

P a s c a l

User Guide

For the Sinclair QL Computer

computer ONE

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ERRATA - 5th October 1984

This sheet gives a list of additions and changes to the Pascal User Guide.

Page 11 - The Directory command also allows you to look at the directory of a device other than a microdrive. If you press the letter "o" when prompted for a drive number, the prompt

Which device ?

is displayed and you can then enter the name of a device.

Page 13 - A Format command has been added to the command menu.

Page 48 - Section 5.5.1.1 on parameters should say that all file parameters must be 'var' parameters.

Page 50 - In the example, the word 'var' in front of the parameters for procedure 'a' should be deleted.

Page 52 - In the example, the parameter 'string1' should be deleted from the read statement, and on the last line of the page, the part of the line after the first semi-colon should be deleted. This is because strings cannot be read with a single read statement. Use the functions 'getline' or 'getbytes' instead.

Page 61 - In the procedure 'recol', the parameter c8 should be parameter c0 and should be the first parameter in the list of colours, i.e. The first colour parameter specifies the new colour for all the black pixels, the second specifies the new colour for all the blue pixels etc.

Page 64 - The 'getbytes' procedure is now a function which returns the number of bytes actually read. The parameters of the function are the same. A new function 'getline' has been added :-

```
function getline ( var f : file; count: integer; addr: address )
                  : integer ;
```

Reads the specified number of bytes from the given file, or a sequence of bytes terminated by a line-feed character. Returns the number of bytes read, including the line-feed. 'ioresult' is set to 'buffer-full' (-5) if no line-feed is read. This function allows the cursor control keys to edit the line if it is entered from the keyboard.

Page 74 - The run-time error message 'Number expected' now reads 'Bad number' and can also occur if the number entered is too large, or is too long.

Page 79 - In the FUNCTION part of the subprogram definition syntax diagram, there should be a line going round just the parameter list box, in addition to the line going round the parameter list and the type-identifier boxes.

The system has been modified so that it can be reloaded from Basic by typing 'Pascal'. This only applies after the Pascal system has first been loaded.



PLEASE READ THIS BEFORE USING YOUR COMPUTER ONE SOFTWARE

BACKING-UP

Due to the unreliable nature of microdrive cassettes, it is important that you use the supplied Computer One cassette purely as a Master copy. As soon as you receive your software, you should make two backups of the master cartridge onto blank cartridges, and use these as working copies. The Master is then used as an emergency backup, and not to run the software.

Copies of the Master may be easily made using the 'clone' program (supplied on each Computer One software cartridge) as follows:

1. Place the Master copy in microdrive 2 (the right hand side drive).
2. Place a blank cartridge in microdrive 1.
3. Enter the following command:

```
LRUN mdv2_clone <ENTER>
```

4. The QL will respond with various instructions to name the new microdrive, and initiate the copying. Check you have inserted the cartridges in the correct drives, and invoke the copying.
5. The new system may be used as soon as the microdrives have stopped running.

A number of enhancements have been made to the editor, which are not documented in the manual.

The file menu has three new options -

- 1) Read File - this option prompts for a file name and inserts the contents of the given file at the current cursor position.
- 2) Remove error text - this option removes the errors from a listing file.
- 3) Directory - this option prompts for a device and gives a directory listing.

4.5 EDIT MENU

This menu appears when the F5 key is pressed. It has four options which allow you to cut or copy pieces of text, paste pieces of text, or display the last piece of text cut or copied.

To leave the edit menu you press F1. Each of the options are described below. Some options expect a marker to be set. This is described in the following section.

4.5.1 Inserting a marker

A marker is set in the text by pressing the CNTRL and F4 keys together. The character at this position is shown in reverse video. Only one position in the file may be marked at one time. The marker will be removed by any action except moving the cursor (either with the cursor keys, paging or the lift). The marked character will only be displayed in inverse video until it moves off the screen.

4.5.2 Cut

This option is only available if a marker has been set. It allows you to remove a piece of text from the edit file and save it in an internal buffer. The contents of this buffer can then be pasted into another part of the file. To cut text, set a marker (CNTRL-F4) at the start of the text to be removed. Then place the cursor after the text to be cut. Now press F5 to get the edit menu, select the cut option and press ENTER. The text will be removed from the file but will remain available to be subsequently pasted. You will only be allowed to cut if there is sufficient space act as an internal buffer. In a QL with 128K of memory the buffer space is approximately 3K.

4.5.3 Copy

This is similar to the cut option except that the text selected is copied into the internal buffer without being removed from the edit file.

4.5.4 Paste

This option is only available if there is some text in the internal buffer, i.e. if you have cut or copied text. The cursor should be moved to where you wish the text to be pasted. Press F5 to get the edit menu then select paste and press ENTER. The text in the internal buffer is inserted at the current cursor position unless the resulting file is too big for the workspace in which case an error will occur and the paste will not proceed.

4.5.5 Show buffer

You may examine the contents of the internal buffer by pressing F5 to get the edit menu, selecting the show buffer option and pressing ENTER. The buffer contents are then displayed.

INFORMATION

Operating System Version

Computer One Pascal (version V1.0) was developed and tested using the AH version of the QDOS operating system. Should you have any difficulty using Pascal with earlier versions of the operating system, we suggest that you obtain an upgrade from Sinclair.

Backing Up

There is a clone routine on the Pascal system microdrive, written in BASIC, which you should use to backup the Pascal system. Do this before you use the system. We strongly recommend that you make regular backups of everything. We also recommend that you never reset the system with a cartridge in any of the drives, as this can damage the cartridges. NOTE that this formats the cartridge in drive 1.

In the Pascal system the error message 'not complete on a file operation will often indicate that there is a bad or changed medium on the microdrive cartridge. This does not mean that the cartridge is not usable. Repeating the operation may be successful; failing that trying the cartridge in the other micro drive may work; and if that fails it probably means that the file is lost. However, the rest of the cartridge will normally be ok. You would be advised to backup the rest of the cartridge immediately.

Example Programs

A few example programs are given on the system micro drive :-

clone_pas : This program is written in Pascal and is a routine for formatting and cloning microdrives from the Pascal system. It formats the cartridge in drive 2, reads the name of each file from the directory on microdrive 1 and copies the files from drive 1 to drive 2. Note that unlike the BASIC clone routine you do not need to know the name of each file you are going to copy. You will have to compile this program before you can use it. NOTE that unless you have a QDOS manual this program will probably be meaningless to you !!

globe_pas : this program draws a globe on the screen using the Pascal ellipse routine.

fib_pas : This program, which is used as an example in the manual, outputs the first n numbers of the Fibonacci series.

hanoi_pas : This program shows the towers of hanoi problem being solved graphically. To stop the program running press ESC when a disc is being moved.

TABLE OF CONTENTS

Chapter 1	Introduction.....	Page 1
1.1	Using this Manual	
Chapter 2	Getting Started.....	Page 3
2.1	Startup	
2.2	Example Session	
Chapter 3	The Commands.....	Page 7
3.1	Filenames	
3.2	Commands	
3.2.1	Edit	
3.2.2	Compile	
3.2.2.1	Compiler Options	
3.2.3	Run	
3.2.4	Directory	
3.2.5	Delete	
3.2.6	Copy	
3.2.7	Exit	
Chapter 4	The Editor.....	Page 14
4.1	Edit File Format	
4.2	Edit File Names	
4.3	Editing a File	
4.3.1	Moving The Cursor	
4.3.1.1	Paging	
4.3.2	Inserting Text	
4.3.3	Deleting Text	
4.3.4	Splitting and Concatenating Lines	
4.3.5	Finishing the Edit Session	
4.4	The Editor File Menu	
4.4.1	Creating a New File	
4.4.1	Loading a File	
4.4.1	Saving a Copy of a File	
4.4.1	Saving the Current File	
4.4.1	Saving a Listing	
4.4.1	Saving and Exiting	
4.4.1	Exiting	
4.5	Search String Facility	
4.6	Editor Lift Facility	
4.7	Edit Listing Facility	
Chapter 5	Language Definition.....	Page 22
5.1	Fundamentals	
5.1.1	Numbers	
5.1.2	Identifiers	
5.1.3	String Constants	
5.1.4	Comments	
5.2	Pascal Programs	
5.2.1	Label Declarations	

5.2.2	Constant Definitions
5.2.3	Type Definitions
5.2.4	Variable Declarations
5.2.5	Procedure and Function Definitions
5.2.6	Statements
5.3	Data Types
5.3.1	Standard Scalar Types
5.3.1.1	Integer Type
5.3.1.2	Real Type
5.3.1.3	Boolean Type
5.3.1.4	Char Type
5.3.2	Enumerated and Subrange Types
5.3.3	Array Type
5.3.3.1	String Arrays
5.3.4	Record Type
5.3.5	Set Type
5.3.6	Pointer type
5.3.7	File Type
5.3.8	Type Compatibility
5.3.8.1	Assignment Compatibility
5.4	Statements
5.4.1	Assignment Statements
5.4.1.1	Expressions
5.4.2	Compound Statement
5.4.3	Repetition Statements
5.4.3.1	While Statement
5.4.3.2	Repeat Statement
5.4.3.3	For Statement
5.4.4	Conditional Statements
5.4.4.1	If Statement
5.4.4.2	Case Statement
5.4.5	Goto Statement
5.4.6	With Statement
5.5	Procedures and Functions
5.5.1	Procedures
5.5.1.1	Parameters
5.5.1.2	Forward Declaration
5.5.2	Functions
5.6	Input and Output
5.6.1	Input
5.6.2	Output
5.6.3	Files
5.6.3.1	Textfiles
5.6.4	I/O Errors

Chapter 6	Standard Procedures and Functions for the QL.....	Page 58
6.1	I/O Procedures and Functions	
6.2	Memory Access Procedures and Functions	
6.3	Other Procedures and Functions	
Chapter 7	Standard Pascal Procedures and Functions.....	Page 61
7.1	Functions	
7.2	Procedures	

INTRODUCTION

This user guide provides the information required to edit, run and compile programs using the Computer One Pascal system on the Sinclair QL microcomputer. The guide is not intended to teach Pascal and the reader is referred to the Bibliography for a number of references on learning Pascal.

The Computer One Pascal system is a powerful menu driven system which allows you to edit, compile and run programs with ease. There are no command names to remember as all commands are executed by selecting from the displayed menu. In addition, a help window aids you whenever data input is required. The system editor is a general purpose screen editor, which has been designed with usefulness and simplicity in mind. You are not restricted to editing files used by the Pascal system and can use the editor to edit any QL text files. The editor also allows you to edit Pascal source files while examining compilation errors for the file.

As well as editing, compiling and running Pascal programs, you also have the option of examining microdrive cartridges using the directory command and deleting and copying microdrive files.

The Computer One Pascal compiler produces a compact intermediate code which is interpreted when the program is run.

The language implemented is close to the ISO Pascal standard specification, with a small number of differences. The language is described in Chapter Five.

A number of extra procedures and functions are provided to allow you to make full use of the QL from the Pascal system. These procedures allow you to use the QL windowing and graphics features and also to make calls to machine code routines.

Bibliography.....Page 70

Appendices

A -	Compiler Error Messages.....	Page 71
B -	Run-time Errors.....	Page 74
C -	Pascal Syntax Diagrams.....	Page 76
D -	System Errors.....	Page 84

Index.....Page 85

1.1 USING THIS GUIDE

This section contains a brief overview of the contents of each chapter in the guide.

CHAPTER 2 describes how to get started using the Pascal system and works through an example of an edit, compile, run session.

CHAPTER 3 describes the Pascal system environment and gives a description of each of the commands.

CHAPTER 4 describes, in detail, the general purpose editor, including the edit listing option, which allows you to edit a file while looking at the error messages produced for that file by the compiler.

CHAPTER 5 describes the Computer One version of the Pascal language.

CHAPTER 6 describes the standard procedures and functions which have been added to the language to allow you to make use of the QL.

CHAPTER 7 gives a brief description of the standard Pascal procedures and functions.

Appendices - The appendices list the compiler, run-time and system error messages and give the full syntax of Computer One Pascal.

GETTING STARTED

This chapter describes how to use the Computer One Pascal system and works through an example of editing, compiling and running a short Pascal program.

2.1 STARTUP

To start up the Pascal system it is important to carry out the following :-

- (1) Remove any cartridges from the two microdrives. It is inadvisable to reset the system with the cartridges in the drives, as they may be damaged.
- (2) Press the reset button on the right side of the machine.
- (3) Place the Computer One Pascal cartridge in drive one - the left hand drive.
- (4) Press F1 or F2 to select Monitor or TV mode.

When you have selected the mode the Pascal system will automatically be loaded from the cartridge. The Pascal interpreter, and the environment code are loaded into memory on startup and remain resident while the Pascal system is being used. These are kept resident so that the system does not have to reload the interpreter code from microdrive everytime you wish to run a program. The resident code, the screen map and QDOS work space require about 45K of memory, leaving between 75K and 80K in which to run programs. When the editor is loaded into memory there is approximately 65K to 70K of free space for editing the file

The following Pascal program will now appear in the editing window :-

```
program fibonacci ;
var fib1, fib2, i, n : integer;
begin
  {generate each number from the sum of its two predecessors}
  fib1 := 0 ;
  fib2 := 0 ;
  i := 2;   { number of fib numbers generated }
  writeln ( 'Generate how many Fibonacci numbers ? ' );
  readln ( n );
  while i < n do
  begin
    writeln ( fib1, fib2 );
    fib1 := fib1 + fib2 ;
    fib2 := fib1 + fib2 ;
    i := i + 2 ;
  end ;
  if i = n then writeln ( fib1, fib2 ) else writeln ( fib1 )
end.
```

The program does not need to be changed, so when you understand how it works you can exit the editor. Press F1 to get the editor file menu to reappear. Use the cursor keys to select the 'leave' option. When this has been selected press ENTER and the System Command Menu will reappear. We now want to select the 'Compile' option. When you have selected this option press ENTER. The following prompt will appear on the screen next to the menu :-

Which file ? [_pas]

The bracketed "_pas" indicates that the compiler will automatically append this extension to the filename you enter. Notice that the help message at the bottom of the screen has now changed to tell you that you can press ENTER to return to the menu and that mdv2_ is the default microdrive. Enter the filename now :-

mdv1_fib

When you have done this the compiler will be loaded (this takes less than half a minute) and a new screen will then appear. There is a window along the bottom of the screen, which the compiler uses to butput messages, for example if the compiler could not find a particular file on microdrive, a message would be output in this window. The compiler does not produce a full listing to the screen, unless the listing option is switched on, but only outputs lines with errors and the appropriate error numbers. The error messages can be displayed and the file re-edited using the 'edit listing' option in the editor. This is described in section 4.7. Unless you have changed the file "fib_pas" there should be no errors and the compiler will output a message indicating that the file has been successfully compiled. A message will then be

The compiler is not resident and is loaded into memory from the microdrive cartridge when you wish to compile a program.

The loading of the system takes approximately half a minute and when complete a system command menu will appear on the screen, waiting for you to select commands to be run. To select an item use the cursor up () and cursor down () keys or enter the number of the command you wish to select. The currently selected menu item is always highlighted. When a command has been selected it can be run by pressing the ENTER key.

The window at bottom of the screen tells you how to select and run menu items. Help messages will appear in this window to guide you when a command is waiting for input from the keyboard.

2.2 EXAMPLE SESSION

We shall now work through an example program showing how to edit, compile and run the program. The program is already on the Pascal microdrive cartridge which should still be in drive one. The file containing the program is called "fib_pas". It is recommended practice to use meaningful extensions for file names, so that it is easy to tell what type of file it is. For example "fib.dat" might be data file and "fib_pas" might be a Pascal source file. For this reason the compiler insists that Pascal text files should have the extension "_pas".

