (i = 10) or (s = 0);
end.

```

Break and Continue

The *Break* command will exit a loop at any time. The following program will not print anything because it exits the loop before it gets there.

```

program Loops;
var
  i: Integer;
begin
  i := 0;
  repeat
    i := i + 1;
    Break;
    Writeln(i);
  until i = 10;
end.

```

The *Continue* command will jump back to the top of a loop. This example will also not print anything but unlike the *Break* example, it will count all the way to 10.

```

program Loops;
var
  i: Integer;
begin
  i := 0;
  repeat
    i := i + 1;
    Continue;
    Writeln(i);
  until i = 10;
end.

```

UNIT 7

MODULAR PROGRAMMING USING PROCEDURES AND FUNCTIONS

Modular programming is a technique used for writing large programs. The program is subdivided into small sections. Each section is called a **module**, and performs a single task.

Examples of tasks a module might perform are,

- displaying an option menu
- printing results
- calculating average marks
- sorting data into groups

A module is known by its name, and consists of a set of program statements grouped using the *begin* and *end* keywords. The module (group of statements) is executed when you type the module name.

Pascal uses three types of modules. The first two are called **PROCEDURES**, the other a **FUNCTION**.

- Simple procedures do not accept any arguments (values or data) when the procedure is executed (called).
- Complex procedures accept values to work with when they are executed.
- Functions, when executed, return a value (ie, calculate an answer which is made available to the module which wants the answer)

Procedures help support structured program design, by allowing the independent development of modules. Procedures are essentially sub-programs.

PROCEDURES

Procedures are sub-programs that can be called from the main part of the program. Procedures are declared outside of the main program body using the *procedure* keyword. Procedures must also be given a unique name. Procedures have their own *begin* and *end*. Here is an example of how to make a procedure called Hello that prints "Hello" on the screen.

```
program Procedures;  
  procedure Hello;  
  begin  
    Writeln('Hello');  
  end;  
begin  
  begin  
  end.  
end.
```

To use a procedure we must call it by using its name in the main body.

```
program Procedures;
  procedure Hello;
  begin
    Writeln('Hello');
  end;

begin
  Hello;
end.
```

Procedures must always be above where they are called from. Here is an example of a procedure that calls another procedure.

```
program Procedures;
  procedure Hello;
  begin
    Writeln('Hello');
  end;

  procedure HelloCall;
  begin
    Hello;
  end;
begin
  HelloCall;
end.
```

Procedures can have parameters just like the other commands we have been using. Each parameter is given a name and type and is then used just like any other variable. If you want to use more than one parameter then they must be separated with semi-colons.

```
program Procedures;
  procedure Print(s: String; i: Integer);
  begin
    Writeln(s);
    Writeln(i);
  end;

begin
  Print('Hello',3);
end.
```

1. SIMPLE PROCEDURES

Procedures are used to perform tasks such as displaying menu choices to a user. The procedure (module) consists of a set of program statements, grouped by the *begin* and *end* keywords. Each procedure is given a **name**, similar to the title that is given to the main module.

Any variables used by the procedure are declared before the keyword *begin*.

```
PROCEDURE DISPLAY_MENU;
begin
  writeln('<14>Menu choices are');
  writeln(' 1: Edit text file');
  writeln(' 2: Load text file');
  writeln(' 3: Save text file');
  writeln(' 4: Copy text file');
  writeln(' 5: Print text file')
end;
```

The above procedure called **DISPLAY_MENU**, simply executes each of the statements in turn. To use this in a program, we write the name of the procedure, eg,

```
program PROC1 (output);

PROCEDURE DISPLAY_MENU;
begin
  writeln('<14>Menu choices are');
  writeln(' 1: Edit text file');
  writeln(' 2: Load text file');
  writeln(' 3: Save text file');
  writeln(' 4: Copy text file');
  writeln(' 5: Print text file')
end;

begin
  writeln('About to call the procedure');
  DISPLAY_MENU;
  writeln('Now back from the procedure')
end.
```

In the main portion of the program, it executes the statement

```
writeln('About to call the procedure');
```

then calls the procedure **DISPLAY_MENU**. All the statements in this procedure are executed, at which point we go back to the statement which follows the call to the procedure in the main section, which is,

```
writeln('Now back from the procedure')
```

The sample output of the program is

```
About to call the procedure
Menu choices are
1: Edit text file
2: Load text file
3: Save text file
4: Copy text file
5: Print text file
Now back from the procedure
```

Self Test 7.1: Simple Procedures

What does this program display?

```
program SIMPLE_PROCEDURES (input,output);
var   time, distance, speed : real;

procedure display_title;
begin
    writeln('This program calculates the distance travelled based');
    writeln('on two variables entered from the keyboard, speed and');
    writeln('time.')
end;

procedure get_choice;
begin
    writeln('Please enter the speed in MPH');
    readln( speed );
    writeln('Please enter the time in hours');
    readln( time )
end;

procedure calculate_distance;
begin
    distance := speed * time
end;

procedure display_answer;
begin
    writeln('The distance travelled is ', distance:5:2, ' miles.')
end;
```

```

begin    {This is the actual start of the program}
    display_title;
    get_choice;
    calculate_distance;
    display_answer
end.

```

Solution:

SELF TEST on Procedures, output of program SIMPLE_PROCEDURES is,

```

This program calculates the distance travelled based
on two variables entered from the keyboard, speed and
time.
Please enter the speed in MPH
30
Please enter the time in hours
2
The distance travelled is 60 miles.

```

{Note that the three variables, time, speed and distance, are available to all procedures. They may be updated by any procedure, and are known as **GLOBAL** variables}.

Variables which are declared external (outside of) to any procedure are accessible anywhere in the program. The use of global variables is limited. In a large program, it is difficult to determine which procedure updates the value of a global variable.

PROGRAM 7.1

Convert the calculator program, using simple procedures, to perform the various calculations. Use global variables for *number1*, *operator* and *number2*.

Solution:

```

program PROG15 (input,output);
var    invalid_operator : boolean;
       operator : char;
       number1, number2, result : real;

procedure MULTIPLY;
begin
    result := number1 * number2
end;

procedure DIVIDE;
begin
    result := number1 / number2
end;

procedure ADD;

```

```

begin
    result := number1 + number2
end;

procedure SUBTRACT;
begin
    result := number1 - number2
end;

procedure GET_INPUT;
begin
    writeln('Enter two numbers and an operator in the format');
    writeln(' number1 operator number2');
    readln(number1); readln(operator); readln(number2)
end;

begin
    invalid_operator := FALSE;
    GET_INPUT;
    case operator of
        '*': MULTIPLY;
        '/': DIVIDE;
        '+': ADD;
        '-': SUBTRACT;
    otherwise invalid_operator := TRUE
    end;
    if invalid_operator then
        writeln('Invalid operator')
    else
        writeln(number1:4:2,' ', operator,' ', number2:4:2,' is '
            ,result:5:2)
    end.

{Special changes for Turbo are
    case operator of
        '*': result := MULTIPLY;
        '/': result := DIVIDE;
        '+': result := ADD;
        '-': result := SUBTRACT;
    else invalid_operator := TRUE
    end;
}

```

PROCEDURES AND LOCAL VARIABLES

```

program Procedures;
procedure Print(s: String);
var

```

```

i: Integer;
begin
  for i := 1 to 3 do
    Writeln(s);
  end;

```

```

begin
  Print('Hello');
end.

```

A procedure can declare its own variables to work with. These variables belong to the procedure in which they are declared. Variables declared inside a procedure are known as **local**. Local variables can only be used inside procedures but the memory they use is released when the procedure is not being used. Local variables are declared just underneath the procedure name declaration.

Local variables can be accessed anywhere between the *begin* and matching *end* keywords of the procedure. The following program illustrates the use and scope (where variables are visible or known) of local variables.

```

program LOCAL_VARIABLES (input, output);
var number1, number2 : integer; {these are accessible by all}

procedure add_numbers;
var result : integer;          {result belongs to add_numbers}
begin
  result := number1 + number2;
  writeln('Answer is ',result)
end;

begin                          {program starts here}
  writeln('Please enter two numbers to add together');
  readln( number1, number2 );
  add_numbers
end.

```

SELF TEST 7.2: LOCAL VARIABLES

Determine this programs output.

```

program MUSIC (output);
const SCALE = 'The note is ';
var JohnnyOneNote : char;

procedure Tune;

```

```

const SCALE = 'The note now is ';
var JohnnyOneNote : char;
begin
    JohnnyOneNote := 'A';
    writeln(SCALE, JohnnyOneNote )
end;

begin
    JohnnyOneNote := 'D';
    writeln(SCALE, JohnnyOneNote );
    Tune;
    writeln(SCALE, JohnnyOneNote )
end.

```

Solution

*Self Test on Local variables, output of program MUSIC is,
The note is D
The note now is A
The note is D*

PROCEDURES WHICH ACCEPT ARGUMENTS

Procedures may also accept variables (data) to work with when they are called.

Declaring the variables within the procedure

- The variables accepted by the procedure are enclosed using parenthesis.
- The declaration of the accepted variables occurs between the procedure name and the terminating semi-colon.

Calling the procedure and Passing variables (or values) to it

- When the procedure is invoked, the procedure name is followed by a set of parenthesis.
- The variables to be passed are written inside the parenthesis.
- The variables are written in the same order as specified in the procedure.

Consider the following program example,

```

program ADD_NUMBERS (input, output);

procedure CALC_ANSWER ( first, second : integer );
var result : integer;
begin
    result := first + second;
    writeln('Answer is ', result )
end;

```

```

var number1, number2 : integer;
begin
  writeln('Please enter two numbers to add together');
  readln( number1, number2 );
  CALC_ANSWER( number1, number2)
end.

```

SELF TEST 7.3: PROCEDURES WHICH ACCEPT PARAMETERS

The output is?

```

program TestValue (output);
var x, y : integer;

procedure NoEffect ( x, y : integer );
begin
  x := y; y := 0;
  writeln( x, y )
end;

begin
  x := 1; y := 2;
  writeln( x, y );
  NoEffect( x, y );
  writeln( x, y )
end.

```

Solution

Self test on procedures which accept arguments, output of Testvalue is
1 2
2 0
1 2

VALUE PARAMETERS

In the previous programs, when variables are passed to procedures, the procedures work with a **copy** of the original variable. The value of the original variables which are passed to the procedure are not changed.

The copy that the procedure makes can be altered by the procedure, but this does not alter the value of the original. When procedures work with copies of variables, they are known as **value parameters**.

Consider the following code example,

```

program Value_Parameters (output);

```

```

procedure Nochange ( letter : char; number : integer );
begin
    writeln( letter );
    writeln( number );
    letter := 'A';    {this does not alter mainletter}
    number := 32;    {this does not alter mainnumber}
    writeln( letter );
    writeln( number )
end;

var mainletter : char; {these variables known only from here on}
    mainnumber : integer;
begin
    mainletter := 'B';
    mainnumber := 12;
    writeln( mainletter );
    writeln( mainnumber );
    Nochange( mainletter, mainnumber );
    writeln( mainletter );
    writeln( mainnumber )
end.

```

PROGRAM 7.1

Write a program, using procedures which accept value parameters, to implement the calculator program as derived in the previous program. Each procedure will print out its own result. No global variables must be used.

Solution:

```

program PROG16 (input,output);

procedure MULTIPLY (var number1, number2 : real );
var result : real;
begin
    result := number1 * number2;
    writeln(number1:4:2, ' * ',number2:4:2, ' is ',result:5:2)
end;

procedure DIVIDE (var number1, number2 : real );
var result : real;
begin
    result := number1 / number2;
    writeln(number1:4:2, ' / ',number2:4:2, ' is ',result:5:2)
end;

```

```

procedure ADD (var number1, number2 : real );
var result : real;
begin
    result := number1 + number2;
    writeln(number1:4:2, ' + ', number2:4:2, ' is ', result:5:2)
end;

procedure SUBTRACT (var number1, number2 : real );
var result : real;
begin
    result := number1 - number2;
    writeln(number1:4:2, ' - ', number2:4:2, ' is ', result:5:2)
end;

var invalid_operator : boolean;
    operator : char;
    number1, number2, result : real;
begin
    invalid_operator := FALSE;
    writeln('Enter two numbers and an operator in the format');
    writeln(' number1 operator number2');
    readln(number1); readln(operator); readln(number2);
    case operator of
        '*': MULTIPLY ( number1, number2 );
        '/': DIVIDE ( number1, number2 );
        '+': ADD ( number1, number2 );
        '-': SUBTRACT ( number1, number2 )
    otherwise invalid_operator := TRUE
    end;
    if invalid_operator then
        writeln('Invalid operator')
    end.

```

VARIABLE PARAMETERS

Procedures can also be implemented to change the value of original variables which are accepted by the procedure. To illustrate this, we will develop a little procedure called **swap**. This procedure accepts two integer values, swapping them over.

Previous procedures which accept value parameters cannot do this, as they only work with a copy of the original values. To force the procedure to use variable parameters, precede the declaration of the variables (inside the parenthesis after the function name) with the keyword **var**.

This has the effect of using the original variables, rather than a copy of them.

```

program Variable_Parameters (output);

```

```

procedure SWAP ( var value1, value2 : integer );
var temp : integer;
begin
    temp := value1;
    value1 := value2; {value1 is actually number1}
    value2 := temp   {value2 is actually number2}
end;

var number1, number2 : integer;
begin
    number1 := 10;
    number2 := 33;
    writeln( 'Number1 = ', number1, ' Number2 = ', number2 );
    SWAP( number1, number2 );
    writeln( 'Number1 = ', number1, ' Number2 = ', number2 )
end.

```

When this program is run, it prints out

```

Number1 = 10 Number2 = 33
Number1 = 33 Number2 = 10

```

Self Test 7.4

Why is the following procedure declaration incorrect?

```

procedure Wrong ( A : integer; var B : integer );
var A : integer; B : real;

```

Answers

Self Test .. why is it wrong?
Variable A, accepted inside the parenthesis, is then redeclared
Same goes for variable B

FUNCTIONS - A SPECIAL TYPE OF PROCEDURE WHICH RETURNS A VALUE

Procedures accept data or variables when they are executed. Functions also accept data, but have the ability to return a value to the procedure or program which requests it. Functions are used to perform mathematical tasks like factorial calculations.

A function

- begins with the keyword *function*
- is similar in structure to a procedure

- somewhere inside the code associated with the function, a value is assigned to the function name
- a function is used on the righthand side of an expression
- can only return a simple data type

The actual heading of a function differs slightly than that of a procedure. Its format is,

```
function Function_name (variable declarations) : return_data_type;
```

After the parenthesis which declare those variables accepted by the function, the return data type (preceded by a colon) is declared.

```
program Functions;
  function Add(i, j:Integer): Integer;
  begin
    end;
begin
end.
```

Assigning the value of a function to a variable make the variable equal to the return value. If you use a function in something like *Writeln* it will print the return value. To set the return value just make the name of the function equal to the value you want to return.

```
program Functions;
var
  Answer: Integer;
function Add(i, j:Integer): Integer;
begin
  Add := i + j;
end;
```

```
begin
  Answer := Add(1,2);
  Writeln(Add(1,2));
end.
```

```
function ADD_TWO ( value1, value2 : integer ) : integer;
  begin
    ADD_TWO := value1 + value2
  end;
```

The following line demonstrates how to call the function,

```
result := ADD_TWO( 10, 20 );
```

thus, when ADD_TWO is executed, it equates to the value assigned to its name (in this case 30), which is then assigned to result.

You can exit a procedure or function at any time by using the *Exit* command.

