

Using GNU Fortran 95

The gfortran team

For the 4.1.2 Version*

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Short Contents

Introduction	1
1 Getting Started	3
2 GFORTRAN and GCC	5
3 GFORTRAN and G77	7
4 GNU Fortran 95 Command Options	9
5 Project Status	17
6 Runtime: Influencing runtime behavior with environment variables	19
7 Extensions	23
8 Intrinsic Procedures	29
9 Contributing	81
10 Standards	83
GNU GENERAL PUBLIC LICENSE	85
GNU Free Documentation License	91
Funding Free Software	99
Index	101

Table of Contents

Introduction	1
1 Getting Started	3
2 GFORTRAN and GCC	5
3 GFORTRAN and G77	7
4 GNU Fortran 95 Command Options	9
4.1 Option Summary	9
4.2 Options Controlling Fortran Dialect	10
4.3 Options to Request or Suppress Warnings	11
4.4 Options for Debugging Your Program or GNU Fortran	12
4.5 Options for Directory Search	13
4.6 Influencing runtime behavior	13
4.7 Options for Code Generation Conventions	14
4.8 Environment Variables Affecting GNU Fortran	16
5 Project Status	17
5.1 Compiler Status	17
5.2 Library Status	17
5.3 Proposed Extensions	17
5.3.1 Compiler extensions:	17
5.3.2 Environment Options	18
6 Runtime: Influencing runtime behavior with environment variables	19
6.1 GFORTRAN_STDIN_UNIT – Unit number for standard input	19
6.2 GFORTRAN_STDOUT_UNIT – Unit number for standard output	19
6.3 GFORTRAN_STDERR_UNIT – Unit number for standard error	19
6.4 GFORTRAN_USE_STDERR:: Send library output to standard error	19
6.5 GFORTRAN_TMPDIR – Directory for scratch files	19
6.6 GFORTRAN_UNBUFFERED_ALL – Don't buffer output	19
6.7 GFORTRAN_SHOW_LOCUS – Show location for runtime errors	19
6.8 GFORTRAN_OPTIONAL_PLUS – Print leading + where permitted	19
6.9 GFORTRAN_DEFAULT_RECL – Default record length for new files	20
6.10 GFORTRAN_LIST_SEPARATOR – Separator for list output	20
6.11 GFORTRAN_CONVERT_UNIT – Set endianness for unformatted I/O	20

7	Extensions	23
7.1	Old-style kind specifications	23
7.2	Old-style variable initialization	23
7.3	Extensions to namelist	23
7.4	X format descriptor	24
7.5	Commas in FORMAT specifications	24
7.6	I/O item lists	24
7.7	Hexadecimal constants	24
7.8	Real array indices	24
7.9	Unary operators	24
7.10	Implicitly interconvert LOGICAL and INTEGER	25
7.11	Hollerith constants support	25
7.12	Cray pointers	25
7.13	CONVERT specifier	27
8	Intrinsic Procedures	29
8.1	Introduction to intrinsic procedures	29
8.2	ABORT — Abort the program	29
8.3	ABS — Absolute value	30
8.4	ACHAR — Character in ASCII collating sequence	30
8.5	ACOS — Arc cosine function	31
8.6	ADJUSTL — Left adjust a string	31
8.7	ADJUSTR — Right adjust a string	31
8.8	AIMAG — Imaginary part of complex number	32
8.9	AIMT — Imaginary part of complex number	32
8.10	ALARM — Execute a routine after a given delay	33
8.11	ALL — All values in MASK along DIM are true	33
8.12	ALLOCATED — Status of an allocatable entity	34
8.13	ANINT — Nearest whole number	35
8.14	ANY — Any value in MASK along DIM is true	35
8.15	ASIN — Arcsine function	36
8.16	ASSOCIATED — Status of a pointer or pointer/target pair	36
8.17	ATAN — Arctangent function	37
8.18	ATAN2 — Arctangent function	38
8.19	BESJ0 — Bessel function of the first kind of order 0	38
8.20	BESJ1 — Bessel function of the first kind of order 1	39
8.21	BESJN — Bessel function of the first kind	39
8.22	BESY0 — Bessel function of the second kind of order 0	40
8.23	BESY1 — Bessel function of the second kind of order 1	40
8.24	BESYN — Bessel function of the second kind	40
8.25	BIT_SIZE — Bit size inquiry function	41
8.26	BTEST — Bit test function	41
8.27	CEILING — Integer ceiling function	42
8.28	CHAR — Character conversion function	42
8.29	CMPLX — Complex conversion function	43
8.30	COMMAND_ARGUMENT_COUNT — Argument count function	43
8.31	CONJG — Complex conjugate function	43
8.32	COS — Cosine function	44
8.33	COSH — Hyperbolic cosine function	44
8.34	COUNT — Count function	45
8.35	CPU_TIME — CPU elapsed time in seconds	46
8.36	CSHIFT — Circular shift function	46
8.37	CTIME — Convert a time into a string	47

8.38	DATE_AND_TIME — Date and time subroutine	47
8.39	DBLE — Double conversion function	48
8.40	DCMPLX — Double complex conversion function	48
8.41	DFLOAT — Double conversion function	49
8.42	DIGITS — Significant digits function	49
8.43	DIM — Dim function	50
8.44	DOT_PRODUCT — Dot product function	50
8.45	DPROD — Double product function	51
8.46	DREAL — Double real part function	51
8.47	ETIME — Execution time subroutine (or function)	52
8.48	EOSHIFT — End-off shift function	52
8.49	EPSILON — Epsilon function	53
8.50	ERF — Error function	54
8.51	ERFC — Error function	54
8.52	ETIME — Execution time subroutine (or function)	55
8.53	EXIT — Exit the program with status	55
8.54	EXP — Exponential function	56
8.55	EXPONENT — Exponent function	56
8.56	FDATE — Get the current time as a string	57
8.57	FLOAT — Convert integer to default real	57
8.58	FLOOR — Integer floor function	58
8.59	FLUSH — Flush I/O unit(s)	58
8.60	FNUM — File number function	58
8.61	FRACTION — Fractional part of the model representation	59
8.62	FREE — Frees memory	59
8.63	GETGID — Group ID function	60
8.64	GETPID — Process ID function	60
8.65	GETUID — User ID function	60
8.66	HUGE — Largest number of a kind	60
8.67	IACHAR — Code in ASCII collating sequence	61
8.68	ICHAR — Character-to-integer conversion function	61
8.69	IDATE — Get current local time subroutine (day/month/year)	62
8.70	IRAND — Integer pseudo-random number	62
8.71	ITIME — Get current local time subroutine (hour/minutes/seconds)	63
8.72	KIND — Kind of an entity	63
8.73	LOC — Returns the address of a variable	64
8.74	LOG — Logarithm function	64
8.75	LOG10 — Base 10 logarithm function	65
8.76	MALLOC — Allocate dynamic memory	65
8.77	MAXEXPONENT — Maximum exponent of a real kind	66
8.78	MINEXPONENT — Minimum exponent of a real kind	66
8.79	MOD — Remainder function	66
8.80	MODULO — Modulo function	67
8.81	NEAREST — Nearest representable number	68
8.82	NINT — Nearest whole number	68
8.83	PRECISION — Decimal precision of a real kind	69
8.84	RADIX — Base of a model number	69
8.85	RAND — Real pseudo-random number	70
8.86	RANGE — Decimal exponent range of a real kind	70
8.87	REAL — Convert to real type	70
8.88	RRSPACING — Reciprocal of the relative spacing	71
8.89	SCALE — Scale a real value	71
8.90	SELECTED_INT_KIND — Choose integer kind	72
8.91	SELECTED_REAL_KIND — Choose real kind	72

8.92	SECNDS — Time subroutine	73
8.93	SET_EXPONENT — Set the exponent of the model	74
8.94	SIGN — Sign copying function	74
8.95	SIGNAL — Signal handling subroutine (or function)	75
8.96	SIN — Sine function	75
8.97	SINH — Hyperbolic sine function	76
8.98	SNGL — Convert double precision real to default real	76
8.99	SQRT — Square-root function	77
8.100	SRAND — Reinitialize the random number generator	77
8.101	TAN — Tangent function	78
8.102	TANH — Hyperbolic tangent function	78
8.103	TINY — Smallest positive number of a real kind	78
9	Contributing	81
9.1	Contributors to GNU Fortran 95	81
9.2	Projects	82
10	Standards	83
10.1	Fortran 2003 status	83
	GNU GENERAL PUBLIC LICENSE	85
	Preamble	85
	TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION	85
	Appendix: How to Apply These Terms to Your New Programs	89
	GNU Free Documentation License	91
	ADDENDUM: How to use this License for your documents	97
	Funding Free Software	99
	Index	101

Introduction

This manual documents the use of `gfortran`, the GNU Fortran 95 compiler. You can find in this manual how to invoke `gfortran`, as well as its features and incompatibilities.

1 Getting Started

Gfortran is the GNU Fortran 95 compiler front end, designed initially as a free replacement for, or alternative to, the unix `f95` command; `gfortran` is the command you'll use to invoke the compiler.

Gfortran is still in an early state of development. `gfortran` can generate code for most constructs and expressions, but much work remains to be done.

When `gfortran` is finished, it will do everything you expect from any decent compiler:

- Read a user's program, stored in a file and containing instructions written in Fortran 77, Fortran 90 or Fortran 95. This file contains *source code*.
- Translate the user's program into instructions a computer can carry out more quickly than it takes to translate the instructions in the first place. The result after compilation of a program is *machine code*, code designed to be efficiently translated and processed by a machine such as your computer. Humans usually aren't as good writing machine code as they are at writing Fortran (or C++, Ada, or Java), because it is easy to make tiny mistakes writing machine code.
- Provide the user with information about the reasons why the compiler is unable to create a binary from the source code. Usually this will be the case if the source code is flawed. When writing Fortran, it is easy to make big mistakes. The Fortran 90 requires that the compiler can point out mistakes to the user. An incorrect usage of the language causes an *error message*.

The compiler will also attempt to diagnose cases where the user's program contains a correct usage of the language, but instructs the computer to do something questionable. This kind of diagnostics message is called a *warning message*.

- Provide optional information about the translation passes from the source code to machine code. This can help a user of the compiler to find the cause of certain bugs which may not be obvious in the source code, but may be more easily found at a lower level compiler output. It also helps developers to find bugs in the compiler itself.
- Provide information in the generated machine code that can make it easier to find bugs in the program (using a debugging tool, called a *debugger*, such as the GNU Debugger `gdb`).
- Locate and gather machine code already generated to perform actions requested by statements in the user's program. This machine code is organized into *modules* and is located and *linked* to the user program.

Gfortran consists of several components:

- A version of the `gcc` command (which also might be installed as the system's `cc` command) that also understands and accepts Fortran source code. The `gcc` command is the *driver* program for all the languages in the GNU Compiler Collection (GCC); With `gcc`, you can compile the source code of any language for which a front end is available in GCC.
- The `gfortran` command itself, which also might be installed as the system's `f95` command. `gfortran` is just another driver program, but specifically for the Fortran 95 compiler only. The difference with `gcc` is that `gfortran` will automatically link the correct libraries to your program.
- A collection of run-time libraries. These libraries contain the machine code needed to support capabilities of the Fortran language that are not directly provided by the machine code generated by the `gfortran` compilation phase, such as intrinsic functions and subroutines, and routines for interaction with files and the operating system.
- The Fortran compiler itself, (`f951`). This is the `gfortran` parser and code generator, linked to and interfaced with the GCC backend library. `f951` "translates" the source code to

assembler code. You would typically not use this program directly; instead, the `gcc` or `gfortran` driver programs will call it for you.

2 GFORTRAN and GCC

GCC used to be the GNU “C” Compiler, but is now known as the *GNU Compiler Collection*. GCC provides the GNU system with a very versatile compiler middle end (shared optimization passes), and back ends (code generators) for many different computer architectures and operating systems. The code of the middle end and back end are shared by all compiler front ends that are in the GNU Compiler Collection.

A GCC front end is essentially a source code parser and an intermediate code generator. The code generator translates the semantics of the source code into a language independent form called *GENERIC*.

The parser takes a source file written in a particular computer language, reads and parses it, and tries to make sure that the source code conforms to the language rules. Once the correctness of a program has been established, the compiler will build a data structure known as the *Abstract Syntax tree*, or just *AST* or “tree” for short. This data structure represents the whole program or a subroutine or a function. The “tree” is passed to the GCC middle end, which will perform optimization passes on it. The optimized AST is then handed off too the back end which assembles the program unit.

Different phases in this translation process can be, and in fact *are* merged in many compiler front ends. GNU Fortran 95 has a strict separation between the parser and code generator.

The goal of the gfortran project is to build a new front end for GCC. Specifically, a Fortran 95 front end. In a non-gfortran installation, `gcc` will not be able to compile Fortran 95 source code (only the “C” front end has to be compiled if you want to build GCC, all other languages are optional). If you build GCC with gfortran, `gcc` will recognize ‘`.f/.f90/.f95`’ source files and accepts Fortran 95 specific command line options.

3 GFORTRAN and G77

Why do we write a compiler front end from scratch? There's a fine Fortran 77 compiler in the GNU Compiler Collection that accepts some features of the Fortran 90 standard as extensions. Why not start from there and revamp it?

One of the reasons is that Craig Burley, the author of G77, has decided to stop working on the G77 front end. On [Craig explains the reasons for his decision to stop working on G77](#) in one of the pages in his homepage. Among the reasons is a lack of interest in improvements to `g77`. Users appear to be quite satisfied with `g77` as it is. While `g77` is still being maintained (by Toon Moene), it is unlikely that sufficient people will be willing to completely rewrite the existing code.

But there are other reasons to start from scratch. Many people, including Craig Burley, no longer agreed with certain design decisions in the G77 front end. Also, the interface of `g77` to the back end is written in a style which is confusing and not up to date on recommended practice. In fact, a full rewrite had already been planned for GCC 3.0.

When Craig decided to stop, it just seemed to be a better idea to start a new project from scratch, because it was expected to be easier to maintain code we develop ourselves than to do a major overhaul of `g77` first, and then build a Fortran 95 compiler out of it.

4 GNU Fortran 95 Command Options

The `gfortran` command supports all the options supported by the `gcc` command. Only options specific to `gfortran` are documented here.

See [section “GCC Command Options” in *Using the GNU Compiler Collection \(GCC\)*](#), for information on the non-Fortran-specific aspects of the `gcc` command (and, therefore, the `gfortran` command).

All `gcc` and `gfortran` options are accepted both by `gfortran` and by `gcc` (as well as any other drivers built at the same time, such as `g++`), since adding `gfortran` to the `gcc` distribution enables acceptance of `gfortran` options by all of the relevant drivers.

In some cases, options have positive and negative forms; the negative form of ‘`-ffoo`’ would be ‘`-fno-foo`’. This manual documents only one of these two forms, whichever one is not the default.

4.1 Option Summary

Here is a summary of all the options specific to GNU Fortran, grouped by type. Explanations are in the following sections.

Fortran Language Options

See [Section 4.2 \[Options Controlling Fortran Dialect\]](#), page 10.

```
-ffree-form -fno-fixed-form
-fdollar-ok -fimplicit-none -fmax-identifier-length
-std=std -fd-lines-as-code -fd-lines-as-comments
-ffixed-line-length-n -ffixed-line-length-none
-ffree-line-length-n -ffree-line-length-none
-fdefault-double-8 -fdefault-integer-8 -fdefault-real-8
-fcray-pointer -frange-check
```

Warning Options

See [Section 4.3 \[Options to Request or Suppress Warnings\]](#), page 11.

```
-fsyntax-only -pedantic -pedantic-errors
-w -Wall -Waliasing -Wampersand -Wconversion -Wimplicit-interface
-Wnonstd-intrinsics -Wsurprising -Wunderflow
-Wunused-labels -Wline-truncation -W
```

Debugging Options

See [Section 4.4 \[Options for Debugging Your Program or GCC\]](#), page 12.

```
-fdump-parse-tree -ffpe-trap=list
```

Directory Options

See [Section 4.5 \[Options for Directory Search\]](#), page 13.

```
-Idir -Mdir
```

Runtime Options

See [Section 4.6 \[Options for influencing runtime behavior\]](#), page 13.

```
-fconvert=conversion -frecord-marker=length
```

Code Generation Options

See [Section 4.7 \[Options for Code Generation Conventions\]](#), page 14.

```
-fno-automatic -ff2c -fno-underscoring -fsecond-underscore
-fbounds-check -fmax-stack-var-size=n
-fpackderived -fpack-arrays -fshort-enums
```

4.2 Options Controlling Fortran Dialect

The following options control the dialect of Fortran that the compiler accepts:

-ffree-form

-ffixed-form

Specify the layout used by the source file. The free form layout was introduced in Fortran 90. Fixed form was traditionally used in older Fortran programs.

-fd-lines-as-code

-fd-lines-as-comment

Enables special treating for lines with ‘d’ or ‘D’ in fixed form sources. If the ‘-fd-lines-as-code’ option is given they are treated as if the first column contained a blank. If the ‘-fd-lines-as-comments’ option is given, they are treated as comment lines.

-fdefault-double-8

Set the "DOUBLE PRECISION" type to an 8 byte wide.

-fdefault-integer-8

Set the default integer and logical types to an 8 byte wide type. Do nothing if this is already the default.

-fdefault-real-8

Set the default real type to an 8 byte wide type. Do nothing if this is already the default.

-fdollar-ok

Allow ‘\$’ as a valid character in a symbol name.

-fno-backslash

Compile switch to change the interpretation of a backslash from “C”-style escape characters to a single backslash character.

-ffixed-line-length-n

Set column after which characters are ignored in typical fixed-form lines in the source file, and through which spaces are assumed (as if padded to that length) after the ends of short fixed-form lines.

Popular values for *n* include 72 (the standard and the default), 80 (card image), and 132 (corresponds to “extended-source” options in some popular compilers). *n* may be ‘none’, meaning that the entire line is meaningful and that continued character constants never have implicit spaces appended to them to fill out the line. ‘-ffixed-line-length-0’ means the same thing as ‘-ffixed-line-length-none’.

-ffree-line-length-n

Set column after which characters are ignored in typical free-form lines in the source file. For free-form, the default value is 132. *n* may be ‘none’, meaning that the entire line is meaningful. ‘-ffree-line-length-0’ means the same thing as ‘-ffree-line-length-none’.

-fmax-identifier-length=n

Specify the maximum allowed identifier length. Typical values are 31 (Fortran 95) and 63 (Fortran 200x).

-fimplicit-none

Specify that no implicit typing is allowed, unless overridden by explicit ‘IMPLICIT’ statements. This is the equivalent of adding ‘implicit none’ to the start of every procedure.