The example program generates the first n terms of the Fibonacci sequence, where each term, beyond the first two, is generated from the sum of its two nearest predecessors, the first two terms being 0 and 1. Thus the sequence starts :-

0, 1, 1, 2, 3, 5, 8, 13, 21,

Before we attempt to run the file we will take a look at it using the editor. Select the editor command by pressing F1 or using the cursor control keys. Now press ENTER to run the editor. The main menu screen will disappear and a new screen will appear with another menu. This is the Editor File Menu. Use the cursor keys to select the 'load file' option. When this option has been selected press ENTER to use this option. In the window along the top of the screen the prompt

Load which file ?

will appear. You should now enter

mdv1_fib_pas

The default microdrive for the Pascal system is always drive two, since the system cartridge is usually in drive one. If you wish to specify a file on drive two there is no need to give the drive name, but to specify a file on any other drive the name must be given.

displayed asking you to press any key to return to the menu - this allows you time to examine any errors you might have.

Having compiled the file and returned to the menu we can now try running the program. Select the 'run' option and press ENTER. You will be given the following prompt :-

Which file ? [_qlp]

The compiler always produces a file with the extension "_qlp" (QL Pascal) and again you need not specify the file extension when entering the name.

Enter the file name

mdvl_fib

The file "fib_qlp" will now be loaded, a clear screen will appear and the program will run. This program will prompt for a number n and then print to the screen the first n numbers in the Fibonacci sequence. When the program has finished you be asked to press any key to return to the menu screen.

A more detailed description of all the menu commands can be found in Chapter 3 of this user guide.

THE COMMANDS

When the Pascal system has been loaded the System Command Menu is displayed. This screen allows you to select commands from the menu and run them, and to input the data required by some commands when they execute. The screen has three main windows :-

1) The MENU window displays the names of the seven available commands. The cursor up (↑) and cursor down (↓) keys or the numeric keys are used to select menu items, the current item always being highlighted. A command is run by selecting it and pressing the ENTER key.

2) The CONSOLE window, to the right of the menu window, is used by some commands to prompt for data and to output data. Error messages are also displayed in this window.

3) The HELP window, along the bottom of the screen, is used to give information about what input the system currently expects.

There are currently seven commands available on the system. These are the edit, compile, run, directory, delete, copy and exit commands. Several of the commands prompt for filenames and the following section describes what are valid file names.

3.1 FILENAMES

A valid file name can have up to 36 characters, including a 4 character extension [aaa], but not including the 5 character microdrive name [mdvx_]. The only valid characters in a filename are letters, digits and underscores (_). The first character of the name must be a letter. The system does not differentiate between upper and lower case letters and they can be used interchangeably. When checking the length of a file name the system checks if the fourth character from the end of the name is an underscore. If the character is an underscore the system assumes the following 3 characters to be the extension. If the character is not an underscore the system assumes there is no extension and the maximum length of the specified name is 32 characters, to allow the extension to be added.

Examples : Below are shown some examples of valid and invalid file names

```
thisisAfilename_pas - valid name with extension 'pas'
Invalid.name       - invalid because of the
fname              - valid name with no extension
anothername_ab     - valid name with no extension
```

If a filename entered is too long the error message

```
*** Error - name too long
```

is output and the file name is prompted for again.

If the prompt for a file name is followed by an extension in brackets, the system will expect a file name with no extension and will automatically append the displayed extension to the name. Alternatively a name with the displayed extension can be entered. If another extension is given with the file name, the error message

```
*** Error - bad extension
```

is output and the system returns to the Command Menu.

The default microdrive for the system is microdrive two and the prefix "mdv2_" need not be added to file names on this microdrive.

3.2 THE COMMANDS

The following sections give a description of each of the commands.

3.2.1 Edit

When this command is selected the screen is cleared and the editor is run. The operation of the editor is described in detail in Chapter 4.

3.2.2 Compile

When the compile command is selected the console window displays the prompt

```
Which file ? [_pas]
```

and the help message at the bottom of the screen changes to remind you that the default microdrive is two and that ENTER can be pressed to return to the command menu. The system will attempt to find the given file, with the "_pas" extension, on microdrive.

If it is not found the error message

```
*** Error - not found
```

is displayed and the system returns to the command menu. Otherwise the compiler is loaded from microdrive one and a new screen appears. At the top is a title window and at the bottom is a message window which is used for messages and prompts. The Pascal system microdrive cartridge should always be kept in microdrive one while the compiler is running, as the compiler needs to access the cartridge periodically.

The compiler does not output a full listing of the file being compiled to the screen, unless the listing option is turned on (see 3.2.2.1), but displays lines with errors and the appropriate error numbers. In the message window is a prompt giving you the option of quitting the compilation or of continuing. If no key has been pressed after thirty seconds the compiler will automatically continue the compilation. An example of a compilation error is shown below.

```
for i = 1 to 10 do
```

```
) 51
```

```
Press ESCAPE to quit, any other key to continue
```

An error indicator appears under the symbol on the source line which caused the error. The error indicators appear on the same line, unless two errors occur at the same symbol, in which case the second indicator for the symbol and subsequent indicators appear on the next line. The line after the error indicator line(s) contains the error numbers. These are provided for convenience, since the error messages can be examined in the source code using the edit listing facility in the editor (see section 4.7). The compiler produces a file with the extension ".err", which is used by the editor to display the error messages. This option is particularly useful if you have a number of compilation error messages. The compiler will halt after twenty errors have been output. A full list of the compiler error messages and corresponding error numbers can be found in Appendix B.

If the ESCAPE key is pressed the compilation terminates, otherwise it continues and further errors, if they occur, are output in the same manner. When the compilation has finished it outputs the number of errors found. You are then asked to press any key to return to the Command Menu.

If there is no cartridge in the given drive or if there is no drive attached for the number entered the error message

*** Error - not found

is displayed. Otherwise the name and length of each file on the cartridge are displayed as shown below.

fib_pas - 834 bytes
fib_qlp - 510 bytes
letter_txt - 4152 bytes
fib_err - 35 bytes

The system then returns to the Command Menu. Note that the CTRL and F5 keys can be pressed together to stop a window scrolling. Press any key to start it scrolling again.

3.2.5 Delete

When this option is selected the console window displays the prompt

Which file ?

and the help message at the bottom of the screen changes to remind you that the default microdrive is two and that ENTER can be pressed to return to the Command Menu. Note that the full filename must be specified for this command. If the given file is not found on microdrive the error message

*** Error - not found

is output. Otherwise the system will ask for confirmation of the deletion :-

Hit Y to confirm deletion >

If either the 'Y' or 'y' keys are pressed the file will be deleted and the system will return to the Command Menu, otherwise the system returns immediately to the Command Menu.

3.2.6 Copy

When this option is selected the console screen shows the prompt

Which file ?

and the help message at the bottom of the screen changes to remind you that the default microdrive is two and that ENTER can be pressed to return to the Command Menu. Note that the full filename must be specified for this command.

If the given file is not found on microdrive the error message

*** Error - not found

is output. Otherwise the prompt

To which file ?

is displayed. The new file name should be specified in full. If the file to be copied to already exists, the message

File exists. Overwrite ?

is displayed and if you press a 'Y' or 'y' the file will be overwritten, otherwise you will return to the Command Menu. When the file has been copied the system returns to the Command Menu.

3.2.7 Exit

When this command is entered the screen will be cleared and the system will return to BASIC.

THE EDITOR

The editor has been designed with ease of use in mind. It makes use of the cursor control keys, situated on either side of the space bar, and the function keys on the left hand side of the QL keyboard. It also provides a menu similar to the system command menu, to allow you to select file saving and loading options easily.

4.1 EDIT FILE FORMAT

Edit files consist of lines of printable characters, the lines being separated by the line feed character. These files are called text files. Although the editor only allows you to create text files it does not check, when loading a file, that the file only contains printable characters and line feeds. However you are strongly recommended to edit only text files.

Edit lines can only be as long as the edit window. However there is a special character '<<', which, if it occurs as the first character on a line, will be treated as a concatenation character. When a file is loaded from microdrive, any lines longer than the edit window will automatically be split, with the concatenation character being inserted at the split. When a file is saved, a line will be joined to the previous line if the concatenation character appears at the beginning of the line. If this character is deleted it causes a permanent split in the line.

4.2 EDIT FILE NAMES

The editor will allow any file name to be specified (see section 3.1 for valid file names) except a name with the extension `_err` or `_qlp`, since names with these extensions have a special meaning in the Pascal system. If, when the editor is prompting for a file name, an invalid name is given or a file error occurs (for example when attempting to load a file, a file with the given file name must exist), an error message is displayed in the help/error window and the file name prompt is redisplayed.

4.3 EDITING A FILE

When the editor is invoked from the command menu a new screen appears with four windows - an edit window, in which the editing of text takes place; a prompt window, in which the editor displays prompts and receives input (for example a file name); a help/error window, in which error and help messages are displayed; a lift window - the lift facility is described in section 4.6. A menu will then appear on the screen, allowing you to choose the file you wish to edit or to choose to edit a new file. This menu, called the Editor File Menu, is described in section 4.4.

When a file has been loaded the edit screen will appear with the first few lines of the file. The cursor, a solid green rectangle, will appear over the first character of the file. If a new file is being edited the edit window will be blank, except for the cursor which will be at the top left corner. The cursor represents the current editing position in the file and all editing operations take place at the cursor position. Whether a new file is being edited or an existing file is being edited, the operation of editing the file is exactly the same and is described in the following sections.

4.3.1 Moving the cursor

The cursor can be moved anywhere in the file by using the four cursor control keys which are situated on either side of the space bar on the QL keyboard. Each of the keys moves the cursor one character position in the direction shown on the key. There are several special cases which affect the movement of the cursor:

- 1) If the cursor is moved right when it is at the end of a line it moves to the start of the next line.
- 2) If the cursor is moved left when it is at the beginning of a line it moves to the end of the previous line.
- 3) If the cursor is moved up or down and the previous or next line is shorter than the current one the cursor moves to the end of the new line.
- 4) If the cursor moves off the top or bottom of the screen the text is moved so that the new cursor line is in the centre of the screen. i.e. the window scrolls up or down by half the number of lines on the screen.
- 5) The cursor remains stationary if any attempt is made to move it off the beginning or end of the file.

4.3.1.1 Paging

If the SHIFT key and the cursor up or cursor down keys are pressed together, the window will scroll down or up by the number of lines that will fit in the window. The cursor is set to the middle of the window.

4.3.2 Inserting Text

To insert text simply start typing characters at the keyboard. Each character is inserted at the cursor position, and the character at the cursor position and all characters to the right are shifted right by one character position. When the cursor is the last character on a line and a new line is required press the ENTER key and a blank line will be inserted below the current line, with the cursor at the start of the new line. The editor has an auto indent facility which sets the cursor under the first non-blank character of the previous line when a new line is taken.

Lines can only be as long as the window and any attempt to insert a character which will make the line too long, will cause the QL to emit a beep and the character will not be inserted. However the end of line character can be inserted and if you wish to have the line longer than the edit window, he can continue the line by inserting the special character '<<' at the beginning of the next line. This character is keyed in by pressing the CTRL, SHIFT and X keys together. The editor will automatically remove this character and the preceding end of line character when the file is saved.

4.3.3 Deleting Text

The character to the left of the cursor can be deleted by pressing the CTRL key and the cursor left key together. The cursor and all characters to the right are shifted left by one character position. This is the opposite of inserting a character and is useful for correcting typing errors as text is being entered.

The character under the cursor can be deleted by pressing the CTRL key and the cursor right key together. The cursor remains in the same position and all characters to the right of the cursor are shifted left by one character position.

Note that the last character in a file is a line feed character and cannot be deleted.

If the CTRL, ALT and cursor left (or right) keys are pressed together all characters from the cursor position to the start (or end) of the line are deleted.

4.3.4 Splitting and concatenating lines

A line is split by positioning the cursor at the position in the line where the split is required and pressing ENTER. This causes the character under the cursor and all characters to the right to be inserted below the line.

Two lines are concatenated by deleting the line feed at the end of the first of the two lines. The line feed is always the last character in any line and is represented as a blank. The line feed is deleted in the same way as any other character, using the CTRL and cursor right keys if the cursor is over the line feed, or using the CTRL and cursor left keys if the cursor is at the start of the next line. When the two lines are concatenated all lines below will be scrolled up by one line. If concatenating the two lines will make the resulting line longer than the edit window the QL emits a beep and the line feed character is not deleted. However the two lines can be concatenated when the file is saved, by inserting the concatenation character '<<' at the beginning of the second line. This character is entered by pressing the CTRL, SHIFT and X keys together.

4.3.7 Finishing the edit session

When you have finished editing the file, or wish to save the file and continue editing the same file or another file, the function key F1 can be pressed to select the Editor File Menu which allows the file to be saved. The Editor File Menu is described in the next section.

4.4 THE EDITOR FILE MENU

This menu appears on the screen when the editor is run from the Pascal command menu, or when the function key F1 is pressed. When the menu is displayed it appears with a number of options. Each option is numbered and is selected by pressing the required number or using the cursor up and cursor down keys to step through the options. The currently selected option is always highlighted. When the required option has been selected the ENTER key should be pressed to use the option. In certain cases some of the options are unavailable, for example the 'save' options cannot be used when no file is currently being edited. When an option is unavailable it is displayed in red (options are normally displayed in white) and cannot be selected using the numeric or cursor keys. You can press the F1 key again if you want to leave the File Menu and return to the edit window. When you are prompted for a file name you can just press ENTER to return to the menu.

Each of the options is described below.

4.4.4 Save and Continue

This option is available only if a file is currently being edited. If an existing file is being edited the file is saved and you can continue editing. If the file being edited is a new file, the message

save to which file :

is displayed in the message window and the file is saved with the given name. You can then continue to edit the file.

If the file being saved is a listing file, none of the error messages are saved, but the `_err` file is deleted since the compiled file has now been edited, and the error messages are no longer appropriate.

4.4.5 Save Listing

This option is only available if the edit listing facility is currently being used.

The listing, the file with the embedded error messages, is saved to a file with the same name as the file being edited, except that the extension `_lis` is used. This option is useful if you wish to print the listing file. When the listing has been saved you can continue to edit the file.

4.4.6 Save and Leave

This option is only available if a file is currently being edited. If an existing file is being edited the file is saved with the existing file name, otherwise the file is a new file and the message

save to which file :

appears in the message window and the file is then saved with the given file name. If the 'Edit listing' facility is currently being used the `_err` file is now deleted since the compiled file has been edited.

When the file has been saved the editor is exited and the system returns to the Command Menu.

4.4.1 Create New File

If no file is currently being edited the edit window is cleared you can start editing a new file. If a file is currently being edited it is saved if it is not a new file, otherwise the prompt

save to which file :

appears in the message window and the file will be saved with the entered file name.

4.4.2 Load File

If this option is selected and a file is currently being edited the same procedure is carried out as described for the above option 4.4.1. When the current file has been saved, or no file is currently being edited, the message

load which file :

appears in the message window. The editor then loads the given file and the edit window appears with the first few lines of the file. You can now start editing the file.

If the file name given has the extension `_pas` the editor checks if there is also a file with the same name, but with the extension `_err`. If one exists the editor automatically uses the `_err` file to produce a listing which allows you to see the error messages produced when the specified file was last compiled. The 'Edit listing' facility is described in section 4.7.

4.4.3 Save a Copy

This option is only available when a file is currently being edited. The message

save to which file :

appears in the message window and the file is saved with the given file name. You can then continue editing the same file. Note that saving a copy with a given file name does not affect the name of the file being edited, i.e. the file being edited still has its original file name.