```
program Procedures;
procedure GetName;
var
  Name: String;
begin
  Writeln('What is your name?');
  Readln(Name);
  if Name = '' then
    Exit;
  Writeln('Your name is ',Name);
end;

begin
  GetName;
end.
```

SELF TEST 7.5

Determine the output of the following program

```
program function_time (input, output);
const  maxsize = 80;
type   line = packed array[1..maxsize] of char;

function COUNTLETTERS ( words : line) : integer; {returns an integer}
var    loop_count : integer;           {local variable}
begin
  loop_count := 1;
  while (words[loop_count] <> '.') and (loop_count <= maxsize) do
    loop_count := loop_count + 1;
  COUNTLETTERS := loop_count - 1
end;

var  oneline : line;
     letters : integer;
begin
  writeln('Please enter in a sentence terminated with a .');
  readln( oneline );
```

```

letters := COUNTLETTERS( oneline );
writeln('There are ',letters,' letters in that sentence.')
end.

```

Solution:

Please enter in a sentence terminated with a .
Hello there.
There are 11 letters in that sentence.

PROGRAM 7.2

Write a program to calculate the cube of a given number (answer = number*number*number).
Use a function to calculate the cube.

Solution:

```

program PROG17 (input,output); {cube program using a function}

function CUBE( x : integer ) : integer;
begin
    CUBE := x * x * x
end;

var number, answer : integer;
begin
    writeln('Enter integer to be cubed. ');
    readln( number );
    answer := CUBE ( number );
    writeln('The cube of ',number,' is ', answer)
end.

```

INTERACTIVE TEST 7.1

1. Which of the following Pascal functions which change the value 6.6 to an integer value of 7

- odd*
- round***
- trunc*
- abs*

2. Which of the following Pascal operators has the least priority

- =
- +
- /
- NOT**

3. Write a simple Pascal procedure called *Welcome* which prints the text string "Welcome to Pascal"

Answer:

```
procedure Welcome;  
begin  
    writeln('Welcome to Pascal')  
end;
```

4. Write a Pascal procedure called *Multiply*, which accepts two integers, *number1* and *number2*, and prints the result of multiplying the two integers together.

Answer:

```
procedure Multiply( number1, number2 : integer );  
var Result : integer;  
begin  
    Result := number1 * number2;  
    writeln( Result )  
end;
```

5. What is the output of the following Pascal program

```
program Sample( output );  
var x, y : integer;  
  
procedure godoit( x, y : integer );  
begin  
    x := y; y := 0;  
    writeln( x, y );  
end;  
  
begin  
    x := 1; y := 2;  
    godoit( x, y );  
    writeln( x, y )  
end.
```

Answer:

Program Output

```
2 0  
1 2
```

6. Write a Pascal function called *Multiply2* which returns an integer result. The function accepts two integer parameters, *number1* and *number2* and returns the value of multiplying the two parameters

Answer:

```
function Multiply2( number1, number2 : integer ) : integer;  
var Result : integer;  
begin  
    Result := number1 * number2;  
    Multiply2 := Result  
end;
```

UNIT 8

ENUMERATED DATA TYPES

Enumerated variables are defined by the programmer. It allows you to create your own data types, which consist of a set of symbols. You first create the set of symbols and assign to them a new data type variable name.

Having done this, the next step is to create working variables to be of the same type. The following portions of code describe how to create enumerated variables.

```
type civil_servant = ( clerk, police_officer, teacher, mayor );  
var job, office : civil_servant;
```

The new data type created is *civil_servant*. It is a set of values, enclosed by the () parenthesis. These set of values are the only ones which variables of type *civil_servant* can assume or be assigned.

The next line declares two working variables, *job* and *office*, to be of the new data type *civil_servant*.

The following assignments are valid,

```
job := mayor;  
office := teacher;  
  
if office = mayor then writeln('Hello mayor!');
```

The list of values or symbols between the parenthesis is an ordered set of values. The first symbol in the set has an ordinal value of zero and each successive symbol has a value of one greater than its predecessor.

```
police_officer < teacher
```

evaluates as true, because *police_officer* occurs before *teacher* in the set.

MORE EXAMPLES ON ENUMERATED DATA TYPES

```
type beverage = ( coffee, tea, cola, soda, milk, water );  
color = ( green, red, yellow, blue, black, white );  
var drink : beverage;  
chair : color;
```

```
drink := coffee;  
chair := green;  
  
if chair = yellow then drink := tea;
```

ADDITIONAL OPERATIONS WITH USER DEFINED VARIABLE TYPES

Consider the following code,

```
type Weekday = ( Monday, Tuesday, Wednesday, Thursday, Friday );  
var Workday : Weekday;
```

The first symbol of the set has the value of 0 and each symbol which follows is one greater. Pascal provides three additional operations which are performed on user defined variables. The three operations are,

`ord(symbol)` returns the value of the symbol, thus `ord(Tuesday)` will give a value of 1

`pred(symbol)` obtains the previous symbol, thus `pred(Wednesday)` will give Tuesday

`succ(symbol)` obtains the next symbol, thus `succ(Monday)` gives Tuesday

Enumerated values can be used to set the limits of a *for* statement or as a constant in a *case* statement, e.g.,

```
for Workday := Monday to Friday  
.....  
case Workday of  
Monday : writeln('Mondays always get me down.');  
Friday : writeln('Get ready for partytime!')  
end;
```

Enumerated type values cannot be input from the keyboard or outputted to the screen, so the following statements are illegal,

```
writeln( drink );  
readln( chair );
```

SELF TEST 8.1 ON ENUMERATED DATA TYPES

Whats wrong with?

```
type Day = (Monday, Tuesday, Wednesday, Thursday, Friday, Saturday,  
          Sunday);  
var Today : Day;  
  
for Today := Sunday to Monday do  
begin  
  writeln( Today );  
  Today := succ( Today )
```

end;

*Whats wrong with .. Self test on enumerated variables
for Today := Sunday to Monday do ...Sunday has no succ
writeln(Today); ...Cannot print enum variables
Today := succ(Today); ...will fail*

What is wrong with

```
type COLOR = ( Red, Blue, Green, Yellow );  
var Green, Red : COLOR;
```

Answer: *Whats wrong with....
Green and Red have been type defined in a set called COLOR, so
you cannot create variables called Green and Red*

SUBRANGES

Just as you can create your own set of pre-defined data types, you can also create a smaller subset or subrange of an existing set which has been previously defined. Each subrange consists of a defined lower and upper limit. Consider the following,

```
type DAY = (Monday,Tuesday,Wednesday,Thursday,Friday,Saturday,Sunday);  
Weekday = Monday..Friday; {subrange of DAY}  
Weekend = Saturday..Sunday; {subrange of DAY}  
Hours = 0..24; {subrange of integers}  
Capitals= 'A'..'Z'; {subrange of characters}
```

NOTE: You cannot have subranges of type real.

SELF TEST 8.2:

Which of the following are legal

```
type Gradepoints = 0.0..4.0;  
Numbers = integer;  
Alphabet = 'Z'..'A';
```

Answer:

*Which of the following are legal....NONE ARE!
Cannot have subranges of real type
Cannot do this, must be Numbers = 1..500;
Cannot do this, must be Alphabet = 'A'..'Z' as 'A' comes before 'Z'*

INTERACTIVE TEST 8.1

1. Write a for loop to display the following output

1 2 3 4 5 6 7 8 9 10

Answer: *for loop := 1 to 10 do write(loop, ' ');*

2. Write a for loop to display the following output

1
22
333
4444
55555

Answer:

```
for loop := 1 to 5 do  
begin  
    for loop1 := 1 to loop do write( loop );  
    writeln  
end
```

3. Write a while loop to display the following output

A B C D E F

Answer:

```
loop := 'A';  
while loop <= 'F' do  
begin  
    write( loop, ' ' );  
    loop := loop + 1  
end;
```

4. Rewrite the following if statements as a **Case** statement

```
if flag = 1 then number := 10  
    else if flag = 2 then number := 20  
        else if flag = 3 then number := 40;
```

Answer:

```
case flag of  
    1 : number := 10;  
    2 : number := 20;  
    3 : number := 40  
end;
```

5. Define an enumerated data type called *chair*, which has the set of values *lounge*, *deck*, *executive*

Answer: *type chair = (lounge, deck, executive);*

6. Write pascal statements to define a new working variable *mychair*, of type *chair*, and assign the value *deck* to this new variable.

Answer:

```
var mychair : chair;  
mychair := deck;
```

7. Define a new subrange called *minutes*, which has a set of ranges from 0 to 60.

Answer: *type minutes = 0..60;*

UNIT 9

ARRAYS

An array is a structure which holds many variables, all of the same data type. The array consists of so many elements, each element of the array capable of storing one piece of data (i.e., a variable). Arrays are variables that are made up of many variables of the same data type but have only one name. Here is a visual representation of an array with 5 elements:

```
1 value 1
2 value 2
3 value 3
4 value 4
5 value 5
```

Arrays are declared in almost the same way as normal variables are declared except that you have to say how many elements you want in the array.

```
program Arrays;
var
  a: array[1..5] of Integer;
begin
end.
```

We access each of the elements using the number of the elements behind it in square brackets.

```
program Arrays;
var
  a: array[1..5] of Integer;
begin
  a[1] := 12;
  a[2] := 23;
  a[3] := 34;
  a[4] := 45;
  a[5] := 56;
end.
```

It is a lot easier when you use a loop to access the values in an array. Here is an example of reading in 5 values into an array:

```
program Arrays;
var
  a: array[1..5] of Integer;
  i: Integer;
begin
  for i := 1 to 5 do
```

```
    Readln(a[i]);  
end.
```

An array can be defined as a **type**, then a working variable created as follows,

```
type array_name = ARRAY [lower..upper] of data_type;  
var myarray : array_name;  
{this creates myarray which is of type array_name }
```

or by using a **var** statement as follows.

```
var myarray : ARRAY [1..100] of integer;
```

Lower and *Upper* define the boundaries for the array. *Data_type* is the type of variable which the array will store, eg, type int, char etc. A typical declaration follows,

```
type intarray = ARRAY [1..20] of integer;
```

This creates a definition for an array of integers called *intarray*, which has 20 separate locations numbered from 1 to 20. Each of these positions (called an **element**), holds a single integer. The next step is to create a working variable to be of the same type, e.g.,

```
var numbers : intarray;
```

Each element of the *numbers* array is individually accessed and updated as desired.

To assign a value to an element of an array, use

```
numbers[2] := 10;
```

This assigns the integer value 10 to element 2 of the *numbers* array. The value or element number (actually its called an index) is placed inside the square brackets.

To assign the value stored in an element of an array to a variable, use

```
number1 := numbers[2];
```

This takes the integer stored in element 2 of the array *numbers*, and makes the integer *number1* equal to it.

If you are creating a number of arrays of the same type, it is best to declare a **type**, and use this type in future **var** declarations.

Consider the following array declarations

```
const size = 10;  
      last = 99;  
type sub = 'a'..'z';  
      color = (green, yellow, red, orange, blue );  
var chararray : ARRAY [1..size] of char;  
  {an array of 10 characters. First element is chararray[1],  
   last element is chararray[10] }  
  
intarray : ARRAY [sub] of integer;  
  {an array of 26 integers. First element is intarray['a']  
   last element is intarray['z'] }
```

*realarray : ARRAY [5..last] of real;
{an array of 95 real numbers. First element is realarray[5]
last element is realarray[99] }*

*artstick : ARRAY [-3..2] of color;
{an array of 6 colors. First element is artstick[-3]
last element is artstick[2] }*

*huearray : ARRAY [color] of char;
{an array of 6 characters. First element is huearray[green]
last element is huearray[blue] }*

SORTING ARRAYS

You will sometimes want to sort the values in an array in a certain order. To do this you can use a bubble sort. A bubble sort is only one of many ways to sort an array. With a bubble sort the biggest numbers are moved to the end of the array.

You will need 2 loops. One to go through each number and another to point to the other number that is being compared. If the number is greater then it is swapped with the other one. You will need to use a temporary variable to store values while you are swapping them.

```
program Arrays;  
var  
  a: array[1..5] of Integer;  
  i, j, tmp: Integer;
```

```
begin  
  a[1] := 23;  
  a[2] := 45;  
  a[3] := 12;  
  a[4] := 56;  
  a[5] := 34;  
  
  for i := 1 to 4 do  
    for j := i + 1 to 5 do  
      if a[i] > a[j] then  
        begin  
          tmp := a[i];  
          a[i] := a[j];  
          a[j] := tmp;  
        end;  
      end;  
  
  for i := 1 to 5 do  
    writeln(i, ': ', a[i]);  
end.
```

2D arrays

Arrays can have 2 dimensions instead of just one. In other words they can have rows and columns instead of just rows.

```
1 2 3
1 1 2 3
2 4 5 6
3 7 8 9
```

Here is how to declare a 2D array:

```
program Arrays;
var
  a: array [1..3,1..3] of Integer;
begin
end.
```

To access the values of a 2d array you must use 2 numbers in the square brackets. 2D arrays also require 2 loops instead of just one.

```
program Arrays;
var
  r, c: Integer;
  a: array [1..3,1..3] of Integer;

begin
  for r := 1 to 3 do
    for c := 1 to 3 do
      Readln(a[r,c]);
    end;
  end.
```

You can get multi-dimensional arrays that have more than 2 dimensions but these are not used very often so you don't need to worry about them.

CHARACTER ARRAYS

You can have arrays of characters. Text strings from the keyboard may be placed directly into the array elements. You can print out the entire character array contents. The following program illustrates how to do this,

```
program CHARRAY (input,output );
type word = PACKED ARRAY [1..10] of char;
var word1 : word;
    loop : integer;
begin
  writeln('Please enter in up to ten characters.');
```

```

readln( word1 ); { this reads ten characters directly from the
                  standard input device, placing each character
                  read into subsequent elements of word1 array }

writeln('The contents of word1 array is ');

for loop := 1 to 10 do           {print out each element}
  writeln('word1[' ,loop,'] is ',word1[loop] );

writeln('Word1 array contains ', word1 ) {print out entire array}
end.

```

Note the declaration of **PACKED ARRAY**, and the use of just the array name in conjunction with the *readln* statement. If the user typed in

Hello there

then the contents of the array *word1* will be,

```

word1[1] = H
word1[2] = e
word1[3] = l
word1[4] = l
word1[5] = o
word1[6] = { a space }
word1[7] = t
word1[8] = h
word1[9] = e
word1[10]= r

```

The entire contents of a packed array of type char can also be outputted to the screen simply the using the array name without an index value, i.e., the statement

```
writeln('Word1 array contains ', word1 );
```

will print out all elements of the array *word1*, displaying

Hello there

INTEGER ARRAYS

Arrays can hold any of the valid data types, including integers. Integer arrays cannot be read or written as an entire unit, only packed character arrays can. The following program demonstrates an integer array, where ten successive numbers are inputted, stored in separate elements of the array numbers, then finally outputted to the screen one at a time.

```

program INT_ARRAY (input,output );
type int_array = ARRAY [1..10] of integer;
var numbers : int_array;
    loop : integer;
begin
  writeln('Please enter in up to ten integers. ');

```

```

for loop := 1 to 10 do
    readln( numbers[loop] );

writeln('The contents of numbers array is ');
{ print out each element }
for loop := 1 to 10 do
    writeln('numbers[' ,loop:2, ' ] is ',numbers[loop] )
end.

```

SELF TEST 9.1

What does the following program display on the screen.

```

program ARRAY_TEST (output);
var  numbers : ARRAY [1..5] of integer;
begin
    numbers[1] := 7;
    numbers[2] := 13;
    numbers[3] := numbers[2] - 1;
    numbers[4] := numbers[3] DIV 3;
    numbers[5] := numbers[3] DIV numbers[4];
    for loop := 1 to 5 do
        writeln('Numbers[' ,loop, ' ] is', numbers[loop] )
    end.

```

Answers:

```

Self Test .. Output of ARRAY_TEST is..
Numbers[1] is 7
Numbers[2] is 13
Numbers[3] is 12
Numbers[4] is 4
Numbers[5] is 3

```

INITIALIZATION OF PACKED CHARACTER ARRAYS

Packed arrays of characters are initialized by equating the array to a text string enclosed by single quotes, e.g.,

```

type string = PACKED ARRAY [1..15] of char;
var  message : string;

message := 'Good morning! '; {must be fifteen characters long}

```

MULTIDIMENSIONED ARRAYS

The following statement creates a type definition for an integer array called *multi* of 10 by 10 elements (100 in all). Remember that arrays are split up into row and columns. The first index is the row, the second index is the column.