-fcray-pointer

Enables the Cray pointer extension, which provides a C-like pointer.

-frange-check

Enable range checking on results of simplification of constant expressions during compilation. For example, by default, `gfortran` will give an overflow error at compile time when simplifying `a = EXP(1000)`. With `'-fno-range-check'`, no error will be given and the variable `a` will be assigned the value `+Infinity`.

-std=std Conform to the specified standard. Allowed values for *std* are `'gnu'`, `'f95'`, `'f2003'` and `'legacy'`.

4.3 Options to Request or Suppress Warnings

Warnings are diagnostic messages that report constructions which are not inherently erroneous but which are risky or suggest there might have been an error.

You can request many specific warnings with options beginning `'-W'`, for example `'-Wimplicit'` to request warnings on implicit declarations. Each of these specific warning options also has a negative form beginning `'-Wno-'` to turn off warnings; for example, `'-Wno-implicit'`. This manual lists only one of the two forms, whichever is not the default.

These options control the amount and kinds of warnings produced by GNU Fortran:

-fsyntax-only

Check the code for syntax errors, but don't do anything beyond that.

-pedantic

Issue warnings for uses of extensions to FORTRAN 95. `'-pedantic'` also applies to C-language constructs where they occur in GNU Fortran source files, such as use of `'\e'` in a character constant within a directive like `'#include'`.

Valid FORTRAN 95 programs should compile properly with or without this option. However, without this option, certain GNU extensions and traditional Fortran features are supported as well. With this option, many of them are rejected.

Some users try to use `'-pedantic'` to check programs for conformance. They soon find that it does not do quite what they want—it finds some nonstandard practices, but not all. However, improvements to `gfortran` in this area are welcome.

This should be used in conjunction with `-std=std`.

-pedantic-errors

Like `'-pedantic'`, except that errors are produced rather than warnings.

-w

Inhibit all warning messages.

-Wall

Enables commonly used warning options pertaining to usage that we recommend avoiding and that we believe are easy to avoid. This currently includes `'-Wunused-labels'`, `'-Waliasing'`, `'-Wampersand'`, `'-Wsurprising'`, `'-Wnonstd-intrinsic'`, and `'-Wline-truncation'`.

-Waliasing

Warn about possible aliasing of dummy arguments. Specifically, it warns if the same actual argument is associated with a dummy argument with `intent(in)` and a dummy argument with `intent(out)` in a call with an explicit interface.

The following example will trigger the warning.

```
interface
  subroutine bar(a,b)
    integer, intent(in) :: a
    integer, intent(out) :: b
```

```

        end subroutine
    end interface
    integer :: a

    call bar(a,a)

```

-Wampersand

Warn about missing ampersand in continued character literals. The warning is given with ‘-Wampersand’, ‘-pedantic’, and ‘-std=f95’. Note: With no ampersand given in a continued character literal, gfortran assumes continuation at the first non-comment, non-whitespace character.

-Wconversion

Warn about implicit conversions between different types.

-Wimplicit-interface

Warn about when procedure are called without an explicit interface. Note this only checks that an explicit interface is present. It does not check that the declared interfaces are consistent across program units.

-Wnonstd-intrinsic

Warn if the user tries to use an intrinsic that does not belong to the standard the user has chosen via the -std option.

-Wsurprising

Produce a warning when “suspicious” code constructs are encountered. While technically legal these usually indicate that an error has been made.

This currently produces a warning under the following circumstances:

- An INTEGER SELECT construct has a CASE that can never be matched as its lower value is greater than its upper value.
- A LOGICAL SELECT construct has three CASE statements.

-Wunderflow

Produce a warning when numerical constant expressions are encountered, which yield an UNDERFLOW during compilation.

-Wunused-labels

Warn whenever a label is defined but never referenced.

-Werror Turns all warnings into errors.**-W** Turns on “extra warnings” and, if optimization is specified via ‘-O’, the ‘-Wuninitialized’ option. (This might change in future versions of gfortran)

See [section “Options to Request or Suppress Warnings” in *Using the GNU Compiler Collection \(GCC\)*](#), for information on more options offered by the GBE shared by gfortran, gcc and other GNU compilers.

Some of these have no effect when compiling programs written in Fortran.

4.4 Options for Debugging Your Program or GNU Fortran

GNU Fortran has various special options that are used for debugging either your program or gfortran

-fdump-parse-tree

Output the internal parse tree before starting code generation. Only really useful for debugging gfortran itself.

-ffpe-trap=list

Specify a list of IEEE exceptions when a Floating Point Exception (FPE) should be raised. On most systems, this will result in a SIGFPE signal being sent and the program being interrupted, producing a core file useful for debugging. *list* is a (possibly empty) comma-separated list of the following IEEE exceptions: ‘invalid’ (invalid floating point operation, such as `sqrt(-1.0)`), ‘zero’ (division by zero), ‘overflow’ (overflow in a floating point operation), ‘underflow’ (underflow in a floating point operation), ‘precision’ (loss of precision during operation) and ‘denormal’ (operation produced a denormal denormal value).

See section “Options for Debugging Your Program or GCC” in *Using the GNU Compiler Collection (GCC)*, for more information on debugging options.

4.5 Options for Directory Search

These options affect how **gfortran** searches for files specified by the **INCLUDE** directive and where it searches for previously compiled modules.

It also affects the search paths used by **cpp** when used to preprocess Fortran source.

-I*dir* These affect interpretation of the **INCLUDE** directive (as well as of the **#include** directive of the **cpp** preprocessor).

Also note that the general behavior of ‘-I’ and **INCLUDE** is pretty much the same as of ‘-I’ with **#include** in the **cpp** preprocessor, with regard to looking for ‘**header.gcc**’ files and other such things.

This path is also used to search for ‘.mod’ files when previously compiled modules are required by a **USE** statement.

See section “Options for Directory Search” in *Using the GNU Compiler Collection (GCC)*, for information on the ‘-I’ option.

-M*dir*

-J*dir* This option specifies where to put ‘.mod’ files for compiled modules. It is also added to the list of directories to searched by an **USE** statement.

The default is the current directory.

‘-J’ is an alias for ‘-M’ to avoid conflicts with existing GCC options.

4.6 Influencing runtime behavior

These options affect the runtime behavior of **gfortran**.

-fconvert=conversion

Specify the representation of data for unformatted files. Valid values for *conversion* are: ‘native’, the default; ‘swap’, swap between big- and little-endian; ‘big-endian’, use big-endian representation for unformatted files; ‘little-endian’, use little-endian representation for unformatted files.

*This option has an effect only when used in the main program. The **CONVERT** specifier and the **GFORTRAN_CONVERT_UNIT** environment variable override the default specified by -fconvert.*

-frecord-marker=length

Specify the length of record markers for unformatted files. Valid values for *length* are 4 and 8. Default is whatever **off_t** is specified to be on that particular system. Note that specifying *length* as 4 limits the record length of unformatted files to 2 GB. This option does not extend the maximum possible record length on systems where **off_t** is a four-byte quantity.

4.7 Options for Code Generation Conventions

These machine-independent options control the interface conventions used in code generation.

Most of them have both positive and negative forms; the negative form of ‘-ffoo’ would be ‘-fno-foo’. In the table below, only one of the forms is listed—the one which is not the default. You can figure out the other form by either removing ‘no-’ or adding it.

-fno-automatic

Treat each program unit as if the `SAVE` statement was specified for every local variable and array referenced in it. Does not affect common blocks. (Some Fortran compilers provide this option under the name ‘-static’.)

-ff2c

Generate code designed to be compatible with code generated by `g77` and `f2c`.

The calling conventions used by `g77` (originally implemented in `f2c`) require functions that return type default `REAL` to actually return the C type `double`, and functions that return type `COMPLEX` to return the values via an extra argument in the calling sequence that points to where to store the return value. Under the default GNU calling conventions, such functions simply return their results as they would in GNU C – default `REAL` functions return the C type `float`, and `COMPLEX` functions return the GNU C type `complex`. Additionally, this option implies the ‘-fsecond-underscore’ option, unless ‘-fno-second-underscore’ is explicitly requested.

This does not affect the generation of code that interfaces with the `libgfortran` library.

Caution: It is not a good idea to mix Fortran code compiled with `-ff2c` with code compiled with the default `-fno-f2c` calling conventions as, calling `COMPLEX` or default `REAL` functions between program parts which were compiled with different calling conventions will break at execution time.

Caution: This will break code which passes intrinsic functions of type default `REAL` or `COMPLEX` as actual arguments, as the library implementations use the `-fno-f2c` calling conventions.

-fno-underscoring

Do not transform names of entities specified in the Fortran source file by appending underscores to them.

With ‘-funderscoring’ in effect, `gfortran` appends one underscore to external names with no underscores. This is done to ensure compatibility with code produced by many UNIX Fortran compilers.

Caution: The default behavior of `gfortran` is incompatible with `f2c` and `g77`, please use the ‘-ff2c’ option if you want object files compiled with ‘`gfortran`’ to be compatible with object code created with these tools.

Use of ‘-fno-underscoring’ is not recommended unless you are experimenting with issues such as integration of (GNU) Fortran into existing system environments (vis-a-vis existing libraries, tools, and so on).

For example, with ‘-funderscoring’, and assuming other defaults like ‘-fcase-lower’ and that ‘`j()`’ and ‘`max_count()`’ are external functions while ‘`my_var`’ and ‘`lvar`’ are local variables, a statement like

```
I = J() + MAX_COUNT (MY_VAR, LVAR)
```

is implemented as something akin to:

```
i = j_() + max_count__(&my_var__, &lvar);
```

With ‘-fno-underscoring’, the same statement is implemented as:

```
i = j() + max_count(&my_var, &lvar);
```

Use of ‘`-fno-underscoring`’ allows direct specification of user-defined names while debugging and when interfacing `gfortran` code with other languages.

Note that just because the names match does *not* mean that the interface implemented by `gfortran` for an external name matches the interface implemented by some other language for that same name. That is, getting code produced by `gfortran` to link to code produced by some other compiler using this or any other method can be only a small part of the overall solution—getting the code generated by both compilers to agree on issues other than naming can require significant effort, and, unlike naming disagreements, linkers normally cannot detect disagreements in these other areas.

Also, note that with ‘`-fno-underscoring`’, the lack of appended underscores introduces the very real possibility that a user-defined external name will conflict with a name in a system library, which could make finding unresolved-reference bugs quite difficult in some cases—they might occur at program run time, and show up only as buggy behavior at run time.

In future versions of `gfortran` we hope to improve naming and linking issues so that debugging always involves using the names as they appear in the source, even if the names as seen by the linker are mangled to prevent accidental linking between procedures with incompatible interfaces.

`-fsecond-underscore`

By default, `gfortran` appends an underscore to external names. If this option is used `gfortran` appends two underscores to names with underscores and one underscore to external names with no underscores. (`gfortran` also appends two underscores to internal names with underscores to avoid naming collisions with external names.

This option has no effect if ‘`-fno-underscoring`’ is in effect. It is implied by the ‘`-ff2c`’ option.

Otherwise, with this option, an external name such as ‘`MAX_COUNT`’ is implemented as a reference to the link-time external symbol ‘`max_count__`’, instead of ‘`max_count_`’. This is required for compatibility with `g77` and `f2c`, and is implied by use of the ‘`-ff2c`’ option.

`-fbounds-check`

Enable generation of run-time checks for array subscripts and against the declared minimum and maximum values. It also checks array indices for assumed and deferred shape arrays against the actual allocated bounds.

In the future this may also include other forms of checking, eg. checking substring references.

`-fmax-stack-var-size=n`

This option specifies the size in bytes of the largest array that will be put on the stack.

This option currently only affects local arrays declared with constant bounds, and may not apply to all character variables. Future versions of `gfortran` may improve this behavior.

The default value for *n* is 32768.

`-fpackderived`

This option tells `gfortran` to pack derived type members as closely as possible. Code compiled with this option is likely to be incompatible with code compiled without this option, and may execute slower.

-frepack-arrays

In some circumstances **gfortran** may pass assumed shape array sections via a descriptor describing a discontinuous area of memory. This option adds code to the function prologue to repack the data into a contiguous block at runtime.

This should result in faster accesses to the array. However it can introduce significant overhead to the function call, especially when the passed data is discontinuous.

-fshort-enums

This option is provided for interoperability with C code that was compiled with the **-fshort-enums** option. It will make **gfortran** choose the smallest **INTEGER** kind a given enumerator set will fit in, and give all its enumerators this kind.

See section “Options for Code Generation Conventions” in *Using the GNU Compiler Collection (GCC)*, for information on more options offered by the GBE shared by **gfortran**, **gcc** and other GNU compilers.

4.8 Environment Variables Affecting GNU Fortran

GNU Fortran 95 currently does not make use of any environment variables to control its operation above and beyond those that affect the operation of **gcc**.

See section “Environment Variables Affecting GCC” in *Using the GNU Compiler Collection (GCC)*, for information on environment variables.

See Chapter 6 [Runtime], page 19, for environment variables that affect the run-time behavior of **gfortran** programs.

5 Project Status

As soon as gfortran can parse all of the statements correctly, it will be in the “larva” state. When we generate code, the “puppa” state. When gfortran is done, we’ll see if it will be a beautiful butterfly, or just a big bug....

–Andy Vaught, April 2000

The start of the GNU Fortran 95 project was announced on the GCC homepage in March 18, 2000 (even though Andy had already been working on it for a while, of course).

Gfortran is currently reaching the stage where it is able to compile real world programs. However it is still under development and has many rough edges.

5.1 Compiler Status

Front end This is the part of gfortran which parses a source file, verifies that it is valid Fortran 95, performs compile time replacement of constants (PARAMETER variables) and reads and generate module files. This is almost complete. Every Fortran 95 source should be accepted, and most non-Fortran 95 source should be rejected. If you find a source file where this is not true, please tell us. You can use the `-fsyntax-only` switch to make gfortran quit after running the front end, effectively reducing it to a syntax checker.

Middle end interface

These are the parts of gfortran that take the parse tree generated by the front end and translate it to the GENERIC form required by the GCC back end. Work is ongoing in these parts of gfortran, but a large part has already been completed.

5.2 Library Status

Some intrinsic functions map directly to library functions, and in most cases the name of the library function used depends on the type of the arguments. For some intrinsics we generate inline code, and for others, such as `sin`, `cos` and `sqrt`, we rely on the backend to use special instructions in the floating point unit of the CPU if available, or to fall back to a call to `libm` if these are not available.

Implementation of some non-elemental intrinsic functions (eg. `DOT_PRODUCT`, `AVERAGE`) is not yet optimal. This is hard because we have to make decisions whether to use inline code (good for small arrays as no function call overhead occurs) or generate function calls (good for large arrays as it allows use of hand-optimized assembly routines, SIMD instructions, etc.)

The IO library is in a mostly usable state. Unformatted I/O for `REAL(KIND=10)` variables is currently not recommended.

Array intrinsics mostly work.

5.3 Proposed Extensions

Here’s a list of proposed extensions for **gfortran**, in no particular order. Most of these are necessary to be fully compatible with existing Fortran compilers, but they are not part of the official J3 Fortran 95 standard.

5.3.1 Compiler extensions:

- Flag for defining the kind number for default logicals.
- User-specified alignment rules for structures.
- Flag to generate `Makefile` info.

- Automatically extend single precision constants to double.
- Compile code that conserves memory by dynamically allocating common and module storage either on stack or heap.
- Flag to cause the compiler to distinguish between upper and lower case names. The Fortran 95 standard does not distinguish them.
- Compile flag to generate code for array conformance checking (suggest -CC).
- User control of symbol names (underscores, etc).
- Compile setting for maximum size of stack frame size before spilling parts to static or heap.
- Flag to force local variables into static space.
- Flag to force local variables onto stack.
- Flag to compile lines beginning with “D”.
- Flag to ignore lines beginning with “D”.
- Flag for maximum errors before ending compile.
- Generate code to check for null pointer dereferences – prints locus of dereference instead of segfaulting. There was some discussion about this option in the g95 development mailing list.
- Allow setting the default unit number.
- Option to initialize otherwise uninitialized integer and floating point variables.
- Support for OpenMP directives. This also requires support from the runtime library and the rest of the compiler.
- Support for Fortran 200x. This includes several new features including floating point exceptions, extended use of allocatable arrays, C interoperability, Parameterizer data types and function pointers.

5.3.2 Environment Options

- Pluggable library modules for random numbers, linear algebra. LA should use BLAS calling conventions.
- Environment variables controlling actions on arithmetic exceptions like overflow, underflow, precision loss – Generate NaN, abort, default. action.
- Set precision for fp units that support it (i387).
- Variable for setting fp rounding mode.
- Variable to fill uninitialized variables with a user-defined bit pattern.
- Environment variable controlling filename that is opened for that unit number.
- Environment variable to clear/trash memory being freed.
- Environment variable to control tracing of allocations and frees.
- Environment variable to display allocated memory at normal program end.
- Environment variable for filename for * IO-unit.
- Environment variable for temporary file directory.
- Environment variable forcing standard output to be line buffered (unix).

6 Runtime: Influencing runtime behavior with environment variables

The behaviour of the `gfortran` can be influenced by environment variables.

Malformed environment variables are silently ignored.

6.1 `GFORTRAN_STDIN_UNIT` – Unit number for standard input

This environment variable can be used to select the unit number preconnected to standard input. This must be a positive integer. The default value is 5.

6.2 `GFORTRAN_STDOUT_UNIT` – Unit number for standard output

This environment variable can be used to select the unit number preconnected to standard output. This must be a positive integer. The default value is 6.

6.3 `GFORTRAN_STDERR_UNIT` – Unit number for standard error

This environment variable can be used to select the unit number preconnected to standard error. This must be a positive integer. The default value is 0.

6.4 `GFORTRAN_USE_STDERR::` Send library output to standard error

This environment variable controls where library output is sent. If the first letter is 'y', 'Y' or '1', standard error is used. If the first letter is 'n', 'N' or '0', standard output is used.

6.5 `GFORTRAN_TMPDIR` – Directory for scratch files

This environment variable controls where scratch files are created. Default is '/tmp'.

6.6 `GFORTRAN_UNBUFFERED_ALL` – Don't buffer output

This environment variable controls whether all output is unbuffered. If the first letter is 'y', 'Y' or '1', all output is unbuffered. This will slow down large writes. If the first letter is 'n', 'N' or '0', output is buffered. This is the default.

6.7 `GFORTRAN_SHOW_LOCUS` – Show location for runtime errors

If the first letter is 'y', 'Y' or '1', filename and line numbers for runtime errors are printed. If the first letter is 'n', 'N' or '0', don't print filename and line numbers for runtime errors. The default is to print the location.