4.4.7 Leave

This option quits the editor without saving the changes and returns to the Command Menu. If a file is currently being edited the message

lose changes ?

is displayed in the message window and only if you enter 'Y' or 'y' will the editor be exited. Otherwise the edit window will be redisplayed and you can continue to edit the file.

4.5 STRING SEARCH

The string search is initiated when the function key F2 is pressed. It searches for a given string from the current cursor position. When F2 is pressed the message

search for which string :

is displayed in the message window. You should then enter the required string. If the string is found in the text the cursor is set to the last character of the string. If the string is not found the cursor position remains as it was and a beep sounds. If F2 is pressed together with the SHIFT key, a search is made for the string specified in the last search. If, when the prompt for a string is displayed, just the ENTER key is pressed, you will immediately return to the editor.

4.6 EDITOR LIFT

The lift is a means of moving through a file quickly and easily. While in normal edit mode the lift arrow moves up and down as the cursor is moved up and down through the text. The top of the lift window represents the top of the file, the bottom of the lift represents the bottom of the file and the lift arrow represents the cursor position in the file.

When the function key F3 is pressed the editor goes into lift mode. Lift mode allows you to move the lift arrow by using the up and down cursor keys (for extra speed use the ALT key and cursor up or down). When F3 is pressed again the editor returns to the normal edit mode with the cursor in the position implied by the lift arrow. This is most useful for long files where paging many times becomes tiresome.

4.7 EDIT LISTING FACILITY

This facility allows Pascal programs to be edited, while looking at any error messages produced when the program was last compiled. The compiler produces a file with the extension `_err`, which contains information about the errors. If you choose to edit a Pascal file (a file with the extension `_pas`) and an `_err` file exists for the Pascal file, then the editor automatically uses the `_err` file to produce a listing, which appears in the edit window as a normal file. Below each line of the file which had a compilation error, is a copy of the line and the error messages. Each error message is bracketed by the character `{`, which cannot be deleted or inserted in the editor by the user.

The file may be edited as normal and when it is saved any parts of the file enclosed in the `{`'s are not written to the microdrive file. Thus the error messages are removed when the file is saved. When the file is saved the `_err` file is deleted, since the errors will no longer be valid for the changed file. If, when saving the file, the 'save listing' option is chosen (see 4.4.5) the whole file, including the error messages, are saved to a file with the same name as the Pascal file, but with the extension `_lis`.

LANGUAGE DEFINITION

Computer One Pascal is close to the ISO Pascal standard specification, with the following main exceptions :-

- 1) Procedures and functions may not be passed as parameters.
- 2) I/O has been expanded and modified slightly, in order to give the user the full benefits of the QL I/O. See section 6.1
- 3) The dispose standard procedure is not supported. Instead two procedures, mark and release, are provided to release space allocated to dynamic variables. See 5.3.6.
- 4) No checking of assignment to the control variable of a for loop is made, either direct or indirect assignment, i.e. whether the variable is actually assigned to in the body of the loop or whether the variable is assigned to in a procedure or function called from the body of the loop.
- 5) Gotos may not jump out of procedures or functions.
- 6) The end of line character (ASCII code 10) is returned when the last character of the line of a text file is read.
- 7) The standard procedures read and write apply only to textfiles.

In the following sections describing Pascal the syntax of the part being described is usually given. The full syntax of Computer One Pascal is given in Appendix C.

The notation used within the text for describing the syntax is similar to Backus-Naur Form. An example of a rule is

```
program = program-heading block "."
```

This can be read as "a program consists of a program-heading followed by a block followed by a period". Special symbols in Pascal, defined in section 5.1, are always enclosed in quotes in a rule. Any entity in a rule enclosed in curly brackets ({}) indicates that the entity is repeated zero or more times.

An entity enclosed in square brackets ({}) is optional. If entities are separated by a vertical bar (|), this indicates that one of the entities is selected.

Examples :

- (1) integer = [sign] unsigned-integer
- (2) unsigned-integer = digit [digit]
- (3) sign = "+" | "-"

These rules can be interpreted as follows :

- (1) an integer is an optional sign followed by an unsigned integer
- (2) an unsigned-integer is a digit followed by zero or more digits
- (3) a sign is either a plus or a minus

5.1 FUNDAMENTALS

The alphabet of Pascal consists of letters, digits and special symbols. Sentences are constructed from the alphabet according to the syntax of Pascal. Pascal does not differentiate between upper and lower case letters, except in strings and comments, and they may be used interchangeably.

The special symbols in Pascal are shown below

```
+ - / * = <> < > <= >= := ( ) [ ]
[ ] . ' : ; ..
of do to or if in not div mod set and
end var nil for then type file with goto
case else until while begin const label array
repeat downto packed record program function
procedure
```

Computer One Pascal contains four additional symbols :

```
bor band bxor bnot
```

The words which are special symbols are reserved words and may not be used for any other purpose.

5.1.1 Numbers

Pascal numbers may be either integers or reals. An integer number is a whole number which may be positive, negative or zero. The number is written as a sequence of digits, optionally preceded by a sign (+ or -). No other characters must appear in an integer. In Computer One Pascal the range of integers is

```
-2147483647 to +2147483647
```

A real number, which may be preceded by a sign, may be written in one of two forms.

(1) The number has a decimal point, which must be preceded and followed by at least one digit.

Examples : 1.2
 -34.789
 +0.45609
 -0.0007

(2) The number is expressed as an integer or decimal number multiplied by an integral power of 10, known as the exponent. The exponent is preceded by the letter 'E' or 'e' and an optional sign.

Examples : 2.3E6
 54E+5
 45.6E-3
 0.76E2

In Computer One Pascal the range of real numbers is
+/- (1E-615 to 1E+615) with 8 significant digits

5.1.2 Identifiers

Pascal identifiers, which are names used to identify data locations and pieces of program text, consist of a letter followed by any number of letters and digits.

Examples : a
 currchar
 x3
 extremelylongnameindeed

In Computer One Pascal identifiers can be any length, but only the first eight characters are significant. Remember that reserved words cannot be used as identifiers.

5.1.3 String Constants

A Pascal string constant consists of a sequence of characters enclosed in quotes. If a quote itself is required in a string it should be written twice. A string constant of length one is a character constant.

Examples : 'hello'
 'I don't know'

There are a number of characters which have a special meaning when they are preceded in a string by the single quote character. These characters are

'n : This represents the character line-feed
'r : This represents the character carriage return
't : This represents the TAB character
'p : This represents the form-feed character
'0 : This represents the null character

These characters are useful for formatting output when using the write statement (see 5.6.2).

5.1.4 Comments

A Pascal comment is a sequence of characters enclosed either in curly brackets ({ }). Comments may appear anywhere in the text, except within an identifier, number or special symbol, and have no effect on the execution of the program.

Example : { this is a comment ! }

5.2 PASCAL PROGRAMS

Every Pascal program consists of a program header and a block.

program = program-header block ";"

The program header gives the program name and the parameters. In Computer One Pascal these parameters need not be specified. They are ignored by the compiler.

A program block consists of a number of declaration parts followed by a statement part.

block = [label-declaration-part]
 [constant-definition-part]
 [type-definition-part]
 [variable-declaration-part]
 procedure-and-function-definition-part
 statement part

5.2.1 Label declarations

Label-declaration part = "label" label [", " label] ";"

Any program statement may be marked by prefixing the statement with a label followed by a colon. The label is defined in the declaration part and is an unsigned integer in the closed range 0 to 9999.

5.2.5 Procedures and function definitions

Procedures and functions are described in section 5.5

5.2.6 Statements

Statements are described in section 5.4

5.2.7 Scope

In Pascal all declarations have scope. The scope of a declaration is the routine in which it is declared, together with any routines declared in that routine and any routines nested deeper within these routines. Declarations in the main program, which are global declarations, have the whole program as their scope.

Outside its scope a name is unknown and the same name can be used in other declarations. If a name is declared within the scope of a declaration with the same name, the inner declaration overrides the outer one. This is known as a hole in the scope of the outer declaration.

Example :

```
procedure a ( b : integer; c : real ) ;
  | start of scope of a, b and c |
  var d : char ;    | start of scope of d |

  procedure b :
    | this is a hole in the scope of the integer b |
    var d : char ;
    | this is a hole in the scope of the outer d |
    begin | body of procedure b |

    .
    .
    .
  end ; | procedure b and inner d go out of scope here |
  | integer b and outer d back in scope here |
  begin | body of procedure a |

  .
  .
  .
end ;
| b, c, d are now out of scope |
```

5.2.2 Constant definitions

```
constant-definition-part = "const" ident "=" constant ";"
                          | ident "=" constant ";" |
```

Constant definitions are used to give names to constants. Constant identifiers help to make a program more readable. For example we might define

```
const lf = '\n';
      cr = '\r';
```

to give names to the ascii control codes line feed and carriage return. In our program we would then use the identifier lf everytime we want to use the control code line feed.

The use of constant declarations is also useful for constant values, which we may at a later date wish to change. For example implementation dependent constants. It is considerably easier to change the definition of a single constant identifier than to search for and change all the occurrences of a particular constant in the program.

5.2.3 Type definitions

```
type-definition-part = "type" ident "=" type ";"
                    | ident "=" type ";" |
```

In Pascal data types can be described in the variable declaration part, or may be referenced in the variable declaration part using a type identifier, which has been defined in the type definition part. Section 5.3 contains a detailed discussion of data types, describing what standard types are available and how new data types can be defined.

5.2.4 Variable declarations

```
variable-definition-part =
  "var" ident ["," ident ] ":" type ";"
  | ident ["," ident ] ":" type ";" |
```

Example :

```
var a, b : integer ;
    c : real ;
    d : array [1..10] of char ;
```

The type may be a standard type, a type description or a type identifier. Every variable used in a Pascal program must be declared in a variable declaration, unless it is predeclared.

Note that a variable may not be declared more than once in the same variable declaration, i.e. the following is illegal

```
var x : char;
    x : integer;
```

5.3 DATA TYPES

Data types in Pascal can be highly structured and complex, but are all ultimately built from unstructured types. An unstructured type is either defined by the programmer or is one of the four standard scalar types.

5.3.1 Standard Scalar types

The four predefined scalar types are integer, real, boolean and char.

5.3.1.1 Integer type

A value of type integer is a whole number whose range of values is restricted by the implementation. In Computer One Pascal an integer is 4 bytes long, giving a range of values -2147483647 to +2147483647.

Arithmetic operators which take integer operands and return integer results are :-

+	add
-	subtract
*	multiply
div	whole number division
mod	modulo (remainder after division)

Example :

```
8 div 3 = 2
8 mod 5 = 3
5 - 9 = -4
```

The operators + and - can be used to denote the sign of the operand.

Example : -difference
+2

Pascal provides a number of standard functions which may be applied to integers. The standard functions are described in Chapter 7.

A number of the standard functions that relate to integers and other unstructured types, except reals, are introduced below.

The type integer defines an ordered set of values whose range depends on the implementation. Each value has a successor and a predecessor (the least value has no predecessor and largest value has no successor) and such a type is called an ordinal type. Pascal provides the functions 'succ' and 'pred' to give the immediate successor and immediate predecessor of an ordinal type. For integers these functions are equivalent to adding and subtracting 1.

There exists a standard identifier `maxint` whose value is +2147483647, which can be used for comparison purposes to prevent integer overflow.

5.3.1.2 Real type

A value of type real is an element of a subset of real numbers whose range is implementation dependent. In Computer One Pascal the range of reals is

+/- (1E-615 to 1E+615) with 8 significant digits

Arithmetic operators which take real operands and return real results are :-

+	add
-	subtract
*	multiply
/	real division

Example :

```
21.5 + 2.3 = 23.8
8.0 / 5.0 = 1.6
5.0 - 9.0 = 4.0
```

The operators + and - can be used to denote the sign of the operand.

Example : -sin (x)
+2.67

Integer types may also be used in real arithmetic. The operators +, - and * may be used with one real and one integer operand to produce a real result. The operator / may be used with two integer operands to produce a real result. Remember if the two operands are integer an integer result will be produced except when the operator is /.

Examples : 8 / 5 = 1.6
2.5 + 1 = 3.5
4.5 * 2 = 9.0

As well as the operators described above Pascal provides a number of standard functions which may be applied to reals. The standard functions are described in chapter 7.

Note that real is not an ordinal type and cannot be used with the standard functions 'pred' and 'succ'. Nor can it be used as an array index or base type of a set.

5.3.1.3 Boolean type

A value of type boolean is one of the logical truth values true or false. True and false are predefined ordinals such that

```
pred ( true ) = false
succ ( false ) = true
```

5.3.1.4 Char type

A value of type char is an element of the QL character set. The QL character set consists of the ASCII character set, which is represented by the ordinal values 0 to 127, and the QL specific characters, which are represented by the ordinal values 128 to 255. The full QL character set and equivalent ordinal values (ASCII codes) are given in the QL User Manual. Throughout this manual the character set will be referred to as the QL ASCII set.

A value of type char is an ordinal value, the ordering being defined by the QL ASCII codes. Thus

```
succ ( 'A' ) = 'B'
pred ( '0' ) = '/' since ASCII code for '/' is 1 less than
the code for '0'
```

The standard function 'ord' is used to map the character set onto a set of non negative integers starting at zero and the function 'chr' maps the ordinal number i onto the equivalent character. The set of integers onto which 'ord' maps the character set is the equivalent QL ASCII code of each character. Similarly 'chr' maps a QL ASCII code onto the corresponding character. Thus

```
ord ( '0' ) = 48
ord ( '1' ) = 49 etc.

chr ( 48 ) = '0'
chr ( ord ( '0' ) ) = '0'
```

5.3.2 Enumerated and Subrange types

Enumerated types are user-defined scalar types whose definition indicates an ordered set of values by enumerating the identifiers which denote the values.

```
"type" ident = "(" ident ( "," ident ) "
```

Example :

```
type colour = ( black, blue, red, magenta, green cyan,
               yellow, white )
```

The relational operators can be applied to enumerated types, as can the standard procedures pred, succ and ord. Thus using the above example

```
succ ( green ) = cyan
pred ( white ) = yellow
ord ( red ) = 2
ord ( yellow ) = 6
```

Note that the boolean type is equivalent to an enumerated type

```
( false, true )
```

A variable may take a range of values which is a subrange of the value described by some ordinal type. Its type is then defined to be a subrange of the host type.

```
subrange-type = constant ".." constant
```

The constants must both be of the same ordinal type.

Example :

```
age : 1..100 ;
subcolour : blue..green ; { using the above colour
                           definition }
ascii : '0'..'9' ; { the ASCII character set }
```

Each value of a subrange is taken as being of the host type and operations on the host type can also be applied to operands of the subrange. Thus the functions 'ord', 'succ' and 'pred' can be applied to subranges and 'chr' can be applied to a subrange of type char.

Note that the compiler only allows fifty distinct subranges.

5.3.3 Array Type

```
array-type = "array" "[" index-type [ "," index-type "]" "of" type
```

An array consists of a fixed number of components, all of the same type called the base type. Each component of the array is accessed by the array variable and an index. The type of the base can be any type, the type of the index must be an ordinal type.

Example :

```
var lengths : array [1..8] of integer ;
    identifier : array [1..20] of char ;
    code : array [letter] of integer ;
    m : array [1..10] of array [1..20] of char ;
```

The lower bound of the array must lie in the range -8388608 to +8388607.

Note that Computer One Pascal does not support packed data structures. The compiler will ignore the word "packed" when it appears before the word "array", "record", "set" or "file".

When accessing arrays the array index can be an expression, which is of the index type.

Example :

```
lengths [x mod 8] := y * z ;
currchar := code [ currcode ] ;
```

where x is of type "integer" and currcode is of some user defined type "letter".

