

```
mainmenu.txt
IO and FORMAT in Fortran
(A78)
13
```

```
IO and FORMAT in Fortran
```

```

1 FORMAT           /tiny examples
2 IMPLICIT LOOP    /multiplication table
3 SEQUENTIAL FORMATTED /this menu
4 DIRECT UNFORMATTED /number sample
5 have fun with primes /;) more IO
```

```
0 exit
```

```
choose one of the options
```

```
-1
```

```
-1
```

```
menuFor1.txt
IO and FORMAT in Fortran
(A78)
7
```

```
FORMAT 1/3 WRITING FORMATTED INTEGER VALUES
```

```

To specify a FORMAT that read/writes integer values use the I FORMAT.
Here is an example of different I FORMATS and the resulting values:
Significant values are 123, -123, 123456
Enter 0 to quit this example.
```

```
-1
```

```
-1
```

```
menuFor2.txt
IO and FORMAT in Fortran
(A78)
7
```

```
FORMAT 2/3 WRITING FORMATTED FLOAT VALUES
```

```

To specify a FORMAT that read/writes float values use the F,E,D,G FORMAT.
Here is an example of different FLOAT FORMATS and the resulting values:
Significant values are 123.3456789
Enter 0 to quit this example.
```

```
-1
```

```
-1
```

menuFor3.txt

IO and FORMAT in Fortran

(A78)

12

FORMAT 3/3

WRITING WITH THE REPETITION INDICATOR

Syntax: r(format description)

Where r is the repetition indicator, indicating how often the format description is used.

The example uses the following format description:

(/, 1X, 'START', /, r(I10, ' piggies', /), ' END')

Enter 0 to quit this example.

-1

-1

menuMul.txt

IO and FORMAT in Fortran

(A78)

16

IMPLICIT LOOPS

MULTIPLICATION TABLE

Computes a multiplication table. The table is stored in a matrix and displayed using the following code:

```
do i=1, 10
    write(*,'(10I4)') (A(i,j), j=1,10)
end do
```

The outer do-loop (index i) loops through the rows of the table.

Each column is a 4 character wide integer.

The 10 columns are written using an implicit loop (index j).

The implicit loop is like the do-loop and written behind the output expression. The STEP statement is omitted in this example.

The brackets are necessary.

Resume to see the table.

-1

-1

```

menuSeq1.txt
IO and FORMAT in Fortran
(A78)
14
SEQUENTIAL FILES 1/3

```

THE MENU

Our menu file has the following structure:

```

filename          / the filename
projectname       / project identifier
format string     / format to be read
n                 / read format n times

DATA DATA DATA / some data

-1                / end of data
-1                / end of file
-1
-1

```

```

menuSeq2.txt
IO and FORMAT in Fortran
(A78)
23
SEQUENTIAL FILES 2/3

```

THE MENU

The channel to the file containing the menu is opened using the statement:

```
open(10, FILE=fname, ERR=9001)
```

By default the accessmode is sequential formatted.

Data is read from the file using the following lines of code:

```

read(10,'(A)',    END=9003, ERR=9002) filename
read(10,'(A)',    END=9003, ERR=9002) projectname
read(10,'(A)',    END=9003, ERR=9002) form
read(10,'(I10)',  END=9003, ERR=9002) amount
do i=1, amount
    read(10,form,  END=9003, ERR=9002) line
    write(*,*) line
end do

```

The file is closed after all data has been read.

```
close(10)
```

Resume to see the menu file.

```

-1
-1

```

```
menuSeq3.txt
IO and FORMAT in Fortran
(A78)
```

```
19
```

```
mainmenu.txt
IO and FORMAT in Fortran
(A78)
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13
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IO and FORMAT in Fortran
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choose one of the options
```

```
-1
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```
-1
```

```
-1
```

```
-1
```

```
menuDir1.txt
IO and FORMAT in Fortran
(A78)
```

```
21
```

```
DIRECT UNFORMATTED 1/2                                NUMBERS IN SCRATCH FILE
```

```
-----
The following example reads in integer values from the keyboard and
copies them to a direct unformatted scratch file.
```

```
The channel is opened using the following statement:
```

```
open(10, FILE='direct.dat', STATUS='scratch', ACCESS='direct',
.FORM='unformatted', RECL=4, ERR=9001)
```

```
RECL=4 means that we have records of 4 bytes length, enough for int values.
Reading the n_th record from the scratch file:
```

```
read(10, REC=n, ERR=9002) old
```

```
writing a integer value into the n_th record of the scratch file:
```

```
write(10, REC=n, ERR=9002) new
```

```
The scratch file is deleted when the close(10) statement is executed.
```

```
Resume to try the example...
```

```
-1
```

```
-1
```