6.8 `GFORTRAN_OPTIONAL_PLUS` – Print leading + where permitted

If the first letter is 'y', 'Y' or '1', a plus sign is printed where permitted by the Fortran standard. If the first letter is 'n', 'N' or '0', a plus sign is not printed in most cases. Default is not to print plus signs.

6.9 GFORTRAN_DEFAULT_RECL – Default record length for new files

This environment variable specifies the default record length for files which are opened without a RECL tag in the OPEN statement. This must be a positive integer. The default value is 1073741824.

6.10 GFORTRAN_LIST_SEPARATOR – Separator for list output

This environment variable specifies the separator when writing list-directed output. It may contain any number of spaces and at most one comma. If you specify this on the command line, be sure to quote spaces, as in

```
$ GFORTRAN_LIST_SEPARATOR=' , ' ./a.out
```

when a.out is the gfortran program that you want to run. Default is a single space.

6.11 GFORTRAN_CONVERT_UNIT – Set endianness for unformatted I/O

By setting the GFORTRAN_CONVERT_UNIT variable, it is possible to change the representation of data for unformatted files. The syntax for the GFORTRAN_CONVERT_UNIT variable is:

```
GFORTRAN_CONVERT_UNIT: mode | mode ';' exception ;
mode: 'native' | 'swap' | 'big_endian' | 'little_endian' ;
exception: mode ':' unit_list | unit_list ;
unit_list: unit_spec | unit_list unit_spec ;
unit_spec: INTEGER | INTEGER '-' INTEGER ;
```

The variable consists of an optional default mode, followed by a list of optional exceptions, which are separated by semicolons from the preceding default and each other. Each exception consists of a format and a comma-separated list of units. Valid values for the modes are the same as for the CONVERT specifier:

NATIVE Use the native format. This is the default.

SWAP Swap between little- and big-endian.

LITTLE_ENDIAN Use the little-endian format for unformatted files.

BIG_ENDIAN Use the big-endian format for unformatted files.

A missing mode for an exception is taken to mean BIG_ENDIAN. Examples of values for GFORTRAN_CONVERT_UNIT are:

'big_endian' Do all unformatted I/O in big_endian mode.

'little_endian;native:10-20,25' Do all unformatted I/O in little_endian mode, except for units 10 to 20 and 25, which are in native format.

'10-20' Units 10 to 20 are big-endian, the rest is native.

Setting the environment variables should be done on the command line or via the **export** command for **sh**-compatible shells and via **setenv** for **cs**h-compatible shells.

Example for **sh**:

```
$ gfortran foo.f90
$ GFORTRAN_CONVERT_UNIT='big_endian;native:10-20' ./a.out
```

Example code for **cs**h:

```
% gfortran foo.f90
% setenv GFORTRAN_CONVERT_UNIT 'big_endian;native:10-20'
% ./a.out
```

Using anything but the native representation for unformatted data carries a significant speed overhead. If speed in this area matters to you, it is best if you use this only for data that needs to be portable.

See [Section 7.13 \[CONVERT specifier\]](#), page 27, for an alternative way to specify the data representation for unformatted files. See [Section 4.6 \[Runtime Options\]](#), page 13, for setting

a default data representation for the whole program. The `CONVERT` specifier overrides the `-fconvert` compile options.

7 Extensions

gfortran implements a number of extensions over standard Fortran. This chapter contains information on their syntax and meaning. There are currently two categories of **gfortran** extensions, those that provide functionality beyond that provided by any standard, and those that are supported by **gfortran** purely for backward compatibility with legacy compilers. By default, ‘-std=gnu’ allows the compiler to accept both types of extensions, but to warn about the use of the latter. Specifying either ‘-std=f95’ or ‘-std=f2003’ disables both types of extensions, and ‘-std=legacy’ allows both without warning.

7.1 Old-style kind specifications

gfortran allows old-style kind specifications in declarations. These look like:

```
TYPESPEC*k x,y,z
```

where TYPESPEC is a basic type, and where k is a valid kind number for that type. The statement then declares x, y and z to be of type TYPESPEC with kind k. In other words, it is equivalent to the standard conforming declaration

```
TYPESPEC(k) x,y,z
```

7.2 Old-style variable initialization

gfortran allows old-style initialization of variables of the form:

```
INTEGER*4 i/1/,j/2/  
REAL*8 x(2,2) /3*0.,1./
```

These are only allowed in declarations without double colons (::), as these were introduced in Fortran 90 which also introduced a new syntax for variable initializations. The syntax for the individual initializers is as for the DATA statement, but unlike in a DATA statement, an initializer only applies to the variable immediately preceding. In other words, something like INTEGER I,J/2,3/ is not valid.

Examples of standard conforming code equivalent to the above example, are:

```
! Fortran 90  
  INTEGER(4) :: i = 1, j = 2  
  REAL(8) :: x(2,2) = RESHAPE((/0.,0.,0.,1./),SHAPE(x))  
! Fortran 77  
  INTEGER i, j  
  DOUBLE PRECISION x(2,2)  
  DATA i,j,x /1,2,3*0.,1./
```

7.3 Extensions to namelist

gfortran fully supports the Fortran 95 standard for namelist I/O including array qualifiers, substrings and fully qualified derived types. The output from a namelist write is compatible with namelist read. The output has all names in upper case and indentation to column 1 after the namelist name. Two extensions are permitted:

Old-style use of \$ instead of &

```
$MYNML  
  X(:)%Y(2) = 1.0 2.0 3.0  
  CH(1:4) = "abcd"  
$END
```

It should be noticed that the default terminator is / rather than &END.

Querying of the namelist when inputting from stdin. After at least one space, entering ? sends to stdout the namelist name and the names of the variables in the namelist:

```
?  
  
&mynml  
  x
```

```

      x%y
      ch
&end

```

Entering `=?` outputs the namelist to stdout, as if `WRITE (*,NML = mynml)` had been called:

```

=?

&MYNML
  X(1)%Y=  0.000000      ,  1.000000      ,  0.000000      ,
  X(2)%Y=  0.000000      ,  2.000000      ,  0.000000      ,
  X(3)%Y=  0.000000      ,  3.000000      ,  0.000000      ,
  CH=abcd,  /

```

To aid this dialog, when input is from stdin, errors send their messages to stderr and execution continues, even if `IOSTAT` is set.

`PRINT` namelist is permitted. This causes an error if `-std=f95` is used.

```

PROGRAM test_print
  REAL, dimension (4)  :: x = (/1.0, 2.0, 3.0, 4.0/)
  NAMELIST /mynml/ x
  PRINT mynml
END PROGRAM test_print

```

7.4 X format descriptor

To support legacy codes, `gfortran` permits the count field of the X edit descriptor in `FORMAT` statements to be omitted. When omitted, the count is implicitly assumed to be one.

```

      PRINT 10, 2, 3
10      FORMAT (I1, X, I1)

```

7.5 Commas in FORMAT specifications

To support legacy codes, `gfortran` allows the comma separator to be omitted immediately before and after character string edit descriptors in `FORMAT` statements.

```

      PRINT 10, 2, 3
10      FORMAT ('FOO='I1' BAR='I2)

```

7.6 I/O item lists

To support legacy codes, `gfortran` allows the input item list of the `READ` statement, and the output item lists of the `WRITE` and `PRINT` statements to start with a comma.

7.7 Hexadecimal constants

As a GNU extension, `gfortran` allows hexadecimal constants to be specified using the X prefix, in addition to the standard Z prefix.

7.8 Real array indices

As a GNU extension, `gfortran` allows arrays to be indexed using real types, whose values are implicitly converted to integers.

7.9 Unary operators

As a GNU extension, `gfortran` allows unary plus and unary minus operators to appear as the second operand of binary arithmetic operators without the need for parenthesis.

```

X = Y * -Z

```


7.10 Implicitly interconvert LOGICAL and INTEGER

As a GNU extension for backwards compatibility with other compilers, `gfortran` allows the implicit conversion of LOGICALs to INTEGERS and vice versa. When converting from a LOGICAL to an INTEGER, the numeric value of `.FALSE.` is zero, and that of `.TRUE.` is one. When converting from INTEGER to LOGICAL, the value zero is interpreted as `.FALSE.` and any nonzero value is interpreted as `.TRUE.`.

```
INTEGER*4 i
i = .FALSE.
```

7.11 Hollerith constants support

A Hollerith constant is a string of characters preceded by the letter 'H' or 'h', and there must be an literal, unsigned, nonzero default integer constant indicating the number of characters in the string. Hollerith constants are stored as byte strings, one character per byte.

`gfortran` supports Hollerith constants. They can be used as the right hands in the DATA statement and ASSIGN statement, also as the arguments. The left hands can be of Integer, Real, Complex and Logical type. The constant will be padded or truncated to fit the size of left hand.

Valid Hollerith constants examples:

```
complex*16 x(2)
data x /16Habcdefghijklmnop, 16Hqrstuvwxyz012345/
call foo (4H abc)
x(1) = 16Habcdefghijklmnop
```

Invalid Hollerith constants examples:

```
integer*4 a
a = 8H12345678 ! The Hollerith constant is too long. It will be truncated.
a = 0H          ! At least one character needed.
```

7.12 Cray pointers

Cray pointers are part of a non-standard extension that provides a C-like pointer in Fortran. This is accomplished through a pair of variables: an integer "pointer" that holds a memory address, and a "pointee" that is used to dereference the pointer.

Pointer/pointee pairs are declared in statements of the form:

```
pointer ( <pointer> , <pointee> )
```

or,

```
pointer ( <pointer1> , <pointee1> ), ( <pointer2> , <pointee2> ), ...
```

The pointer is an integer that is intended to hold a memory address. The pointee may be an array or scalar. A pointee can be an assumed size array – that is, the last dimension may be left unspecified by using a '*' in place of a value – but a pointee cannot be an assumed shape array. No space is allocated for the pointee.

The pointee may have its type declared before or after the pointer statement, and its array specification (if any) may be declared before, during, or after the pointer statement. The pointer may be declared as an integer prior to the pointer statement. However, some machines have default integer sizes that are different than the size of a pointer, and so the following code is not portable:

```
integer ipt
pointer (ipt, iarr)
```

If a pointer is declared with a kind that is too small, the compiler will issue a warning; the resulting binary will probably not work correctly, because the memory addresses stored in the pointers may be truncated. It is safer to omit the first line of the above example; if explicit declaration of `ipt`'s type is omitted, then the compiler will ensure that `ipt` is an integer variable large enough to hold a pointer.

Pointer arithmetic is valid with Cray pointers, but it is not the same as C pointer arithmetic. Cray pointers are just ordinary integers, so the user is responsible for determining how many bytes to add to a pointer in order to increment it. Consider the following example:

```

real target(10)
real pointee(10)
pointer (ipt, pointee)
ipt = loc (target)
ipt = ipt + 1

```

The last statement does not set `ipt` to the address of `target(1)`, as one familiar with C pointer arithmetic might expect. Adding 1 to `ipt` just adds one byte to the address stored in `ipt`.

Any expression involving the `pointee` will be translated to use the value stored in the pointer as the base address.

To get the address of elements, this extension provides an intrinsic function `loc()`, `loc()` is essentially the C `'&'` operator, except the address is cast to an integer type:

```

real ar(10)
pointer(ipt, arpte(10))
real arpte
ipt = loc(ar) ! Makes arpte is an alias for ar
arpte(1) = 1.0 ! Sets ar(1) to 1.0

```

The pointer can also be set by a call to a `malloc`-type function. There is no `malloc` intrinsic implemented as part of the Cray pointer extension, but it might be a useful future addition to `gfortran`. Even without an intrinsic `malloc` function, dynamic memory allocation can be combined with Cray pointers by calling a short C function:

`mymalloc.c:`

```

void mymalloc_(void **ptr, int *nbytes)
{
    *ptr = malloc(*nbytes);
    return;
}

```

`caller.f:`

```

program caller
integer ipinfo;
real*4 data
pointer (ipdata, data(1024))
call mymalloc(ipdata,4*1024)
end

```

Cray pointees often are used to alias an existing variable. For example:

```

integer target(10)
integer iarr(10)
pointer (ipt, iarr)
ipt = loc(target)

```

As long as `ipt` remains unchanged, `iarr` is now an alias for `target`. The optimizer, however, will not detect this aliasing, so it is unsafe to use `iarr` and `target` simultaneously. Using a pointee in any way that violates the Fortran aliasing rules or assumptions is illegal. It is the user's responsibility to avoid doing this; the compiler works under the assumption that no such aliasing occurs.

Cray pointers will work correctly when there is no aliasing (i.e., when they're used to access a dynamically allocated block of memory), and also in any routine where a pointee is used, but any variable with which it shares storage is not used. Code that violates these rules may not run as the user intends. This is not a bug in the optimizer; any code that violates the aliasing rules is illegal. (Note that this is not unique to `gfortran`; any Fortran compiler that supports Cray pointers will "incorrectly" optimize code with illegal aliasing.)

There are a number of restrictions on the attributes that can be applied to Cray pointers and pointees. Pointees may not have the attributes `ALLOCATABLE`, `INTENT`, `OPTIONAL`, `DUMMY`, `TARGET`, `EXTERNAL`, `INTRINSIC`, or `POINTER`. Pointers may not have the attributes `DIMENSION`, `POINTER`, `TARGET`, `ALLOCATABLE`, `EXTERNAL`, or `INTRINSIC`.

Pointees may not occur in more than one pointer statement. A pointee cannot be a pointer. Pointees cannot occur in equivalence, common, or data statements.

A pointer may be modified during the course of a program, and this will change the location to which the pointee refers. However, when pointees are passed as arguments, they are treated as ordinary variables in the invoked function. Subsequent changes to the pointer will not change the base address of the array that was passed.

7.13 CONVERT specifier

gfortran allows the conversion of unformatted data between little- and big-endian representation to facilitate moving of data between different systems. The conversion can be indicated with the `CONVERT` specifier on the `OPEN` statement. See [Section 6.11 \[GFORTRAN_CONVERT_UNIT\]](#), [page 20](#), for an alternative way of specifying the data format via an environment variable.

Valid values for `CONVERT` are:

`CONVERT='NATIVE'` Use the native format. This is the default.

`CONVERT='SWAP'` Swap between little- and big-endian.

`CONVERT='LITTLE_ENDIAN'` Use the little-endian representation for unformatted files.

`CONVERT='BIG_ENDIAN'` Use the big-endian representation for unformatted files.

Using the option could look like this:

```
open(file='big.dat',form='unformatted',access='sequential', &
      convert='big_endian')
```

The value of the conversion can be queried by using `INQUIRE(CONVERT=ch)`. The values returned are `'BIG_ENDIAN'` and `'LITTLE_ENDIAN'`.

`CONVERT` works between big- and little-endian for `INTEGER` values of all supported kinds and for `REAL` on IEEE systems of kinds 4 and 8. Conversion between different “extended double” types on different architectures such as m68k and x86_64, which gfortran supports as `REAL(KIND=10)` will probably not work.

Note that the values specified via the `GFORTRAN_CONVERT_UNIT` environment variable will override the `CONVERT` specifier in the open statement. This is to give control over data formats to a user who does not have the source code of his program available.

Using anything but the native representation for unformatted data carries a significant speed overhead. If speed in this area matters to you, it is best if you use this only for data that needs to be portable.

8 Intrinsic Procedures

This portion of the document is incomplete and undergoing massive expansion and editing. All contributions and corrections are strongly encouraged.

8.1 Introduction to intrinsic procedures

Gfortran provides a rich set of intrinsic procedures that includes all the intrinsic procedures required by the Fortran 95 standard, a set of intrinsic procedures for backwards compatibility with Gnu Fortran 77 (i.e., g77), and a small selection of intrinsic procedures from the Fortran 2003 standard. Any description here, which conflicts with a description in either the Fortran 95 standard or the Fortran 2003 standard, is unintentional and the standard(s) should be considered authoritative.

The enumeration of the `KIND` type parameter is processor defined in the Fortran 95 standard. Gfortran defines the default integer type and default real type by `INTEGER(KIND=4)` and `REAL(KIND=4)`, respectively. The standard mandates that both data types shall have another kind, which have more precision. On typical target architectures supported by gfortran, this kind type parameter is `KIND=8`. Hence, `REAL(KIND=8)` and `DOUBLE PRECISION` are equivalent. In the description of generic intrinsic procedures, the kind type parameter will be specified by `KIND=*`, and in the description of specific names for an intrinsic procedure the kind type parameter will be explicitly given (e.g., `REAL(KIND=4)` or `REAL(KIND=8)`). Finally, for brevity the optional `KIND=` syntax will be omitted.

Many of the intrinsic procedures take one or more optional arguments. This document follows the convention used in the Fortran 95 standard, and denotes such arguments by square brackets.

Gfortran offers the `'-std=f95'` and `'-std=gnu'` options, which can be used to restrict the set of intrinsic procedures to a given standard. By default, gfortran sets the `'-std=gnu'` option, and so all intrinsic procedures described here are accepted. There is one caveat. For a select group of intrinsic procedures, g77 implemented both a function and a subroutine. Both classes have been implemented in gfortran for backwards compatibility with g77. It is noted here that these functions and subroutines cannot be intermixed in a given subprogram. In the descriptions that follow, the applicable option(s) is noted.

8.2 ABORT — Abort the program

Description:

ABORT causes immediate termination of the program. On operating systems that support a core dump, ABORT will produce a core dump, which is suitable for debugging purposes.

Option: gnu

Class: non-elemental subroutine

Syntax: CALL ABORT

Return value:

Does not return.

Example:

```
program test_abort
  integer :: i = 1, j = 2
  if (i /= j) call abort
end program test_abort
```

8.3 ABS — Absolute value

Description:

ABS(X) computes the absolute value of X.

Option: f95, gnu

Class: elemental function

Syntax: X = ABS(X)

Arguments:

X The type of the argument shall be an INTEGER(*), REAL(*), or COMPLEX(*) .

Return value:

The return value is of the same type and kind as the argument except the return value is REAL(*) for a COMPLEX(*) argument.

Example:

```
program test_abs
  integer :: i = -1
  real :: x = -1.e0
  complex :: z = (-1.e0,0.e0)
  i = abs(i)
  x = abs(x)
  z = abs(z)
end program test_abs
```

Specific names:

Name	Argument	Return type	Option
CABS(Z)	COMPLEX(4) Z	REAL(4)	f95, gnu
DABS(X)	REAL(8) X	REAL(8)	f95, gnu
IABS(I)	INTEGER(4) I	INTEGER(4)	f95, gnu
ZABS(Z)	COMPLEX(8) Z	COMPLEX(8)	gnu
CDABS(Z)	COMPLEX(8) Z	COMPLEX(8)	gnu

8.4 ACHAR — Character in ASCII collating sequence

Description:

ACHAR(I) returns the character located at position I in the ASCII collating sequence.