For multi-dimensional arrays the declaration can be abbreviated. For example the array m declared above can be declared as follows

```
var m : array [1..10,1..20] of char
```

A multi-dimensional array is accessed in the same way as a single dimension array, using a number of indices. For example m could be accessed as follows

```
m [2,6] := 'a' ;
m [2] [6] := 'a' ; ( equivalent to above )
currchar := m [ x, y ] ;
m [1] [2] := m [3] [2] ;
```

If two arrays are of the same type, (see 5.3.8 on type compatibility) then it is possible to assign the values of one of the arrays to the corresponding elements of the other array in a single assignment statement.

Examples :

```
var x : array [ 1..10, 1..80 ] of char ;
```

The statement

```
x [1] := x [2] ;
```

copies 80 characters from x [1] to x [2].

```
type line = array [1..80] of char;
var thisline : line ;
    fulltext : array [1..100] of line;
```

```
fulltext [ curline ] := thisline;
```

In this example "fulltext" is a hundred line array, each line being 80 characters. Since "thisline" is of type "line" and each element of "fulltext" is of type "line" the two are assignment compatible.

5.3.3.1 String arrays

In Computer One Pascal the data structure of type

```
array [1..n] of char
```

is called a string array and has a number of properties which do not apply to other arrays. For example the string

```
'hello there'
```

is a constant string array of type array [1..11] of char.

Variables of this type are string array variables of length n. A string array, whether constant or variable is assignment compatible (see 5.3.8.1) with any string array of the same length.

Example : If we have a variable string array declared as

```
var city : array [1..8] of char
```

then we can write the statement

```
city := 'London' ;
```

String arrays, unlike other arrays can be used as parameters of write statements.

Example : writeln ('city is ', city)

String arrays of equal length may be compared using the relational operators. These operations use the convention used in dictionary ordering when comparing string arrays.

Examples : If city = 'London' then
 'ABC' < 'BCD'
 'ABC' < 'ABD'

The above two comparisons are only true if all characters are the same case, either all upper or all lower, since when using the ASCII character set all upper case letters have lower values than the lower case letters. Thus

'A' < 'a'
 'Z' < 'a'
 'XYZ' < 'abc'

5.3.4 Record type

It is often convenient to organise a collection of data in which the items are not all of the same type. For this purpose Pascal provides the record. A record is a structure with a fixed number of components, called fields. Unlike an array these fields need not be of the same type.

```
record-type = "record" field-list "end" ";"
field-list = (fixed-part [";" variant-part] |
              variant-part {";"})
fixed-part = ident | "," ident | ":" type ";"
            | ident | "," ident | ":" type ";" |
```

Example :

```
type person = record
    name : array [1..20] of char ;
    sex : ( male, female ) ;
    age : 1..120 ;
end ;
var p : person ;
```

p can be assigned to as follows

```
p.name := 'Gunn Ewan A.A.' ;
p.sex := male ;
p.age := 2 ;
```

As with arrays, Computer One Pascal does not support packed records.

In addition to fixed record fields, as shown in the example above, records may also have a variant part, which allows variables to be of the same type, but to differ in structure. Using the above example we might wish to add a field to the record giving the place of birth, if the person is a national, or giving the country of origin and date of entry if the person is foreigner.

The record definition would be as follows

```
type origin = ( national, alien ) ;
person = record
    name : array [1..20] of char ;
    sex : ( male, female ) ;
    age : 1..100 ;
    case country : origin of
        national : (placeofbirth:array [1..15] of
                    char);
        alien : ( countryoforigin:array [1..15] of
                char;
                dateofentry: record
                    day : 1..31 ;
                    year : 70..90;
                    mnth : 1..12;
                end);
    end ;
```

The structure of the record is dependent on the value of 'country' - if country is set to 'national' then 'placeofbirth' can be accessed, if 'country' is set to 'alien' then the two fields of 'alien' branch of the variant part can be accessed. The field 'country' is known as the tag field.

Example :

```
p.name := 'Savendra Sean' ;
p.sex := male ;
p.age := 24 ;
p.country := alien ;
p.countryoforigin := 'A country' ;
p.dateofentry.day := 27 ;
p.dateofentry.year := 65 ;
p.dateofentry.mnth := 6 ;
```

Note that having set the country field to 'alien' it would be illegal, for this particular variable, to attempt to access the 'placeofbirth' field. It is the responsibility of the programmer to ensure that this does not happen.

Only one variant part is allowed in a record and must follow the fixed part of the record. However the variant part of the record may itself have variant parts. If a field of a variant part is empty the form of the field is

```
lab-list : ()
```

5.3.5 Set Type

set-type = "set" "of" base-type

the base-type must be an ordinal type.

Example :

```
type months = ( Jan, Feb, Mar, Apr, May, Jun, Jul,
               Aug, Sep, Oct, Nov, Dec );
year = set of months ;
```

A set consists of a subset of elements of the base-type. Thus in the above example the set year can consist of any subset of the twelve months, including the empty set and the full set of twelve months. In Computer One Pascal sets can have up to 128 elements, having ordinal values 0..127. Since the QL character values go from 0 to 255, the set, set of char, cannot be used. However the predeclared subrange 'ascii', which is of type char, has ordinal values which are the ascii codes 0 to 127.

Sets are built by specifying their elements, separated by commas and enclosed in square brackets. Expressions appearing in the element specification must all be of the set's base-type.

Example :

```
[ Apr, Jun, Sep, Nov ] denotes a set of type year
                        containing the months having
                        10 days
[ 'a'..'z', 'A'..'Z' ] denotes set of char containing
                        only the alphabetic characters
                        as elements.
```

The set [] denotes the empty set, the set containing no elements.

The following operators can be used on sets

- ∪ Union
- ∩ Intersection
- − Difference
- = equality and inequality
- ⊃ set inclusion
- in tests if element of base-type is in a set

Examples :

['a'] ∪ ['b']	gives ['a', 'b']
['a', 'b'] ∩ ['a', 'c']	gives ['a']
['a', 'b'] − ['a', 'c', 'd']	gives ['a']
['a'] = ['a', 'c']	gives false
['a'] ⊃ ['a', 'b']	gives true
['a'] ⊂ ['a', 'b']	gives true
['a'] ⊂ ['c', 'd']	gives false
'a' in ['a', 'b']	gives true

5.3.6 Pointer Type

pointer-type = ""type-ident

A variable which is pointed at by a variable of type pointer is a dynamic variable. A static variable is one that is declared in the program and is subsequently denoted by its identifier. It has storage allocated to it during the entire execution of the block in which it has been declared. With dynamic variables storage is allocated by an explicit call, from the program, to the standard procedure 'new' and the variable created by 'new' is not referenced directly by an identifier, but by a pointer to the variable. Linked lists and trees are easily and efficiently constructed and manipulated using dynamic data structures.

Although a pointer is bound to a particular variable type by its declaration, all pointers can be set to the value nil indicating that the pointer does not point to anything. Pointers can be tested for equality with the value nil.

Note that for pointer type declarations only, a type identifier may be used before it is declared.

Example :

```
type link = ^info ;
info = record
        number : integer ;
        next : link ;
end ;
```

The field 'next' is a pointer which points to a variable of type 'info'. Thus we can build up a linked list of variables of type 'info', as shown below

```
var first, ptr : link ;

first := nil ; { initialise to null pointer }
for i := 1 to n do
begin
  new ( ptr ) ; { create a new var of type info }
  ptr.number := i ; { set the number field of the var }
  ptr.next := first { link in current var to list }
  first := ptr ;
end ;
```

Note that a pointer that has not been assigned to does not have the value nil, but is an uninitialised variable.

Dynamic variables cannot be allocated space in the same way as other variables because the space required is not known until run-time. For this reason Pascal maintains a heap. A heap is just an area of free storage, which is used for allocating and releasing the space required by dynamic variables. The space, as mentioned previously, is allocated using the standard procedure 'new' and is released using the standard procedures 'mark' and 'release'.

If we have a pointer to a type *t*, then the effect of the procedure call

```
new ( p )
```

is to allocate enough space on the heap for a variable of type *t* and to set *p* to point to the variable. If *t* is a record with a variant part (see 5.3.4) the amount of space allocated is enough for the largest variant. If the tag fields of the nested variant-parts are *t1..tn* then the call

```
new ( p, t1, t2, ..., tn )
```

allocates just enough space for the variants specified by the tag values *t1..tn*. The tag values must be constants and must be contiguous and listed in the order they are declared. The tag values are not allocated to the tag fields by this procedure, but the user should ensure that the correct tag values are allocated when the record is used.

Example :

```
type origin = ( national, alien ) ;
person = record
  name : array [1..8] of char ;
  age : 1..100 ;
  sex : ( male, female ) ;
  case country : origin of
    national : ( placeofbirth :
      array[1..8] of char ) ;
    alien : ( countryoforigin :
      array[1..8] of char ) ;
  dateofentry : record
    day : 1..30 ;
    yr : 70..90 ;
    mth : 1..12 ;
  end ! ;
end ! ;
```

```
var p : person ;
```

The country field is the tag field and to allocate just enough space for a national we would use the call

```
new ( p, national )
```

Consecutive calls to the procedure *new* allocates contiguous space on the heap. To release space on the heap, the procedure *mark* is used to set a marker on the heap and the procedure *release* is used to release all the space allocated since the call to *mark*. The procedure *mark* takes a pointer *p* as a variable parameter and *release* takes *p* as a value parameter. When a pointer has been marked, all the space on the heap allocated after the dynamic variable specification is released by a call to *release* with the parameter *p*.

Note that if a number of calls to *mark* are made, the calls to *release* should be made with the parameters in reverse order to the parameters used for the *mark* calls. Variables must not be referenced after the space allocated for them has been released.

Example :

```
type link = ^info ;
info = record
  number : integer ;
  next : link ;
end ;
var p : link ; { could be a pointer to any type }
ptr, first : link ;
:
:
first := nil ;
{ mark the current heap position }
mark ( p ) ;
for i := 1 to n do
begin
  new ( ptr ) ;
  ptr.number := i ;
  ptr.next := first ;
  first := ptr
end ;
{ use the linked list for something here }
{ now get back the heap space used for the list }
release ( p ) ;
```

5.3.7 File types

Since many computer applications involve storage of large volumes of data, which has to be retained from one program execution to another, the data has to be held on some secondary storage device, such as a microdrive.

Any stream of information which is held on some external storage medium for input to, or output by, a computer is called a file. Character devices such as keyboards and VDU can also be considered as files for the input and output of data, although there is no concept of the data being stored.

Pascal allows the user to structure files according to the type of data required.

Example :

```
type f1 = file of integer ;
      f2 = file of char ;
      f3 = file of person ;
```

where *person* is a user defined record.

There is a predeclared type in Computer One Pascal called `text`, which is a file of `char` and there are two standard files, `input` and `output`, which are the default files for reading and writing.

The use of files in Pascal and Pascal I/O in general are described in detail in Section 5.7.

5.3.8 Type compatibility

Pascal is a strongly typed language. In some contexts two types may be required to be the same, but not in others. Even if two types are not the same, they may still be compatible and in certain contexts this may be sufficient, except in the case of assignments, where the types must be assignment compatible.

Two types must be the same only for variable parameters of procedures and functions (see 5.5.1.1).

Two types are compatible if any of the following are true :

- (1) They are the same type
- (2) One is a subrange of the other
- (3) Both are subranges of the same host type
- (4) Both are set types and have the same base-type
- (5) Both are string array types with the same number of elements.

Type compatibility is required in the majority of cases where two or more entities are used together, for example in expressions.

Example: `type t1 = integer;`
`t2 = 1..100;`

`t1` and `t2` are compatible since `t2` is subrange of `t1`

5.3.8.2 Assignment Compatibility

The value of an expression `expv` of type `expt` is assignment compatible with a variable, a parameter or a function identifier of type `vt` if any of the following is true (Expressions are described in section 5.4.1.1) :

- (1) `vt` and `expt` are the same type and neither is a file type and neither is a structured type with a file component.
- (2) `vt` is of type `real` and `expt` is of type `integer` or a subrange of type `integer`.
- (3) `vt` and `expt` are compatible ordinal types and `expv` is within the range of possible values of `vt`.

- (4) `vt` and `expt` are compatible set types and all members of `expval` are within the range of possible values of the base-type.
- (5) `vt` is of type `array [1..n] of char` and `expt` is a quoted string constant containing exactly `n` characters.

5.4 STATEMENTS

The statement part of a program defines the actions to be carried out as a sequence of statements. Statements in Pascal are executed one after another.

statement-part = "begin" statement [";" statement] "end"

5.4.1 Assignment statement `:=`

The assignment statement is used to assign a particular value to a variable. The value is specified by means of an expression.

assignment-statement =
(variable-access [func-ident]) ":=" expression

5.4.1.1 Expressions

An expression consists of constant or variable operands, operators and function calls (functions are described in 5.6.2). An expression is a rule for calculating a value, where the rules of operator precedence and left to right evaluation apply. The precedence of operators is given below in decreasing order. Operators of equal precedence are on the same level.

`not`, `bnot`
`^`, `/`, `div`, `mod`, `and`, `band`
`*`, `-`, `or`, `bor`, `bxor`
`=`, `<>`, `<`, `>`, `<=`, `>=`, `in`

The operators `bnot`, `band`, `bor` and `bxor` treat integer values as bit patterns. They all take two integer operands, except `bnot`, which takes a single operand. The table below shows the result of operations using these operators.

operator	action
<code>bnot</code>	flip all the bits of the given integer
<code>band</code>	ands the corresponding bits of the two integers. Thus only those bits which are set in both numbers are also set in the result.
<code>bor</code>	ors the corresponding bits of the two integers, setting all the bits in the result which are set in either of the operands.

bxor 'ors' the corresponding bits of the two integers, setting only those bits in the result that are set in either of the operands but not in both.

An expression in parentheses is evaluated independently of its preceding and succeeding operators.

Examples :

$2 * 8 + 4 * 2$	$= (2 * 8) + (4 * 2)$	$= 24$
$\text{not } a \text{ and } b$	$= (\text{not } a) \text{ and } b$	
$4 * 8 / 2$	$= (4 * 8) / 2$	$= 16$
$6 + 8 \text{ div } 4$	$= 6 + (8 \text{ div } 4)$	$= 8$
$6 \text{ band } 12$	$= 4$	
$9 \text{ bor } 5$	$= 13$	
$9 \text{ bxor } 5$	$= 12$	

The user must make no assumption about the order of evaluation of operands in boolean expressions.

An assignment can be made to variables of any type except files. However the type of the variable and of the evaluated expression must be assignment compatible (see 5.2.8.1).

Examples :

```

a := 1 + 4 * 8 ;
s := [ 'a'..'z' ] ; s is of type set of char
ch := 3 ; is illegal if ch is of type char

```

5.4.2 Compound statement

A compound statement is a sequence of statements that are executed in the order in which they are written. The sequence is surrounded by the symbols **begin** and **end**. The statement-part of a program is a compound statement.

Example :

```

begin
  a := 3 ;
  b := 5 ;
  c := a * b
end

```

Note that no semi-colon is required after the statement before **end**, since the semi-colon is a statement separator and is not part of the statement.

5.4.3 Repetition statements

An important class of action in programs is the loop, in which a statement or group of statements executes repeatedly, subject to some terminating condition.

5.4.3.1 While statement

while-statement = "while" expr "do" statement

The expression must be of type boolean. The expression is evaluated and if the result is true the statement is executed. This is repeated until the expression evaluates to false, in which case the statement is not executed.

Examples :

```

while x < y do x := f(x) + 1 ;

while ( a <> ' ' ) and ( count <> 10 ) do
begin
  read ( a ) ;
  count := count + 1
end ;

```

Note that if the expression initially evaluates to false, the statement is never executed.