```

type multi = ARRAY [1..10, 1..10] of integer;
begin work : multi;

```

To print out each of the various elements of work, consider

```

for row := 1 to 10 do
  for column := 1 to 10 do
    writeln('work[',row,',',column,'] is ',work[row,column]);

```

PROGRAM 9.1

Given the following marks achieved in a programming test, and that the pass mark is the average of all the marks, write a program to list those students who have passed.

FRED	21	GEORGE	56
ANNE	52	MARY	89
ROBERT		71	ALFRED
			71
CECIL	33	MIKE	54
JENNIFER	41	PAULINE	48

Solution:

```

program PROG13 (output);
const maxstudents = 10;
type namestr = PACKED ARRAY [1..20] of char;
var NAME : ARRAY [1..10] of namestr;
    mark : ARRAY [1..10] of integer;
    totalmarks, loopcount : integer;
    averagemk : real;
begin
  NAME[1] := 'FRED'      ; MARK[1] := 21;
  NAME[2] := 'GEORGE'   ; MARK[2] := 56;
  NAME[3] := 'ANNE'     ; MARK[3] := 52;
  NAME[4] := 'MARY'     ; MARK[4] := 89;
  NAME[5] := 'ROBERT'   ; MARK[5] := 71;
  NAME[6] := 'ALFRED'   ; MARK[6] := 71;
  NAME[7] := 'CECIL'    ; MARK[7] := 33;
  NAME[8] := 'MIKE'     ; MARK[8] := 54;
  NAME[9] := 'JENNIFER' ; MARK[9] := 41;
  NAME[10] := 'PAULINE' ; MARK[10] := 48;

  { find totalmarks first }
  totalmarks := 0;
  for loopcount := 1 to maxstudents do
    totalmarks := totalmarks + mark[loopcount];

  { calculate average mark }
  averagemk := totalmarks / maxstudents;

  { display those who have passed }
  writeln('The students who passed the test are ');

```

```

for loopcount := 1 to maxstudents do
  if mark[loopcount] >= averagemk then
    writeln(NAME[loopcount]);
  writeln;
  writeln('The average mark was ',averagemk:2:2)
end.

```

HOW CHARACTERS ARE INTERNALLY REPRESENTED

Internally, most computers store characters according to the ASCII format. ASCII stands for American Standard Code for Information Interchange. Characters are stored according to a numbered sequence, whereby A has a value of 65 decimal, B a value of 66 etc. Several functions which manipulate characters follow.

- **CHR**
The **chr** or character position function returns the character associated with the ASCII value being asked, eg,
 -
 - *chr(65) will return the character A*
- **ORD**
The **ord** or ordinal function returns the ASCII value of a requested character. In essence, it works backwards to the **chr** function. Ordinal data types are those which have a predefined, known set of values.
Each value which follows in the set is one greater than the previous. Characters and integers are thus ordinal data types.
 -
 - *ord('C') will return the value 67*
- **SUCC**
The **successor** function determines the next value or symbol in the set, thus
 -
 - *succ('d') will return e*
- **PRED**
The **predecessor** function determines the previous value or symbol in the set, thus
 -
 - *pred('d') will return c*

COMPARISON OF CHARACTER VARIABLES

Character variables, when compared against each other, is done using the ASCII value of the character. Consider the following portion of code,

```

var letter1, letter2 : char;
begin
  letter1 := 'A'; letter2 := 'C';
  if letter1 < letter2 then

```

```

        writeln( letter1, ' is less than ',letter2 )
    else
        writeln( letter2, ' is less than ',letter1 )
    end.

```

STRING ARRAYS, COMPARISON OF

Packed character arrays of the same length are comparable. There follows a short program illustrating this,

```

program PACKED_CHAR_COMPARISON (output);
type string1 = packed array [1..6] of char;
var letter1, letter2 : string1;
begin
    letter1 := 'Hello ';
    letter2 := 'HelloO ';

    if letter1 < letter2 then
        writeln( letter1, ' is less than ',letter2)
    else
        writeln( letter2, ' is less than ',letter1)
    end.

```

INTERACTIVE TEST 9.1

1. Write a Pascal statement to define an array called *numbers*, which is an integer array with elements ranging from 1 to 20

Answer: *type numbers = ARRAY[1..20] of integer;*

2. Write a Pascal statement to create an array called *mynumbers*, of type *numbers*, which was defined in 1. above

Answer: *var mynumbers : numbers;*

3. Write a Pascal statement which assigns the integer value 20 to element 4 of the array *mynumbers*, which was declared in 2. above

Answer: *mynumbers[4] := 20;*

4. Write Pascal statements which define a packed array of characters (15 elements), called *word*, create a working variable of type *word* called ***myword***, and then reads input from the keyboard into the array *myword*

Answer: *type word = PACKED ARRAY[1..15] of char;*
 var myword : word;
 begin
 readln(myword);

5. Write Pascal statements which will sum the contents of an integer array called *mynumbers*, which has 20 elements numbered 1 to 20

Answer:

```

total := 0;
for loop := 1 to 20 do
    total := total + mynumbers[loop];

```

6. Write a Pascal statement which will initialize a packed character array called *message* to the string 'Hello there!'. The array has thirteen elements

Answer: *message := 'Hello there! ';*

7. Write a Pascal statement to display the ASCII value of the letter 'A'

Answer: *writeln(ord('A'));*

8. Write a Pascal statement to display the character represented by the ASCII value 52

Answer: *writeln(chr(52));*

9. Write a Pascal statement to display the character which follows 'F'

Answer: *writeln(succ('F'));*

10. Write a Pascal statement to display the character which comes before 'Z'

Answer: *writeln(pred('Z'));*

COMMON FUNCTIONS

The Pascal language provides a range of functions to perform data transformation and calculations. The following section provides an explanation of the commonly provided functions,

- **ABS**

The ABSolute function returns the absolute value of either an integer or real, eg,

ABS(-21) returns 21

ABS(-3.5) returns 3.5000000000E+00

- **COS**

The COSine function returns the cosine value, in radians, of an argument, eg,

COS(0) returns 1.0

- **EXP**

The exponential function calculates e raised to the power of a number, eg,

EXP(10) returns e to the power of 10

There is no function in Pascal to calculate expressions such as an, ie,

23 is $2*2*2 = 8$

These are calculated by using the formula

$an = \exp(n * \ln(a))$

- **LN**

The logarithm function calculates the natural log of a number greater than zero.

- **ODD**

The odd function determines when a specified number is odd or even, returning true when the number is odd, false when it is not.

- **ROUND**
The round function rounds its number (argument) to the nearest integer. If the argument is positive
 rounding is up for fractions greater than or equal to .5
 rounding is down for fractions less than .5
If the number is negative
 rounding is down (away from zero) for fractions $\geq .5$
 rounding is up (towards zero) for fractions
- **SIN**
The sine function returns the sine of its argument, eg,
 SIN(PI / 2) returns 1.0
- **SQR**
The square function returns the square (ie the argument multiplied by itself) of its supplied argument,
 SQR(2) returns 4
- **SQRT**
This function returns {always returns a real} the square root of its argument, eg,
 SQRT(4) returns 2.0000000000E+00
- **TRUNC**
This function returns the whole part (no decimal places) of a real number.
 TRUNC(4.87) returns 4
 TRUNC(-3.4) returns 3

PROGRAM

Given the following list of wages stored in an array,

210.33 119.78 191.05 222.94

calculate the total breakdown of required coins (ignore dollars) into 50c, 20c, 10c, 5c, 2c, and 1c pieces.

Solution:

```

program PROG14 (output);  {coin program}
var  wages : array[1..6] of real;
     cents : real;
     loop, fiftys, twentys, tens, fives, twos, ones : integer;
begin
  {initialise wages}
  wages[1] := 210.33;  wages[2] := 119.78;
  wages[3] := 191.05;  wages[4] := 222.94;
  wages[5] := 0.0;    { end of wage terminator }
  loop := 1;

```

```

fiftys := 0; twentys := 0; tens := 0; fives := 0; twos := 0;
ones := 0;

while (wages[loop] <> 0.0 ) do
begin
cents := wages[loop] - trunc( wages[loop] ); {get cents}
while cents >= 0.4999 do
begin
fiftys := fiftys + 1;
cents := cents - 0.50
end;
while cents >= 0.1999 do
begin
twentys := twentys + 1;
cents := cents - 0.20
end;
while cents >= 0.0999 do
begin
tens := tens + 1;
cents := cents - 0.10
end;
while cents >= 0.0499 do
begin
fives := fives + 1;
cents := cents - 0.05
end;
while cents >= 0.0199 do
begin
twos := twos + 1;
cents := cents - 0.02
end;
while cents >= 0.00999 do
begin
ones := ones + 1;
cents := cents - 0.01
end;
loop := loop + 1
end;
writeln;
writeln('The total breakdown of coins required is');
writeln(' 50c 20c 10c 5c 2c 1c');
writeln(fiftys:7,twentys:7,tens:7,fives:7,twos:7,ones:7)
end.

```

OPERATOR PRECEDENCE

Pascal, when determining how to perform calculations, works according to pre-defined rules. These rules may be overridden by the use of parenthesis ().

The priority given to the various operators, from highest to lowest, are

NOT Negation
* / DIV MOD AND
+ - OR
= <> < <= > >= IN

The operators are always evaluated left to right

Parenthesis are used to override the order of precedence. Consider the expression

$$\frac{A + B}{C + D}$$

becomes in Pascal

$$X := (A + B) / (C + D)$$

and the expression

$$X = A + \frac{B}{C} + D$$

becomes in Pascal

$$X := A + (B / C) + D$$

SELF TEST 9.2: Operator precedence

Given that

$$A := 1; \quad B := 2; \quad C := 4;$$

What does X equal after each of the following statements,

X := A / B / C;	_____
X := A + B / C;	_____
X := A * B * C;	_____
X := A * B - C;	_____
X := A + B + C;	_____
X := A / B * C;	_____
X := A * B / C;	_____
X := A + B - C;	_____

Answers:

$$X := A / B / C; \quad 0.125$$

$X := A + B / C;$ 1.5
 $X := A * B * C;$ 8
 $X := A * B - C;$ -2
 $X := A + B + C;$ 7
 $X := A / B * C;$ 2
 $X := A * B / C;$ 0.5
 $X := A + B - C;$ -1

SELF TEST 9.3 ON OPERATOR PRECEDENCE

Write statements in Pascal which correctly express each of the following mathematical expressions.

1. $Z = X + Y^2$ 2. $Z = (X + Y)^2$

3. $Z = \frac{A + B + E}{D + E}$ 4. $Z = A + \frac{B}{C}$

5. $Z = \frac{A + B}{C}$ 6. $Z = A + \frac{B}{D - C}$

Answers:

1. $Z = X + Y^2$ 2. $Z = (X + Y)^2$

$Z := X + (Y * Y);$ $Z := (X + Y) * (X + Y);$

3. $Z = \frac{A + B + E}{D + E}$ 4. $Z = A + \frac{B}{C}$

$Z := (A+B+E) / (D+E);$ $Z := A + (B / C);$

5. $Z = \frac{A + B}{C}$ 6. $Z = A + \frac{B}{D - C}$

$Z := (A + B) / C;$ $Z := A + (B / (D - C));$

SELF TEST 9.4:

STATE which of the following statements is wrong and why,

$Y := 2X + A$
 $4 := X - Y$
 $A := 1 / (X + (Y - 2))$
 $-J := K + 1$
 $S := T / * 3$
 $Z + 1 := A$

Answers:

$Y := 2X + A$

$4 := X - Y$

$A := 1 / (X + (Y - 2))$

$-J := K + 1$

$S := T / * 3$

$Z + 1 := A$

$2 * X + A$ {missing operator}

4 is a constant

missing bracket

rewrite as $j := -(k + 1);$

one too many operators

rewrite as $z := A - 1;$

UNIT 10

TYPES & RECORDS

TYPES

It is possible to create your own variable types using the *type* statement. The first type you can make is records. Records are 2 or more variables of different types in one. An example of how this could be used is for a student who has a student number and a name. Here is how you create a type:

```
program Types;
Type
  Student = Record
    Number: Integer;
    Name: String;
  end;
begin
end.
```

After you have created the type you must declare a variable of that type to be able to use it.

```
program Types;
Type
  StudentRecord = Record
    Number: Integer;
    Name: String;
  end;
var
  Student: StudentRecord;
begin
end.
```

To access the Number and Name parts of the record you must do the following:

```
program Types;
Type
  StudentRecord = Record
    Number: Integer;
    Name: String;
  end;
var
  Student: StudentRecord;
begin
  Student.Number := 12345;
  Student.Name := 'John Smith';
end.
```

The other type is a set. Sets are not very useful and anything you can do with a set can be done just as easily in another way. The following is an example of a set called Animal which has dog, cat and rabbit as the data it can store:

```
program Types;
Type
  Animal = set of (dog, cat, rabbit);
var
  MyPet: Animal;
begin
  MyPet := dog;
end.
```

You can't use *Readln* or *Writeln* on sets so the above way of using it is not very useful. You can create a range of values as a set such as 'a' to 'z'. This type of set can be used to test if a value is in that range.

```
program Types;
uses
  crt;
Type
  Alpha = 'a'..'z';
var
  Letter: set of Alpha;
  c: Char;
begin
  c := ReadKey;
  if c in [Letter] then
    Writeln('You entered a letter');
end.
```

RECORDS

A record is a user defined data type suitable for grouping data elements together. All elements of an array must contain the same data type.

A record overcomes this by allowing us to combine different data types together. Suppose we want to create a data record which holds a student name and mark. The student name is a packed array of characters and the mark is an integer.

We could use two separate arrays for this, but a record is easier. The method to do this is,

- define or declare what the new data group (record) looks like
- create a working variable to be of that type

The following portion of code shows how to define a record, then create a working variable to be of the same type.

```

TYPE studentname = packed array[1..20] of char;
   studentinfo = RECORD
       name : studentname;
       mark : integer
   END;

VAR student1 : studentinfo;

```

The first portion defines the composition of the record identified as *studentinfo*. It consists of two parts (called **fields**).

The first part of the record is a packed character array identified as *name*. The second part of *studentinfo* consists of an integer, identified as *mark*.

The declaration of a record begins with the keyword **record**, and ends with the keyword **end**;

The next line declares a working variable called *student1* to be of the same type (ie composition) as *studentinfo*.

Each of the individual fields of a record are accessed by using the format,

```
recordname.fieldname := value or variable;
```

An example follows,

```

student1.name := 'JOE BLOGGS      '; {20 characters}
student1.mark := 57;

```

Lets create a new data record suitable for storing the date

```

type date = RECORD
    day : integer;
    month : integer;
    year : integer
END;

```

This declares a **NEW data type** called *date*. This *date* record consists of three basic data elements, all integers. Now declare working variables to use in the program. These variables will have the same composition as the *date* record.

```
var todays_date : date;
```

defines a variable called *todays_date* to be of the same data type as that of the newly defined record *date*.

ASSIGNING VALUES TO RECORD ELEMENTS

These statements assign values to the individual elements of the record *todays_date*,

```
todays_date.day := 21;  
todays_date.month := 07;  
todays_date.year := 1985;
```

NOTE the use of the **.fieldname** to reference the individual fields within *todays_date*.

Sample program illustrating records

```
program RECORD_INTRO (output);  
type date = record  
    month, day, year : integer  
end;  
var today : date;  
  
begin  
    today.day := 25;  
    today.month := 09;  
    today.year := 1983;  
    writeln('Todays date is ',today.day,',',today.month,',',  
        today.year)  
end.
```

Records of the same type are assignable.