Option: f95, gnu

Class: elemental function

Syntax: C = ACHAR(I)

Arguments:

I The type shall be INTEGER(*) .

Return value:

The return value is of type CHARACTER with a length of one. The kind type parameter is the same as KIND('A') .

Example:

```
program test_achar
  character c
  c = achar(32)
end program test_achar
```

8.5 ACOS — Arc cosine function

Description:

ACOS(X) computes the arc cosine of X.

Option: f95, gnu

Class: elemental function

Syntax: X = ACOS(X)

Arguments:

X The type shall be REAL(*) with a magnitude that is less than one.

Return value:

The return value is of type REAL(*) and it lies in the range $0 \leq \arccos(x) \leq \pi$. The kind type parameter is the same as X.

Example:

```
program test_acos
  real(8) :: x = 0.866_8
  x = achar(x)
end program test_acos
```

Specific names:

Name	Argument	Return type	Option
DACOS(X)	REAL(8) X	REAL(8)	f95, gnu

8.6 ADJUSTL — Left adjust a string

Description:

ADJUSTL(STR) will left adjust a string by removing leading spaces. Spaces are inserted at the end of the string as needed.

Option: f95, gnu

Class: elemental function

Syntax: STR = ADJUSTL(STR)

Arguments:

STR The type shall be CHARACTER.

Return value:

The return value is of type CHARACTER where leading spaces are removed and the same number of spaces are inserted on the end of STR.

Example:

```
program test_adjustl
  character(len=20) :: str = '   gfortran'
  str = adjustl(str)
  print *, str
end program test_adjustl
```

8.7 ADJUSTR — Right adjust a string

Description:

ADJUSTR(STR) will right adjust a string by removing trailing spaces. Spaces are inserted at the start of the string as needed.

Option: f95, gnu

Class: elemental function

Syntax: STR = ADJUSTR(STR)

Arguments:
 STR The type shall be CHARACTER.

Return value:
 The return value is of type CHARACTER where trailing spaces are removed and the same number of spaces are inserted at the start of STR.

Example:

```
program test_adjustr
  character(len=20) :: str = 'gfortran'
  str = adjustr(str)
  print *, str
end program test_adjustr
```

8.8 AIMAG — Imaginary part of complex number

Description:

AIMAG(Z) yields the imaginary part of complex argument Z. The IMAG(Z) and IMAGPART(Z) intrinsic functions are provided for compatibility with g77, and their use in new code is strongly discouraged.

Option: f95, gnu

Class: elemental function

Syntax: X = AIMAG(Z)

Arguments:
 Z The type of the argument shall be COMPLEX(*).

Return value:
 The return value is of type real with the kind type parameter of the argument.

Example:

```
program test_aimag
  complex(4) z4
  complex(8) z8
  z4 = cmplx(1.e0_4, 0.e0_4)
  z8 = cmplx(0.e0_8, 1.e0_8)
  print *, aimag(z4), dimag(z8)
end program test_aimag
```

Specific names:

Name	Argument	Return type	Option
DIMAG(Z)	COMPLEX(8) Z	REAL(8)	f95, gnu
IMAG(Z)	COMPLEX(*) Z	REAL(*)	gnu
IMAGPART(Z)	COMPLEX(*) Z	REAL(*)	gnu

8.9 AINT — Imaginary part of complex number

Description:

AINT(X [, KIND]) truncates its argument to a whole number.

Option: f95, gnu

Class: elemental function

Syntax: X = AINT(X) X = AINT(X, KIND)

Arguments:
 X The type of the argument shall be REAL(*).
 KIND (Optional) KIND shall be a scalar integer initialization expression.

Return value:

The return value is of type real with the kind type parameter of the argument if the optional *KIND* is absent; otherwise, the kind type parameter will be given by *KIND*. If the magnitude of *X* is less than one, then **AINT(X)** returns zero. If the magnitude is equal to or greater than one, then it returns the largest whole number that does not exceed its magnitude. The sign is the same as the sign of *X*.

Example:

```

program test_aint
  real(4) x4
  real(8) x8
  x4 = 1.234E0_4
  x8 = 4.321_8
  print *, aint(x4), dint(x8)
  x8 = aint(x4,8)
end program test_aint

```

Specific names:

Name	Argument	Return type	Option
DINT(X)	REAL(8) X	REAL(8)	f95, gnu

8.10 ALARM — Execute a routine after a given delay

Description:

ALARM(SECONDS [, STATUS]) causes external subroutine *HANDLER* to be executed after a delay of *SECONDS* by using **alarm(1)** to set up a signal and **signal(2)** to catch it. If *STATUS* is supplied, it will be returned with the number of seconds remaining until any previously scheduled alarm was due to be delivered, or zero if there was no previously scheduled alarm.

Option: gnu

Class: subroutine

Syntax: **CALL ALARM(SECONDS, HANDLER)** **CALL ALARM(SECONDS, HANDLER, STATUS)**

Arguments:

<i>SECONDS</i>	The type of the argument shall be a scalar INTEGER . It is INTENT(IN) .
<i>HANDLER</i>	Signal handler (INTEGER FUNCTION or SUBROUTINE) or dummy/global INTEGER scalar. INTEGER . It is INTENT(IN) .
<i>STATUS</i>	(Optional) <i>STATUS</i> shall be a scalar INTEGER variable. It is INTENT(OUT) .

Example:

```

program test_alarm
  external handler_print
  integer i
  call alarm (3, handler_print, i)
  print *, i
  call sleep(10)
end program test_alarm

```

This will cause the external routine *handler_print* to be called after 3 seconds.

8.11 ALL — All values in *MASK* along *DIM* are true

Description:

ALL(MASK [, DIM]) determines if all the values are true in *MASK* in the array along dimension *DIM*.

Option: f95, gnu

Class: transformational function

Syntax: `L = ALL(MASK) L = ALL(MASK, DIM)`

Arguments:

MASK The type of the argument shall be `LOGICAL(*)` and it shall not be scalar.
DIM (Optional) *DIM* shall be a scalar integer with a value that lies between one and the rank of *MASK*.

Return value:

`ALL(MASK)` returns a scalar value of type `LOGICAL(*)` where the kind type parameter is the same as the kind type parameter of *MASK*. If *DIM* is present, then `ALL(MASK, DIM)` returns an array with the rank of *MASK* minus 1. The shape is determined from the shape of *MASK* where the *DIM* dimension is elided.

- (A) `ALL(MASK)` is true if all elements of *MASK* are true. It also is true if *MASK* has zero size; otherwise, it is false.
- (B) If the rank of *MASK* is one, then `ALL(MASK,DIM)` is equivalent to `ALL(MASK)`. If the rank is greater than one, then `ALL(MASK,DIM)` is determined by applying `ALL` to the array sections.

Example:

```

program test_all
  logical l
  l = all(/.true., .true., .true./)
  print *, l
  call section
contains
  subroutine section
    integer a(2,3), b(2,3)
    a = 1
    b = 1
    b(2,2) = 2
    print *, all(a .eq. b, 1)
    print *, all(a .eq. b, 2)
  end subroutine section
end program test_all

```

8.12 ALLOCATED — Status of an allocatable entity

Description:

`ALLOCATED(X)` checks the status of whether *X* is allocated.

Option: f95, gnu

Class: inquiry function

Syntax: `L = ALLOCATED(X)`

Arguments:

X The argument shall be an `ALLOCATABLE` array.

Return value:

The return value is a scalar `LOGICAL` with the default logical kind type parameter. If *X* is allocated, `ALLOCATED(X)` is `.TRUE.`; otherwise, it returns the `.TRUE.`

Example:

```

program test_allocated
  integer :: i = 4
  real(4), allocatable :: x(:)
  if (allocated(x) .eqv. .false.) allocate(x(i))
end program test_allocated

```

8.13 ANINT — Nearest whole number

Description:

ANINT(*X* [, *KIND*]) rounds its argument to the nearest whole number.

Option: f95, gnu

Class: elemental function

Syntax: *X* = ANINT(*X*) *X* = ANINT(*X*, *KIND*)

Arguments:

X The type of the argument shall be REAL(*).
KIND (Optional) *KIND* shall be a scalar integer initialization expression.

Return value:

The return value is of type real with the kind type parameter of the argument if the optional *KIND* is absent; otherwise, the kind type parameter will be given by *KIND*. If *X* is greater than zero, then ANINT(*X*) returns AINT(*X*+0.5). If *X* is less than or equal to zero, then return AINT(*X*-0.5).

Example:

```
program test_anint
  real(4) x4
  real(8) x8
  x4 = 1.234E0_4
  x8 = 4.321_8
  print *, anint(x4), dnint(x8)
  x8 = anint(x4,8)
end program test_anint
```

Specific names:

Name	Argument	Return type	Option
DNINT(<i>X</i>)	REAL(8) <i>X</i>	REAL(8)	f95, gnu

8.14 ANY — Any value in *MASK* along *DIM* is true

Description:

ANY(*MASK* [, *DIM*]) determines if any of the values in the logical array *MASK* along dimension *DIM* are .TRUE..

Option: f95, gnu

Class: transformational function

Syntax: *L* = ANY(*MASK*) *L* = ANY(*MASK*, *DIM*)

Arguments:

MASK The type of the argument shall be LOGICAL(*) and it shall not be scalar.
DIM (Optional) *DIM* shall be a scalar integer with a value that lies between one and the rank of *MASK*.

Return value:

ANY(*MASK*) returns a scalar value of type LOGICAL(*) where the kind type parameter is the same as the kind type parameter of *MASK*. If *DIM* is present, then ANY(*MASK*, *DIM*) returns an array with the rank of *MASK* minus 1. The shape is determined from the shape of *MASK* where the *DIM* dimension is elided.

(A) ANY(*MASK*) is true if any element of *MASK* is true; otherwise, it is false. It also is false if *MASK* has zero size.

- (B) If the rank of *MASK* is one, then `ANY(MASK,DIM)` is equivalent to `ANY(MASK)`. If the rank is greater than one, then `ANY(MASK,DIM)` is determined by applying `ANY` to the array sections.

Example:

```

program test_any
  logical l
  l = any(/.true., .true., .true./)
  print *, l
  call section
contains
  subroutine section
    integer a(2,3), b(2,3)
    a = 1
    b = 1
    b(2,2) = 2
    print *, any(a .eq. b, 1)
    print *, any(a .eq. b, 2)
  end subroutine section
end program test_any

```

8.15 ASIN — Arcsine function

Description:

`ASIN(X)` computes the arcsine of its *X*.

Option: f95, gnu

Class: elemental function

Syntax: `X = ASIN(X)`

Arguments:

X The type shall be `REAL(*)`, and a magnitude that is less than one.

Return value:

The return value is of type `REAL(*)` and it lies in the range $-\pi/2 \leq \arccos(x) \leq \pi/2$.
The kind type parameter is the same as *X*.

Example:

```

program test_asin
  real(8) :: x = 0.866_8
  x = asin(x)
end program test_asin

```

Specific names:

Name	Argument	Return type	Option
<code>DASIN(X)</code>	<code>REAL(8) X</code>	<code>REAL(8)</code>	f95, gnu

8.16 ASSOCIATED — Status of a pointer or pointer/target pair

Description:

`ASSOCIATED(PTR [, TGT])` determines the status of the pointer *PTR* or if *PTR* is associated with the target *TGT*.

Option: f95, gnu

Class: inquiry function

Syntax: `L = ASSOCIATED(PTR) L = ASSOCIATED(PTR [, TGT])`

Arguments:

PTR *PTR* shall have the `POINTER` attribute and it can be of any type.

TGT (Optional) *TGT* shall be a `POINTER` or a `TARGET`. It must have the same type, kind type parameter, and array rank as *PTR*.

The status of neither *PTR* nor *TGT* can be undefined.

Return value:

`ASSOCIATED(PTR)` returns a scalar value of type `LOGICAL(4)`. There are several cases:

- (A) If the optional *TGT* is not present, then `ASSOCIATED(PTR)` is true if *PTR* is associated with a target; otherwise, it returns false.
- (B) If *TGT* is present and a scalar target, the result is true if *TGT* is not a 0 sized storage sequence and the target associated with *PTR* occupies the same storage units. If *PTR* is disassociated, then the result is false.
- (C) If *TGT* is present and an array target, the result is true if *TGT* and *PTR* have the same shape, are not 0 sized arrays, are arrays whose elements are not 0 sized storage sequences, and *TGT* and *PTR* occupy the same storage units in array element order. As in case(B), the result is false, if *PTR* is disassociated.
- (D) If *TGT* is present and an scalar pointer, the result is true if target associated with *PTR* and the target associated with *TGT* are not 0 sized storage sequences and occupy the same storage units. The result is false, if either *TGT* or *PTR* is disassociated.
- (E) If *TGT* is present and an array pointer, the result is true if target associated with *PTR* and the target associated with *TGT* have the same shape, are not 0 sized arrays, are arrays whose elements are not 0 sized storage sequences, and *TGT* and *PTR* occupy the same storage units in array element order. The result is false, if either *TGT* or *PTR* is disassociated.

Example:

```

program test_associated
  implicit none
  real, target :: tgt(2) = (/1., 2./)
  real, pointer :: ptr(:)
  ptr => tgt
  if (associated(ptr) .eqv. .false.) call abort
  if (associated(ptr,tgt) .eqv. .false.) call abort
end program test_associated

```

8.17 ATAN — Arctangent function

Description:

`ATAN(X)` computes the arctangent of *X*.

Option: f95, gnu

Class: elemental function

Syntax: `X = ATAN(X)`

Arguments:

X The type shall be `REAL(*)`.

Return value:

The return value is of type `REAL(*)` and it lies in the range $-\pi/2 \leq \arcsin(x) \leq \pi/2$.

Example:

```
program test_atan
  real(8) :: x = 2.866_8
  x = atan(x)
end program test_atan
```

Specific names:

Name	Argument	Return type	Option
DATAN(X)	REAL(8) X	REAL(8)	f95, gnu

8.18 ATAN2 — Arctangent function

Description:

ATAN2(Y,X) computes the arctangent of the complex number $X + iY$.

Option: f95, gnu

Class: elemental function

Syntax: X = ATAN2(Y,X)

Arguments:

Y	The type shall be REAL(*).
X	The type and kind type parameter shall be the same as Y. If Y is zero, then X must be nonzero.

Return value:

The return value has the same type and kind type parameter as Y. It is the principle value of the complex number $X + iY$. If X is nonzero, then it lies in the range $-\pi \leq \arccos(x) \leq \pi$. The sign is positive if Y is positive. If Y is zero, then the return value is zero if X is positive and π if X is negative. Finally, if X is zero, then the magnitude of the result is $\pi/2$.

Example:

```
program test_atan2
  real(4) :: x = 1.e0_4, y = 0.5e0_4
  x = atan2(y,x)
end program test_atan2
```

Specific names:

Name	Argument	Return type	Option
DATAN2(X)	REAL(8) X	REAL(8)	f95, gnu

8.19 BESJ0 — Bessel function of the first kind of order 0

Description:

BESJ0(X) computes the Bessel function of the first kind of order 0 of X.

Option: gnu

Class: elemental function

Syntax: X = BESJ0(X)

Arguments:

X	The type shall be REAL(*), and it shall be scalar.
---	--

Return value:

The return value is of type REAL(*) and it lies in the range $-0.4027... \leq Bessel(0,x) \leq 1$.

Example:

```

program test_besj0
  real(8) :: x = 0.0_8
  x = besj0(x)
end program test_besj0

```

Specific names:

Name	Argument	Return type	Option
DBESJ0(X)	REAL(8) X	REAL(8)	gnu

8.20 BESJ1 — Bessel function of the first kind of order 1

Description:

BESJ1(X) computes the Bessel function of the first kind of order 1 of X.

Option: gnu

Class: elemental function

Syntax: X = BESJ1(X)

Arguments:

X The type shall be REAL(*), and it shall be scalar.

Return value:

The return value is of type REAL(*) and it lies in the range $-0.5818... \leq \text{Bessel}(0, x) \leq 0.5818$.

Example:

```

program test_besj1
  real(8) :: x = 1.0_8
  x = besj1(x)
end program test_besj1

```

Specific names:

Name	Argument	Return type	Option
DBESJ1(X)	REAL(8) X	REAL(8)	gnu

8.21 BESJN — Bessel function of the first kind

Description:

BESJN(N, X) computes the Bessel function of the first kind of order N of X.

Option: gnu

Class: elemental function

Syntax: Y = BESJN(N, X)

Arguments:

N The type shall be INTEGER(*), and it shall be scalar.

X The type shall be REAL(*), and it shall be scalar.

Return value:

The return value is a scalar of type REAL(*) .

Example:

```

program test_besjn
  real(8) :: x = 1.0_8
  x = besjn(5,x)
end program test_besjn

```

Specific names:

Name	Argument	Return type	Option
DBESJN(X)	INTEGER(*) N	REAL(8)	gnu
	REAL(8) X		

8.22 BESY0 — Bessel function of the second kind of order 0

Description:

BESY0(X) computes the Bessel function of the second kind of order 0 of X.

Option: gnu

Class: elemental function

Syntax: X = BESY0(X)

Arguments:

X The type shall be REAL(*), and it shall be scalar.

Return value:

The return value is a scalar of type REAL(*) .

Example:

```
program test_besy0
  real(8) :: x = 0.0_8
  x = besy0(x)
end program test_besy0
```

Specific names:

Name	Argument	Return type	Option
DBESY0(X)	REAL(8) X	REAL(8)	gnu

8.23 BESY1 — Bessel function of the second kind of order 1

Description:

BESY1(X) computes the Bessel function of the second kind of order 1 of X.

Option: gnu

Class: elemental function

Syntax: X = BESY1(X)

Arguments:

X The type shall be REAL(*), and it shall be scalar.

Return value:

The return value is a scalar of type REAL(*) .

Example:

```
program test_besy1
  real(8) :: x = 1.0_8
  x = besy1(x)
end program test_besy1
```

Specific names:

Name	Argument	Return type	Option
DBESY1(X)	REAL(8) X	REAL(8)	gnu

8.24 BESYN — Bessel function of the second kind

Description:

BESYN(N, X) computes the Bessel function of the second kind of order N of X.

Option: gnu

Class: elemental function

Syntax: Y = BESYN(N, X)

Arguments:

<i>N</i>	The type shall be <code>INTEGER(*)</code> , and it shall be scalar.
<i>X</i>	The type shall be <code>REAL(*)</code> , and it shall be scalar.

Return value:

The return value is a scalar of type `REAL(*)`.

Example:

```

program test_besyn
  real(8) :: x = 1.0_8
  x = besyn(5,x)
end program test_besyn

```

Specific names:

Name	Argument	Return type	Option
DBESYN(<i>N</i> , <i>X</i>)	<code>INTEGER(*)</code> <i>N</i> <code>REAL(8)</code> <i>X</i>	<code>REAL(8)</code>	gnu

8.25 BIT_SIZE — Bit size inquiry function

Description:

`BIT_SIZE(I)` returns the number of bits (integer precision plus sign bit) represented by the type of *I*.