5.4.3.2 Repeat statement

repeat statement = "repeat" statement ";" statement |
"until" expr

The repeat statement is similar in action to the while statement, but the statement part is executed before the controlling expression is evaluated. Again the expression must be of type boolean. The statements are repeatedly executed until the expression evaluates to true. Since the statement part is executed before the expression, it is always executed at least once.

Examples :

```

repeat a := f(a) + 1 until a > b ;

repeat count := count + 1; read ( c ) until c = ' ';

```

5.4.3.3 For Statement

for-statement = "for" variable ":=" init-expr ("to" | "downto")
final-expr "do" statement

The variable must be an ordinal type and the expressions must be of the same type as the variable. The variable must be declared in the innermost block containing the loop.

On entry to the for loop the control variable is assigned the value of the initial expression. Each time round the loop the value of the control variable is incremented (decremented in the case of **downto**) until it is greater than (less than) the value of the final expression. The initial and final expressions are only evaluated once, on initial entry to the for loop.

If the final expression is less than the initial expression (greater than in the case of downto), the statement part is not executed at all. On completion of the for loop the value of the control variable is undefined and no assumptions should be made about its value.

Note that Computer One Pascal does not check whether the control variable is assigned to within a for loop, although no assignment should be made to the variable.

Examples :

```
for i := 1 to n do write ( i*i ) ;

for day := monday to friday do
begin
  readln ( hoursworked ) ;
  totalhrs := totalhrs + hoursworked
end
( assuming day is a user defined ordinal type )

for x := max downto min do readln ( a[x] ) ;
```

5.4.4 Conditional Statements

It is often necessary to make the execution of a statement dependent on some condition or value. Pascal provides two constructs for this purpose - the if-statement and the case-statement.

5.4.4.1 If statement

This statement has two forms

- (1) if-statement = "if" expr "then" statement
- (2) if-statement = "if" expr "then" statement "else" statement

The expression in both cases must be of type boolean.

If the expression evaluates to true, the statement following the then is executed. If it evaluates to false, then in case (1) execution continues at the statement following the if statement, and in case (2) the statement following the else is executed.

Examples :

```
if a < b then a := b ;

if x + y = z then
begin x := 0 ; y := 0 end
else z := 0 ;
```

A nested if-statement of the form

```
if expr1 then if expr2 then stat1 else stat2
```

appears to be ambiguous. In Pascal this statement is defined to be equivalent to

```
if expr1 then
begin if expr2 then stat1 else stat2 end
```

i.e. The else is associated with the nearest if.

Note that there is never a semi-colon before the else and that a semi-colon after a then would indicate an empty statement.

5.4.4.2 Case statement

The case statement consists of an expression (the selector) and a list of statements, each labelled with a constant of the same type as the the selector, which must be an ordinal.

```
case-stat = "case" expr "of"
           lablist ":" statement
           .
           .
           "end"
```

The statement selected for execution is the one whose label is equal to the current value of the selector. If none of the labels is equal to the value of the selector an error occurs.

Examples :

```
case i of
0 : x := 0 ;
1 : x := i ;
2 : x := i * i ;
3 : x := i * i * i ;
4 : x := i * i * i * i ;
end;
```

```
case curchar of
if, cr : newline := true ;

a , b , c , d : letter := true ;

0 , 1 , 2 , 3 : digit := true ;

end ;
```

Case labels are not ordinary labels and cannot be used in a goto statement. Also the labels in a case statement must be unique, no label appearing in more than one branch of the statement.

5.4.5 The Goto Statement

```
goto-stat = "goto" label
```

The goto statement is used to cause execution to continue at the statement prefixed with the given label. The scope of the label is the entire block in which it was declared. No label can be used to prefix more than one statement.

Note that the effect of jumping into a structured statement from outside the statement is undefined. Further note that Computer One Pascal does not allow jumps from inside a procedure to a statement outside the procedure.

Goto statements should be used with care and only in uncommon or unusual situations, for example when an error is detected.

Example :

```
begin
.
.
if x < 0 then begin error := true ; goto l end ;
.
l: end
```

5.4.6 The With statement

When processing record variables it is quite usual to refer to several fields of the record within a small region of the program. For convenience Pascal provides the with statement, within which record field names may be referenced without the record variable name, provided the record variable has been specified at the start of the with statement.

```
with-stat = "with" record-var ( "," record-var ) "do" statement
```

Examples :

```
var person : record
    name : array [1..10] of char ;
    age : 1..100 ;
    sex : (male, female);
end ;

with person do
begin name := 'Paul Ives' ; age := 24; sex := male end
```

After the end of the statement references to fields of the record or records specified in with statement must be made in full.

5.5 PROCEDURES AND FUNCTIONS

Pascal, in common with most other programming languages, provides a facility for defining a group of actions in the form of a procedure, to which a name, called the procedure identifier, is given. The procedure is activated by a procedure statement, which causes the execution of the group of actions defined in the procedure.

The use of procedures allows us to textually divide the program into sub-units corresponding to the sub-problems identified during construction of the program, thus making the program easier to understand and hence maintain. It also allows us to define once, a piece of code that is executed at different points in the program, thus saving memory space and typing time.

In section 5.2 we said that a block consisted of a declaration part and a statement part, and that within the declaration part was the procedure-and-function-definition-part.

```
procedure-function-definition-part =
    | procedure-declaration | function-declaration |
```

Functions are dealt with in this section 5.5.2

5.5.1 Procedures

A procedure declaration is defined as follows :

```
procedure-declaration = procedure-heading ( block | "forward" )
```

The procedure heading consists of the word procedure, followed by a name for the procedure and an optional parameter list. Parameters are dealt with later in this section. Following the heading can be the word "forward" or a block. The use of forward declarations is also dealt with later in this section. A block is the same as the program block described earlier and consists of a declaration part and a statement part. Any variables declared in the procedure block are local to the procedure and cannot be accessed outside the procedure. Note that since a declaration part can contain procedure declarations, procedures can be declared inside procedures, the scope of procedure names being the same as the scope of any other variables.

A procedure is activated by a procedure statement, which consists of the procedure name and a list of parameters, if there are any.

Example :

```
procedure readandwritename ;
const namelen = 30 ;
var i : integer ;

begin
  for i := 1 to namelen do
    begin
      read ( ch ) ;
      write ( ch )
    end
  end ;
end ;
```

To activate the procedure we would use the statement

```
readandwritename ;
```

5.5.1.1 Parameters

Often it is necessary to introduce new variables to represent procedure arguments and results. These variables are called parameters and are defined in the procedure header by specifying a formal parameter list. The formal parameter list specifies the name of each parameter, followed by its type. When a procedure with parameters is called, the procedure statement must contain the procedure name and a list of actual parameters. The form of each actual parameter is determined by the class of the corresponding formal parameter. In Computer One Pascal there are two classes of formal parameters - variable parameters and value parameters.

Value parameters can be considered as input parameters, since their only role is to pass values into a procedure. The actual parameter may be any expression which produces a value that is assignment compatible with the corresponding formal parameter. When a procedure is called with a value parameter the formal parameter is assigned the value and while the value of the formal parameter may change during the execution of the procedure, this has no effect on the actual parameter.

Variable formal parameters are used to denote actual parameters whose values may change during the execution of the procedure. Each corresponding actual parameter must therefore be a variable of the same type as the formal parameter. A variable formal parameter is specified in the procedure heading by preceding the parameter name by the symbol var.

When specifying the actual parameter list in a procedure call the following rules must be observed :

(1) The number parameters in the two lists must be the same.

(2) Each actual parameter corresponds to the formal parameter occupying the same position in the formal parameter list.

(3) Corresponding actual parameters must agree as described above for value parameters and for variable parameters.

The examples below show a procedure with variable and formal parameters and some calls to the procedure.

```
procedure max ( var m : integer ; x, y : integer ) ;
begin
  if x > y then m := x
  else m := y
end ;
```

The following calls to the procedure max are legal :

```
max ( size [a], 8, 16 ) ;
max ( maxval, 8, 12-6 ) ;
max ( p.height, a, b ) ; { a and b are integers }
```

The following calls to the procedure max are illegal :

```
max ( 8, 16, 20 ) ; { actual parameter for a variable
                    formal parameter must be a variable }

max ( maxval, 8, 'v' ) ; { actual parameter type does not
                        correspond to formal parameter type }
```

Note that a procedure can call itself, or call another procedure which in turn calls the first procedure. Such a procedure is called a recursive procedure.

5.5.1.2 Forward declarations

If a procedure A calls a procedure B, which in turn calls A either directly or indirectly, this is called mutual recursion. This presents a slight problem in Pascal since the scope rules do not allow a name to be used before it is declared, and with mutually recursive procedures one of the procedures must make a call to procedure which has not yet been declared. To get round this problem Pascal allows a procedure to be declared forward, i.e. the procedure header, followed by the symbol forward can be placed before the actual procedure declaration itself. In the forward declaration, the formal parameter list, if there is one, must be specified and the formal parameter list must not be specified for the actual procedure declaration. Note that for every forward declaration there must be a corresponding actual declaration of the procedure.

```
Example : procedure a ( var x,y : integer ) ; forward ;
```

```
procedure b ;  
begin
```

```
    a ( 3, 5 ) ; ! call to forward declared proc !
```

```
end ;
```

```
procedure a ; !NOTE parameter list must not be repeated!  
begin
```

```
    b ; ! call procedure b !
```

```
end ;
```

5.5.2 Functions

A function is a special form of procedure which describes a computation and produces a single value as a result. The type of the result must be a scalar or pointer type. However, whereas a procedure is activated by a procedure statement, a function is activated by a function designator from within an expression, the result of the function contributing to the final value of the expression.

A function declaration is similar to a procedure declaration but following the formal parameter list the type of the result is specified.

```
Example : function max ( x, y : integer ) : integer ;
```

The function identifier is used within the function body to denote the result of the computation. Within the body of the function there must be at least one assignment of a value of the result type to the function identifier. If during execution of the function assignment is not executed the result of the function is undefined.

```
Example : function max ( x, y : integer ) : integer ;  
begin  
    if x > y then max := x else max := y  
end ;
```

The function body, as with the procedure body, is a block and therefore contains declarations of variables, procedures, functions, etc. Parameter passing is the same for functions as procedures and the rules stated for procedures also apply to functions.

Note that although the function identifier is assigned to, it cannot be treated as an ordinary variable and any use of the function identifier in an expression will result in a recursive call to the function.

If a function alters the value of a variable which is known outside the function, this is called a side-effect of the function. Care should be taken with side-effects, since if the altered value appears in the same expression as the function designator, the resultant value of the expression will depend on the order of evaluation of the operands. For example if the variable *a*, which is in scope outside a function *f*, is altered inside the function *f* then

$f(x) + a$ may not give the same value as $a + f(x)$

For this reason functions with side-effects should be avoided wherever possible.

5.6 INPUT AND OUTPUT

Every computer program manipulates data and there must be some means of supplying the program with data and receiving results from the program. Data can be input from devices such as microdrive cartridges and keyboards and can be output to devices such as microdrive cartridges and VDUs.

Pascal uses an input stream and an output stream to obtain and deliver information and, to a large extent, the type of device on which the information is held, is immaterial. Any stream of information held on an external device, for input to, or output from a Pascal program, is a file. Note that a keyboard can be considered as a file since it can supply a program with a stream of information.

5.6.1 Input

A Pascal read statement takes the form

```
read ( file, variable-list )
```

For the moment we shall only consider the file input which is predeclared in Pascal and is the default input file. In Computer One Pascal the input file is from the QW keyboard. For the standard input file a read statement has the form

```
read ( input, variable-list ) or  
read ( variable-list )
```

Since the input file is the default file it can be omitted from the read statement. The variable list is defined as

```
variable-list = variable [ ",", variable ]
```

The variables must be of type integer, real, char or a subrange of type integer or char, and are written as sequences of ASCII characters which conform to the numbers and string constants described in section 5.1.

The effect of the read statement is to assign to each of the variables in the list, values from the input stream. If a variable *v* is of type integer or real, a sequence of characters representing an integer or real number is read, leading blanks and end of line characters being skipped. All numbers read must be separated by blanks or end of lines. If *v* is of type char, the next character in the input stream is assigned to *v*. If the next character is the end of line marker, the standard function

```
eofn ( input )
```

becomes true. However the character line-feed (chr (10)) is still assigned to *v* (cf. standard Pascal which assigns a blank to *v*). The function eofn will only return true if the character encountered is the end of line marker. Note that the values encountered in the input stream must be assignment compatible with the variables in the variable list, otherwise an error will occur.

A special form of the read statement is provided to skip over the remainder of a line. The statement is

```
readln ;
```

readln can also take a list of variables.

```
read ( v1, v2, v3 ) ; is equivalent to  
read ( v1 ) ; read ( v2 ) ; read ( v3 ) ;
```

and

```
read ( v1, v2, v3 ) ; readln ; is equivalent to  
readln ( v1, v2, v3 ) ;
```

Example : The statement

```
read ( integer1, integer2, char1, char2, real1, string1 ) ;
```

with the following input

```
36      28XY3.67 abc
```

is equivalent to

```
integer1 := 36 ; integer2 := 28 ; char1 := 'X' ; char2 := 'Y' ;  
real1 := 3.67 ; string1 := 'abc' ; ( string1 of length 4 )
```

The statement will also read the following input correctly.

```
36  
28XY  
3.6 abc45
```

The 45 will not be discarded and will be used next time a read statement is executed. However, if the statement had been a readln and not a read, the 45 would automatically have been skipped over after the other values had been read.

5.6.2 Output

A Pascal write statement takes the form

```
write ( file, output-list )
```

For the moment we will only consider the predeclared file output, which like the input file, is the default and need not be specified in the write statement.

The statement

```
writeln
```

may be used to output a new line character and has the more general form

```
writeln ( output-list )
```

which causes the new line to be output after the output-list. The output-list is a list of output-values, separated by commas. The output-values, which are expressions, must be of type real, integer, string-array, boolean or char.

Examples : write ('Forty = ', 8*5)

will output Forty = 40

```
writeln ( 'ABC' ); write ( 6+3*2 ); write ( 'xyz' );
```

will output ABC
 truexyz

The exact number of characters output for each value is determined by the way the value is expressed.

```
output-value = expr [ ":" field-width [ ":" fraction-part ] ]
```

Field with and fraction part must be expressions of type integer. The field-width specifies the number of characters spaces used to write out the value. When an output value is written with no field-width a default field-width is used.

For Computer One Pascal the following default widths are used:

<u>type</u>	<u>default width</u>
integer	10
real	16
char	1
string	The length of the string array
boolean	4 or 5 (for 'true' or 'false')

If the actual value to be output requires fewer characters than the field-width an appropriate number of blanks is output before the value. If the specified field-width is too small for integer or real values the field width is increased to the minimum required. For a string or boolean the right-most characters are truncated if the field-width is too small.

The fraction-part of the output-value may only be used when outputting real numbers and specifies the number of characters after the decimal point. If no fraction-part is specified the value is output in floating point form. Thus if no fraction-part is specified the output would be of the form

1.456E+01

If the fraction-part was 2 the value would be output as

145.60

Remember that there are a number of special characters which help to format output (see 5.1.3).

So far we have only looked at the standard input and output files. We shall look more generally at Pascal files.

5.6.3 Files

As stated in section 5.3.7 a Pascal file can be declared to be of any component type *t* (except a file itself or a structure with a file field).

type *f* = file of *t* ;

The declaration of a file *f* automatically introduces a buffer variable [*f*]. *f* can be considered as a window through which existing components of type *t* can be read, or new components of type *t* can be written. The buffer variable component is the only immediately accessible component of the file *f*.