```
var todays_date, tomorrows_date : date;  
begin  
    todays_date.day := 9;  
    todays_date.month := 7;
```

```

todays_date.year := 1976;
tomorrows_date := todays_date;

```

The last statement copies all the elements of *todays_date* into the elements of *tomorrows_date*.

This statement adds one to the value stored in the field *day* of the record *tomorrows_date*.

```

tomorrows_date.day := tomorrows_date.day + 1;

```

PROGRAM 10.1

Write a program that prompts the user for today's date, a procedure using variable parameters which calculates tomorrow's date, and the main program displaying tomorrow's date.

Use records for today's date, tomorrow's date, An array can be used to hold the days for each month of the year.

Jan to Dec = 31,28,31,30,31,30,31,31,30,31,30,31

Remember to change the month or year as necessary

```

program PROG18 (input,output); {date calculation program}
  type date = record
    day, month, year : integer;
  end;
  dataname = array[1..12] of integer;

  procedure update( var tomorrow : date; days_in_month : dataname );
  begin
    tomorrow.day := tomorrow.day + 1;           {increment day}
    if tomorrow.day > days_in_month[tomorrow.month] then
    begin
      tomorrow.day := 1;
      tomorrow.month := tomorrow.month + 1;     {adjust month }
      if tomorrow.month > 12 then               {adjust year }
      begin
        tomorrow.month := 1;
        tomorrow.year := tomorrow.year + 1
      end
    end
  end
end;

  var todays_date : date;
  days : dataname;

```

```

begin
  days[1] := 31; days[2] := 28; days[3] := 31; days[4] := 30;
  days[5] := 31; days[6] := 30; days[7] := 31; days[8] := 31;
  days[9] := 30; days[10] := 31; days[11] := 30; days[12] := 31;

  writeln('Enter todays date dd mm yy ');
  readln( todays_date.day, todays_date.month, todays_date.year);
  update( todays_date, days );
  writeln('Tomorrows date will be ', todays_date.day, '-',
          todays_date.month, '-', todays_date.year)
end.

```

RECORDS AND PROCEDURES

The following program demonstrates passing a record to a procedure, which updates the record, then prints the updated time.

```

program TIME (input,output);
type  time = record
        seconds, minutes, hours : integer
      end;
var  current, next : time;

{ function to update time by one second }
procedure timeupdate( var now : time); {variable parameter}
var  newtime : time;          {local variable}
begin
  newtime := now;             {use local instead of orginal}
  newtime.seconds := newtime.seconds + 1;

  if newtime.seconds = 60 then
  begin
    newtime.seconds := 0;
    newtime.minutes := newtime.minutes + 1;
    if newtime.minutes = 60 then
    begin
      newtime.minutes := 0;
      newtime.hours := newtime.hours + 1;
      if newtime.hours = 24 then
        newtime.hours := 0
      end
    end;
  end;
  writeln('The updated time is ',newtime.hours,':',newtime.minutes,
          ':',newtime.seconds)
end;

```

```

begin
  writeln('Please enter in the time using hh mm ss');
  readln( current.hours, current.minutes, current.seconds );
  timeupdate( current )
end.

```

ARRAYS OF RECORDS

can also be created, in the same way as arrays of any of the four basic data types. The following statement declares a record called *date*.

```

type date = record
  month, day, year : integer
end;

```

Lets now create an array of these records, called *birthdays*.

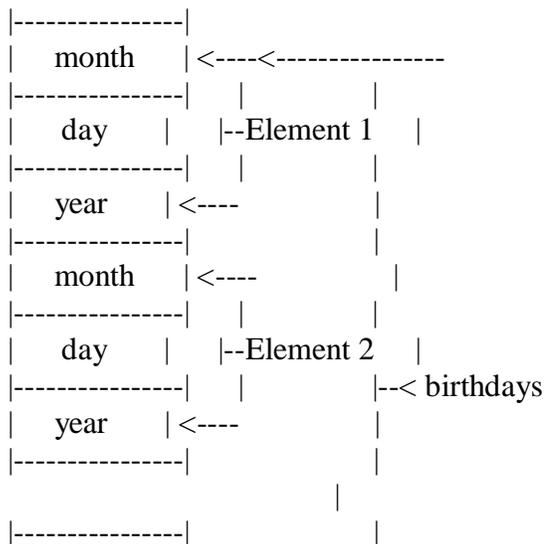
```

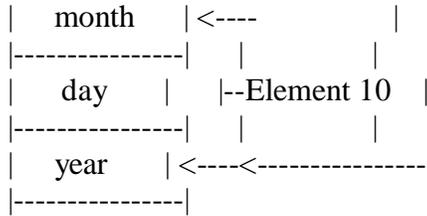
var birthdays : array[1..10] of date;

```

This creates an array of 10 elements. Each element consists of a record of type *date*, ie, each element consists of three integers, called *month*, *day* and *year*.

Pictorially it looks like,





Consider the following assignment statements.

```

birthdays[1].month := 2;
birthdays[1].day := 12;
birthdays[1].year := 1983;
birthdays[1].year := birthdays[2].year;

```

which assign various values to the array elements.

RECORDS CONTAINING ARRAYS

Records can also contain arrays as a field. Consider the following example, which shows a record called *month*, whose element *name* is actually an array.

```

type monthname = packed array[1..4] of char;
month = RECORD
    days : integer;
    name : monthname
END;
var this_month : month;
    this_month.days := 31; this_month.name[0] := 'J';
    this_month.name[1] := 'a'; this_month.name[2] := 'n';
    this_month.name := 'Feb ';

```

SELF TEST 10.1

- Determine the program output
- Draw a table illustrating the memory contents of array *test_times* after initialization.

```

program RECORD_TEST (output);
type time = RECORD
    hours, minutes, seconds : integer
END;

```

```

procedure timeupdate ( var newtime : time );
begin
    newtime.seconds := newtime.seconds + 1;
    if newtime.seconds = 60 then
        begin
            newtime.seconds := 0;
            newtime.minutes := newtime.minutes + 1;
            if newtime.minutes = 60 then
                begin
                    newtime.minutes := 0;
                    newtime.hours := newtime.hours + 1;
                    if newtime.hours = 24 then
                        newtime.hours := 0
                    end
                end
            end
        end
    end;

var test_times : array [1..3] of time;
    loop : integer;
begin
    test_times[1].hours := 11;
    test_times[1].minutes := 59;
    test_times[1].seconds := 59;
    test_times[2].hours := 12;
    test_times[2].minutes := 0;
    test_times[2].seconds := 0;
    test_times[3].hours := 1;
    test_times[3].minutes := 29;
    test_times[3].seconds := 59;
    for loop := 1 to 3 do
        begin
            writeln('Time is ',test_times[loop].hours,':',
                test_times[loop].minutes,':',test_times[loop].seconds);
            timeupdate(test_times[loop]);
            write('One second later its ');
            writeln(test_times[loop].hour,s':',test_times[loop].minutes,
                ':',test_times[loop].seconds)
        end
    end.

```

Class Exercise..Program output is,
Time is 11:59:59
One second later its 12:0:0
Time is 12:0:0

One second later its 12:0:1
 Time is 1:29:59
 One second later its 1:30:0

Table illustrating array *test_times* contents after initialisation,

```

/-----|<-----
|  11  | hours |      |
/-----|      |      |
|  59  | minutes|- Element 1 |
/-----|      |      |
|  59  | seconds |      |
/-----|<-----
|  12  | hours |      |
/-----|      |      |
|  00  | minutes|- Element 2 |-- test_times
/-----|      |      |
|  00  | seconds |      |
/-----|<-----
|  01  | hours |      |
/-----|      |      |
|  29  | minutes|- Element 3 |
/-----|      |      |
|  59  | seconds |      |
/-----|<-----

```

RECORDS WITHIN RECORDS

Records can also contain other records as a field. Consider where both a *date* and *time* record are combined into a single record called *date_time*, eg,

```

type date = RECORD
    day, month, year : integer
END;
time = RECORD
    hours, minutes, seconds : integer
END;
date_time = RECORD
    sdate : date;
    stime : time
END;

```

This defines a record whose elements consist of two other previously declared records. The statement

```
var today : date_time;
```

declares a working variable called *today*, which has the same composition as the record *date_time*. The statements

```
today.sdate.day := 11;  
today.sdate.month := 2;  
today.sdate.year := 1985;  
today.stime.hours := 3;  
today.stime.minutes := 3;  
today.stime.seconds := 33;
```

sets the *sdate* element of the record *today* to the eleventh of february, 1985. The *stime* element of the record is initialised to three hours, three minutes, thirty-three seconds.

with RECORDS

The *with* statement, in association with records, allows a quick and easy way of accessing each of the records members without using the dot notation.

Consider the following program example, where the variable *student* record is initialised. Note how the name of the record is associated with each of the initialised parts. Then look at the code that follows, and note the difference being the absence of the record name.

```
program withRecords( output );  
  
type    Gender = (Male, Female);  
        Person = Record  
            Age : Integer;  
            Sex : Gender  
        end;  
  
var Student : Person;  
  
begin  
    Student.Age := 23;  
    Student.Sex := Male;  
  
    with Student do begin  
        Age := 19;  
        Sex := Female  
    end  
end
```

```
end;  
  
with Student do begin  
    Writeln( 'Age := ', Age );  
    case Sex of  
        Male : Writeln( 'Sex := Male' );  
        Female : Writeln( 'Sex := Female' )  
    end  
end  
end.
```

UNIT 11

TEXT AND DATA FILES

TEXT FILES

A text file is a file with lines of text. When you want to access a file in Pascal you have to first create a file variable.

```
program Files;
var
  f: Text;
begin
end.
```

After the variable has been declared you must assign the file name to it.

```
program Files;
var
  f: Text;
begin
  Assign(f,'MyFile.txt');
end.
```

To create a new empty file we use the *Rewrite* command. This will overwrite any files that exist with the same name.

```
program Files;
var
  f: Text;
begin
  Assign(f,'MyFile.txt');
  Rewrite(f);
end.
```

The *Write* and *Writeln* commands work on files in the same way they work on the screen except that you must use an extra parameter to tell it to write to the file.

```
program Files;
var
  f: Text;
begin
  Assign(f,'MyFile.txt');
  Rewrite(f);
  Writeln(f,'A line of text');
end.
```

If you want to read from a file that already exists then you must use *Reset* instead of *Rewrite*. Use *Readln* to read lines of text from the file. You will also need a *while* loop that repeats until it comes to the end of the file.

```
program Files;
var
  f: Text;
  s: String;
begin
  Assign(f,'MyFile.txt');
  Reset(f);
  while not eof(f) do
    Readln(f,s);
end.
```

Append opens a file and lets you add more text at the end of the file.

```
program Files;
var
  f: Text;
  s: String;
begin
  Assign(f,'MyFile.txt');
  Append(f);
  Writeln(f,'Some more text');
end.
```

No matter which one of the 3 access types you choose, you must still close a file when you are finished using it. If you don't close it then some of the text that was written to it might be lost.

```
program Files;
var
  f: Text;
  s: String;
begin
  Assign(f,'MyFile.txt');
  Append(f);
  Writeln(f,'Some more text');
  Close(f);
end.
```

You can change a file's name with the *Rename* command and you can delete a file with the *Erase* command.

```

program Files;
var
  f: Text;
begin
  Assign(f,'MyFile.txt');
  Rename(f,'YourFile.txt');
  Erase(f);
  Close(f);
end.

```

To find out if a file exists, you must first turn off error checking using the {\$I-} compiler directive. After that you must *Reset* the file and if *IOResult* = 2 then the file was not found. If *IOResult* = 0 then the file was found but if it is any other value then the program must be ended with the *Halt* command. *IOResult* loses its value once it has been used so we also have to put that into another variable before using it. You must also use {\$I+} to turn error checking back on.

```

program Files;
var
  f: Text;
  IOR: Integer;
begin
  Assign(f,'MyFile.txt');
  {$I-}
  Reset(f);
  {$I+}
  IOR := IOResult;
  if IOR = 2 then
    Writeln('File not found');
  else
    if IOR <> 0 then
      Halt;
  Close(f);
end.

```

DATA FILES

Data files are different from text files in a few ways. Data files are random access which means you don't have to read through them line after line but instead access any part of the file at any time. Here is how you declare a data file:

```
program DataFiles;
var
  f: file of Byte;
begin
end.
```

We then use *Assign* in the same way as we do with a text file.

```
program DataFiles;
var
  f: file of Byte;
begin
  Assign(f,'MyFile.dat');
end.
```

You can use *Rewrite* to create a new file or overwrite an existing one. The difference between text files and data files when using *Rewrite* is that data files can be read and written to.

```
program DataFiles;
var
  f: file of Byte;
begin
  Assign(f,'MyFile.dat');
  Rewrite(f);
end.
```

Reset is the same as *Rewrite* except that it doesn't overwrite the file.

```
program DataFiles;
var
  f: file of Byte;
begin
  Assign(f,'MyFile.dat');
  Reset(f);
end.
```

When you write to a file using the *Write* command you must first put the value to be written to the file into a variable. Before you can write to or read from a data file you must use the *Seek* command to find the right place to start writing. You must also remember that data files start from position 0 and not 1.

```
program DataFiles;
var
  f: file of Byte;
  b: Byte;
begin
  Assign(f,'MyFile.dat');
  Reset(f);
  b := 1;
  Seek(f,0);
  Write(f,b);
end.
```

The *Read* command is used to read from a data file.

```
program DataFiles;
var
  f: file of Byte;
  b: Byte;
begin
  Assign(f,'MyFile.dat');
  Reset(f);
  Seek(f,0);
  Read(f,b);
end.
```

You must close a data file when you are finished with it just like with text files.

```
program DataFiles;
var
  f: file of Byte;
  b: Byte;
begin
  Assign(f,'MyFile.dat');
  Reset(f);
  Seek(f,0);
  Read(f,b);
  Close(f);
end.
```

The *FileSize* command can be used with the *FilePos* command to find out when you have reached the end of the file. *FileSize* returns the actual number of records which means it starts at 1 and not 0. The *FilePos* command will tell at what position in the file you are.

```
program DataFiles;
var
  f: file of Byte;
  b: Byte;
begin
  Assign(f,'MyFile.dat');
  Reset(f);
  while FilePos(f) <> FileSize(f) do
    begin
      Read(f,b);
      Writeln(b);
    end;
  Close(f);
end.
```

The *Truncate* command will delete everything in the file from the current position.

```
program DataFiles;
var
  f: file of Byte;
begin
  Assign(f,'MyFile.dat');
  Reset(f);
  Seek(f,3);
  Truncate(f);
  Close(f);
end.
```

One of the most useful things about data files is that you can use them to store records.