Option: f95, gnu

Class: elemental function

Syntax: `I = BIT_SIZE(I)`

Arguments:

<i>I</i>	The type shall be <code>INTEGER(*)</code> .
----------	---

Return value:

The return value is of type `INTEGER(*)`

Example:

```

program test_bit_size
  integer :: i = 123
  integer :: size
  size = bit_size(i)
  print *, size
end program test_bit_size

```

8.26 BTEST — Bit test function

Description:

`BTEST(I,POS)` returns logical `.TRUE.` if the bit at *POS* in *I* is set.

Option: f95, gnu

Class: elemental function

Syntax: `I = BTEST(I,POS)`

Arguments:

<i>I</i>	The type shall be <code>INTEGER(*)</code> .
<i>POS</i>	The type shall be <code>INTEGER(*)</code> .

Return value:

The return value is of type `LOGICAL`

Example:

```

program test_btest
  integer :: i = 32768 + 1024 + 64
  integer :: pos
  logical :: bool
  do pos=0,16
    bool = btest(i, pos)
    print *, pos, bool
  end do
end program test_btest

```

8.27 CEILING — Integer ceiling function

Description:

CEILING(X) returns the least integer greater than or equal to X.

Option: f95, gnu

Class: elemental function

Syntax: I = CEILING(X[,KIND])

Arguments:

X	The type shall be REAL(*).
KIND	Optional scaler integer initialization expression.

Return value:

The return value is of type INTEGER(KIND)

Example:

```

program test_ceiling
  real :: x = 63.29
  real :: y = -63.59
  print *, ceiling(x) ! returns 64
  print *, ceiling(y) ! returns -63
end program test_ceiling

```

8.28 CHAR — Character conversion function

Description:

CHAR(I, [KIND]) returns the character represented by the integer I.

Option: f95, gnu

Class: elemental function

Syntax: C = CHAR(I[,KIND])

Arguments:

I	The type shall be INTEGER(*).
KIND	Optional scaler integer initialization expression.

Return value:

The return value is of type CHARACTER(1)

Example:

```

program test_char
  integer :: i = 74
  character(1) :: c
  c = char(i)
  print *, i, c ! returns 'J'
end program test_char

```

8.29 CMPLX — Complex conversion function

Description:

CMPLX(*X*, [*Y*, *KIND*]) returns a complex number where *X* is converted to the real component. If *Y* is present it is converted to the imaginary component. If *Y* is not present then the imaginary component is set to 0.0. If *X* is complex then *Y* must not be present.

Option: f95, gnu

Class: elemental function

Syntax: C = CMPLX(*X* [, *Y*, *KIND*])

Arguments:

<i>X</i>	The type may be INTEGER(*), REAL(*), or COMPLEX(*).
<i>Y</i>	Optional, allowed if <i>X</i> is not COMPLEX(*). May be INTEGER(*) or REAL(*).
<i>KIND</i>	Optional scalar integer initialization expression.

Return value:

The return value is of type COMPLEX(*)

Example:

```
program test_cmplx
  integer :: i = 42
  real :: x = 3.14
  complex :: z
  z = cmplx(i, x)
  print *, z, cmplx(x)
end program test_cmplx
```

8.30 COMMAND_ARGUMENT_COUNT — Argument count function

Description:

COMMAND_ARGUMENT_COUNT() returns the number of arguments passed on the command line when the containing program was invoked.

Option: f2003, gnu

Class: non-elemental function

Syntax: I = COMMAND_ARGUMENT_COUNT()

Arguments:

None

Return value:

The return value is of type INTEGER(4)

Example:

```
program test_command_argument_count
  integer :: count
  count = command_argument_count()
  print *, count
end program test_command_argument_count
```

8.31 CONJG — Complex conjugate function

Description:

CONJG(*Z*) returns the conjugate of *Z*. If *Z* is (*x*, *y*) then the result is (*x*, -*y*)

Option: f95, gnu

Class: elemental function

Syntax: `Z = CONJG(Z)`

Arguments:
 `Z` The type shall be `COMPLEX(*)`.

Return value:
 The return value is of type `COMPLEX(*)`.

Example:

```

program test_conjg
  complex :: z = (2.0, 3.0)
  complex(8) :: dz = (2.71_8, -3.14_8)
  z = conjg(z)
  print *, z
  dz = dconjg(dz)
  print *, dz
end program test_conjg

```

Specific names:

Name	Argument	Return type	Option
DCONJG(Z)	COMPLEX(8) Z	COMPLEX(8)	gnu

8.32 COS — Cosine function

Description:

`COS(X)` computes the cosine of `X`.

Option: f95, gnu

Class: elemental function

Syntax: `X = COS(X)`

Arguments:
 `X` The type shall be `REAL(*)` or `COMPLEX(*)`.

Return value:
 The return value has the same type and kind as `X`.

Example:

```

program test_cos
  real :: x = 0.0
  x = cos(x)
end program test_cos

```

Specific names:

Name	Argument	Return type	Option
DCOS(X)	REAL(8) X	REAL(8)	f95, gnu
CCOS(X)	COMPLEX(4) X	COMPLEX(4)	f95, gnu
ZCOS(X)	COMPLEX(8) X	COMPLEX(8)	f95, gnu
CDCOS(X)	COMPLEX(8) X	COMPLEX(8)	f95, gnu

8.33 COSH — Hyperbolic cosine function

Description:

`COSH(X)` computes the hyperbolic cosine of `X`.

Option: f95, gnu

Class: elemental function

Syntax: `X = COSH(X)`

Arguments:

`X` The type shall be `REAL(*)`.

Return value:

The return value is of type `REAL(*)` and it is positive ($\cosh(x) \geq 0$).

Example:

```
program test_cosh
  real(8) :: x = 1.0_8
  x = cosh(x)
end program test_cosh
```

Specific names:

Name	Argument	Return type	Option
<code>DCOSH(X)</code>	<code>REAL(8) X</code>	<code>REAL(8)</code>	f95, gnu

8.34 COUNT — Count function

Description:

`COUNT(MASK[,DIM])` counts the number of `.TRUE.` elements of `MASK` along the dimension of `DIM`. If `DIM` is omitted it is taken to be 1. `DIM` is a scalar of type `INTEGER` in the range of $1/\leq DIM/\leq n$ where n is the rank of `MASK`.

Option: f95, gnu

Class: transformational function

Syntax: `I = COUNT(MASK[,DIM])`

Arguments:

`MASK` The type shall be `LOGICAL`.
`DIM` The type shall be `INTEGER`.

Return value:

The return value is of type `INTEGER` with rank equal to that of `MASK`.

Example:

```
program test_count
  integer, dimension(2,3) :: a, b
  logical, dimension(2,3) :: mask
  a = reshape( (/ 1, 2, 3, 4, 5, 6 /), (/ 2, 3 /))
  b = reshape( (/ 0, 7, 3, 4, 5, 8 /), (/ 2, 3 /))
  print '(3i3)', a(1,:)
  print '(3i3)', a(2,:)
  print *
  print '(3i3)', b(1,:)
  print '(3i3)', b(2,:)
  print *
  mask = a.ne.b
  print '(3i3)', mask(1,:)
  print '(3i3)', mask(2,:)
  print *
  print '(3i3)', count(mask)
  print *
  print '(3i3)', count(mask, 1)
  print *
  print '(3i3)', count(mask, 2)
end program test_count
```

8.35 CPU_TIME — CPU elapsed time in seconds

Description:

Returns a **REAL** value representing the elapsed CPU time in seconds. This is useful for testing segments of code to determine execution time.

Option: f95, gnu

Class: subroutine

Syntax: CPU_TIME(X)

Arguments:

X The type shall be **REAL** with **INTENT(OUT)**.

Return value:

None

Example:

```
program test_cpu_time
  real :: start, finish
  call cpu_time(start)
  ! put code to test here
  call cpu_time(finish)
  print '("Time = ",f6.3," seconds.")',finish-start
end program test_cpu_time
```

8.36 CSHIFT — Circular shift function

Description:

CSHIFT(**ARRAY**, **SHIFT**[,**DIM**]) performs a circular shift on elements of **ARRAY** along the dimension of **DIM**. If **DIM** is omitted it is taken to be 1. **DIM** is a scalar of type **INTEGER** in the range of $1/\text{leqDIM}/\text{leqn}$ where n is the rank of **ARRAY**. If the rank of **ARRAY** is one, then all elements of **ARRAY** are shifted by **SHIFT** places. If rank is greater than one, then all complete rank one sections of **ARRAY** along the given dimension are shifted. Elements shifted out one end of each rank one section are shifted back in the other end.

Option: f95, gnu

Class: transformational function

Syntax: A = CSHIFT(A, SHIFT[,DIM])

Arguments:

ARRAY May be any type, not scalar.

SHIFT The type shall be **INTEGER**.

DIM The type shall be **INTEGER**.

Return value:

Returns an array of same type and rank as the **ARRAY** argument.

Example:

```
program test_cshift
  integer, dimension(3,3) :: a
  a = reshape( (/ 1, 2, 3, 4, 5, 6, 7, 8, 9 /), (/ 3, 3 /))
  print '(3i3)', a(1,:)
  print '(3i3)', a(2,:)
  print '(3i3)', a(3,:)
  a = cshift(a, SHIFT=(/1, 2, -1/), DIM=2)
  print *
  print '(3i3)', a(1,:)
  print '(3i3)', a(2,:)
  print '(3i3)', a(3,:)
end program test_cshift
```

8.37 CTIME — Convert a time into a string

Description:

CTIME(*T*,*S*) converts *T*, a system time value, such as returned by TIME8(), to a string of the form 'Sat Aug 19 18:13:14 1995', and returns that string into *S*.

If CTIME is invoked as a function, it can not be invoked as a subroutine, and vice versa.

T is an INTENT(IN) INTEGER(KIND=8) variable. *S* is an INTENT(OUT) CHARACTER variable.

Option: gnu

Class: subroutine

Syntax:

```
CALL CTIME(T,S).
S = CTIME(T), (not recommended).
```

Arguments:

<i>S</i>	The type shall be of type CHARACTER.
<i>T</i>	The type shall be of type INTEGER(KIND=8).

Return value:

The converted date and time as a string.

Example:

```
program test_ctime
  integer(8) :: i
  character(len=30) :: date
  i = time8()

  ! Do something, main part of the program

  call ctime(i,date)
  print *, 'Program was started on ', date
end program test_ctime
```

8.38 DATE_AND_TIME — Date and time subroutine

Description:

DATE_AND_TIME(*DATE*, *TIME*, *ZONE*, *VALUES*) gets the corresponding date and time information from the real-time system clock. *DATE* is INTENT(OUT) and has form ccyymmdd. *TIME* is INTENT(OUT) and has form hhmmss.sss. *ZONE* is INTENT(OUT) and has form (+-)hhmm, representing the difference with respect to Coordinated Universal Time (UTC). Unavailable time and date parameters return blanks.

VALUES is INTENT(OUT) and provides the following:

VALUE(1):	The year
VALUE(2):	The month
VALUE(3):	The day of the month
VALUE(4):	Time difference with UTC in minutes
VALUE(5):	The hour of the day
VALUE(6):	The minutes of the hour
VALUE(7):	The seconds of the minute
VALUE(8):	The milliseconds of the second

Option: f95, gnu

Class: subroutine

Syntax: CALL DATE_AND_TIME([DATE, TIME, ZONE, VALUES])

Arguments:

<i>DATE</i>	(Optional) The type shall be CHARACTER(8) or larger.
<i>TIME</i>	(Optional) The type shall be CHARACTER(10) or larger.
<i>ZONE</i>	(Optional) The type shall be CHARACTER(5) or larger.
<i>VALUES</i>	(Optional) The type shall be INTEGER(8).

Return value:

None

Example:

```

program test_time_and_date
  character(8) :: date
  character(10) :: time
  character(5) :: zone
  integer,dimension(8) :: values
  ! using keyword arguments
  call date_and_time(date,time,zone,values)
  call date_and_time(DATE=date,ZONE=zone)
  call date_and_time(TIME=time)
  call date_and_time(VALUES=values)
  print '(a,2x,a,2x,a)', date, time, zone
  print '(8i5))', values
end program test_time_and_date

```

8.39 DBLE — Double conversion function

Description:

DBLE(*X*) Converts *X* to double precision real type. DFLOAT is an alias for DBLE

Option: f95, gnu

Class: elemental function

Syntax: X = DBLE(X) X = DFLOAT(X)

Arguments:

X The type shall be INTEGER(*), REAL(*), or COMPLEX(*) .

Return value:

The return value is of type double precision real.

Example:

```

program test_dble
  real :: x = 2.18
  integer :: i = 5
  complex :: z = (2.3,1.14)
  print *, dble(x), dble(i), dfloat(z)
end program test_dble

```

8.40 DCMPLX — Double complex conversion function

Description:

DCMPLX(*X* [,*Y*]) returns a double complex number where *X* is converted to the real component. If *Y* is present it is converted to the imaginary component. If *Y* is not present then the imaginary component is set to 0.0. If *X* is complex then *Y* must not be present.

Option: f95, gnu

Class: elemental function

Syntax: `C = DCMPLX(X)` `C = DCMPLX(X,Y)`

Arguments:

`X` The type may be `INTEGER(*)`, `REAL(*)`, or `COMPLEX(*)`.
`Y` Optional if `X` is not `COMPLEX(*)`. May be `INTEGER(*)` or `REAL(*)`.

Return value:

The return value is of type `COMPLEX(8)`

Example:

```
program test_dcmplx
  integer :: i = 42
  real :: x = 3.14
  complex :: z
  z = cmplx(i, x)
  print *, dcmplx(i)
  print *, dcmplx(x)
  print *, dcmplx(z)
  print *, dcmplx(x,i)
end program test_dcmplx
```

8.41 DFLOAT — Double conversion function

Description:

`DFLOAT(X)` Converts `X` to double precision real type. `DFLOAT` is an alias for `DBLE`. See `DBLE`.

8.42 DIGITS — Significant digits function

Description:

`DIGITS(X)` returns the number of significant digits of the internal model representation of `X`. For example, on a system using a 32-bit floating point representation, a default real number would likely return 24.

Option: `f95, gnu`

Class: inquiry function

Syntax: `C = DIGITS(X)`

Arguments:

`X` The type may be `INTEGER(*)` or `REAL(*)`.

Return value:

The return value is of type `INTEGER`.

Example:

```
program test_digits
  integer :: i = 12345
  real :: x = 3.143
  real(8) :: y = 2.33
  print *, digits(i)
  print *, digits(x)
  print *, digits(y)
end program test_digits
```

8.43 DIM — Dim function

Description:

DIM(X,Y) returns the difference X-Y if the result is positive; otherwise returns zero.

Option: f95, gnu

Class: elemental function

Syntax: X = DIM(X,Y)

Arguments:

X The type shall be INTEGER(*) or REAL(*)
Y The type shall be the same type and kind as X.

Return value:

The return value is of type INTEGER(*) or REAL(*).

Example:

```
program test_dim
  integer :: i
  real(8) :: x
  i = dim(4, 15)
  x = dim(4.345_8, 2.111_8)
  print *, i
  print *, x
end program test_dim
```

Specific names:

Name	Argument	Return type	Option
IDIM(X,Y)	INTEGER(4) X,Y	INTEGER(4)	gnu
DDIM(X,Y)	REAL(8) X,Y	REAL(8)	gnu

8.44 DOT_PRODUCT — Dot product function

Description:

DOT_PRODUCT(X,Y) computes the dot product multiplication of two vectors X and Y. The two vectors may be either numeric or logical and must be arrays of rank one and of equal size. If the vectors are INTEGER(*) or REAL(*), the result is SUM(X*Y). If the vectors are COMPLEX(*), the result is SUM(CONJG(X)*Y). If the vectors are LOGICAL, the result is ANY(X.AND.Y).

Option: f95

Class: transformational function

Syntax: S = DOT_PRODUCT(X,Y)

Arguments:

X The type shall be numeric or LOGICAL, rank 1.
Y The type shall be numeric or LOGICAL, rank 1.

Return value:

If the arguments are numeric, the return value is a scalar of numeric type, INTEGER(*), REAL(*), or COMPLEX(*). If the arguments are LOGICAL, the return value is .TRUE. or .FALSE..

Example:

```
program test_dot_prod
  integer, dimension(3) :: a, b
  a = (/ 1, 2, 3 /)
  b = (/ 4, 5, 6 /)
```

```

      print '(3i3)', a
      print *
      print '(3i3)', b
      print *
      print *, dot_product(a,b)
end program test_dot_prod

```

8.45 DPROD — Double product function

Description:

DPROD(X,Y) returns the product X*Y.

Option: f95, gnu

Class: elemental function

Syntax: D = DPROD(X,Y)

Arguments:

X	The type shall be REAL.
Y	The type shall be REAL.

Return value:

The return value is of type REAL(8).

Example:

```

program test_dprod
  integer :: i
  real :: x = 5.2
  real :: y = 2.3
  real(8) :: d
  d = dprod(x,y)
  print *, d
end program test_dprod

```

8.46 DREAL — Double real part function

Description:

DREAL(Z) returns the real part of complex variable Z.

Option: gnu

Class: elemental function

Syntax: D = DREAL(Z)

Arguments:

Z	The type shall be COMPLEX(8).
---	-------------------------------

Return value:

The return value is of type REAL(8).

Example:

```

program test_dreal
  complex(8) :: z = (1.3_8,7.2_8)
  print *, dreal(z)
end program test_dreal

```

8.47 DTIME — Execution time subroutine (or function)

Description:

DTIME(TARRAY, RESULT) initially returns the number of seconds of runtime since the start of the process's execution in *RESULT*. *TARRAY* returns the user and system components of this time in TARRAY(1) and TARRAY(2) respectively. *RESULT* is equal to TARRAY(1) + TARRAY(2).

Subsequent invocations of DTIME return values accumulated since the previous invocation.

On some systems, the underlying timings are represented using types with sufficiently small limits that overflows (wraparounds) are possible, such as 32-bit types. Therefore, the values returned by this intrinsic might be, or become, negative, or numerically less than previous values, during a single run of the compiled program. If DTIME is invoked as a function, it can not be invoked as a subroutine, and vice versa.

TARRAY and *RESULT* are INTENT(OUT) and provide the following:

TARRAY(1):	User time in seconds.
TARRAY(2):	System time in seconds.
RESULT:	Run time since start in seconds.