Pascal files are sequential files, i.e. the file components are either read or written in strict sequential order, and reading and writing to a file cannot be interspersed.

When the window *f* has moved beyond the end of a file the standard end-of-file function

eof (*f*)

is true, otherwise it is false.

The following standard procedures exist for file handling :

attach (*f*, *fname*) - Computer One Pascal uses this procedure to associate a file with a filename. *fname* is a string-array of any length up to forty-one characters which gives the name of the file. The file can be a microdrive file, a console, a screen or any other named device, for example the serial port. Consoles, screens and other character devices should be declared as textfiles (see 5.6.3.1).

Example : attach (*f*, 'MDV2_myfile.dat')
 attach (*f*, 'SCR_512x256a0x0')

reset (*f*) - This sets the buffer variable to the start of the file and, except for console files, assigns the first component to the buffer variable *f*. If the file is not empty eof (*f*) becomes false, otherwise it becomes true and *f* is undefined. Attach must have been used to associate this file variable with an existing file.

rewrite (*f*) - This procedure is used before first writing to a file. The current value of *f* is replaced by the empty file, i.e. the contents of the file are erased. Eof (*f*) becomes true and *f* is undefined. Attach must have been used to associate the file variable with a non-existent file.

get (*f*) - This procedure advances the window to the next component of the file. If no next component exists eof (*f*) becomes true and *f* is undefined.

put (*f*) - This procedure appends to *f* the value of *f*, after which eof (*f*) remains true and *f* is undefined.

close (*f*) - This procedure closes the file, after which the attach must be used to associate the file with a name before it is used again.

delete (*fname*) - This procedure deletes the named file.

Example : Suppose we have a file of records, the declaration of the record being

```
type person = record
  name : array [1..8] of char;
  sex : ( male, female ) ;
  age : 1..100 ;
end ;
```

and that someone whose name is K.Jones has been married and we wish to change the name in the record to K.Smith. Since Pascal does not allow reading and writing to the same file, we have to read the records from one file, change the name of the required record and write the records to a new file.

```
program changename ;

type person = record
  name : array [1..8] of char;
  sex : ( male, female ) ;
  age : 1..100 ;
end ;

var pfile1, pfile2 : file of person;
    per : person;

begin
  attach ( pfile1, 'mdv2_persons' ) ;
  reset ( pfile1 ) ;      [ prepare the file for reading ]
  attach ( pfile2, 'mdv2_persons2' ) ;
  rewrite ( pfile2 ) ;    [ prepare the file for writing ]
  while not eof ( pfile1 ) do
  begin
    per := pfile1^ ;
    get ( pfile1 ) ;
    with per do
      if (name = 'K.Jones' ) and (sex = female) then
        name := 'K.Smith' ;
    pfile2^ := per ;
    put ( pfile2 ) ;
  end ;
  close ( pfile1 ) ; close ( pfile2 ) ;
end.
```

5.6.3.1 Text files

A text file is a file whose components are characters. In Pascal there is a predeclared type defined as

```
type text = file of char
```

Text files are usually divided into lines separated by control characters. In Computer One Pascal the line separator character is the ASCII control code 10 (line feed). The standard 'input' and 'output' files described earlier are predeclared textfile identifiers.

Like other files, textfiles must be prepared for writing using the standard procedures 'attach' and 'reset' or 'rewrite'. Note that 'reset' and 'rewrite' must not be used for the standard 'input' and 'output' files.

The standard procedures 'eof', 'get', 'put' and 'close' may also be applied to textfiles. Likewise a textfile *f* has an associated buffer variable *f*[^]. Note however that when using 'reset' from a character device *f*, such as the keyboard, *f*[^] is not assigned the first component of *f*, since the buffer variable cannot have the next input component until it has been entered at the keyboard.

For a character device, such as a keyboard, eof (*f*) is always false.

The function eoln (*f*) returns true when the current character available is the end of line control character. In this case the character line-feed (= chr (10)) is assigned to the variable of the read statement.

The standard procedures 'read', 'write', 'readln' and 'writeln' can only be used for textfiles. As with the standard textfiles, 'input' and 'output', 'read' and 'readln' can only be used to read variables of type integer, real or char and the output procedures 'write' and 'writeln' can only be used to write variables of type integer, char, boolean, string and real. There is a standard procedure page which outputs a new page character (chr (12)) to a textfile. This procedure is useful when the file is a print file.

Computer One has a number of predeclared procedures and functions which allow you to make full use of the windowing and other I/O facilities on the OE. These procedures and functions are described in chapter 6.

5.6.4 I/O Errors

Computer One Pascal detects errors which occur in I/O operations. However, it is the user's responsibility to check for this. There is a predeclared integer, 'ioresult', which contains the error code after an input or output operation has been performed. 'ioresult' can be inspected by the user program. A value of 0 indicates that the operation completed successfully, otherwise the error code indicates what the error was. A list of the errors and their causes is given in Appendix D. Note that when checking for an error condition the following must not be used

```
if ioresult <> 0 then write ( 'ioresult = ', ioresult )
```

since the operation to write the error code will corrupt the value. Instead, ioresult should be assigned to another variable and that variable should be used in the write statement.

STANDARD PROCEDURES FOR THE QL

This chapter contains a description of the predeclared procedures and functions which have been added to Computer One Pascal to enable you to make full use of the power of the QL from Pascal.

The following types have been predeclared and are used as parameter types for some of the procedures and functions to be described :

```
type address = 0..1048575 ; ( = 220 - 1 )
    colour = ( black, blue, red, magenta, green, cyan,
              yellow, white ) ;
    dreg = array [0..7] of integer ;
    areg = array [0..5] of integer ;
```

6.1 QL I/O AND GRAPHICS PROCEDURES AND FUNCTIONS

The following procedures correspond to the procedures available in SuperBasic. Note, however, that all the parameters of the functions must be specified. Most of the procedures take a file of char which has been opened as a console or a screen. Further information on these procedures can be found by looking up the procedure name in the KEYWORDS section of the QL user-manual. All of the procedures which take a file parameter set the predeclared ioreult variable described in 5.6.4.

For any procedure which takes a file name parameter, a string array of any length up to 41 characters may be used. Characters up to the first blank in the string are used. If the procedure operates on a window the operation takes place in the window attached to the specified file.

In the following three procedures the value of 'stipple' is in the range 0..3. For values outside the range only the bottom two bits of the given integer are used.

```
procedure paper ( var f : file ; maincol, contrastcol : colour ;
                 stipple : integer ) ;
```

Sets a new paper and strip colour for the given file. The paper colour is used by the cls procedure and will remain in effect until the next use of paper with this file.

```
procedure ink ( var f : file ; maincol, contrastcol : colour ;
               stipple : integer ) ;
```

Sets a new ink colour for the given file. This is the colour in which any text output to the window will appear.

```
procedure strip ( var f : file ; maincol, contrastcol : colour ;
                 stipple : integer ) ;
```

Sets a new strip colour for the given file. This is the background colour for any text written to the window. It is rather like highlighting the text.

```
procedure window ( var f : file ; width,depth,x,y : integer ) ;
```

Allows the user to change the size and position of the window. The four coordinates are specified in pixels and the position is relative to the screen origin.

```
procedure border ( var f : file ; width : integer ;
                  maincol, contrastcol : colour ; stipple : integer ) ;
```

Adds a border, in the given colour, to the window. For subsequent operations on the window, except another border operation, the window size is reduced to allow space for the border.

```
procedure cls ( var f : file ; part : integer ) ;
```

Clears the specified part of the window. The part cleared will be set to the colour set with last call to paper for this window.

where if part = 0 the whole window is cleared,
 if part = 1 the part above the cursor line is cleared,
 if part = 2 the part below the cursor line is cleared,
 otherwise the whole window is cleared.

```
procedure at ( var f : file ; lineno, columno : integer ) ;
```

Sets the print position in the window. The next text written to the window after the call will start at the specified position. Position 0,0 is the top left corner of the window.

procedure scroll (var f:file; part: integer; numpixels: integer);

This procedure scrolls the window up or down the specified number of pixels,

where if part = 0 the whole window is scrolled,
if part = 1 the part above the cursor line is scrolled,
if part = 2 the part below the cursor line is scrolled,
otherwise the whole window is scrolled

procedure pan (var f:file; part: integer; numpixels :integer);

Pans the window the specified number of pixels,

where if part = 0 the whole screen is panned,
if part = 3 the whole cursor line is panned,
if part = 4 the right end of the cursor, including the
cursor position is panned,
otherwise the whole screen is panned.

procedure under (var f : file; on : boolean) ;

Turns underlining on in the window, if the on parameter is true.
If the on parameter is false underlining is switched off.

procedure over (var f : file; switch : integer) ;

Selects the type of printing required and remains in effect until over is next called,

where if switch = 0 characters are printed with the strip colour as background,
if switch = 1 characters are printed with the paper colour as background,
if switch = -1 characters are printed over the previous contents of the window,
otherwise switch is assumed to be zero.

procedure flash (var f : file; on : boolean) ;

Turns character flashing on in the window, if the on parameter is true. If the on parameter is false flashing is switched off. Flash is only effective in low resolution mode.

procedure csize (var f : file; width, height : integer) ;

Sets the new character size for the window.

width param	width in pixels	height param	height in pixels
0	6	0	10
1	8	1	20
2	12		
3	16		

procedure recol (var f: file; c1,c2,c3,c4,c5,c6,c7,c8: colour);

Recolours all the pixels in the window,

where c1 is the new colour for all blue pixels
c2 is the new colour for all red pixels
c3 is the new colour for all magenta pixels
c4 is the new colour for all green pixels
c5 is the new colour for all cyan pixels
c6 is the new colour for all yellow pixels
c7 is the new colour for all white pixels
c8 is the new colour for all black pixels.

The following nine procedures are graphics procedures. The graphics origin of a window is (0,0) and is the bottom left corner of the window. The origin can be altered using the 'scale' procedure. All positions are relative to the graphics origin and not to the current graphics plot position.

procedure arc (var f : file ; sx, sy, fx, fy, angle : real) ;

Draws the arc of a circle in the window from the start point (sx,sy) to the finish point (fx,fy). The 'angle' parameter is the angle subtended by the arc.

procedure block (var f : file ; width, height, x, y : integer ;
main, contrast : colour ; stipple : integer) ;

Fills a block of the specified width and height at the specified (x,y) position in the window

procedure gcursor (var f : file ; x, y, xrel, yrel : real) ;

Positions the screen cursor at the position (xrel,yrel) relative to the graphics position (x,y). Note that xrel and yrel are specified in the pixel coordinate system and x and y in the graphics coordinate system.

procedure cursor (var f : file ; x, y : real) ;

Positions the screen cursor at the specified (x,y) position, x and y being specified in the pixel coordinate system.

```
procedure ellipse ( var f: file; x, y, radius, eccentricity,
                    angle : real ) ;
```

Draws an ellipse at the specified (x,y) position in the window. If the 'eccentricity' parameter is 1 a circle is drawn. (See under keyword 'Circle' in the QL User Manual).

```
procedure grafill ( var f : file; fill : boolean ) ;
```

Switches the 'graphics fill' on or off. If the value is true, shapes are filled when drawn. (See under keyword 'Fill' in QL User Manual).

```
procedure line ( var f : file ; sx, sy, fx, fy : real ) ;
```

Draws a line from the specified start point (sx,sy) to the finish point (fx,fy) in the window.

```
procedure point ( var f : file ; x, y : real ) ;
```

Draws a point at the specified position (x,y) in the window.

```
procedure scale ( var f : file ; scalev, x, y : real ) ;
```

Alters the scale factor of the window. The default scale is 100, i.e. the window is divided vertically into 100 units. The position (x,y) specifies the graphics origin.

```
procedure mode ( resolution : integer ) ;
```

Sets the resolution of the screen and the number of colours that can be displayed.

where if resolution = 8 or 256 resolution is low,
if resolution = 4 or 512 resolution is high,
otherwise resolution is low

```
procedure baud ( rate : integer ) ;
```

Sets the baud rate for communication via the two serial channels. Both channels are set to the same baud rate. Allowable values for the baud rate are

75, 100, 500, 1200, 2400, 4800, 9600.

The baud rate 19200 can be used for transmitting only. The effect is undefined for other values.

```
function inkey ( var f : file; duration : integer ) : char ;
```

Waits for the given duration for a character from the given file f. The character, if input from the keyboard, will not be echoed on the screen. The duration is specified in fiftieths of a second.

6.2 MEMORY ACCESS PROCEDURES AND FUNCTIONS

The following procedures allow access to memory, with the exception of the function 'byte', and should be used with extreme caution, since ANY area of memory can be accessed.

```
function byte ( whichbyte: integer; from : integer ) : integer
```

Takes a values in the range 0..3 and selects that byte value from the given integer. Byte 0 is the most significant byte of the given integer.

```
procedure call ( add : address; datareg : dreg ; addrreg : areg ) ;
```

Calls a machine code subroutine, whose start address is the specified address. The 'datareg' and 'addrreg' arrays contain the values which will be loaded into the registers d0-d7 and a0-a5. The types 'dreg' and 'areg' are pre-declared array types. Calling this procedure causes the registers to be loaded from the arrays and a 'JSR' instruction to be executed. The machine code routine should return using an 'RTS' instruction. The stack pointer value (a7) immediately before the RTS must be the same value as on entry. The stack beneath this must NOT be changed in any way. On return, the arrays 'datareg' and 'addrreg' contain the values which were in d0-d7 and a0-a5 when the machine code subroutine finished.

```
procedure fill ( count : integer; from : address; ch: char ) ;
```

Fills 'count' bytes of memory with the character 'ch' starting at the specified address.

```
procedure move ( count : integer ; from, to : address ) ;
```

Moves 'count' bytes from the address 'from' to the address 'to'.

```
function peek ( add : address ) : integer
function peekw ( add : address ) : integer
function peekl ( add : address ) : integer
```

The three functions return the byte, the word and longword at the specified address. Addresses are rounded down to an even boundary for peekw and peekl.

```
procedure poke ( add : address ; val : integer )
procedure pokew ( add : address ; val : integer )
procedure pokel ( add : address ; val : integer )
```

The three procedures poke the given value, a byte, word or long word into memory at the given address. Addresses are rounded down to an even boundary for pokew and pokel. For pokew and pokel the least significant word and byte of the given value are poked into memory.

```
function loc ( variable-name ) : address ;
```

Returns the address of the given variable. The variable may be of any type.

```
procedure getbytes ( var f: file; count: integer; addr: address );
```

Gets the specified number of bytes from the given file and puts it in memory starting at the given address. This procedure sets the iresult variable.

```
procedure putbytes ( var f: file; count: integer; addr: address );
```

Copies to the given file, the specified number of bytes, starting at the given address.

```
procedure sbytes ( name : filename; start : address;
                 length : integer );
```

Saves to the given file the number of bytes specified by length and starting at the given address. If the file already exists it will be overwritten.

```
procedure lbytes ( name : filename ; start address );
```

Loads the specified file into memory at the given address.