```
program DataFiles;
type
  StudentRecord = Record
    Number: Integer;
    Name: String;
  end;
var
  Student: StudentRecord;
  f: file of StudentRecord;
begin
  Assign(f,'MyFile.dat');
  Rewrite(f);
```

```
Student.Number := 12345;  
Student.Name := 'John Smith';  
Write(f,Student);  
Close(f);  
end.
```

UNIT 12

FILE HANDLING

The keyboard is known as the standard input device, and the console screen is the standard output device. Pascal names these as INPUT and OUTPUT respectively.

Occasions arise where data must be derived from another source other than the keyboard. This data will exist external to the program, either stored on diskette, or derived from some hardware device.

In a lot of cases, hardcopy (a printout) of program results is needed, thus the program will send the output to either the printer or the disk instead of the screen.

A program which either reads information from, or writes information to, a place on a disk, is performing **FILE Input/Output (I/O)**.

A File is a collection of information. In Pascal, this information may be arranged as text (ie a sequence of characters), as numbers (a sequence of integers or reals), or as records. The information is collectively known by a sequence of characters, called a **FILENAME**.

You have already used filenames to identify the source programs written and used in this tutorial.

USING A FILE IN PASCAL

Files are referred to in Pascal programs by the use of filenames. You have already used two default filenames, input and output. These are associated with the keyboard and console screen. To derive data from another source, it must be specified in the program heading, eg,

```
program FILE_OUTPUT( input, fdata );
```

This informs Pascal that you will be using a file called *fdata*. Within the variable declaration section, the file type is declared, eg

```
var fdata : file of char;
```

This declares the file *fdata* as consisting of a sequence of characters. Pascal provides a standard definition called **TEXT** for this, so the following statement is identical,

```
var fdata : TEXT;
```

BASIC FILE OPERATIONS

Once the file is known to the program, the operations which may be performed are,

1. The file is prepared for use by RESET or REWRITE
2. Information is read or written using READ or WRITE
3. The file is then closed by using CLOSE

PREPARING A FILE READY FOR USE

The two commands for preparing a file ready for use in a program are **RESET** and **REWRITE**. Both procedures use the name of the file variable you want to work with. They also accept a string which is then associated with the file variable, e.g.

```
var filename : string[15];
```

```
readln( filename );
```

- **RESET (fdata, filename);**
This prepares the file specified by filename for reading. All reading operations are performed using fdata.
- **REWRITE (fdata, filename);**
This prepares the file specified by filename for writing. All write operations are performed using fdata. If the file already exists, it is re-created, and all existing information lost!

READING AND WRITING TO A FILE OF TYPE TEXT

The procedures READ and WRITE can be used. These procedures also accept the name of the file, e.g.,

```
writeln( fdata, 'Hello there. How are you?');
```

writes the text string to the file *fdata* rather than the standard output device.

Turbo Pascal users must use the **assign** statement, as only one parameter may be supplied to either reset or rewrite.

```
assign( fdata, filename );  
reset( fdata );  
rewrite( fdata );
```

CLOSING A FILE

When all operations are finished, the file is closed. This is necessary, as it informs the program that you have finished with the file. The program releases any memory associated with the file, ensuring its (the files) integrity.

CLOSE(fdata); {closes file associated with fdata}

Once a file has been closed, no further file operations on that file are possible (unless you prepare it again).

SAMPLE FILE OUTPUT PROGRAM TO WRITE DATA TO A TEXT FILE

```
program WRITETEXT (input, output, fdata );
var fdata : TEXT;
  ch  : char;
  fname : packed array [1..15] of char;
begin
  writeln('Enter a filename for storage of text.');
  readln( fname );
  rewrite( fdata, fname );      {create a new fdata      }
  readln;                        {clear input buffer      }
  read( ch );                    {read character from keyboard}
  while ch <> '*' do            {stop when an * is typed  }
  begin
    write( fdata, ch );        {write character to fdata  }
    read( ch )                {read next character      }
  end;
  write( fdata, '*');        {write an * for end of file }
  close( fdata )                {close file fdata        }
end.
```

SELF TEST 12.1

Determine what the following code statements do

```
writeln( output, 'Hello there. It's me again');
writeln('The time has come, the Walrus said,');
readln( input, ch );
readln( ch );
```

Self Test .. File statements
Both writeln statements display info on screen
Both readln statements accept info from keyboard

THE COMPOSITION OF TEXT FILES

Text files are arranged as a sequence of variable length lines.

- Each line consists of a sequence of characters.
- Each line is terminated with a special character, called END-OF-LINE (EOLN)

- The last character is another special character, called END-OF-FILE (EOF)

THIS IS WHAT A TEXT FILE LOOKS LIKE

He was not quite as old as people estimated. In fact, the furrowed
 brow that swept many a street was only forty-five.
 Life had not been easy for the hunchback, it's difficult to play
 any game when all you can see are your feet. In spite of the
 hardships, he was as gentle as a roaring elephant going over
 Niagara falls.

End of File and End of Line

EOF

Accepts the name of the input file, and returns true if there is no more data to be read.

EOLN

Accepts the name of the input file, and is true if there are no more characters on the current line.

When reading information from a text file, the character which is read can be compared against EOLN or EOF. Consider the following program which displays the contents of a text file on the console screen.

```

program SHOWTEXT ( infile, input, output );
var ch : char;
    fname : packed array [1..15] of char;
    infile: TEXT;
begin
    writeln('Please enter name of text file to display. ');
    readln( fname );

    reset( infile, fname );    {open a file using filename stored in}
                               {array fname                }
    while not eof( infile ) do
    begin
        while not eoln( infile ) do
        begin
            read( infile, ch );
            write( ch )
        end;
        readln( infile );    {read eoln character}
        writeln            {write eoln character}
    end;
    close( infile )        {close filename specified by fname}
end.

```

PROGRAM 12.1

Write a program to count the number of characters in a text file. The valid characters are 'A' to 'Z', and 'a' to 'z'.

```
program PROG21 (input,output, infile); {count characters in file}
type  legal1 = 'A'..'Z';
      legal2 = 'a'..'z';
var   infile : TEXT;
      fname  : string[15];
      ch     : char;
      count  : integer;
begin
  count := 0;
  writeln('Please enter name of text file to count. ');
  readln( fname );
  { for turbo pascal
    assign( infile, fname );
    reset( infile );
  }

  reset( infile, fname ); {open a file using filename stored in}
                           {array fname                }
  while not eof( infile ) do
  begin
    while not eoln( infile ) do
    begin
      read( infile, ch );
      if ((ch>='A')and(ch<='Z'))or((ch >='a')and(ch<='z')) then
        count := count + 1
      end;
      readln( infile ) {read eof character}
    end;
    close( infile ); {close filename specified by fname}
    writeln('The number of characters in ',fname,' is ',count)
  end.
```

PROGRAM 12.2

Write a program to count the number of words in a text file.

```
{ Program to count words in a text file. Adapted from C program found}
{ in Programming in C : S Kochan, pg 174 -                               }
program PROG22 (input, output, infile );
type  oneline = packed array[1..81] of char;
```

```

{ a function to determine if a character is alphabetic }
function alphabetic ( ch : char ) : boolean;
begin
  if ( ((ch >= 'a') AND (ch <= 'z')) OR ((ch >= 'A') AND (ch <= 'Z')) ) then
    alphabetic := TRUE
  else
    alphabetic := FALSE
end;

```

```

{ a function to count the number of words in a string }
function count_words ( var line : oneline ) : integer;
var i, word_count : integer;
    looking_for_word : boolean;
begin
  looking_for_word := TRUE;
  word_count := 0;
  for i := 1 to 81 do
    begin
      if alphabetic( line[i] ) then
        begin
          if looking_for_word then
            begin
              word_count := word_count + 1;
              looking_for_word := FALSE
            end
          end
        else
          looking_for_word := TRUE
        end;
      count_words := word_count
    end;
end;

```

```

var infile : text;
    tline : oneline;
    fname : string[15];
    total, count : integer;
    ch : char;
begin
  total := 0;
  writeln('Please enter name of input file to count');
  readln (fname);
  assign (infile, fname);
  reset( infile);
  while not eof(infile) do
    begin
      for count := 1 to 81 do

```

```

        tline[count] := ' ';
count := 1;
while not eoln(infile) do
begin
    read(infile, ch );
    tline[count] := ch;
    count := count + 1
end;
total := total + count_words( tline );
readln(infile)    { read eoln character }
end;
writeln('There are ',total,' words in the text file.')
end.

```

FILES OF NUMBERS

Files may also consist of integers or reals. The procedures *read* and *write* can be used to transfer one value at a time.

The procedures *readln* and *writeln* cannot be used with file types other than text.

PROGRAM 12.3

Write a program which adds up a list of numbers from a file. Create a sample file to test your program.

```

{developed from a routine in OH PASCAL, pg 444          }
program PROG23A (input,output,outfile ); {create a file of integers }
var outfile : file of integer;
    current, total : integer;
    fname : string[15];
begin
    total := 0;
    writeln('Enter name of file to contain numbers');
    readln (fname);
    assign( outfile, fname );
    rewrite( outfile );
    writeln('Enter in integers, a value of 0 stops');
    read( current );
    while current <> 0 do
    begin
        write( outfile, current);
        read( current )
    end;
    close( outfile )
end.

```

```

{developed from a routine in OH PASCAL, pg 444 }
program PROG23 (input,output,infile ); {sum of integers in a file}
var infile : file of integer;
    current, total : integer;
    fname : string[15];
begin
    total := 0;
    writeln('Enter name of file containing numbers');
    readln (fname);
    assign( infile, fname );
    reset( infile );
    while not eof( infile ) do
    begin
        read( infile, current );
        total := total + current
    end;
    writeln('The sum of all numbers is ', total)
end.

```

FILES OF RECORDS

Files can also contain records. Using *read* or *write*, it is possible to transfer a record at a time.

PROGRAM 12.4

Implement a Pascal program which allows the recalling of a group of student marks. The program is to output the highest and lowest marks, as well as the mean.

Use an array of records to store the names and marks. Using an output file, sort the student names, marks into ascending order, so that the student with the highest mark will be written first.

The details are,

Student 1	Joe Bloggs	56
2	Bill Anderson	24
3	William Tell	78
4	Bob Crane	23
5	Peter Hall	57
6	Charles French	76
7	Bryan Goldwater	65
8	Stewart Phelps	89
9	Dave Stevens	78
10	Ted Rosse	64

The student name consists of 16 characters, and the student mark is an integer in the range 0 to 100. Our example has a maximum of ten students.

```

program prog25A (input,output,outfile); {create student file}
const outname = 'STUDENT.DAT';
type student = record
    name : string[16];
    mark : integer;
end;
var class : array [1..10] of student;
    loopcount : integer;
    outfile : file of student;
begin
    class[1].name := 'Joe Bloggs   '; class[1].mark := 56;
    class[2].name := 'Bill Anderson '; class[2].mark := 24;
    class[3].name := 'William Tell  '; class[3].mark := 78;
    class[4].name := 'Bob Crane    '; class[4].mark := 23;
    class[5].name := 'Peter Hall   '; class[5].mark := 57;
    class[6].name := 'Charles French '; class[6].mark := 76;
    class[7].name := 'Bryan Goldwater '; class[7].mark := 65;
    class[8].name := 'Stewart Phelps  '; class[8].mark := 89;
    class[9].name := 'Dave Stevens   '; class[9].mark := 78;
    class[10].name := 'Ted Rosse      '; class[10].mark := 64;

    { for turbo pascal assign( outfile, outname ); rewrite( outfile ); }
    rewrite( outfile, outname );
    for loopcount := 1 to 10 do
        write( outfile, class[loopcount] );
    writeln('Student.dat created and written. ');
    close( outfile )
end.

```

```

program prog25B (input,output,infile); {read back in student file}
const inname = 'STUDENT.DAT';
type student = record
    name : string[16];
    mark : integer;
end;
var class : array [1..10] of student;
    loopcount, classsize : integer;
    infile : file of student;
begin
    { for turbo pascal assign( infile, inname ); reset( infile ); }
    rewrite( infile, inname );
    classsize := 1;
    while not eof(infile) do
        begin

```

```

    read( infile, class[classsize] );
    classsize := classsize + 1
end;

for loopcount := 1 to ( classsize - 1 ) do
begin
    write('Student ',loopcount:2,' is ');
    writeln(class[loopcount].name,' ',class[loopcount].mark)
end;
close( infile )
end.

{read back, sort, write, student file}
program prog25C (input, output, infile, outfile);
const inname = 'STUDENT.DAT';
      outname = 'STUDENT.SRT';
type student = record
    name : string[16];
    mark : integer;
end;
class = array [1..10] of student;

{ find highest mark }
function gethighest(studclass : class; sizeclass : integer) : integer;
var temp, count : integer;
begin
    temp := studclass[1].mark;
    count := 2;
    while count <= sizeclass do
    begin
        if studclass[count].mark > temp then
            temp := studclass[count].mark;
        count := count + 1
    end;
    gethighest := temp;
end;

{ find lowest mark }
function getlowest(studclass : class; sizeclass : integer) : integer;
var temp, count : integer;
begin
    temp := studclass[1].mark;
    count := 2;
    while count <= sizeclass do

```

```

begin
  if studclass[count].mark < temp then
    temp := studclass[count].mark;
    count := count + 1
  end;
  getlowest := temp;
end;

{ find mean }
function getmean ( studclass : class; sizeclass : integer ) : real;
var total, loop : integer;
begin
  total := 0;
  for loop := 1 to sizeclass do
    total := total + studclass[loop].mark;

    getmean := total / sizeclass;
end;

{ sort into ascending order, standard sequential sort used here }
procedure sort( var studclass : class; sizeclass : integer );
var temp : student;
  loop, base, index : integer;
begin
  base := 1;
  while base < sizeclass do
    begin
      index := base + 1;
      while index <= sizeclass do
        begin
          if studclass[base].mark < studclass[index].mark then
            begin
              temp.mark := studclass[base].mark;
              temp.name := studclass[base].name;
              studclass[base].name := studclass[index].name;
              studclass[base].mark := studclass[index].mark;
              studclass[index].name := temp.name;
              studclass[index].mark := temp.mark
            end;
            index := index + 1
          end;
          base := base + 1
        end;
      end;
    end;

var mainclass : class;

```

```

loopcount, classsize, highest, lowest : integer;
mean : real;
infile, outfile : file of student;
begin
{ for turbo pascal assign( infile, inname );
      reset ( infile );
      assign( outfile, outname);
      rewrite(outfile);
}
reset( infile, inname );
rewrite(outfile, outname);
classsize := 1;
while not eof(infile) do
begin
  read( infile, mainclass[classsize] );
  classsize := classsize + 1
end;
close( infile );

{ find highest, lowest and average marks }
highest := gethighest( mainclass, classsize - 1 );
lowest := getlowest ( mainclass, classsize - 1 );
mean := getmean ( mainclass, classsize - 1 );

{ now sort into ascending order }
sort( mainclass, classsize - 1 );

{ now write out sorted class to outfile }
for loopcount := 1 to ( classsize - 1 ) do
  write(outfile,mainclass[loopcount]);

writeln('The highest mark was ', highest );
writeln('The lowest mark was ', lowest );
writeln('The mean mark was ', mean:3:2);
close( outfile )
end.

```

STRINGS

The following program illustrates using STRINGS (a sequence of characters) in a DG Pascal program. **STRING** is type defined as a packed array of type *char*.

Message is then declared as the same type as STRING, ie, a packed array of characters, elements numbered one to eight.

```

PROGRAM DGSTRING (INPUT, OUTPUT);
TYPE STRING = PACKED ARRAY [1..8] OF CHAR;
VAR MESSAGE : STRING;
BEGIN
    WRITELN('HELLO BRIAN. ');
    MESSAGE := '12345678';
    WRITELN('THE MESSAGE IS ', MESSAGE)
END.

```

Turbo Pascal, how-ever, allows an easier use of character strings by providing a new keyword called STRING. Using STRING, you can add a parameter (how many characters) specifying the string length. Consider the above program re-written for turbo pascal.

```

PROGRAM TPSTRING (INPUT, OUTPUT);
VAR MESSAGE : STRING[8];
BEGIN
    WRITELN('HELLO BRIAN. ');
    MESSAGE := '12345678';
    WRITELN('THE MESSAGE IS ', MESSAGE)
END.

```

Obviously, the turbo pascal version is easier to use. BUT, the following program shows a similar implementation for use on the DG.

```

PROGRAM DGSTRING2 (INPUT, OUTPUT);
CONST $STRINGMAXLENGTH = 8;      {defines maxlength of a string}
%INCLUDE 'PASSTRINGS.IN';        {include code to handle strings}
VAR MESSAGE : $STRING_BODY;
BEGIN
    WRITELN('HELLO BRIAN. ');
    MESSAGE := '12345678';
    WRITELN('THE MESSAGE IS ', MESSAGE)
END.

```

Strings

DG Pascal also provides the following functions for handling and manipulating strings.