Option: gnu

Class: subroutine

Syntax:

```
CALL DTIME(TARRAY, RESULT).
RESULT = DTIME(TARRAY), (not recommended).
```

Arguments:

TARRAY The type shall be REAL, DIMENSION(2).
RESULT The type shall be REAL.

Return value:

Elapsed time in seconds since the start of program execution.

Example:

```
program test_dtime
  integer(8) :: i, j
  real, dimension(2) :: tarray
  real :: result
  call dtime(tarray, result)
  print *, result
  print *, tarray(1)
  print *, tarray(2)
  do i=1,1000000000 ! Just a delay
    j = i * i - i
  end do
  call dtime(tarray, result)
  print *, result
  print *, tarray(1)
  print *, tarray(2)
end program test_dtime
```

8.48 EOSHIFT — End-off shift function

Description:

EOSHIFT(ARRAY, SHIFT[, BOUNDARY, DIM]) performs an end-off shift on elements of *ARRAY* along the dimension of *DIM*. If *DIM* is omitted it is taken to be 1. *DIM*

is a scalar of type `INTEGER` in the range of $1/leqDIM/leqn$) where n is the rank of `ARRAY`. If the rank of `ARRAY` is one, then all elements of `ARRAY` are shifted by `SHIFT` places. If rank is greater than one, then all complete rank one sections of `ARRAY` along the given dimension are shifted. Elements shifted out one end of each rank one section are dropped. If `BOUNDARY` is present then the corresponding value of from `BOUNDARY` is copied back in the other end. If `BOUNDARY` is not present then the following are copied in depending on the type of `ARRAY`.

<i>Array Type</i>	<i>Boundary Value</i>
Numeric	0 of the type and kind of <code>ARRAY</code> .
Logical	<code>.FALSE..</code>
Character(<i>len</i>)	<i>len</i> blanks.

Option: f95, gnu

Class: transformational function

Syntax: `A = EOSHIFT(A, SHIFT[, BOUNDARY, DIM])`

Arguments:

<code>ARRAY</code>	May be any type, not scalar.
<code>SHIFT</code>	The type shall be <code>INTEGER</code> .
<code>BOUNDARY</code>	Same type as <code>ARRAY</code> .
<code>DIM</code>	The type shall be <code>INTEGER</code> .

Return value:

Returns an array of same type and rank as the `ARRAY` argument.

Example:

```

program test_eoshift
  integer, dimension(3,3) :: a
  a = reshape( (/ 1, 2, 3, 4, 5, 6, 7, 8, 9 /), (/ 3, 3 /))
  print '(3i3)', a(1,:)
  print '(3i3)', a(2,:)
  print '(3i3)', a(3,:)
  a = EOSHIFT(a, SHIFT=(/1, 2, 1/), BOUNDARY=-5, DIM=2)
  print *
  print '(3i3)', a(1,:)
  print '(3i3)', a(2,:)
  print '(3i3)', a(3,:)
end program test_eoshift

```

8.49 EPSILON — Epsilon function

Description:

`EPSILON(X)` returns a nearly negligible number relative to 1.

Option: f95, gnu

Class: inquiry function

Syntax: `C = EPSILON(X)`

Arguments:

<code>X</code>	The type shall be <code>REAL(*)</code> .
----------------	--

Return value:

The return value is of same type as the argument.

Example:

```

program test_epsilon
  real :: x = 3.143

```

```

      real(8) :: y = 2.33
      print *, EPSILON(x)
      print *, EPSILON(y)
end program test_epsilon

```

8.50 ERF — Error function

Description:

ERF(X) computes the error function of X.

Option: gnu

Class: elemental function

Syntax: X = ERF(X)

Arguments:

X The type shall be REAL(*), and it shall be scalar.

Return value:

The return value is a scalar of type REAL(*) and it is positive ($-1 \leq \operatorname{erf}(x) \leq 1$).

Example:

```

program test_erf
  real(8) :: x = 0.17_8
  x = erf(x)
end program test_erf

```

Specific names:

Name	Argument	Return type	Option
DERF(X)	REAL(8) X	REAL(8)	gnu

8.51 ERFC — Error function

Description:

ERFC(X) computes the complementary error function of X.

Option: gnu

Class: elemental function

Syntax: X = ERFC(X)

Arguments:

X The type shall be REAL(*), and it shall be scalar.

Return value:

The return value is a scalar of type REAL(*) and it is positive ($0 \leq \operatorname{erfc}(x) \leq 2$).

Example:

```

program test_erfc
  real(8) :: x = 0.17_8
  x = erfc(x)
end program test_erfc

```

Specific names:

Name	Argument	Return type	Option
DERFC(X)	REAL(8) X	REAL(8)	gnu

8.52 ETIME — Execution time subroutine (or function)

Description:

ETIME(TARRAY, RESULT) returns the number of seconds of runtime since the start of the process's execution in *RESULT*. *TARRAY* returns the user and system components of this time in TARRAY(1) and TARRAY(2) respectively. *RESULT* is equal to TARRAY(1) + TARRAY(2).

On some systems, the underlying timings are represented using types with sufficiently small limits that overflows (wraparounds) are possible, such as 32-bit types. Therefore, the values returned by this intrinsic might be, or become, negative, or numerically less than previous values, during a single run of the compiled program. If ETIME is invoked as a function, it can not be invoked as a subroutine, and vice versa.

TARRAY and *RESULT* are INTENT(OUT) and provide the following:

TARRAY(1):	User time in seconds.
TARRAY(2):	System time in seconds.
RESULT:	Run time since start in seconds.

Option: gnu

Class: subroutine

Syntax:

CALL ETIME(TARRAY, RESULT).
 RESULT = ETIME(TARRAY), (not recommended).

Arguments:

TARRAY The type shall be REAL, DIMENSION(2).
RESULT The type shall be REAL.

Return value:

Elapsed time in seconds since the start of program execution.

Example:

```

program test_etime
  integer(8) :: i, j
  real, dimension(2) :: tarray
  real :: result
  call ETIME(tarray, result)
  print *, result
  print *, tarray(1)
  print *, tarray(2)
  do i=1,100000000    ! Just a delay
    j = i * i - i
  end do
  call ETIME(tarray, result)
  print *, result
  print *, tarray(1)
  print *, tarray(2)
end program test_etime

```

8.53 EXIT — Exit the program with status.

Description:

EXIT causes immediate termination of the program with status. If status is omitted it returns the canonical *success* for the system. All Fortran I/O units are closed.

Option: gnu

Class: non-elemental subroutine

Syntax: `CALL EXIT([STATUS])`

Arguments:
 STATUS The type of the argument shall be `INTEGER(*)`.

Return value:
 STATUS is passed to the parent process on exit.

Example:

```
program test_exit
  integer :: STATUS = 0
  print *, 'This program is going to exit.'
  call EXIT(STATUS)
end program test_exit
```

8.54 EXP — Exponential function

Description:
 `EXP(X)` computes the base e exponential of X .

Option: f95, gnu

Class: elemental function

Syntax: `X = EXP(X)`

Arguments:
 X The type shall be `REAL(*)` or `COMPLEX(*)`.

Return value:
 The return value has same type and kind as X .

Example:

```
program test_exp
  real :: x = 1.0
  x = exp(x)
end program test_exp
```

Specific names:

Name	Argument	Return type	Option
<code>DEXP(X)</code>	<code>REAL(8) X</code>	<code>REAL(8)</code>	f95, gnu
<code>CEXP(X)</code>	<code>COMPLEX(4) X</code>	<code>COMPLEX(4)</code>	f95, gnu
<code>ZEXP(X)</code>	<code>COMPLEX(8) X</code>	<code>COMPLEX(8)</code>	f95, gnu
<code>CDEXP(X)</code>	<code>COMPLEX(8) X</code>	<code>COMPLEX(8)</code>	f95, gnu

8.55 EXPONENT — Exponent function

Description:
 `EXPONENT(X)` returns the value of the exponent part of X . If X is zero the value returned is zero.

Option: f95, gnu

Class: elemental function

Syntax: `I = EXPONENT(X)`

Arguments:
 X The type shall be `REAL(*)`.

Return value:
 The return value is of type default `INTEGER`.

Example:

```

program test_exponent
  real :: x = 1.0
  integer :: i
  i = exponent(x)
  print *, i
  print *, exponent(0.0)
end program test_exponent

```

8.56 FDATE — Get the current time as a string

Description:

FDATE(*DATE*) returns the current date (using the same format as CTIME) in *DATE*. It is equivalent to CALL CTIME(*DATE*, TIME8()).

If FDATE is invoked as a function, it can not be invoked as a subroutine, and vice versa.

DATE is an INTENT(OUT) CHARACTER variable.

Option: gnu

Class: subroutine

Syntax:

```

CALL FDATE(DATE).
DATE = FDATE(), (not recommended).

```

Arguments:

DATE The type shall be of type CHARACTER.

Return value:

The current date and time as a string.

Example:

```

program test_fdate
  integer(8) :: i, j
  character(len=30) :: date
  call fdate(date)
  print *, 'Program started on ', date
  do i = 1, 100000000 ! Just a delay
    j = i * i - i
  end do
  call fdate(date)
  print *, 'Program ended on ', date
end program test_fdate

```

8.57 FLOAT — Convert integer to default real

Description:

FLOAT(*I*) converts the integer *I* to a default real value.

Option: gnu

Class: function

Syntax: *X* = FLOAT(*I*)

Arguments:

I The type shall be INTEGER(*).

Return value:

The return value is of type default REAL

Example:

```
program test_float
  integer :: i = 1
  if (float(i) /= 1.) call abort
end program test_float
```

8.58 FLOOR — Integer floor function

Description:

FLOOR(X) returns the greatest integer less than or equal to X.

Option: f95, gnu

Class: elemental function

Syntax: I = FLOOR(X[,KIND])

Arguments:

X	The type shall be REAL(*).
KIND	Optional scalar integer initialization expression.

Return value:

The return value is of type INTEGER(KIND)

Example:

```
program test_floor
  real :: x = 63.29
  real :: y = -63.59
  print *, floor(x) ! returns 63
  print *, floor(y) ! returns -64
end program test_floor
```

8.59 FLUSH — Flush I/O unit(s)

Description:

Flushes Fortran unit(s) currently open for output. Without the optional argument, all units are flushed, otherwise just the unit specified.

Option: gnu

Class: non-elemental subroutine

Syntax: CALL FLUSH(UNIT)

Arguments:

UNIT	(Optional) The type shall be INTEGER.
------	---------------------------------------

Note: Beginning with the Fortran 2003 standard, there is a FLUSH statement that should be preferred over the FLUSH intrinsic.

8.60 FNUM — File number function

Description:

FNUM(UNIT) returns the Posix file descriptor number corresponding to the open Fortran I/O unit UNIT.

Option: gnu

Class: non-elemental function

Syntax: I = FNUM(UNIT)

Arguments:

UNIT The type shall be **INTEGER**.

Return value:

The return value is of type **INTEGER**

Example:

```

program test_fnum
  integer :: i
  open (unit=10, status = "scratch")
  i = fnum(10)
  print *, i
  close (10)
end program test_fnum

```

8.61 FRACTION — Fractional part of the model representation

Description:

FRACTION(X) returns the fractional part of the model representation of **X**.

Option: f95, gnu

Class: elemental function

Syntax: **Y = FRACTION(X)**

Arguments:

X The type of the argument shall be a **REAL**.

Return value:

The return value is of the same type and kind as the argument. The fractional part of the model representation of **X** is returned; it is **X * RADIX(X)**(-EXPONENT(X))**.

Example:

```

program test_fraction
  real :: x
  x = 178.1387e-4
  print *, fraction(x), x * radix(x)**(-exponent(x))
end program test_fraction

```

8.62 FREE — Frees memory

Description:

Frees memory previously allocated by **MALLOC()**. The **FREE** intrinsic is an extension intended to be used with Cray pointers, and is provided in **gfortran** to allow user to compile legacy code. For new code using Fortran 95 pointers, the memory de-allocation intrinsic is **DEALLOCATE**.

Option: gnu

Class: subroutine

Syntax: **FREE(PTR)**

Arguments:

PTR The type shall be **INTEGER**. It represents the location of the memory that should be de-allocated.

Return value:

None

Example: See **MALLOC** for an example.

8.63 GETGID — Group ID function

Description:

Returns the numerical group ID of the current process.

Option: gnu

Class: function

Syntax: I = GETGID()

Return value:

The return value of GETGID is an INTEGER of the default kind.

Example: See GETPID for an example.

8.64 GETPID — Process ID function

Description:

Returns the process numerical identifier of the current process.

Option: gnu

Class: function

Syntax: I = GETPID()

Return value:

The return value of GETPID is an INTEGER of the default kind.

Example:

```
program info
  print *, "The current process ID is ", getpid()
  print *, "Your numerical user ID is ", getuid()
  print *, "Your numerical group ID is ", getgid()
end program info
```

8.65 GETUID — User ID function

Description:

Returns the numerical user ID of the current process.

Option: gnu

Class: function

Syntax: GETUID()

Return value:

The return value of GETUID is an INTEGER of the default kind.

Example: See GETPID for an example.

8.66 HUGE — Largest number of a kind

Description:

HUGE(X) returns the largest number that is not an infinity in the model of the type of X.

Option: f95, gnu

Class: elemental function

Syntax: Y = HUGE(X)

Arguments:

X shall be of type REAL or INTEGER.

Return value:

The return value is of the same type and kind as *X*

Example:

```
program test_huge_tiny
  print *, huge(0), huge(0.0), huge(0.0d0)
  print *, tiny(0.0), tiny(0.0d0)
end program test_huge_tiny
```

8.67 IACHAR — Code in ASCII collating sequence

Description:

IACHAR(*C*) returns the code for the ASCII character in the first character position of *C*.

Option: f95, gnu

Class: elemental function

Syntax: *I* = IACHAR(*C*)

Arguments:

C Shall be a scalar CHARACTER, with INTENT(IN)

Return value:

The return value is of type INTEGER and of the default integer kind.

Example:

```
program test_iachar
  integer i
  i = iachar(' ')
end program test_iachar
```

8.68 ICHAR — Character-to-integer conversion function

Description:

ICHAR(*C*) returns the code for the character in the first character position of *C* in the system's native character set. The correspondence between character and their codes is not necessarily the same between GNU Fortran implementations.

Option: f95, gnu

Class: elemental function

Syntax: *I* = ICHAR(*C*)

Arguments:

C Shall be a scalar CHARACTER, with INTENT(IN)

Return value:

The return value is of type INTEGER and of the default integer kind.

Example:

```
program test_ichar
  integer i
  i = ichar(' ')
end program test_ichar
```

Note: No intrinsic exists to convert a printable character string to a numerical value. For example, there is no intrinsic that, given the CHARACTER value 154, returns an INTEGER or REAL value with the value 154. Instead, you can use internal-file I/O to do this kind of conversion. For example:

```

program read_val
  integer value
  character(len=10) string

  string = '154'
  read (string,'(I10)') value
  print *, value
end program read_val

```

8.69 IDATE — Get current local time subroutine (day/month/year)

Description:

IDATE(TARRAY) Fills *TARRAY* with the numerical values at the current local time. The day (in the range 1-31), month (in the range 1-12), and year appear in elements 1, 2, and 3 of *TARRAY*, respectively. The year has four significant digits.

Option: gnu

Class: subroutine

Syntax: CALL IDATE(TARRAY)

Arguments:

TARRAY The type shall be INTEGER, DIMENSION(3) and the kind shall be the default integer kind.

Return value:

Does not return.

Example:

```

program test_idate
  integer, dimension(3) :: tarray
  call idate(tarray)
  print *, tarray(1)
  print *, tarray(2)
  print *, tarray(3)
end program test_idate

```

8.70 IRAND — Integer pseudo-random number

Description:

IRAND(FLAG) returns a pseudo-random number from a uniform distribution between 0 and a system-dependent limit (which is in most cases 2147483647). If *FLAG* is 0, the next number in the current sequence is returned; if *FLAG* is 1, the generator is restarted by CALL SRAND(0); if *FLAG* has any other value, it is used as a new seed with SRAND.

Option: gnu

Class: non-elemental function

Syntax: I = IRAND(FLAG)

Arguments:

FLAG shall be a scalar INTEGER of kind 4.

Return value:

The return value is of INTEGER(kind=4) type.

Example:

```

program test_irand
  integer,parameter :: seed = 86456

  call srand(seed)
  print *, irand(), irand(), irand(), irand()
  print *, irand(seed), irand(), irand(), irand()
end program test_irand

```

8.71 ITIME — Get current local time subroutine (hour/minutes/seconds)

Description:

IDATE(TARRAY) Fills *TARRAY* with the numerical values at the current local time. The hour (in the range 1-24), minute (in the range 1-60), and seconds (in the range 1-60) appear in elements 1, 2, and 3 of *TARRAY*, respectively.

Option: gnu

Class: subroutine

Syntax: CALL ITIME(TARRAY)

Arguments:

TARRAY The type shall be INTEGER, DIMENSION(3) and the kind shall be the default integer kind.

Return value:

Does not return.

Example:

```

program test_itime
  integer, dimension(3) :: tarray
  call itime(tarray)
  print *, tarray(1)
  print *, tarray(2)
  print *, tarray(3)
end program test_itime

```

8.72 KIND — Kind of an entity

Description:

KIND(X) returns the kind value of the entity *X*.

Option: f95, gnu

Class: inquiry function

Syntax: K = KIND(X)

Arguments:

X Shall be of type LOGICAL, INTEGER, REAL, COMPLEX or CHARACTER.

Return value:

The return value is a scalar of type INTEGER and of the default integer kind.

Example:

```

program test_kind
  integer,parameter :: kc = kind(' ')
  integer,parameter :: kl = kind(.true.)

  print *, "The default character kind is ", kc
  print *, "The default logical kind is ", kl
end program test_kind

```

8.73 LOC — Returns the address of a variable

Description:

LOC(*X*) returns the address of *X* as an integer.

Option: gnu

Class: inquiry function

Syntax: I = LOC(*X*)

Arguments:

X Variable of any type.

Return value:

The return value is of type INTEGER(*n*), where *n* is the size (in bytes) of a memory address on the target machine.

Example:

```
program test_loc
  integer :: i
  real :: r
  i = loc(r)
  print *, i
end program test_loc
```

8.74 LOG — Logarithm function

Description:

LOG(*X*) computes the logarithm of *X*.

Option: f95, gnu

Class: elemental function

Syntax: X = LOG(*X*)

Arguments:

X The type shall be REAL(*) or COMPLEX(*).

Return value:

The return value is of type REAL(*) or COMPLEX(*). The kind type parameter is the same as *X*.

