1 Outline pseudo f95 language Syntax

1.1 Program delimitter: ” end ”

```
 program main    ! <= main program or name of a subroutine
                     ! <= beginning of the program
  end program main    !  <= end of the program
```

1.2 Command delimiters: ” ; or nl ”

```
  program main
         write(*,*) "␣hello␣there" ;
 end program main
```

1.3 subroutine calls

```
program main
        call first();  !call the routine named first
 end program main

 program subroutine first()   ! <= subroutine called first
        write(*,*) "hello␣there";
end program subroutine first
```

1.4 Defining variable types

character(LEN=1):: ch; !defines ch as a character (single byte) integer(KIND=4):: i1, i2; !defines i1 and i2 as integer numbers (4 bytes) real (KIND=4):: r1, r2; !defines r1 and r2 floating point numbers (4 bytes) complex(KIND=8):z1;

```
program main
integer ::i;
integer :: first;
.
.
i= first(i);
end program main

integer function first(int )
integer answer;
.
.
first = answer
return;
end
```

1.5 if and if-else statement

```
if (arg)then
 .........  ! if arg true do the stuff
else
........  ! do this stuff otherwise
endif

i. types of relational arguments

          c != b  ! c  equal to b
          c == b  ! c equal to b
          c <= b  ! c less than of equal to b
          c => b  ! c greater than or equal to b
          c&&b    ! c and b are true
          c||b    !c or b are true
ii. note c and b can be themselves
    mathematical or logical expressions
```