```

APPEND
concatenate two strings. calling format is

APPEND( string1, string2 );

```

where *string2* is added onto the end of *string1*.

LENGTH

returns a `short_integer` which represents the length (number of characters) of the string.

```
LENGTH( stringname );
```

SETSUBSTR

replaces a substring in a target string with a substring from a source string.

```
SETSUBSTR( Targetstr, tstart, tlen, Sourcestr, sstart );
```

where

Targetstr is the target string

tstart is an integer representing the start position

(within *Targetstr*) of the substring that is to be replaced

tlen is an integer representing the length of the substring

that you are replacing in *Targetstr*

Sourcestr is the source string which contains the substring

sstart is an integer which specifies the starting position

of the substring within *Sourcestr*

UNIT13

UNITS

We already know that units, such as the **crt** unit, let you use more procedures and functions than the built-in ones. You can make your own units which have procedures and functions that you have made in them.

To make a unit, you need to create new Pascal file which we will call MyUnit.pas. The first line of the file should start with the *unit* keyword followed by the unit's name. The unit's name and the unit's file name must be exactly the same.

```
unit MyUnit;
```

The next line is the interface keyword. After this you must put the names of the procedures that will be made available to the program that will use your unit. For this example we will be making a function called *NewReadln* which is like *Readln* but it lets you limit the amount of characters that can be entered.

```
unit MyUnit;
interface
function NewReadln(Max: Integer): String;
```

The next line is *implementation*. This is where you will type the full code for the procedures and functions. We will also need to use the crt unit to make *NewReadln*. We end the unit just like a normal program with the *end* keyword.

```
unit MyUnit;
interface
function NewReadln(Max: Integer): String;
implementation
function NewReadln(Max: Integer): String;
var
  s: String;
  c: Char;
begin
  s := "";
  repeat
    c := ReadKey;
    if (c = #8){#8 = BACKSPACE} and (s <> "") then
      begin
        Write(#8+' '+#8);
        delete(s,length(s),1);
      end;
    if (c <> #8) and (c <> #13){#13 = ENTER} and (length(s) < Max) then
      begin
```

```
    Write(c);
    s := s + c;
end;
until c = #13;
NewReadln := s;
end;
end.
```

Once you have saved the unit you must compile it. Now we must make the program that uses the unit that we have just made. This time we will type `MyUnit` in the *uses* section and then use the *NewReadln* function.

```
program MyProgram;
uses
  MyUnit;
var
  s: String;
begin
  s := NewReadln(10);
end.
```

UNIT 14

SETS

Sets exist in every day life. They are a way of classifying common types into groups. In Pascal, we think of sets as containing a range of limited values, from an initial value through to an ending value.

Consider the following set of integer values,

1, 2, 3, 4, 5, 6, 7, 8, 9, 10

This is a set of numbers (integers) whose set value ranges from 1 to 10. To define this as a set type in Pascal, we would use the following syntax.

```
program SetsOne( output );  
  
type numberset = set of 1..10;  
  
var mynumbers : numberset;  
  
begin  
end.
```

The statement

```
type numberset = set of 1..10;
```

declares a new type called *numberset*, which represents a set of integer values ranging from 1 as the lowest value, to 10 as the highest value. The value *1..10* means the numbers 1 to 10 inclusive. We call this the **base set**, that is, the set of values from which the set is taken.

The base set is a range of limited values. For example, we can have a *set of char*, but not a *set of integers*, because the set of integers has too many possible values, whereas the set of characters is very limited in possible values.

The statement

```
var mynumbers : numberset;
```

makes a working variable in our program called *mynumbers*, which is a set and can hold any value from the range defined in *numberset*.

SET OPERATIONS

The typical operations associated with sets are,

- assign values to a set
- determine if a value is in one or more sets
- set addition (UNION)
- set subtraction (DIFFERENCE)
- set commonality (INTERSECTION)

Assigning Values to a set: UNION

Set union is essentially the addition of sets, which also includes the initialisation or assigning of values to a set.

Consider the following statement which assigns values to a set

```
program SetsTWO( output );  
  
type numberset = set of 1..10;  
  
var mynumbers : numberset;  
  
begin  
    mynumbers := [];  
    mynumbers := [2..6]  
end.
```

The statement

```
mynumbers := [];
```

assigns an empty set to *mynumbers*. The statement

```
mynumbers := [2..6];
```

assigns a **subset** of values (integer 2 to 6 inclusive) from the range given for the set type *numberset*. Please note that assigning values outside the range of the set type from which *mynumbers* is derived will generate an error, thus the statement

```
mynumbers := [6..32];
```

is illegal, because *mynumbers* is derived from the base type *numberset*, which is a set of integer values ranging from 1 to 10. Any values outside this range are considered illegal.

Determining if a value is in a set

Lets expand the above program example to demonstrate how we check to see if a value resides in

a set. Consider the following program, which reads an integer from the keyboard and checks to see if its in the set.

```
program SetsTHREE( input, output );

type numberset = set of 1..10;

var mynumbers : numberset;
    value : integer;

begin
    mynumbers := [2..6];
    value := 1;
    while( value <> 0 ) do
        begin
            writeln('Please enter an integer value, (0 to exit)');
            readln( value );
            if value <> 0 then
                begin
                    if value IN mynumbers then
                        writeln('Its in the set')
                    else
                        writeln('Its not in the set')
                end
            end
        end
    end
end.
```

More on set UNION, combining sets

Lets now look at combining some sets together. Consider the following program, which creates two sets, then joins the sets together to create another.

```
program SetsUNION( input, output );

type numberset = set of 1..40;

var mynumbers, othernumbers, unionnumbers : numberset;
    value : integer;

begin
    mynumbers := [2..6];
    othernumbers := [4..10];
    unionnumbers := mynumbers + othernumbers + [14..20];
    value := 1;
    while( value <> 0 ) do
```

```

begin
    writeln('Please enter an integer value, (0 to exit)');
    readln( value );
    if value <> 0 then
    begin
        if value IN unionnumbers then
            writeln('Its in the set')
        else
            writeln('Its not in the set')
        end
    end
end.

```

The statement

```
var mynumbers, othernumbers, unionnumbers : numberset;
```

declares three sets of type *numberset*.

The statement

```
mynumbers := [2..6];
```

assigns a **subset** of values (integer 2 to 6 inclusive) from the range given for the set type *numberset*.

The statement

```
othernumbers := [4..10];
```

assigns a **subset** of values (integer 4 to 10 inclusive) from the range given for the set type *numberset*.

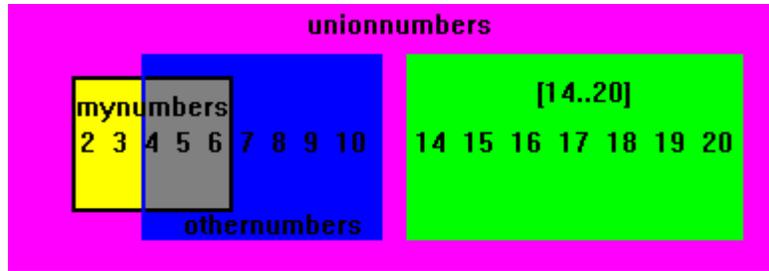
The statement

```
unionnumbers := mynumbers + othernumbers + [14..20];
```

assigns the set of values in *mynumbers*, *othernumbers* and the set of values of 14 to 20 to *unionnumbers*.

If a specific value occurs in more than one set (as is the case of 4, 5, and 6, which are in *mynumbers* and *othernumbers*), then the other duplicate value is ignored (ie, only one instance of the value is copied to the new set.

This means that *unionnumbers* contains the values



Set Subtraction, DIFFERENCE

In this operation, the new set will contain the values of the first set that are NOT also in the second set.

```

program SetsDIFFERENCE( input, output );

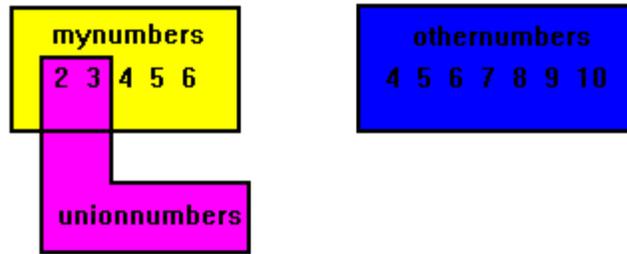
type numberset = set of 1..40;

var mynumbers, othernumbers, unionnumbers : numberset;
    value : integer;

begin
    mynumbers := [2..6];
    othernumbers := [4..10];
    unionnumbers := mynumbers - othernumbers;
    value := 1;
    while( value <> 0 ) do
    begin
        writeln('Please enter an integer value, (0 to exit)');
        readln( value );
        if value <> 0 then
        begin
            if value IN unionnumbers then
                writeln('Its in the set')
            else
                writeln('Its not in the set')
            end
        end
    end
end.

```

unionnumbers contains the values



Set Commonality, INTERSECTION

In this operation, the new set will contain the values which are common (appear as members) of the specified sets.

```

program SetsINTERSECTION( input, output );

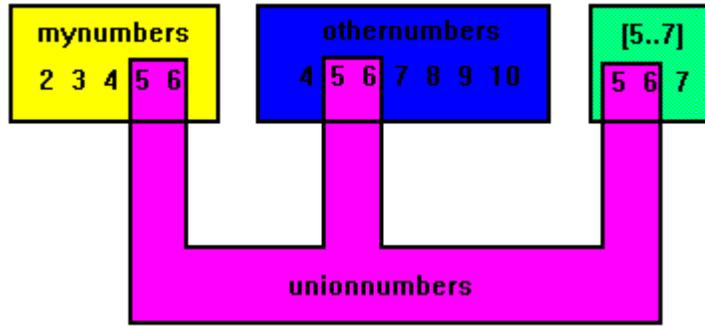
type numberset = set of 1..40;

var mynumbers, othernumbers, unionnumbers : numberset;
    value : integer;

begin
    mynumbers := [2..6];
    othernumbers := [4..10];
    unionnumbers := mynumbers * othernumbers * [5..7];
    value := 1;
    while( value <> 0 ) do
        begin
            writeln('Please enter an integer value, (0 to exit)');
            readln( value );
            if value <> 0 then
                begin
                    if value IN unionnumbers then
                        writeln('Its in the set')
                    else
                        writeln('Its not in the set')
                end
            end
        end
    end.

```

unionnumbers contains the values



UNIT 15

POINTERS

What is a pointer?

A pointer is a type of variable that stores a memory address, which it point to. There are 2 types of pointers which are typed and untyped. A typed pointer points to a variable such as an integer. An untyped pointer can point to any type of variable.

Declaring and using typed pointers

When you declare a typed pointer you must put a ^ in front of the variable type which you want it to point to. Here is an example of how to declare a pointer to an integer:

```
program Pointers;
var
  p: ^integer;
begin
end.
```

The @ sign can be used in front of a variable to get its memory address. This memory address can then be stored in a pointer because pointers store memory addresses. Here is an example of how to store the memory address of an integer in a pointer to an integer:

```
program Pointers;
var
  i: integer;
  p: ^integer;
begin
  p := @i;
end.
```

If you want to change the value stored at the memory address pointed at by a pointer you must first dereference the pointer variable using a ^ after the pointer name. Here is an example of how to change the value of an integer from 1 to 2 using a pointer:

```
program Pointers;
var
  i: integer;
  p: ^integer;

begin
  i := 1;
  p := @i;
  p^ := 2;
  writeln(i);
end.
```

You can allocate new memory to a typed pointer by using the *new* command. The *new* command has one parameter which is a pointer. The *new* command gets the memory that is the size of the variable type of the pointer and then sets the pointer to point to the memory address of it. When you are finished using the pointer you must use the *dispose* command to free the memory that was allocated to the pointer. Here is an example:

```
program Pointers;
var
  p: ^integer;
begin
  new(p);
  p^ := 3;
  writeln(p^);
  dispose(p);
end.
```

Declaring and using untyped pointers

When you declare an untyped pointer you must use the variable type called *pointer*.

```
program Pointers;
var
  p: pointer;
begin
end.
```

When you allocate memory to an untyped pointer you must use the *getmem* command instead of the *new* command and you must use *freemem* instead of *dispose*. *getmem* and *freemem* each have a second parameter which is the size in bytes of the amount of memory which must be allocated to the pointer. You can either use a number for the size or you can use the *sizeof* function to get the size of a specific variable type.

```
program Pointers;
var
  p: pointer;
begin
  getmem(p,sizeof(integer));
  freemem(p,sizeof(integer));
end.
```

POINTERS

Pointers enable us to effectively represent complex data structures, to change values as arguments to functions, to work with memory which has been dynamically allocated, and to store data in complex ways.

A pointer provides an indirect means of accessing the value of a particular data item. Lets see how pointers actually work with a simple example,

```
program pointers1( output );
type    int_pointer = ^integer;

var     iptr : int_pointer;
begin
    new( iptr );
    iptr^ := 10;
    writeln('the value is ', iptr^);
    dispose( iptr )
end.
```

The line

```
type    int_pointer = ^integer;
```

declares a new type of variable called *int_pointer*, which is a pointer (denoted by ^) to an integer.

The line

```
var     iptr : int_pointer;
```

declares a working variable called *iptr* of type *int_pointer*. The variable *iptr* will not contain numeric values, but will contain the address in memory of a dynamically created variable (by using **new**). Currently, there is no storage space allocated with *iptr*, which means you cannot use it till you associate some storage space to it. Pictorially, it looks like,

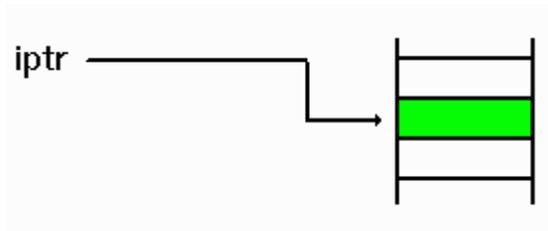


iptr →

The line

```
new( iptr );
```

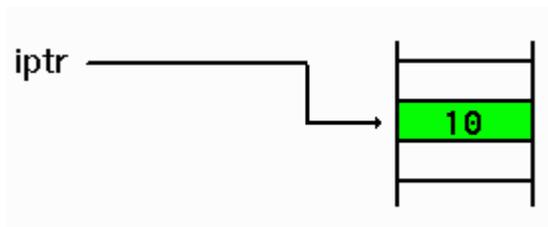
creates a new dynamic variable (ie, its created when the program actually runs on the computer). The pointer variable *iptr* points to the location/address in memory of the storage space used to hold an integer value. Pictorially, it looks like,



The line

```
iptr^ := 10;
```

means go to the storage space allocated/associated with *iptr*, and write in that storage space the integer value 10. Pictorially, it looks like,



The line

```
dispose( iptr )
```

means deallocate (free up) the storage space allocated/associated with *iptr*, and return it to the computer system. This means that *iptr* cannot be used again unless it is associated with another *new()* statement first. Pictorially, it looks like,



Pointers which do not reference any memory location should be assigned the value **nil**. Consider the following program, which expands on the previous program.