Example:

```
program test_log
  real(8) :: x = 1.0_8
  complex :: z = (1.0, 2.0)
  x = log(x)
  z = log(z)
end program test_log
```

Specific names:

Name	Argument	Return type	Option
ALOG(<i>X</i>)	REAL(4) <i>X</i>	REAL(4)	f95, gnu
DLOG(<i>X</i>)	REAL(8) <i>X</i>	REAL(8)	f95, gnu
CLOG(<i>X</i>)	COMPLEX(4) <i>X</i>	COMPLEX(4)	f95, gnu
ZLOG(<i>X</i>)	COMPLEX(8) <i>X</i>	COMPLEX(8)	f95, gnu
CDLOG(<i>X</i>)	COMPLEX(8) <i>X</i>	COMPLEX(8)	f95, gnu

8.75 LOG10 — Base 10 logarithm function

Description:

LOG10(*X*) computes the base 10 logarithm of *X*.

Option: f95, gnu

Class: elemental function

Syntax: *X* = LOG10(*X*)

Arguments:

X The type shall be REAL(*) or COMPLEX(*).

Return value:

The return value is of type REAL(*) or COMPLEX(*). The kind type parameter is the same as *X*.

Example:

```
program test_log10
  real(8) :: x = 10.0_8
  x = log10(x)
end program test_log10
```

Specific names:

Name	Argument	Return type	Option
ALOG10(<i>X</i>)	REAL(4) <i>X</i>	REAL(4)	f95, gnu
DLOG10(<i>X</i>)	REAL(8) <i>X</i>	REAL(8)	f95, gnu

8.76 MALLOC — Allocate dynamic memory

Description:

MALLOC(*SIZE*) allocates *SIZE* bytes of dynamic memory and returns the address of the allocated memory. The MALLOC intrinsic is an extension intended to be used with Cray pointers, and is provided in gfortran to allow user to compile legacy code. For new code using Fortran 95 pointers, the memory allocation intrinsic is ALLOCATE.

Option: gnu

Class: non-elemental function

Syntax: PTR = MALLOC(*SIZE*)

Arguments:

SIZE The type shall be INTEGER(*).

Return value:

The return value is of type INTEGER(*K*), with *K* such that variables of type INTEGER(*K*) have the same size as C pointers (sizeof(void *)).

Example: The following example demonstrates the use of MALLOC and FREE with Cray pointers. This example is intended to run on 32-bit systems, where the default integer kind is suitable to store pointers; on 64-bit systems, ptr_x would need to be declared as integer(kind=8).

```
program test_malloc
  integer i
  integer ptr_x
  real*8 x(*), z
  pointer(ptr_x,x)

  ptr_x = malloc(20*8)
```

```

do i = 1, 20
  x(i) = sqrt(1.0d0 / i)
end do
z = 0
do i = 1, 20
  z = z + x(i)
  print *, z
end do
call free(ptr_x)
end program test_malloc

```

8.77 MAXEXPONENT — Maximum exponent of a real kind

Description:

MAXEXPONENT(X) returns the maximum exponent in the model of the type of X.

Option: f95, gnu

Class: elemental function

Syntax: I = MAXEXPONENT(X)

Arguments:

X shall be of type REAL.

Return value:

The return value is of type INTEGER and of the default integer kind.

Example:

```

program exponents
  real(kind=4) :: x
  real(kind=8) :: y

  print *, minexponent(x), maxexponent(x)
  print *, minexponent(y), maxexponent(y)
end program exponents

```

8.78 MINEXPONENT — Minimum exponent of a real kind

Description:

MINEXPONENT(X) returns the minimum exponent in the model of the type of X.

Option: f95, gnu

Class: elemental function

Syntax: I = MINEXPONENT(X)

Arguments:

X shall be of type REAL.

Return value:

The return value is of type INTEGER and of the default integer kind.

Example: See MAXEXPONENT for an example.

8.79 MOD — Remainder function

Description:

MOD(A,P) computes the remainder of the division of A by P. It is calculated as $A - (\text{INT}(A/P) * P)$.

Option: f95, gnu

Class: elemental function

Syntax: `X = MOD(A,P)`

Arguments:

A shall be a scalar of type `INTEGER` or `REAL`
P shall be a scalar of the same type as *A* and not equal to zero

Return value:

The kind of the return value is the result of cross-promoting the kinds of the arguments.

Example:

```
program test_mod
  print *, mod(17,3)
  print *, mod(17.5,5.5)
  print *, mod(17.5d0,5.5)
  print *, mod(17.5,5.5d0)

  print *, mod(-17,3)
  print *, mod(-17.5,5.5)
  print *, mod(-17.5d0,5.5)
  print *, mod(-17.5,5.5d0)

  print *, mod(17,-3)
  print *, mod(17.5,-5.5)
  print *, mod(17.5d0,-5.5)
  print *, mod(17.5,-5.5d0)
end program test_mod
```

Specific names:

Name	Arguments	Return type	Option
<code>AMOD(A,P)</code>	<code>REAL(4)</code>	<code>REAL(4)</code>	f95, gnu
<code>DMOD(A,P)</code>	<code>REAL(8)</code>	<code>REAL(8)</code>	f95, gnu

8.80 MODULO — Modulo function

Description:

`MODULO(A,P)` computes the *A* modulo *P*.

Option: f95, gnu

Class: elemental function

Syntax: `X = MODULO(A,P)`

Arguments:

A shall be a scalar of type `INTEGER` or `REAL`
P shall be a scalar of the same type and kind as *A*

Return value:

The type and kind of the result are those of the arguments.

If *A* and *P* are of type `INTEGER`:

`MODULO(A,P)` has the value *R* such that $A=Q \cdot P+R$, where *Q* is an integer and *R* is between 0 (inclusive) and *P* (exclusive).

If *A* and *P* are of type `REAL`:

`MODULO(A,P)` has the value of $A - \text{FLOOR}(A / P) * P$.

In all cases, if *P* is zero the result is processor-dependent.

Example:

```

program test_mod
  print *, modulo(17,3)
  print *, modulo(17.5,5.5)

  print *, modulo(-17,3)
  print *, modulo(-17.5,5.5)

  print *, modulo(17,-3)
  print *, modulo(17.5,-5.5)
end program test_mod

```

Specific names:

Name	Arguments	Return type	Option
AMOD(A,P)	REAL(4)	REAL(4)	f95, gnu
DMOD(A,P)	REAL(8)	REAL(8)	f95, gnu

8.81 NEAREST — Nearest representable number

Description:

NEAREST(X, S) returns the processor-representable number nearest to X in the direction indicated by the sign of S.

Option: f95, gnu

Class: elemental function

Syntax: Y = NEAREST(X, S)

Arguments:

X shall be of type REAL.
 S (Optional) shall be of type REAL and not equal to zero.

Return value:

The return value is of the same type as X. If S is positive, NEAREST returns the processor-representable number greater than X and nearest to it. If S is negative, NEAREST returns the processor-representable number smaller than X and nearest to it.

Example:

```

program test_nearest
  real :: x, y
  x = nearest(42.0, 1.0)
  y = nearest(42.0, -1.0)
  write (*,"(3(G20.15))") x, y, x - y
end program test_nearest

```

8.82 NINT — Nearest whole number

Description:

NINT(X) rounds its argument to the nearest whole number.

Option: f95, gnu

Class: elemental function

Syntax: X = NINT(X)

Arguments:

X The type of the argument shall be REAL.

Return value:

Returns A with the fractional portion of its magnitude eliminated by rounding to the nearest whole number and with its sign preserved, converted to an INTEGER of the default kind.

Example:

```
program test_nint
  real(4) x4
  real(8) x8
  x4 = 1.234E0_4
  x8 = 4.321_8
  print *, nint(x4), idnint(x8)
end program test_nint
```

Specific names:

Name	Argument	Option
IDNINT(X)	REAL(8)	f95, gnu

8.83 PRECISION — Decimal precision of a real kind

Description:

PRECISION(X) returns the decimal precision in the model of the type of X.

Option: f95, gnu

Class: elemental function

Syntax: I = PRECISION(X)

Arguments:

X shall be of type REAL or COMPLEX.

Return value:

The return value is of type INTEGER and of the default integer kind.

Example:

```
program prec_and_range
  real(kind=4) :: x(2)
  complex(kind=8) :: y

  print *, precision(x), range(x)
  print *, precision(y), range(y)
end program prec_and_range
```

8.84 RADIX — Base of a model number

Description:

RADIX(X) returns the base of the model representing the entity X.

Option: f95, gnu

Class: inquiry function

Syntax: R = RADIX(X)

Arguments:

X Shall be of type INTEGER or REAL

Return value:

The return value is a scalar of type INTEGER and of the default integer kind.

Example:

```
program test_radix
  print *, "The radix for the default integer kind is", radix(0)
  print *, "The radix for the default real kind is", radix(0.0)
end program test_radix
```

8.85 RAND — Real pseudo-random number

Description:

RAND(*FLAG*) returns a pseudo-random number from a uniform distribution between 0 and 1. If *FLAG* is 0, the next number in the current sequence is returned; if *FLAG* is 1, the generator is restarted by CALL SRAND(0); if *FLAG* has any other value, it is used as a new seed with SRAND.

Option: gnu

Class: non-elemental function

Syntax: X = RAND(*FLAG*)

Arguments:

FLAG shall be a scalar INTEGER of kind 4.

Return value:

The return value is of REAL type and the default kind.

Example:

```
program test_rand
  integer,parameter :: seed = 86456

  call srand(seed)
  print *, rand(), rand(), rand(), rand()
  print *, rand(seed), rand(), rand(), rand()
end program test_rand
```

Note: For compatibility with HP FORTRAN 77/iX, the RAN intrinsic is provided as an alias for RAND.

8.86 RANGE — Decimal exponent range of a real kind

Description:

RANGE(*X*) returns the decimal exponent range in the model of the type of *X*.

Option: f95, gnu

Class: elemental function

Syntax: I = RANGE(*X*)

Arguments:

X shall be of type REAL or COMPLEX.

Return value:

The return value is of type INTEGER and of the default integer kind.

Example: See PRECISION for an example.

8.87 REAL — Convert to real type

Description:

REAL(*X* [, *KIND*]) converts its argument *X* to a real type. The REALPART(*X*) function is provided for compatibility with g77, and its use is strongly discouraged.

Option: f95, gnu

Class: transformational function

Syntax:

```
X = REAL(X)
X = REAL(X, KIND)
X = REALPART(Z)
```

Arguments:

X shall be `INTEGER(*)`, `REAL(*)`, or `COMPLEX(*)`.
KIND (Optional) *KIND* shall be a scalar integer.

Return value:

These functions return the a `REAL(*)` variable or array under the following rules:

- (A) `REAL(X)` is converted to a default real type if *X* is an integer or real variable.
- (B) `REAL(X)` is converted to a real type with the kind type parameter of *X* if *X* is a complex variable.
- (C) `REAL(X, KIND)` is converted to a real type with kind type parameter *KIND* if *X* is a complex, integer, or real variable.

Example:

```
program test_real
  complex :: x = (1.0, 2.0)
  print *, real(x), real(x,8), realpart(x)
end program test_real
```

8.88 RRSPACING — Reciprocal of the relative spacing

Description:

`RRSPACING(X)` returns the reciprocal of the relative spacing of model numbers near *X*.

Option: f95, gnu

Class: elemental function

Syntax: `Y = RRSPACING(X)`

Arguments:

X shall be of type `REAL`.

Return value:

The return value is of the same type and kind as *X*. The value returned is equal to `ABS(FRACTION(X)) * FLOAT(RADIX(X))**DIGITS(X)`.

8.89 SCALE — Scale a real value

Description:

`SCALE(X, I)` returns `X * RADIX(X)**I`.

Option: f95, gnu

Class: elemental function

Syntax: `Y = SCALE(X, I)`

Arguments:

X The type of the argument shall be a `REAL`.
I The type of the argument shall be a `INTEGER`.

Return value:

The return value is of the same type and kind as *X*. Its value is $X * \text{RADIX}(X)^{**}I$.

Example:

```
program test_scale
  real :: x = 178.1387e-4
  integer :: i = 5
  print *, scale(x,i), x*radix(x)**i
end program test_scale
```

8.90 SELECTED_INT_KIND — Choose integer kind

Description:

`SELECTED_INT_KIND(I)` return the kind value of the smallest integer type that can represent all values ranging from -10^I (exclusive) to 10^I (exclusive). If there is no integer kind that accomodates this range, `SELECTED_INT_KIND` returns -1 .

Option: f95

Class: transformational function

Syntax:

`J = SELECTED_INT_KIND(I)`

Arguments:

I shall be a scalar and of type `INTEGER`.

Example:

```
program large_integers
  integer,parameter :: k5 = selected_int_kind(5)
  integer,parameter :: k15 = selected_int_kind(15)
  integer(kind=k5) :: i5
  integer(kind=k15) :: i15

  print *, huge(i5), huge(i15)

  ! The following inequalities are always true
  print *, huge(i5) >= 10_k5**5-1
  print *, huge(i15) >= 10_k15**15-1
end program large_integers
```

8.91 SELECTED_REAL_KIND — Choose real kind

Description:

`SELECTED_REAL_KIND(P,R)` return the kind value of a real data type with decimal precision greater of at least *P* digits and exponent range greater at least *R*.

Option: f95

Class: transformational function

Syntax:

`I = SELECTED_REAL_
KIND(P,R)`

Arguments:

P (Optional) shall be a scalar and of type `INTEGER`.

R (Optional) shall be a scalar and of type `INTEGER`.

At least one argument shall be present.

Return value:

SELECTED_REAL_KIND returns the value of the kind type parameter of a real data type with decimal precision of at least P digits and a decimal exponent range of at least R. If more than one real data type meet the criteria, the kind of the data type with the smallest decimal precision is returned. If no real data type matches the criteria, the result is

- 1 if the processor does not support a real data type with a precision greater than or equal to P
- 2 if the processor does not support a real type with an exponent range greater than or equal to R
- 3 if neither is supported.

Example:

```

program real_kinds
  integer,parameter :: p6 = selected_real_kind(6)
  integer,parameter :: p10r100 = selected_real_kind(10,100)
  integer,parameter :: r400 = selected_real_kind(r=400)
  real(kind=p6) :: x
  real(kind=p10r100) :: y
  real(kind=r400) :: z

  print *, precision(x), range(x)
  print *, precision(y), range(y)
  print *, precision(z), range(z)
end program real_kinds

```

8.92 SECNDS — Time subroutine

Description:

SECNDS(X) gets the time in seconds from the real-time system clock. *X* is a reference time, also in seconds. If this is zero, the time in seconds from midnight is returned. This function is non-standard and its use is discouraged.

Option: gnu

Class: function

Syntax: T = SECNDS (X)

Arguments:

Name	Type
<i>T</i>	REAL(4)
<i>X</i>	REAL(4)

Return value:

None

Example:

```

program test_secnds
  real(4) :: t1, t2
  print *, secnds (0.0)      ! seconds since midnight
  t1 = secnds (0.0)          ! reference time
  do i = 1, 10000000         ! do something
  end do
  t2 = secnds (t1)           ! elapsed time
  print *, "Something took ", t2, " seconds."
end program test_secnds

```

8.93 SET_EXPONENT — Set the exponent of the model

Description:

SET_EXPONENT(*X*, *I*) returns the real number whose fractional part is that of *X* and whose exponent part is *I*.

Option: f95, gnu

Class: elemental function

Syntax: *Y* = SET_EXPONENT(*X*, *I*)

Arguments:

X shall be of type REAL.
I shall be of type INTEGER.

Return value:

The return value is of the same type and kind as *X*. The real number whose fractional part is that of *X* and whose exponent part is *I* is returned; it is FRACTION(*X*) * RADIX(*X*)***I*.

Example:

```
program test_setexp
  real :: x = 178.1387e-4
  integer :: i = 17
  print *, set_exponent(x), fraction(x) * radix(x)**i
end program test_setexp
```

8.94 SIGN — Sign copying function

Description:

SIGN(*A*,*B*) returns the value of *A* with the sign of *B*.

Option: f95, gnu

Class: elemental function

Syntax: *X* = SIGN(*A*,*B*)

Arguments:

A shall be a scalar of type INTEGER or REAL
B shall be a scalar of the same type and kind as *A*

Return value:

The kind of the return value is that of *A* and *B*. If $B \geq 0$ then the result is ABS(*A*), else it is -ABS(*A*).

Example:

```
program test_sign
  print *, sign(-12,1)
  print *, sign(-12,0)
  print *, sign(-12,-1)

  print *, sign(-12.,1.)
  print *, sign(-12.,0.)
  print *, sign(-12.,-1.)
end program test_sign
```

Specific names:

Name	Arguments	Return type	Option
ISIGN(<i>A</i> , <i>P</i>)	INTEGER(4)	INTEGER(4)	f95, gnu
DSIGN(<i>A</i> , <i>P</i>)	REAL(8)	REAL(8)	f95, gnu

8.95 SIGNAL — Signal handling subroutine (or function)

Description:

`SIGNAL(NUMBER, HANDLER [, STATUS])` causes external subroutine *HANDLER* to be executed with a single integer argument when signal *NUMBER* occurs. If *HANDLER* is an integer, it can be used to turn off handling of signal *NUMBER* or revert to its default action. See `signal(2)`.

If `SIGNAL` is called as a subroutine and the *STATUS* argument is supplied, it is set to the value returned by `signal(2)`.

Option: gnu

Class: subroutine, non-elemental function

Syntax:

```
CALL ALARM(NUMBER,
HANDLER)
CALL ALARM(NUMBER,
HANDLER, STATUS)
STATUS = ALARM(NUMBER,
HANDLER)
```

Arguments:

NUMBER shall be a scalar integer, with `INTENT(IN)`
HANDLER Signal handler (`INTEGER FUNCTION` or `SUBROUTINE`) or dummy/global `INTEGER` scalar. `INTEGER`. It is `INTENT(IN)`.
STATUS (Optional) *STATUS* shall be a scalar integer. It has `INTENT(OUT)`.

Return value:

The `SIGNAL` functions returns the value returned by `signal(2)`.

Example:

```
program test_signal
  intrinsic signal
  external handler_print

  call signal (12, handler_print)
  call signal (10, 1)

  call sleep (30)
end program test_signal
```

8.96 SIN — Sine function

Description:

`SIN(X)` computes the sine of *X*.

Option: f95, gnu

Class: elemental function

Syntax: `X = SIN(X)`

Arguments:

X The type shall be `REAL(*)` or `COMPLEX(*)`.

Return value:

The return value has same type and kind than *X*.

Example:

```

program test_sin
  real :: x = 0.0
  x = sin(x)
end program test_sin

```

Specific names:

Name	Argument	Return type	Option
DSIN(X)	REAL(8) X	REAL(8)	f95, gnu
CSIN(X)	COMPLEX(4) X	COMPLEX(4)	f95, gnu
ZSIN(X)	COMPLEX(8) X	COMPLEX(8)	f95, gnu
CDSIN(X)	COMPLEX(8) X	COMPLEX(8)	f95, gnu

8.97 SINH — Hyperbolic sine function

Description:

SINH(X) computes the hyperbolic sine of X.