3 OTHER QL PROCEDURES AND FUNCTIONS

```
procedure beep ( pitch1, pitch2, interval, duration, step, wrap,
                rand, fuzzy : integer );
```

Activates the QL sound functions. The best way to use this procedure is to experiment with different parameter values. The range of values for each of the parameters is as follows :

```
duration : -32768..32767
pitch1 : 0..255
pitch2 : 0..255
wrap : 0..15
interval : 0..15
step : -8..7
fuzzy : 0..15
rand : -32768..32767
```

```
procedure bell ;
```

Causes the QL to emit a short beep.

```
function isTV : boolean ;
```

Returns true if the TV option was chosen when the QL was reset.

```
function islowres : boolean ;
```

Returns true if the TV or monitor being used is currently in low resolution mode.

```
function digit ( ch : char ) : boolean ;
```

Returns true if the given char is a digit, i.e. if the char is in the range '1'.. '9'. It returns false otherwise.

```
function letter ( ch : char ) : boolean ;
```

Returns true if the given char is a letter, lower or upper case, false otherwise.

```
function lower ( ch : char ) : char ;
```

Returns the given character in lower case. If the character is not a letter the function returns the given character.

function upper (ch : char) : char ;

Returns the given character in upper case. If the character is not a letter the function returns the given character.

procedure randomise (seed : integer) ;

Provides a seed for the random number generator.

function rnd (r : integer) : integer

Returns a random number between 0 and r-1.

function rad (degrees : real) : real

Converts the given angle in degrees to radians.

function deg (radians : real) : real

Converts the given angle in radians to degrees.

procedure halt

Halts execution of the program.

procedure setclock (secs : integer) ;

Sets the clock to the given number of seconds.

procedure adjustclock (secs : integer) ;

Adds the given number of seconds to the clock.

function readclock : integer ;

Reads the clock.

STANDARD PASCAL PROCEDURES AND FUNCTIONS

This chapter contains a description of the standard Pascal procedures and functions to be found in this and most Pascal implementations.

7.1 FUNCTIONS

Fn name	Argument type	Action	type of result
abs	integer or real	Absolute value of arg.	integer or real
arctan	integer or real	Arctangent of arg.	real
chr	integer	character whose ascii char code is the arg.	char
cos	integer or real	Cosine of arg.	real
eof	file	true if end of file reached	boolean
exp	integer or real	e to power arg.	real
ln	integer or real	natural log of arg.	real
odd	integer	true if arg. is odd	boolean
ord	ordinal type	ordinal value of arg.	integer
pred	ordinal type	predecessor of arg.	same ordinal type
round	real	round to nearest integer	integer

Fn name	Argument type	Action	type of result
sin	integer or real	sine of arg.	real
sq	integer or real	square of arg.	integer or real
sqrt	integer or real	square root of arg.	real
succ	ordinal type	successor of arg.	same ordinal type
trunc	real	truncated value of arg.	integer

Proc name	Argument type(s)	Action
reset	file	positions file buffer to start of file.
rewrite	file	creates the file, and prepares it to accept output.
write	textfile and value list	writes data from the list to the file.
writeln	textfile and value list	writes data from the list to the file and terminates it with an end of line.

7.2 PROCEDURES

Proc name	Argument type(s)	Action
get	file	assigns the next component of the file to the buffer variable.
mark	pointer	marks the position of the pointer the heap for use by the release procedure.
new	pointer and optional tags	Allocates storage on the heap for a dynamic variable of the type pointed by the pointer.
page	textfile	Writes a new page character (end of line) to the given file.
put	file	Appends the contents of the variable buffer of the file to the file.
read	textfile and variable list	Reads data items from the file into the variables in the list.
readln	textfile and variable list	Similar to read, but moves to next line of line indicator.
release	pointer	releases all space on the heap from the current top of the heap down to the pointer which was used on the mark call.

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COMPILER ERROR MESSAGES

This appendix lists all the compiler error numbers and the corresponding messages.

- 1: error in simple type
- 2: identifier expected
- 3: 'program' expected
- 4: ')' expected
- 5: ':' expected
- 6: illegal symbol
- 7: error in parameter list
- 8: 'of' expected
- 9: '(' expected
- 10: error in type
- 11: '[' expected
- 12: ']' expected
- 13: 'end' expected
- 14: ';' expected
- 15: integer expected
- 16: '=' expected
- 17: 'begin' expected
- 18: error in declaration part
- 19: error in field list
- 20: ']' expected
- 21: ';' expected

- 50: error in constant
- 51: ':' expected
- 52: 'then' expected
- 53: 'until' expected
- 54: 'do' expected
- 55: 'to' / 'downto' expected
- 58: error in factor
- 59: error in variable

- 101: identifier declared twice
- 102: low bound exceeds high bound
- 103: identifier not of appropriate class
- 104: identifier not declared
- 105: sign not allowed
- 106: number expected

107: incompatible subrange types
 108: file not allowed here
 109: type must not be real
 110: tagfield type must be scalar or subrange
 111: incompatible with tagfield type
 113: index type must be scalar or subrange
 114: base type must not be real
 115: base type must be scalar or subrange
 116: error in type of standard procedure parameter
 117: unsatisfied forward reference
 119: forward declared; repetition of parameter list not allowed
 120: function result type must be scalar, subrange or pointer
 121: file value parameter not allowed
 122: forward declared function; repetition of result type not allowed
 123: missing result type in function declaration
 124: F-format for real only
 125: error in type of standard function parameter
 126: number of parameters does not agree with declaration
 129: type conflict of operands
 130: expression is not of set type
 131: tests on equality allowed only
 132: strict inclusion not allowed
 133: file comparison not allowed
 134: illegal type of operand(s)
 135: type of operand must be Boolean
 136: set element type must be scalar or subrange
 137: set element types not compatible
 138: type of variable is not array
 139: index type is not compatible with declaration
 140: type of variable is not record
 141: type of variable must be file or pointer
 142: illegal parameter substitution
 143: illegal type of loop control variable
 144: illegal type of expression
 145: type conflict
 146: assignment of files not allowed
 147: label type incompatible with selecting expression
 148: subrange bounds must be scalar
 149: index type must not be integer
 150: assignment to standard function is not allowed
 152: no such field in this record
 153: type error in read
 154: actual parameter must be variable
 155: control variable must not be declared on intermediate level
 156: multidefined case label
 157: too many cases in case statement
 158: missing corresponding variant declaration
 159: real or string tagfields not allowed
 160: previous declaration was not forward
 161: again forward declared
 162: parameter size must be constant
 165: multidefined label
 166: multideclared label
 167: undeclared label

168: undefined label
 169: error in base set
 171: standard file was redeclared
 177: assignment to function identifier not allowed here
 178: multidefined record variant
 180: control variable must not be formal
 201: error in real constant: digit expected
 202: string constant must not exceed source line
 203: integer constant exceeds range
 205: empty string not allowed
 206: integer part of real constant exceeds range
 207: label too long
 250: too many nested scopes of identifiers
 251: too many nested procedures and/or functions
 255: too many errors on this source line
 261: further errors suppressed
 262: too many subranges
 304: element expression out of range
 398: implementation restriction
 399: not implemented



RUN-TIME ERRORS

This appendix gives all the run-time error messages and their possible causes.

1. Out of Store - this error is output when there is no space left for dynamic variables on the heap or there are too many nested procedure calls, causing the stack to run out of space.
2. Unknown Instruction - An unimplemented standard procedure or function has been used.
3. Arithmetic Overflow - An integer expression has a value greater than `maxint` or less than `-maxint` or a real expression has a value outside the range of reals.
4. Divide by zero - An attempt has been made to divide by zero.
5. Number expected - A read statement, expecting an integer or a real value received an invalid value.

Example - If `x` is an integer the statement

```
read ( x )
```

will cause this error if the input is `xyz`

6. Value outside range - An attempt has been made to index an array with a value outside the array bounds
 - or an attempt has been made to assign a value to a variable which is outside the range of values allowed for that variable.
 - or the value of the selector expression of a case statement was not equal to any of the case statement labels.

Example : `var a : array [1..10] of integer ;`
`x : 1..20 ;`

```
a [2*6] := x ; { 12 outside index range 1..10 }
x := 12 - 12 ; { 0 outside range 1..20 }
```

7. Nil pointer - An attempt has been made to access a dynamic variable using a pointer with a value `nil`.

Example : `type person = record`

```
sex : ( male, female ) ;
```

```
age : 1..100 ;
```

```
end ;
```

```
var p = ^person ;
```

```
.
```

```
p := nil ;
```

```
p^.age := 20 ; { this causes the error since p is nil }
```

The standard procedure `new` should be used to allocate space for the dynamic variable and to point `p` to the variable.

8. End of file - An attempt has been made to read from a file when `eof (f)` was already true. i.e. an attempt to read past the end of the file.

COMPUTER ONE PASCAL SYNTAX DIAGRAMS

Syntax diagrams provide a convenient notation for defining the syntax of a programming language. The rule for using a syntax diagram is very simple - if you can make up a set of symbols in following the arrows of a syntax diagram then that set of symbols is syntactically correct.

In the diagrams names that are in rectangular boxes refer to other syntax diagrams; symbols or words in circles or ovals are the basic symbols of the language. The name on left hand side of the diagram says what syntactic entity the diagram is defining.

Example :

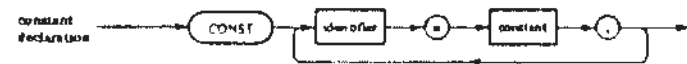
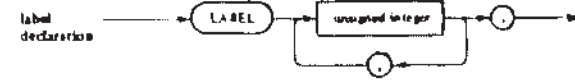
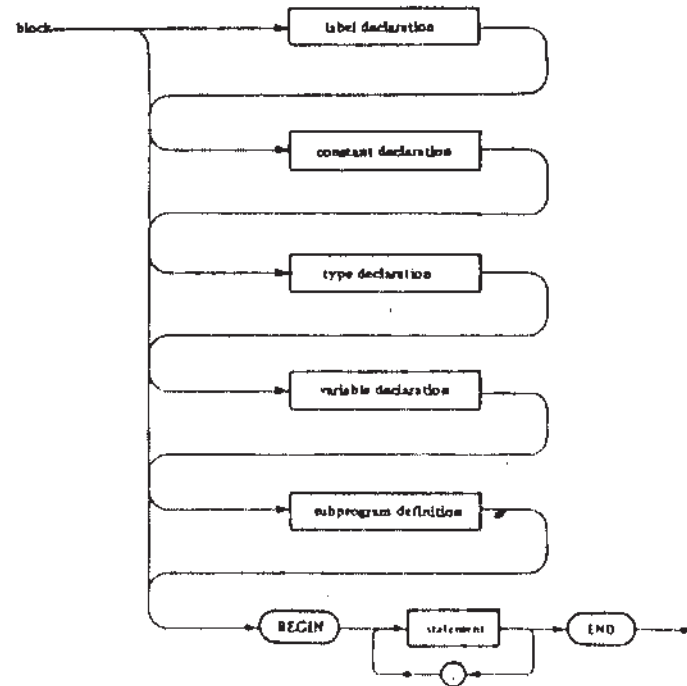
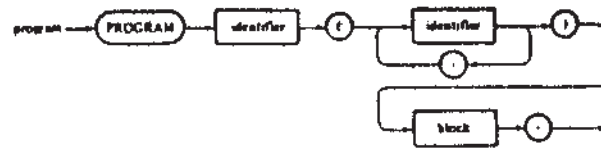


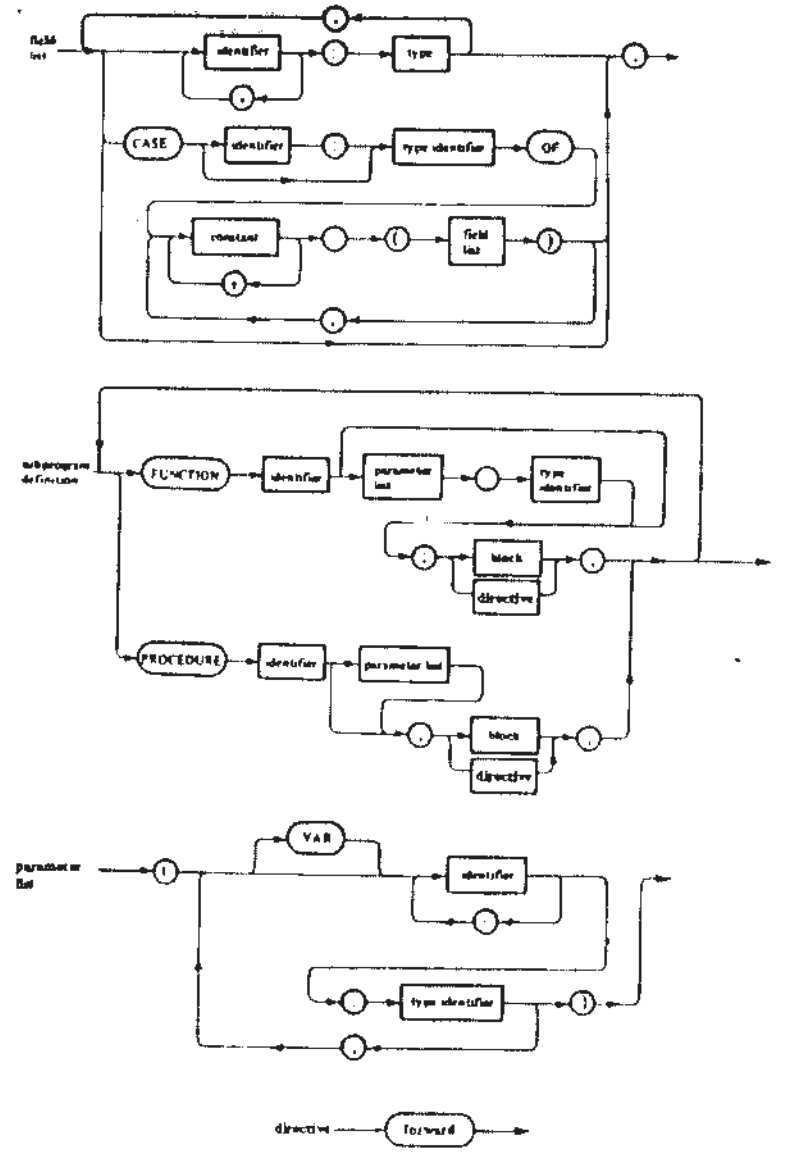
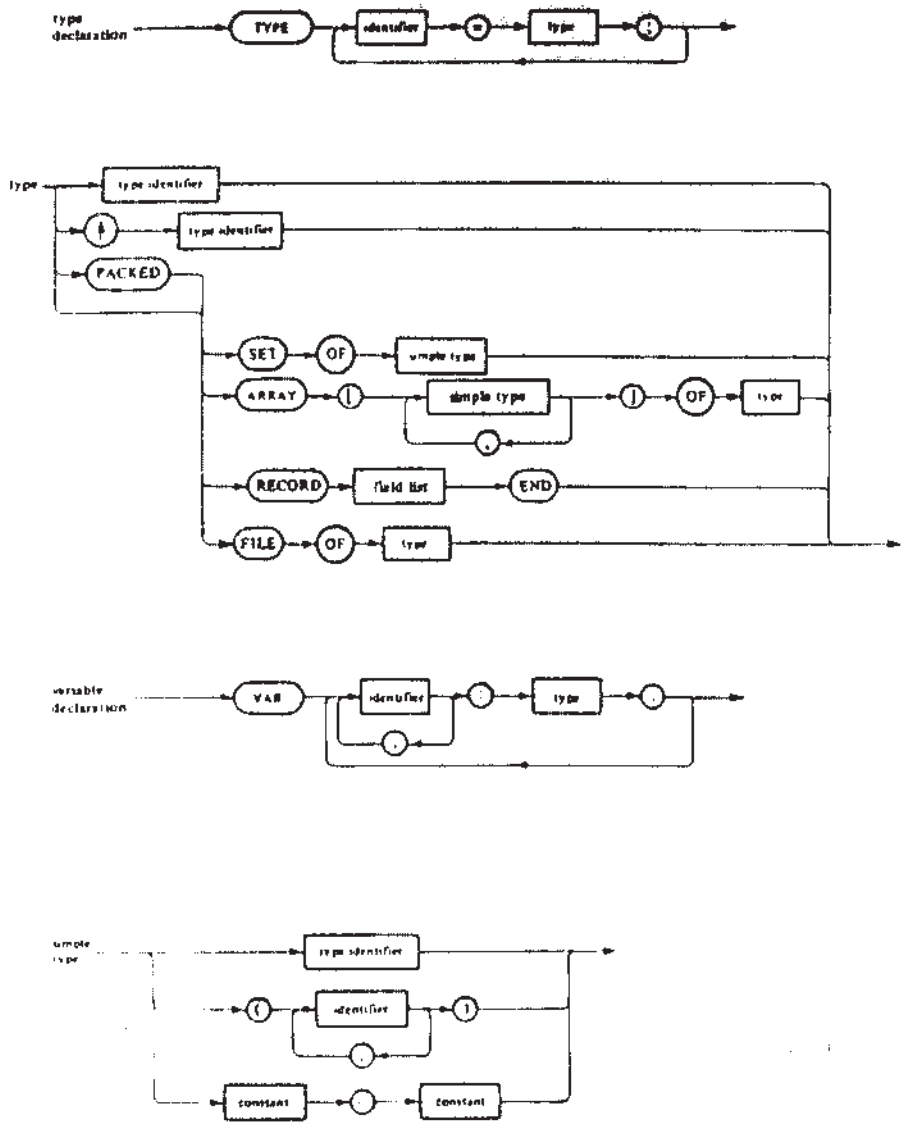
From this diagram it can be seen that a program consists of the reserved word "program", followed optionally by a list of identifiers, separated by commas and enclosed in brackets, followed by a semi-colon, a block and a period. The arrow going round the bracketed identifier list indicates that the identifier list need not be specified. The part of the diagram describing the identifier list