```
program pointers2( output );
type   int_pointer = ^integer;

var    iptr : int_pointer;
begin
    new( iptr );
    iptr^ := 10;
    writeln('the value is ', iptr^);
    dispose( iptr );
```

```

    iptr := nil;
    if iptr = nil
        then writeln('iptr does not reference any variable')
        else
            writeln('The value of the reference for iptr is ', iptr^);
    end.

```

The line

```

    iptr := nil;

```

assigns the value **nil** to the pointer variable *iptr*. This means that the pointer is valid and still exists, but it does not point to any memory location or dynamic variable.

The line

```

    if iptr = nil

```

tests *iptr* to see if its a *nil pointer*, ie, that it is not pointing to a valid reference. This test is very useful and will come in use later on when we want to construct more complex data types like linked lists.

Pointers of the same type may be equated and assigned to each other. Consider the following program

```

program pointers3( output );
type    int_pointer = ^integer;

var     iptr1, iptr2 : int_pointer;
begin
    new( iptr1 );
    new( iptr2 );
    iptr1^ := 10;
    iptr2^ := 25;
    writeln('the value of iptr1 is ', iptr1^);
    writeln('the value of iptr2 is ', iptr2^);
    dispose( iptr1 );
    iptr1 := iptr2;
    iptr1^ := 3;
    writeln('the value of iptr1 is ', iptr1^);
    writeln('the value of iptr2 is ', iptr2^);
    dispose( iptr2 );

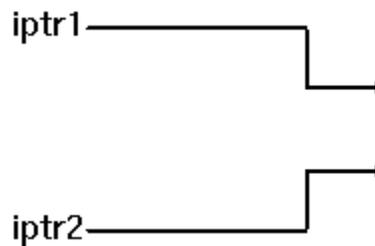
```

end.

The lines

```
new( iptr1 );  
new( iptr2 );
```

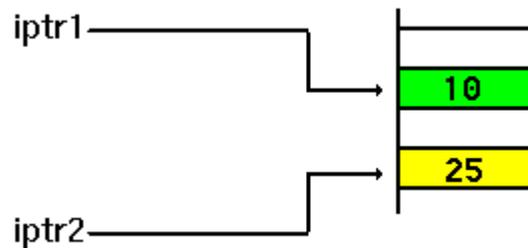
creates two integer pointers named *iptr1* and *iptr2*. They are not associated with any dynamic variables yet, so pictorially, it looks like,



The lines

```
iptr1^ := 10;  
iptr2^ := 25;
```

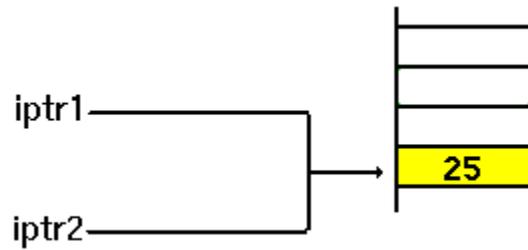
assigns dynamic variables to each of the integer variables. Pictorially, it now looks like,



The lines

```
dispose( iptr1 );  
iptr1 := iptr2;
```

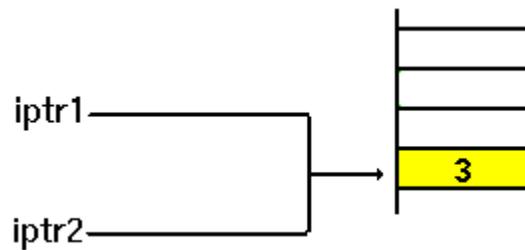
remove the association of *iptr1* from the dynamic variable whose value was 10, and the next line makes *iptr1* point to the same dynamic variable that *iptr2* points to. Pictorially, it looks like,



The line

```
iptr1^ := 3;
```

assigns the integer value 3 to the dynamic variable associated with *iptr1*. In effect, this also



changes *iptr2*[^]. Pictorially, it now looks like,

The programs output is

```
the value of iptr1 is 10
the value of iptr2 is 25
the value of iptr1 is 3
the value of iptr2 is 3
```

SUMMARY OF POINTERS

- A pointer can point to a location of any data type, including records. Its basic syntax is,
- **type** *Pointertype* = [^]*datatype*;
- **var** *NameofPointerVariable* : *Pointertype*;
- The procedure *new* allocates storage space for the pointer to use
- The procedure *dispose* deallocates the storage space associated with a pointer
- A pointer can be assigned storage space using *new*, or assigning it the value from a pointer of the same type (eg, *iptr1* := *iptr2*;))
- A pointer can be assigned the value **nil**, to indicate that it is not pointing to any storage space
- The value at the storage space associated with a pointer may be read or altered using the syntax

- $NameofPointerVariable^{\wedge}$
- A pointer may reference a type which has not yet been created (this will be covered next)

POINTERS: Referencing data types that do not yet exist

The most common use of pointers is to reference structured types like records. Often, the record definition will contain a reference to the pointer,

```

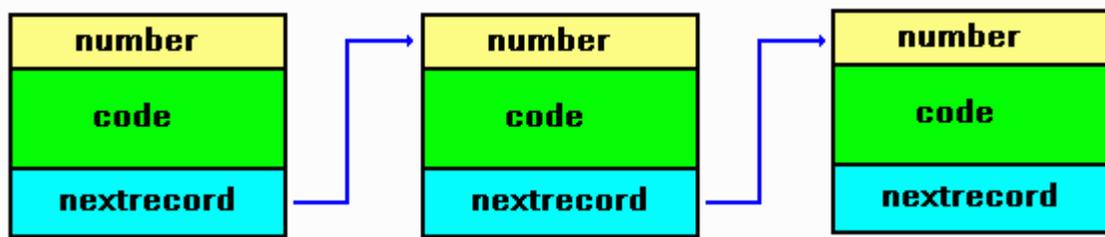
type rptr = ^recdata;
   recdata = record
       number : integer;
       code   : string;
       nextrecord : rptr
   end;

var currentrecord : rptr;

```

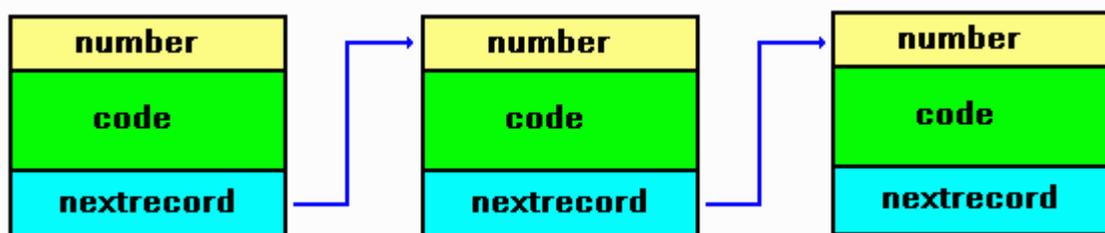
In this example, the definition for the field *nextrecord* of *recdata* includes a reference to the pointer of type *iptr*. As you can see, *rptr* is defined as a pointer of type *recdata*, **which is defined on the next lines**. This is allowed in Pascal, for pointer types.

Using a definition of *recdata*, this will allow us to create a list of records, as illustrated by the following picture.



In this case, a list is simply of number of records (all of the same type), linked together by the use of pointers.

Lets construct the actual list as shown below, as an example.



```

program PointerRecordExample( output );

type rptr = ^recdata;
   recdata = record
       number : integer;
       code   : string;
       nextrecord : rptr
   end;

var startrecord : rptr;

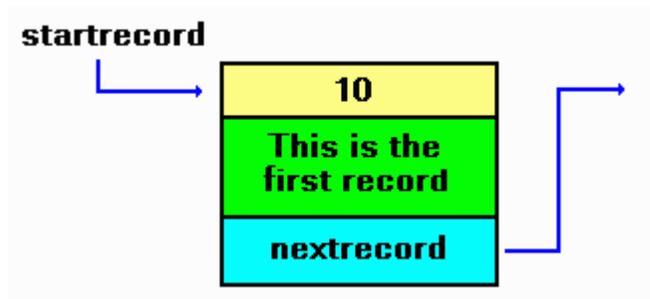
begin
   new( startrecord );
   if startrecord = nil then
   begin
       writeln('1: unable to allocate storage space');
       exit
   end;
   startrecord^.number := 10;
   startrecord^.code := 'This is the first record';
   new( startrecord^.nextrecord );
   if startrecord^.nextrecord = nil then
   begin
       writeln('2: unable to allocate storage space');
       exit
   end;
   startrecord^.nextrecord^.number := 20;
   startrecord^.nextrecord^.code := 'This is the second record';
   new( startrecord^.nextrecord^.nextrecord );
   if startrecord^.nextrecord^.nextrecord = nil then
   begin
       writeln('3: unable to allocate storage space');
       exit
   end;
   startrecord^.nextrecord^.nextrecord^.number := 30;
   startrecord^.nextrecord^.nextrecord^.code := 'This is the third record';
   startrecord^.nextrecord^.nextrecord^.nextrecord := nil;
   writeln( startrecord^.number );
   writeln( startrecord^.code );
   writeln( startrecord^.nextrecord^.number );
   writeln( startrecord^.nextrecord^.code );
   writeln( startrecord^.nextrecord^.nextrecord^.number );
   writeln( startrecord^.nextrecord^.nextrecord^.code );
   dispose( startrecord^.nextrecord^.nextrecord );
   dispose( startrecord^.nextrecord );
   dispose( startrecord )
end

```

end.

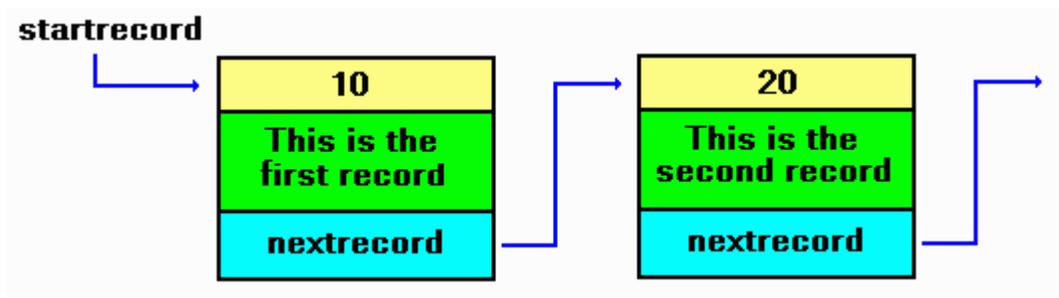
The lines of code

```
new( startrecord );  
if startrecord = nil then  
begin  
    writeln('1: unable to allocate storage space');  
    exit  
end;  
startrecord^.number := 10;  
startrecord^.code := 'This is the first record';  
create the beginning of the list, which pictorially looks like,
```



The lines of code

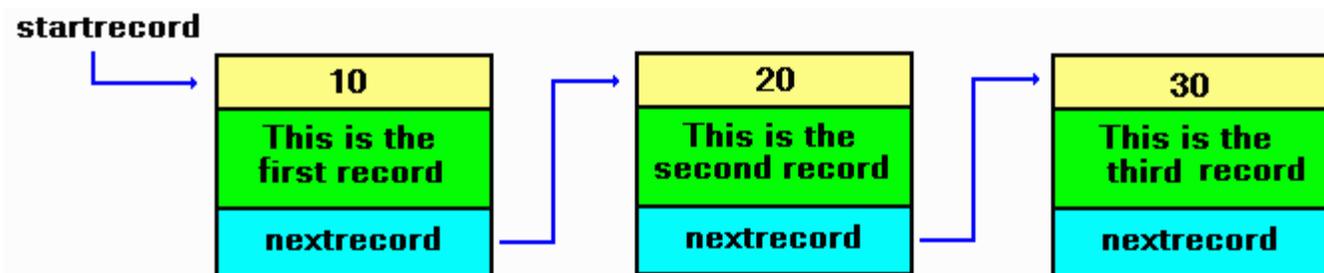
```
new( startrecord^.nextrecord );  
if startrecord^.nextrecord = nil then  
begin  
    writeln('2: unable to allocate storage space');  
    exit  
end;  
startrecord^.nextrecord^.number := 20;  
startrecord^.nextrecord^.code := 'This is the second record';  
link in the next record, which now looks like,
```



The lines of code

```
new( startrecord^.nextrecord^.nextrecord );
if startrecord^.nextrecord^.nextrecord = nil then
begin
    writeln('3: unable to allocate storage space');
    exit
end;
startrecord^.nextrecord^.nextrecord^.number := 30;
startrecord^.nextrecord^.nextrecord^.code := 'This is the third record';
startrecord^.nextrecord^.nextrecord^.nextrecord := nil;
```

link in the third and final record, also setting the last *nextrecord* field to **nil**. Pictorially, the list now looks like,



The remaining lines of code print out the fields of each record.

The previous program can be rewritten to make it easier to read, understand and maintain. To do this, we will use a dedicated pointer to maintain and initialise the list, rather than get into the long notation that we used in the previous program, e.g.,

```
startrecord^.nextrecord^.nextrecord^.number := 30;
```

The modified program now looks like,

```
program PointerRecordExample2( output );
```

```
type rptr = ^recdata;
    recdata = record
        number : integer;
        code   : string;
        nextrecord : rptr
    end;
```

```
var startrecord, listrecord : rptr;
```

```

begin
    new( listrecord );
    if listrecord = nil then
        begin
            writeln('1: unable to allocate storage space');
            exit
        end;
    startrecord := listrecord;
    listrecord^.number := 10;
    listrecord^.code := 'This is the first record';
    new( listrecord^.nextrecord );
    if listrecord^.nextrecord = nil then
        begin
            writeln('2: unable to allocate storage space');
            exit
        end;
    listrecord := listrecord^.nextrecord;
    listrecord^.number := 20;
    listrecord^.code := 'This is the second record';
    new( listrecord^.nextrecord );
    if listrecord^.nextrecord = nil then
        begin
            writeln('3: unable to allocate storage space');
            exit
        end;
    listrecord := listrecord^.nextrecord;
    listrecord^.number := 30;
    listrecord^.code := 'This is the third record';
    listrecord^.nextrecord := nil;
    while startrecord <> nil do
        begin
            listrecord := startrecord;
            writeln( startrecord^.number );
            writeln( startrecord^.code );
            startrecord := startrecord^.nextrecord;
            dispose( listrecord )
        end
    end.
end.

```

In this example, the pointer *listrecord* is used to create and initialise the list. After creation of the first record, it is saved in the pointer *startrecord*.

The lines of code

```

new( listrecord );
if listrecord = nil then

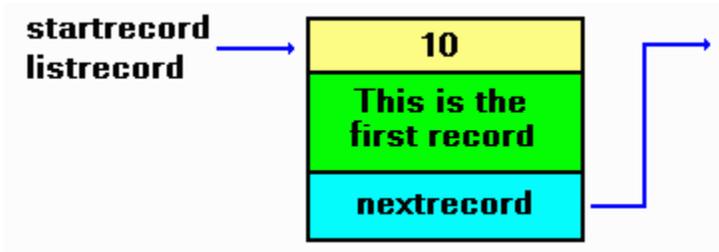
```

```

begin
    writeln('1: unable to allocate storage space');
    exit
end;
startrecord := listrecord;
listrecord^.number := 10;
listrecord^.code := 'This is the first record';

```

creates the first record and initialises it, then remembers where it is by saving it into *startrecord*. Pictorially, it looks like,



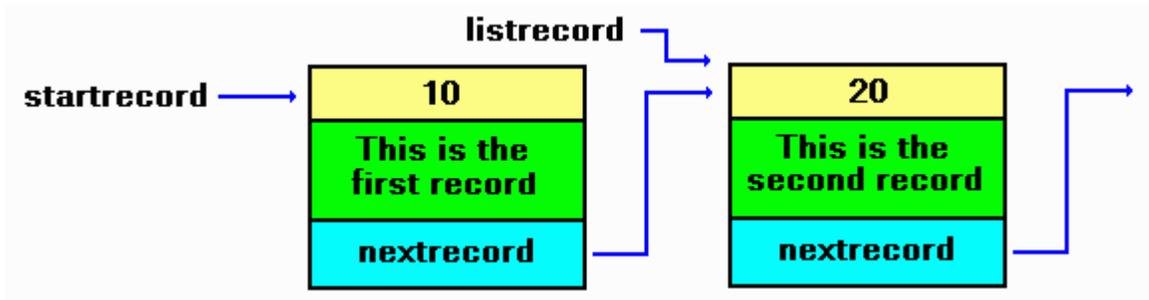
The lines of code

```

new( listrecord^.nextrecord );
if listrecord^.nextrecord = nil then
begin
    writeln('2: unable to allocate storage space');
    exit
end;
listrecord := listrecord^.nextrecord;
listrecord^.number := 20;
listrecord^.code := 'This is the second record';

```

add a new record to the first by linking it into *listrecord^.nextrecord*, then moving *listrecord* to the new record. Pictorially, it looks like,



The lines of code

```

new( listrecord^.nextrecord );

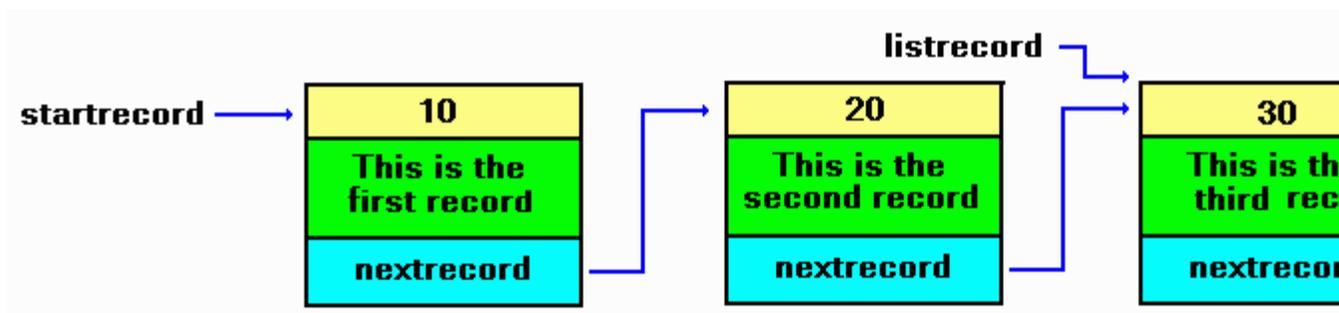
```

```

if listrecord^.nextrecord = nil then
begin
    writeln('3: unable to allocate storage space');
    exit
end;
listrecord := listrecord^.nextrecord;
listrecord^.number := 30;
listrecord^.code := 'This is the third record';
listrecord^.nextrecord := nil;

```

add the last record to the previous by linking it into *listrecord^.nextrecord*, then moving *listrecord* to the new record. Pictorially, it looks like,



Note how much easier the code looks than the previous example.

Lets modify the previous program which introduced a separate pointer for traversing the links of records. This time, rather than statically creating three records, we will allow the use to enter the details as the list is created.

The modified program appears below.