Option: f95, gnu

Class: elemental function

Syntax: X = SINH(X)

Arguments:

X The type shall be REAL(*).

Return value:

The return value is of type REAL(*).

Example:

```

program test_sinh
  real(8) :: x = - 1.0_8
  x = sinh(x)
end program test_sinh

```

Specific names:

Name	Argument	Return type	Option
DSINH(X)	REAL(8) X	REAL(8)	f95, gnu

8.98 SNGL — Convert double precision real to default real

Description:

SNGL(A) converts the double precision real A to a default real value. This is an archaic form of REAL that is specific to one type for A.

Option: gnu

Class: function

Syntax: X = SNGL(A)

Arguments:

A The type shall be a double precision REAL.

Return value:

The return value is of type default REAL.

8.99 SQRT — Square-root function

Description:

SQRT(X) computes the square root of X.

Option: f95, gnu

Class: elemental function

Syntax: X = SQRT(X)

Arguments:

X The type shall be REAL(*) or COMPLEX(*) .

Return value:

The return value is of type REAL(*) or COMPLEX(*) . The kind type parameter is the same as X.

Example:

```
program test_sqrt
  real(8) :: x = 2.0_8
  complex :: z = (1.0, 2.0)
  x = sqrt(x)
  z = sqrt(z)
end program test_sqrt
```

Specific names:

Name	Argument	Return type	Option
DSQRT(X)	REAL(8) X	REAL(8)	f95, gnu
CSQRT(X)	COMPLEX(4) X	COMPLEX(4)	f95, gnu
ZSQRT(X)	COMPLEX(8) X	COMPLEX(8)	f95, gnu
CDSQRT(X)	COMPLEX(8) X	COMPLEX(8)	f95, gnu

8.100 SRAND — Reinitialize the random number generator

Description:

SRAND reinitializes the pseudo-random number generator called by RAND and IRAND. The new seed used by the generator is specified by the required argument *SEED*.

Option: gnu

Class: non-elemental subroutine

Syntax: CALL SRAND(SEED)

Arguments:

SEED shall be a scalar INTEGER(kind=4).

Return value:

Does not return.

Example: See RAND and IRAND for examples.

Notes: The Fortran 2003 standard specifies the intrinsic RANDOM_SEED to initialize the pseudo-random numbers generator and RANDOM_NUMBER to generate pseudo-random numbers. Please note that in gfortran, these two sets of intrinsics (RAND, IRAND and SRAND on the one hand, RANDOM_NUMBER and RANDOM_SEED on the other hand) access two independent pseudo-random numbers generators.

8.101 TAN — Tangent function

Description:

TAN(X) computes the tangent of X.

Option: f95, gnu

Class: elemental function

Syntax: X = TAN(X)

Arguments:

X The type shall be REAL(*).

Return value:

The return value is of type REAL(*). The kind type parameter is the same as X.

Example:

```
program test_tan
  real(8) :: x = 0.165_8
  x = tan(x)
end program test_tan
```

Specific names:

Name	Argument	Return type	Option
DTAN(X)	REAL(8) X	REAL(8)	f95, gnu

8.102 TANH — Hyperbolic tangent function

Description:

TANH(X) computes the hyperbolic tangent of X.

Option: f95, gnu

Class: elemental function

Syntax: X = TANH(X)

Arguments:

X The type shall be REAL(*).

Return value:

The return value is of type REAL(*) and lies in the range $-1 \leq \tanh(x) \leq 1$.

Example:

```
program test_tanh
  real(8) :: x = 2.1_8
  x = tanh(x)
end program test_tanh
```

Specific names:

Name	Argument	Return type	Option
DTANH(X)	REAL(8) X	REAL(8)	f95, gnu

8.103 TINY — Smallest positive number of a real kind

Description:

TINY(X) returns the smallest positive (non zero) number in the model of the type of X.

Option: f95, gnu

Class: elemental function

Syntax: `Y = TINY(X)`

Arguments:
 `X` shall be of type `REAL`.

Return value:
 The return value is of the same type and kind as `X`

Example: See `HUGE` for an example.

9 Contributing

Free software is only possible if people contribute to efforts to create it. We're always in need of more people helping out with ideas and comments, writing documentation and contributing code.

If you want to contribute to GNU Fortran 95, have a look at the long lists of projects you can take on. Some of these projects are small, some of them are large; some are completely orthogonal to the rest of what is happening on `gfortran`, but others are “mainstream” projects in need of enthusiastic hackers. All of these projects are important! We'll eventually get around to the things here, but they are also things doable by someone who is willing and able.

9.1 Contributors to GNU Fortran 95

Most of the parser was hand-crafted by *Andy Vaught*, who is also the initiator of the whole project. Thanks Andy! Most of the interface with GCC was written by *Paul Brook*.

The following individuals have contributed code and/or ideas and significant help to the `gfortran` project (in no particular order):

- Andy Vaught
- Katherine Holcomb
- Tobias Schlter
- Steven Bosscher
- Toon Moene
- Tim Prince
- Niels Kristian Bech Jensen
- Steven Johnson
- Paul Brook
- Feng Wang
- Bud Davis
- Paul Thomas
- Franois-Xavier Coudert
- Steve Kargl
- Jerry Delisle
- Janne Blomqvist
- Erik Edelman
- Thomas Koenig
- Asher Langton

The following people have contributed bug reports, smaller or larger patches, and much needed feedback and encouragement for the `gfortran` project:

- Erik Schnetter
- Bill Clodius
- Kate Hedstrom

Many other individuals have helped debug, test and improve `gfortran` over the past few years, and we welcome you to do the same! If you already have done so, and you would like to see your name listed in the list above, please contact us.

9.2 Projects

Help build the test suite

Solicit more code for donation to the test suite. We can keep code private on request.

Bug hunting/squishing

Find bugs and write more test cases! Test cases are especially very welcome, because it allows us to concentrate on fixing bugs instead of isolating them.

Smaller projects (“bug” fixes):

- Allow init exprs to be numbers raised to integer powers.
- Implement correct rounding.
- Implement F restrictions on Fortran 95 syntax.
- See about making Emacs-parsable error messages.

If you wish to work on the runtime libraries, please contact a project maintainer.

10 Standards

The GNU Fortran 95 Compiler aims to be a conforming implementation of ISO/IEC 1539:1997 (Fortran 95).

In the future it may also support other variants of and extensions to the Fortran language. These include ANSI Fortran 77, ISO Fortran 90, ISO Fortran 2003 and OpenMP.

10.1 Fortran 2003 status

Although `gfortran` focuses on implementing the Fortran 95 standard for the time being, a few Fortran 2003 features are currently available.

- Intrinsic `command_argument_count`, `get_command`, `get_command_argument`, and `get_environment_variable`.
- Array constructors using square brackets. That is, `[...]` rather than `(/.../)`.
- `FLUSH` statement.
- `IOMSG=` specifier for I/O statements.
- Support for the declaration of enumeration constants via the `ENUM` and `ENUMERATOR` statements. Interoperability with `gcc` is guaranteed also for the case where the `-fshort-enums` command line option is given.

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Version 2, June 1991

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Index

-

-fbounds-check option	15
-fconvert= <i>conversion</i> option	13
-fcray-pointer option	10
-fd-lines-as-code, option	10
-fd-lines-as-comments, option	10
-fdefault-double-8, option	10
-fdefault-integer-8, option	10
-fdefault-real-8, option	10
-fdollar-ok option	10
-fdump-parse-tree option	12
'-ff2c' option	14
-ffixed-line-length- <i>n</i> option	10
-ffortran-bounds-check option	15
-ffpe-trap= <i>list</i> option	13
-ffree-form option	10
-ffree-line-length- <i>n</i> option	10
-fimplicit-none option	10
-fmax-identifier-length= <i>n</i> option	10
-fmax-stack-var-size option	15
'-fno-automatic' option	14
-fno-backslash option	10
-fno-fixed-form option	10
'-fno-underscoring option'	14
-fpackderived	15
-frange-check	11
-frecord-marker= <i>length</i>	13
-frepack-arrays option	15
'-fsecond-underscore option'	15
-fshort-enums	16
-fshort-enums	83
-fsyntax-only option	11
-Idir option	13
-Mdir option	13
-pedantic option	11
-pedantic-errors option	11
-std= <i>std</i> option	11
-w option	11
-W option	12
-Waliasing option	11
-Wall option	11
-Wampersand option	12
-Wconversion option	12
-Werror	12
-Wimplicit-interface option	12
-Wnonstd-intrinsic option	12
-Wsurprising	12
-Wunderflow	12
-Wunused-labels option	12

[

[...]	83
-------	----

A

abort	29
ABORT	29
ABS intrinsic	30
absolute value	30

ACHAR intrinsic	30
ACOS intrinsic	31
adjust string	31
ADJUSTL intrinsic	31
ADJUSTR intrinsic	31
AIMAG intrinsic	32
AINT intrinsic	32
ALARM intrinsic	33
aliasing	11
ALL intrinsic	33
all warnings	11
ALLOCATED intrinsic	34
allocation status	34
ALOG intrinsic	64
ALOG10 intrinsic	65
AMOD intrinsic	66
ampersand	12
ANINT intrinsic	35
ANY intrinsic	35
arc cosine	31
arcsine	36
arctangent	37, 38
array bounds checking	15
Array constructors	83
ASCII collating sequence	30, 61
ASIN intrinsic	36
ASSOCIATED intrinsic	36
ATAN intrinsic	37
ATAN2 intrinsic	38
Authors	81

B

backslash	10
base	69
BESJ0 intrinsic	38
BESJ1 intrinsic	39
BESJN intrinsic	39
Bessel	38, 39, 40
BESY0 intrinsic	40
BESY1 intrinsic	40
BESYN intrinsic	40
bit_size	41
BIT_SIZE intrinsic	41
bounds checking	15
BTEST	41
BTEST intrinsic	41

C

CABS intrinsic	30
calling convention	14
card image	10
CDABS intrinsic	30
CDCOS intrinsic	44
CDEXP intrinsic	56
CDLOG intrinsic	64
CDSIN intrinsic	75
CDSQRT intrinsic	77
CEILING	42
CEILING intrinsic	42

CHAR	42
CHAR intrinsic	42
character set	10
checking subscripts	15
CLOG intrinsic	64
CMPLX	43
CMPLX intrinsic	43
code generation, conventions	14
command argument count	43
command options	9
COMMAND_ARGUMENT_COUNT intrinsic	43
Commas in FORMAT specifications	24
complex conjugate	43
CONJG intrinsic	43
Contributing	81
Contributors	81
conversion	12
CONVERT specifier	27
COS intrinsic	44
COSH intrinsic	44
cosine	44
count	45
COUNT intrinsic	45
CPU_TIME	46
CPU_TIME intrinsic	46
Cray pointers	25
Credits	81
cshift intrinsic	46
CSHIFT intrinsic	46
CSQRT intrinsic	77
CTIME intrinsic	47
ctime subroutine	47

D

DABS intrinsic	30
DACOS intrinsic	31
DASIN intrinsic	36
DATAN intrinsic	37
DATAN2 intrinsic	38
DATE_AND_TIME	47
DATE_AND_TIME intrinsic	47
DBESJ0 intrinsic	38
DBESJ1 intrinsic	39
DBESJN intrinsic	39
DBESY0 intrinsic	40
DBESY1 intrinsic	40
DBESYN intrinsic	40
DBLE intrinsic	48
DCMPLX	48
DCMPLX intrinsic	48
DCONJG intrinsic	43
DCOS intrinsic	44
DCOSH intrinsic	44
DDIM intrinsic	50
debugging information options	12
DEXP intrinsic	56
DFLOAT intrinsic	49
dialect options	10
DIGITS intrinsic	49
digits, significant	49
dim	50
DIM intrinsic	50
DIMAG intrinsic	32
DINT intrinsic	32

directive, INCLUDE	13
directory, options	13
directory, search paths for inclusion	13
DLOG intrinsic	64
DLOG10 intrinsic	65
DMOD intrinsic	66
DNINT intrinsic	35
dollar sign	10
Dot product	50
DOT_PRODUCT intrinsic	50
double conversion	48
double float conversion	49
Double product	51
Double real part	51
DPROD intrinsic	51
DREAL intrinsic	51
DSIGN intrinsic	74
DSIN intrinsic	75
DSINH intrinsic	76
DSQRT intrinsic	77
DTAN intrinsic	78
DTANH intrinsic	78
DTIME intrinsic	52
dttime subroutine	52

E

ENUM statement	83
ENUMERATOR statement	83
environment variables	16
eoshift intrinsic	52
EOSHIFT intrinsic	52
EPSILON intrinsic	53
epsilon, significant	53
ERF intrinsic	54
ERFC intrinsic	54
error function	54
escape characters	10
ETIME intrinsic	55
ETIME subroutine	55
exit	55
EXIT	55
EXP intrinsic	56
exponent	74
exponent function	56
EXPONENT intrinsic	56
exponential	56
extended-source option	10
Extension	23
extra warnings	12

F

f2c calling convention	14, 15
FDATE intrinsic	57
fdate subroutine	57
FDL, GNU Free Documentation License	91
fixed form	10
float	57
FLOAT intrinsic	57
floor	58
FLOOR intrinsic	58
flush	58
FLUSH	58

FLUSH statement	83
fnum	58
FNUM intrinsic	58
Fortran 77	7
Fortran 90, features	10
FRACTION intrinsic	59
fractional part	59
FREE	59
free form	10
FREE intrinsic	59

G

G77	7
g77 calling convention	14, 15
GETGID	60
GETGID intrinsic	60
GETPID	60
GETPID intrinsic	60
GETUID	60
GETUID intrinsic	60
GNU Compiler Collection	5
GNU Fortran 95 command options	9

H

Hexadecimal constants	24
Hollerith constants	25
huge	60
HUGE intrinsic	60
hyperbolic cosine	44
hyperbolic sine	76
hyperbolic tangent	78

I

I/O item lists	24
IABS intrinsic	30
IACHAR intrinsic	61
ICHAR intrinsic	61
IDATE intrinsic	62
IDIM intrinsic	50
IDNINT intrinsic	68
IMAG intrinsic	32
Imaginary part	32
IMAGPART intrinsic	32
Implicitly interconvert LOGICAL and INTEGER	25
INCLUDE directive	13
inclusion, directory search paths for	13
Initialization	23
integer kind	72
Intrinsic Procedures	29
Introduction	1
IOMSG= specifier	83
IRAND intrinsic	62
ISIGN intrinsic	74
ITIME intrinsic	63

K

KIND intrinsic	63
Kind specifications	23

L

labels, unused	12
language, dialect options	10
length of source lines	10
libf2c calling convention	14, 15
limits, lengths of source lines	10
lines, length	10
loc	64
LOC intrinsic	64
LOG intrinsic	64
LOG10 intrinsic	65
logarithm	64, 65

M

MALLOC	65
MALLOC intrinsic	65
MAXEXPONENT	66
MAXEXPONENT intrinsic	66
messages, warning	11
MINEXPONENT	66
MINEXPONENT intrinsic	66
MOD intrinsic	66
module search path	13
modulo	67
MODULO intrinsic	67

N

Namelist	23
NEAREST intrinsic	68
negative forms of options	9
NINT intrinsic	68

O

option -fmax-identifier-length= <i>n</i>	10
option, -fd-lines-as-code	10
option, -fd-lines-as-comments	10
option, -fdefault-double-8	10
option, -fdefault-integer-8	10
option, -fdefault-real-8	10
option, -fdump-parse-tree	12
option, -ffpe-trap= <i>list</i>	13
option, -Mdir	13
option, -std= <i>std</i>	11
options, -fcray-pointer	10
options, -fdollar-ok	10
options, '-ff2c'	14
options, -ffixed-line-length- <i>n</i>	10
options, -ffree-form	10
options, -ffree-line-length- <i>n</i>	10
options, -fimplicit-none	10
options, '-fno-automatic'	14
options, -fno-backslash	10
options, -fno-fixed-form	10
options, '-fno-underscoring'	14
options, -frange-check	11
options, '-fsecond-underscore'	15
options, -fsyntax-only	11
options, -Idir	13
options, -pedantic	11
options, -pedantic-errors	11
options, -w	11

options, -W	12
options, -Waliasing	11
options, -Wall	11
options, -Wampersand	12
options, -Wconversion	12
options, -Werror	12
options, -Wimplicit-interface	12
options, -Wnonstd-intrinsic	12
options, -Wsurprising	12
options, -Wunderflow	12
options, -Wunused-labels	12
options, code generation	14
options, debugging	12
options, dialect	10
options, directory search	13
options, GNU Fortran 95 command	9
options, negative forms	9
options, warnings	11

P

paths, search	13
pointer status	36
PRECISION	69
PRECISION intrinsic	69
processor-representable number	68

R

RADIX intrinsic	69
RAN intrinsic	70
RAND intrinsic	70
random number	62, 70, 77
RANGE	70
range checking	15
RANGE intrinsic	70
Real array indices	24
REAL intrinsic	70
real kind	72
REALPART intrinsic	70
remainder	66
Repacking arrays	16
RRSPACING intrinsic	71
run-time, options	14
Runtime	19
runtime, options	13

S

SAVE statement	14
SCALE intrinsic	71
search path	13
search paths, for included files	13
SECNDS	73
SECNDS intrinsic	73
SELECTED_INT_KIND intrinsic	72
SELECTED_REAL_KIND intrinsic	72
SET_EXPONENT intrinsic	74
sign copying	74
SIGN intrinsic	74

SIGNAL intrinsic	75
SIGNAL subroutine	75
SIN intrinsic	75
sine	75
SINH intrinsic	76
sngl	76
SNGL intrinsic	76
source file format	10
Source Form	10
SQRT intrinsic	77
square-root	77
SRAND intrinsic	77
Standards	83
statements, SAVE	14
Structure packing	15
subscript checking	15
suppressing warnings	11
Suspicious	12
symbol names	10
symbol names, transforming	14, 15
symbol names, underscores	14, 15
syntax checking	11

T

TAN intrinsic	78
tangent	78
TANH intrinsic	78
tiny	78
TINY intrinsic	78
transforming symbol names	14, 15
true values	33, 35, 70

U

Unary operators	24
UNDERFLOW	12
underscore	14, 15
unused labels	12

W

warnings, all	11
warnings, extra	12
warnings, suppressing	11
whole number	32, 35, 68

X

X format descriptor	24
---------------------	----

Z

ZABS intrinsic	30
ZCOS intrinsic	44
ZEXP intrinsic	56
ZLOG intrinsic	64
ZSIN intrinsic	75
ZSQRT intrinsic	77