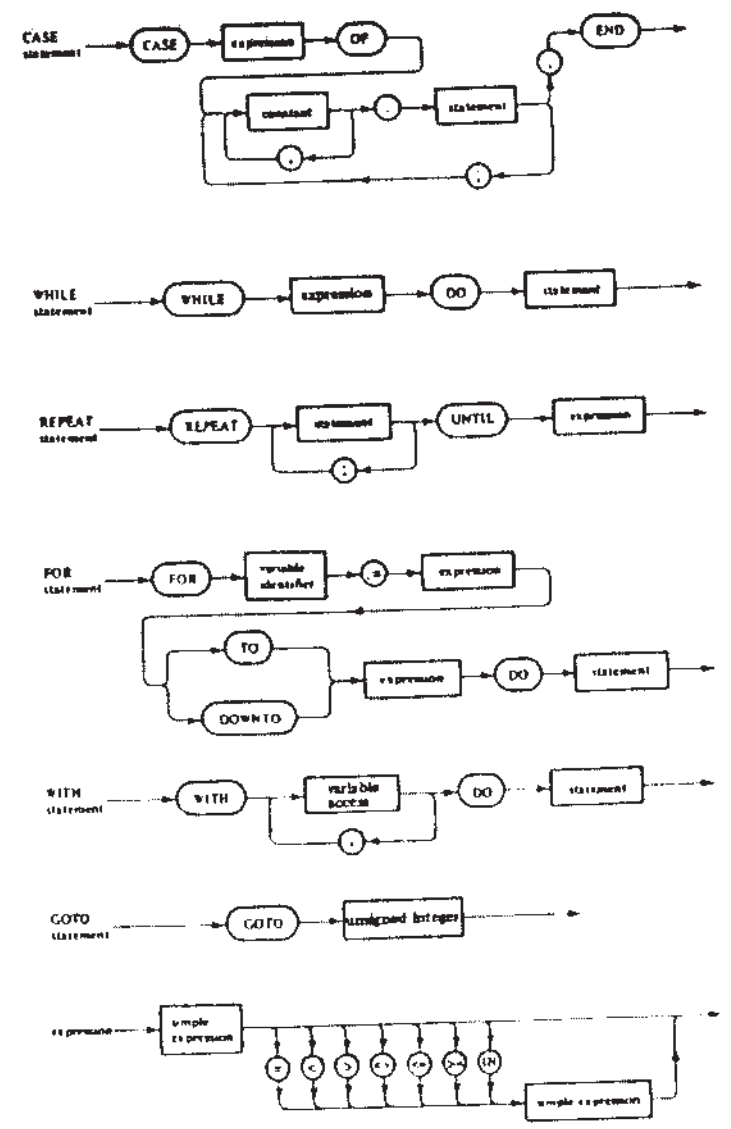
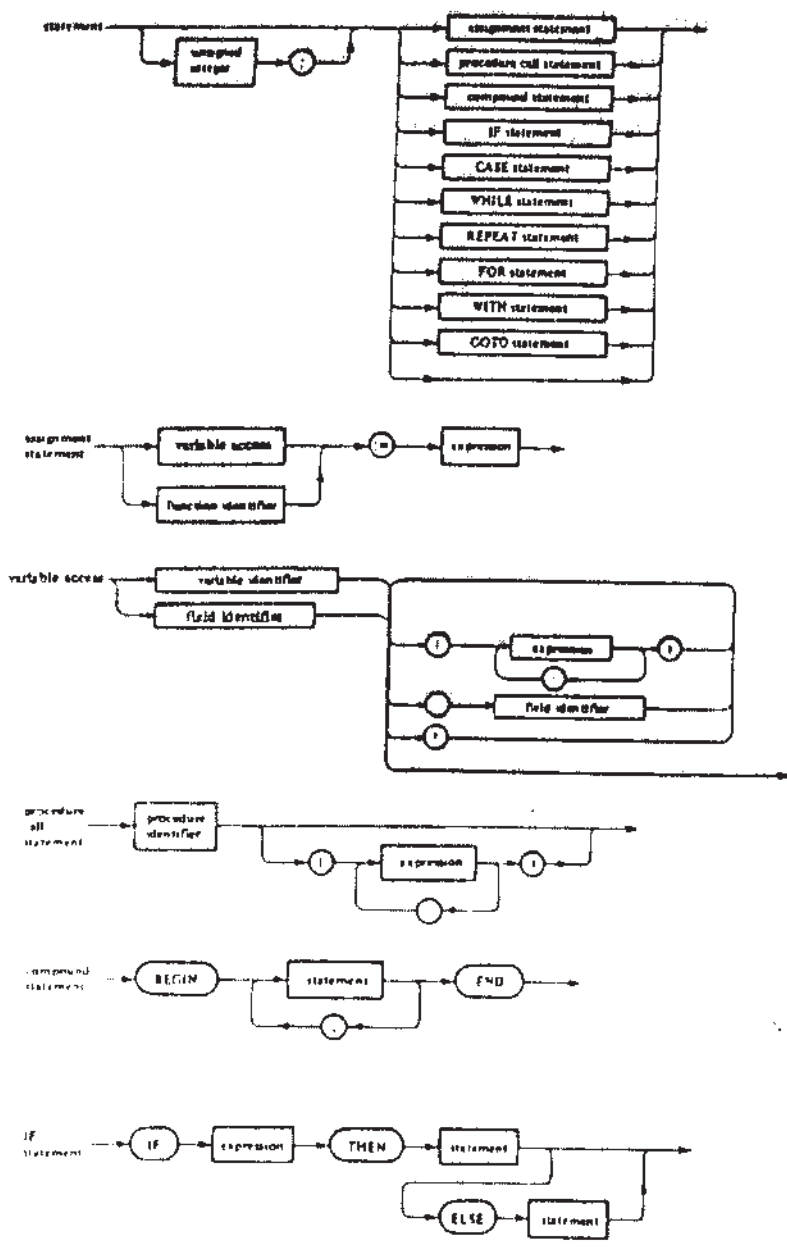


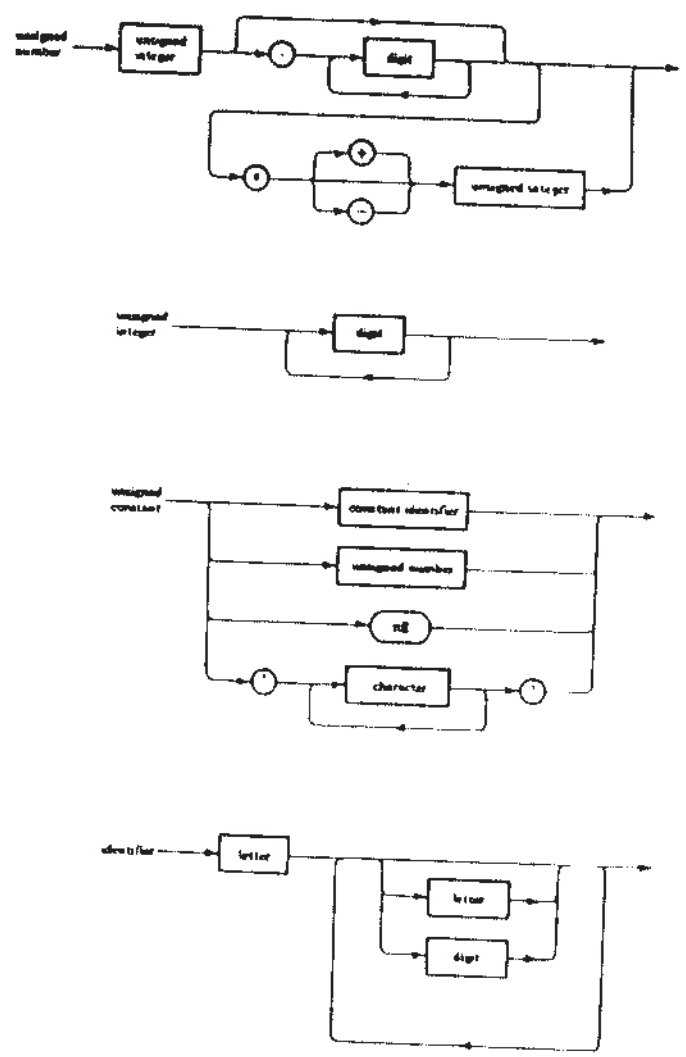
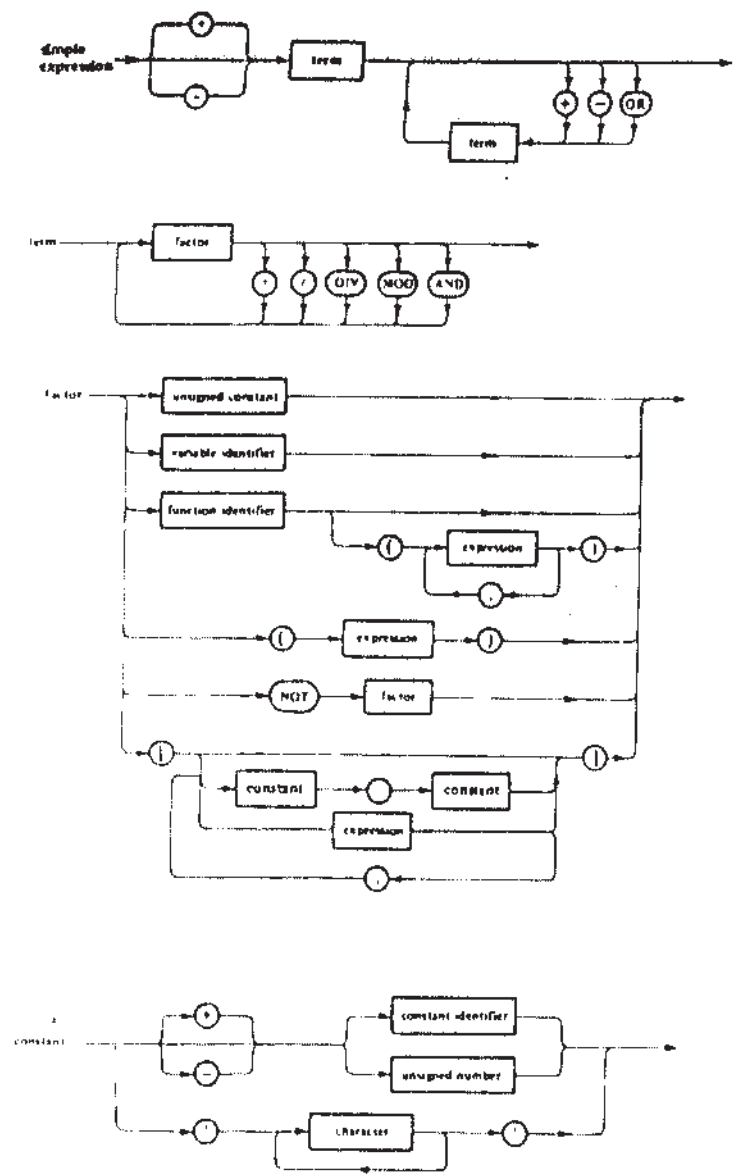
indicates that there can be any number of identifiers separated by commas.

The full syntax of Computer One Pascal is given on the following pages.









SYSTEM ERRORS

This appendix gives the QDOS system error messages. The error number given for each message is the value to which the predeclared variable 'ioresult' is set when an error occurs during an I/O operation.

Number	Error Message	Possible Cause
-1	not complete	An I/O operation did not complete before it timed out.
-2	invalid job	
-3	out of memory	The QL has no memory available.
-4	out of range	Parameters for creating a window were invalid values.
-5	buffer overflow	The input is longer than the input buffer.
-6	channel not open	Specified channel has not been opened.
-7	not found	File does not exist or no cartridge in microdrive.
-8	already exists	Attempt to create a file that already exists.
-9	in use	The specified file is already being used.
-10	end of file	The last component of a file has already been read.
-11	drive full	Microdrive cartridge is full.
-12	bad device	Specified device does not exist.
-13	transmission error	
-14	format failed	
-15	bad parameter	
-16	bad or changed medium	
-17	error in expression	
-18	arithmetic overflow	
-19	not implemented	
-20	read only	Cartridge is write protected.

INDEX

Address, predeclared type	58
Areg, predeclared type	58
Array Type	31
Assignment compatibility	40
Assignment statement	41
Attach predeclared procedure	55
Available memory	3
Boolean type	30
Case statement	45
Char type	30
Close predeclared procedure	55
Colour, predeclared type	58
Commands	7
Comments	25
Compile command	8
Compiler errors	9, 71
Compiler options	10
Compound statement	42
Concatenation character	16, 17
Conditional statements	44
Console window	7
Constant definitions	26
Copy command	12
Data types	28
Default microdrive	8
Delete command	12
Delete predeclared procedure	55
Directory command	11
Dreg, predeclared type	58
Editor	14
Edit command	8
Enumerated types	30
Errors	
Compiler	9, 17
I/O	57
Run-time	11, 74
System	84
Expressions	41
Exit command	13
File names	7
Files	39, 54
File type	39
For statement	43
Forward declarations	49

Functions	90
Standard	67
QL specific	58
Get standard procedure	55,68
Goto statement	46
Graphics procedures and functions	58
Help window	7
Identifiers	24
If statement	44
Input and Output	51
I/O errors	57
Integer type	28
Label declaration	25
Machine code routines	63
Mark standard procedure	37,38,68
Maxint	29
Memory access procedures	63
Menu	
System menu	4,7
Editor menu	17
Menu window	7
New standard procedure	37,38,68
Numbers	23
Output	53
Parameters of procedures and functions	48
Pascal Syntax	22,76
Pointer type	37
Procedures	47
Put standard procedure	55,68
QL graphics	58
QL windows	58
Read standard procedure	51,68
Real type	29
Record types	34
Release standard procedure	37,38,68
Repeat statement	43
Repetition statements	42
Reset standard procedure	55,69
Rewrite standard procedure	55,69
Run command	11
Run-time errors	11,74
Scalar types	28
Set type	36
Startup	3
Statements	41

String arrays	33
String constants	24
Subranges	31
System errors	84
Text files	56
Type compatibility	40
Type definitions	26
Types, data	28
Variable declarations	26
While statement	43
Window procedures and functions	58
With statement	46