```

program PointerRecordExample3( input, output );

type rptr = ^recdata;
    recdata = record
        number : integer;
        code : string;
        nextrecord : rptr
    end;

var    startrecord, listrecord, insertptr : rptr;
    digitcode : integer;
    textstring : string;
    exitflag, first : boolean;

```

```

begin
  exitflag := false;
  first := true;
  while exitflag = false do
  begin
    writeln('Enter in a digit [-1 to end]');
    readln( digitcode );
    if digitcode = -1 then
      exitflag := true
    else
      begin
        writeln('Enter in a small text string');
        readln( textstring );
        new( insertptr );
        if insertptr = nil then
          begin
            writeln('1: unable to allocate storage space');
            exit
          end;
        if first = true then begin
          startrecord := insertptr;
          listrecord := insertptr;
          first := false
        end
        else begin
          listrecord^.nextrecord := insertptr;
          listrecord := insertptr
        end;
        insertptr^.number := digitcode;
        insertptr^.code := textstring;
        insertptr^.nextrecord := nil
      end
    end;
  while startrecord <> nil do
  begin
    listrecord := startrecord;
    writeln( startrecord^.number );
    writeln( startrecord^.code );
    startrecord := startrecord^.nextrecord;
    dispose( listrecord )
  end
end.

```

The program uses three pointers. *startrecord* remembers the start or head of the list, *listrecord* is used to link between the previous record and the next/current one, and *insertptr* is used to create a new record which is then linked into the chain.

An example of constructing a list of words and line numbers

The following program illustrates a buggy method of reading a small file and generating a list of words and associated line numbers. It does this using a linked list.

- Its been ported from a C equivalent example in the C programming module. It fails on large text files (generates a heap overflow error). Proper handling of error situations is minimised so as to concentrate primarily on code execution.
- Use it at your own peril.

```

program findwords( input, output );

{ $M 32000, 65536 }

const TRUE = 1;
      FALSE = 0;
      BS = 8;
      TAB = 9;
      LF = 10;
      VT = 11;
      FF = 12;
      CR = 13;

{ this holds the line numbers for each word. Its double linked for
  ease of freeing memory later on }
type listptr = ^list;
list = record
  line : integer;    { line number of occurrence  }
  nextline : listptr; { link to next line number  }
  prevline : listptr { link to previous line number }
end;

{ this holds the word with a link to a struct list holding line
  numbers. Double linking to simplify freeing of memory later on }
wordptr = ^words;
words = record
  word : string;    { pointer to word          }
  lines : listptr;  { pointer to list of line numbers }
  nextword : wordptr; { pointer to next word in list }
  prevword : wordptr; { pointer to previous word in list }
end;

```

```

var
  head, tail : wordptr; { beginning and end of list }
  fin : file of char; { input file handle }
  filename : string; { name of input file }
  thisisfirstword : integer; { to handle start of list words=0 }

{ customised exit routine to provide orderly shutdown }
procedure myexit( exitcode : integer );
var
  word_ptr, tempw : wordptr;
  line_ptr, templ : listptr;
begin
  { close input file }
  close( fin );

  { free any allocated memory }
  writeln('Deallocating memory:');
  word_ptr := head;
  while word_ptr <> nil do
  begin
    tempw := word_ptr; { remember where we are }
    line_ptr := word_ptr^.lines; { go through line storage list }
    while line_ptr <> nil do
    begin
      templ := line_ptr; { remember where we are }
      line_ptr := line_ptr^.nextline; { point to next list }
      dispose( templ ) { free current list }
    end;
    word_ptr := word_ptr^.nextword; { point to next word node }
    dispose( tempw ) { free current word node }
  end;

  { return to OS }
  halt( exitcode )
end;

{ check to see if word already in list, 1=found, 0=not present }
function checkforword( word : string ) : integer;
var ptr : wordptr;
begin
  ptr := head; { start at first word in list }
  while ptr <> nil do
  begin
    if ptr^.word = word then { found the word? }
      checkforword := TRUE; { yes, return found }
  end;
end;

```

```

    ptr := ptr^.nextword    { else cycle to next word in list }
end;
    checkforword := FALSE    { word has not been found in list }
end;

```

```

{ enter word and occurrence into list }
procedure makeword( word : string; line : integer );

```

```

var

```

```

    newword, word_ptr : wordptr;
    newline, line_ptr : listptr;

```

```

begin

```

- if checkforword(word) = FALSE then
- begin
- { insert word into list }
- newword := new(wordptr);
- if newword = nil then
- begin
- writeln('Error allocating word node for new word: ', word);
- myexit(1)
- end;
- { add newnode to the list, update tail pointer }
- if thisisfirstword = TRUE then
- begin
- head := newword;
- tail := nil;
- thisisfirstword := FALSE;
- head^.prevword := nil
- end;
- newword^.nextword := nil; { node is signified as last in list }
- newword^.prevword := tail; { link back to previous node in list }
- tail^.nextword := newword; { tail updated to last node in list }
- tail := newword;
- { allocate storage for the word including end of string NULL }
- tail^.word := word;
-
- { allocate a line storage for the new word }
- newline := new(listptr);
- if newline = nil then
- begin
- writeln('Error allocating line memory for new word: ', word);
- myexit(3)
- end;
- newline^.line := line;
- newline^.nextline := nil;
- newline^.prevline := nil;
- tail^.lines := newline

- *end*
- *else*
- *begin*
- *{ word is in list, add on line number }*
- *newline := new(listptr);*
- *if newline = nil then*
- *begin*
- *writeln('Error allocating line memory for existing word: ', word);*
- *myexit(4)*
- *end;*
- *{ cycle through list to get to the word }*
- *word_ptr := head;*
- *while word_ptr <> nil do*
- *begin*
- *if word_ptr^.word = word then*
- *break;*
- *word_ptr := word_ptr^.nextword;*
- *end;*
- *if word_ptr = nil then*
- *begin*
- *writeln('ERROR - SHOULD NOT OCCUR ');*
- *myexit(5)*
- *end;*
- *{ cycle through the line pointers }*
- *line_ptr := word_ptr^.lines;*
- *while line_ptr^.nextline <> nil do*
- *line_ptr := line_ptr^.nextline;*
-
- *{ add next line entry }*
- *line_ptr^.nextline := newline;*
- *newline^.line := line;*
- *newline^.nextline := nil;*
- *newline^.prevline := line_ptr { create back link to previous line number }*
- *end*
- *end;*
-
- *{ read in file and scan for words }*
- *procedure processfile;*
- *var*
- *ch : char;*
- *loop, in_word, linenummer : integer;*
- *buffer : string;*
- *begin*
- *in_word := 0; { not currently in a word }*
- *linenummer := 1; { start at line number 1 }*
- *loop := 0; { index character pointer for buffer[] }*

```

•   buffer := '';
•
•   read( fin, ch );
•   while not Eof( fin ) do
•   begin
•       case ch of
•           chr(CR) : begin
•               if in_word = 1 then begin
•                   in_word := 0;
•                   makeword( buffer, linenumber );
•                   buffer := '';
•               end;
•               linenumber := linenumber + 1
•           end;
•           ' ', chr(LF), chr(TAB), chr(VT), chr(FF), ',', '.' :
•               begin
•                   if in_word = 1 then begin
•                       in_word := 0;
•                       makeword( buffer, linenumber );
•                       buffer := '';
•                   end
•               end;
•           else
•               begin
•                   if in_word = 0 then begin
•                       in_word := 1;
•                       buffer := buffer + ch
•                   end
•                   else begin
•                       buffer := buffer + ch
•                   end
•               end;
•           end; { end of switch }
•       read( fin, ch )
•   end { end of while }
•   end;
•
•   { print out all words found and the line numbers }
•   procedure printlist;
•   var
•       word_ptr : wordptr;
•       line_ptr : listptr;
•   begin
•       writeln('Word list follows:');
•       word_ptr := head;
•       while word_ptr <> nil do

```

- *begin*
- *write(word_ptr^.word, ' ');*
- *line_ptr := word_ptr^.lines;*
- *while line_ptr <> nil do*
- *begin*
- *write(line_ptr^.line, ' ');*
- *line_ptr := line_ptr^.nextline*
- *end;*
- *writeln;*
- *word_ptr := word_ptr^.nextword*
- *end*
- *end;*
-
- *procedure initvars;*
- *begin*
- *head := nil;*
- *tail := nil;*
- *thisisfirstword := TRUE*
- *end;*
-
- *begin*
- *writeln('Enter filename of text file: ');*
- *readln(filename);*
- *assign(fin, filename);*
- *reset(fin);*
- *{ if fin = nil then*
- *begin*
- *writeln('Unable to open ',filename,' for reading');*
- *myexit(1)*
- *end;*
- *}*
- *initvars;*
- *processfile;*
- *printlist;*
- *myexit(0)*
- *end.*

UNIT 16

LINKED LISTS

What is a linked list

A linked list is like an array except that the amount of elements in a linked list can change unlike an array. A linked list uses pointers to point to the next or previous element.

Single linked lists

There are 2 types of single linked lists which are called queues and stacks.

Queues

A queue is like standing in a queue at a shop. The first person that joins a queue is the first person to be served. You must always join at the back of a queue because if you join at the front the other people will be angry. This is called FIFO(First In First Out).

Item 1 --> Item 2 --> Item 3 --> (Until the last item)

Each item of a linked list is a record which has the data and a pointer to the next or previous item. Here is an example of how to declare the record for a queue and a pointer to a queue record as well as the variables needed:

```
program queue;
type
  pQueue = ^tqueue;
  tQueue = record
    data: integer;
    next: pQueue;
  end;
var
  head, last, cur: pQueue;

begin
end.
```

We will now make 3 procedures. The first procedure will add items to the list, the second will view the list and the third will free the memory used by the queue. Before we make the procedures lets first take a look at the main program.

```
begin
  head := nil; {Set head to nil because there are no items in the queue}
  add(1) {Add 1 to the queue using the add procedure};
  add(2);
  add(3);
  view; {View all items in the queue}
```

```
    destroy; {Free the memory used by the queue}
end.
```

The add procedure will take an integer as a parameter and add that integer to the end of the queue.

```
procedure add(i: integer);
begin
    new(cur); {Create new queue item}
    cur^.data := i; {Set the value of the queue item to i}
    cur^.next := nil; {Set the next item in the queue to nil because it doesn't exist}
    if head = nil then {If there is no head of the queue then}
        head := cur {Current is the new head because it is the first item being added to the list}
    else
        last^.next := cur; {Set the previous last item to current because it is the new last item in the queue}
    last := cur; {Make the current item the last item in the queue}
end;
```

The view procedure uses a loop to display the data from the first item to the last item of the queue.

```
procedure view;
begin
    cur := head; {Set current to the beginning of the queue}
    while cur <> nil do {While there is a current item}
        begin
            writeln(cur^.data); {Display current item}
            cur := cur^.next; {Set current to the next item in the queue}
        end;
    end;
end;
```

The destroy procedure will free the memory that was used by the queue.

```
procedure destroy;
begin
    cur := head; {Set current to the beginning of the queue}
    while cur <> nil do {While there is a item in the queue}
        begin
            cur := cur^.next; {Store the next item in current}
            dispose(head); {Free memory used by head}
            head := cur; {Set the new head of the queue to the current item}
        end;
    end;
end;
```

Stacks

To understand a stack you must think about a stack of plates. You can add a plate to the top of the stack and take one off the top but you can't add or take away a plate from the bottom without all the plates falling. This is called LIFO (Last In First Out).

Item 1 <-- Item 2 <-- Item 3 <-- (Until the last item)

When you declare the record for a stack item you must use previous instead of next. Here is an example.

```
program stack;
type
  pStack = ^tStack;
  tStack = record
    data: integer;
    prev: pStack;
  end;
var
  last, cur: pStack;
begin
  last := nil;
  add(3);
  add(2);
  add(1);
  view;
  destroy;
end.
```

You will see that the numbers are added from 3 to 1 with a stack instead of 1 to 3. This is because things must come off the top of the stack instead of from the head of a queue.

The add procedure adds the item after the last item on the stack.

```
procedure add(i: integer);
begin
  new(cur); {Create new stack item}
  cur^.data := i; {Set item value to the parameter value}
  cur^.prev := last; {Set the previous item to the last item in the stack}
  last := cur; {Make the current item the new last item}
end;
```

The view and destroy procedures are almost the same as with a queue so they will not need to be explained.

```
procedure view;
begin
  cur := last;
  while cur <> nil do
    begin
      writeln(cur^.data);
      cur := cur^.prev;
    end;
end;
```

```
procedure destroy;
begin
  while last <> nil do
    begin
      cur := last^.prev;
      dispose(last);
      last := cur;
    end;
end;
```

UNIT 17

COMMAND LINE ARGUMENTS

When a program is invoked, it may accept arguments from the command line such as the name of a data file to process.

In TurboC, the two functions **ParamCount** and **ParamStr** are used to retrieve these values.

ParamCount

This function returns the number of arguments of the command line which follow the name of the program. In this example below,

```
test file1.c file2.pas
```

the program **test** is invoked with two parameters.

ParamStr

This function returns a string representing the value of the command-line parameter.

```
program commandline( output );  
  
var arguments : integer;  
  
begin  
  if ParamCount = 0 then  
    begin  
      writeln( 'No parameters supplied' );  
      halt(1)  
    end  
  else begin  
    writeln('There are ', ParamCount, ' parameters' );  
    for arguments := 1 to ParamCount do  
      Writeln( 'Parameter ',arguments,' = ',ParamStr(arguments) );  
  end  
end.
```