

**T A B L E   O F   C O N T E N T S**

Preface	xxx	
<b>1</b>	<b>Introduction to Computers and The Fortran Language</b>	<b>1</b>
<b>1.1</b>	<b>The Computer</b>	<b>2</b>
<i>1.1.1. The CPU / 1.1.2. Memory / 1.1.3. Input and Output Devices</i>		
<b>1.2</b>	<b>Data Representation in a Computer</b>	<b>4</b>
<i>1.2.1. The Binary Number System / 1.2.2. Octal and Hexadecimal Representations of Binary Numbers / 1.2.3. Types of Data Stored in Memory</i>		
<b>1.3</b>	<b>Computer Languages</b>	<b>12</b>
<b>1.4</b>	<b>The History of the Fortran Language</b>	<b>13</b>
<b>1.5</b>	<b>The Evolution of Fortran</b>	<b>16</b>
<b>1.6</b>	<b>Summary</b>	<b>19</b>
<i>1.6.1. Exercises</i>		
<b>2</b>	<b>Basic Elements of Fortran</b>	<b>22</b>
<b>2.1</b>	<b>Introduction</b>	<b>22</b>
<b>2.2</b>	<b>The Fortran Character Set</b>	<b>23</b>
<b>2.3</b>	<b>The Structure of a Fortran Statement</b>	<b>23</b>
<b>2.4</b>	<b>The Structure of a Fortran Program</b>	<b>24</b>
<i>2.4.1. The Declaration Section / 2.4.2. The Execution Section / 2.4.3. The Termination Section / 2.4.4. Program Style / 2.4.5. Compiling, Linking, and Executing the Fortran Program</i>		
<b>2.5</b>	<b>Constants and Variables</b>	<b>28</b>
<i>2.5.1. Integer Constants and Variables / 2.5.2. Real Constants and Variables / 2.5.3. Character Constants and Variables / 2.5.4. Default and Explicit Variable Typing / 2.5.5. Keeping Constants Consistent in a Program</i>		
<b>2.6</b>	<b>Assignment Statements and Arithmetic Calculations</b>	<b>36</b>
<i>2.6.1. Integer Arithmetic / 2.6.2. Real Arithmetic / 2.6.3. Hierarchy of Operations / 2.6.4. Mixed-Mode Arithmetic / 2.6.5. Mixed-Mode Arithmetic and Exponentiation</i>		

<b>2.7</b>	Intrinsic Functions	47
<b>2.8</b>	List-Directed Input and Output Statements	49
<b>2.9</b>	Initialization of Variables	55
<b>2.10</b>	The IMPLICIT NONE Statement	57
<b>2.11</b>	Program Examples	58
<b>2.12</b>	Debugging Fortran Programs	66
<b>2.13</b>	Summary	68
	<i>2.13.1. Summary of Good Programming Practice /</i>	
	<i>2.13.2. Summary of Fortran Statements / 2.13.3. Exercises</i>	
<b>3</b>	Program Design and Branching Structures	81
<b>3.1</b>	Introduction to Top-Down Design Techniques	82
<b>3.2</b>	Use of Pseudocode and Flowcharts	86
<b>3.3</b>	Logical Constants, Variables, and Operators	89
	<i>3.3.1. Logical Constants and Variables / 3.3.2. Assignment Statements and Logical Calculations / 3.3.3. Relational Operators / 3.3.4. Combinational Logic Operators / 3.3.5. Logical Values in Input and Output Statements / 3.3.6. The Significance of Logical Variables and Expressions</i>	
<b>3.4</b>	Control Constructs: Branches	94
	<i>3.4.1. The Block IF Construct / 3.4.2. The ELSE and ELSE IF Clauses / 3.4.3. Examples Using Block IF Constructs / 3.4.4. Named Block IF Constructs / 3.4.5. Notes Concerning the Use of Block IF Constructs / 3.4.6. The Logical IF Statement / 3.4.7. The SELECT CASE Construct</i>	
<b>3.5</b>	More on Debugging Fortran Programs	118
<b>3.6</b>	Summary	119
	<i>3.6.1. Summary of Good Programming Practice /</i>	
	<i>3.6.2. Summary of Fortran Statements and Constructs /</i>	
	<i>3.6.3. Exercises</i>	
<b>4</b>	Loops and Character Manipulation	126
<b>4.1</b>	Control Constructs: Loops	126
	<i>4.1.1 The While Loop / 4.1.2 The DO WHILE Loop / 4.1.3 The Iterative or Counting Loop / 4.1.4 The CYCLE and EXIT Statements / 4.1.5 Named Loops / 4.1.6 Nesting Loops and Block IF Constructs</i>	
<b>4.2</b>	Character Assignments and Character Manipulations	154
	<i>4.2.1 Character Assignments / 4.2.2 Substring Specifications / 4.2.3 The Concatenation (//) Operator / 4.2.4 Relational Operators with Character Data / 4.2.5 Character Intrinsic Functions</i>	
<b>4.3</b>	Debugging Fortran Loops	168

<b>4.4</b>	<b>Summary</b>	<b>169</b>
	<i>4.4.1 Summary of Good Programming Practice /</i>	
	<i>4.4.2 Summary of Fortran Statements and Constructs /</i>	
	<i>4.4.3 Exercises</i>	
<b>5</b>	<b>Basic I/O Concepts</b>	<b>180</b>
<b>5.1</b>	<b>Formats and Formatted WRITE Statements</b>	<b>180</b>
<b>5.2</b>	<b>Output Devices</b>	<b>182</b>
	<i>5.2.1 Control Characters in Printer Output</i>	
<b>5.3</b>	<b>Format Descriptors</b>	<b>184</b>
	<i>5.3.1 Integer Output—The I Descriptor / 5.3.2 Real Output—The F Descriptor / 5.3.3 Real Output—The E Descriptor / 5.3.4 True Scientific Notation—The ES Descriptor / 5.3.5 Logical Output—The L Descriptor / 5.3.6 Character Output—The A Descriptor / 5.3.7 Horizontal Positioning—The X and T Descriptor / 5.3.8 Repeating Groups of Format Descriptors / 5.3.9 Changing Output Lines—The Slash (/) Descriptor / 5.3.10 How Formats are Used During WRITEs</i>	
<b>5.4</b>	<b>Formatted READ Statements</b>	<b>205</b>
	<i>5.4.1 Integer Input—The I Descriptor / 5.4.2 Real Input—The F Descriptor / 5.4.3 Logical Input—The L Descriptor / 5.4.4 Character Input—The A Descriptor / 5.4.5 Horizontal Positioning—The X and T Descriptors / 5.4.6 Vertical Positioning—The Slash (/) Descriptor / 5.4.7 How Formats are Used During READs</i>	
<b>5.5</b>	<b>An Introduction to Files and File Processing</b>	<b>211</b>
	<i>5.5.1 The OPEN Statement / 5.5.2 The CLOSE Statement / 5.5.3 READs and WRITEs to Disk Files / 5.5.4 The IOSTAT= and IOMSG= Clauses in the READ Statement / 5.5.5 File Positioning</i>	
<b>5.6</b>	<b>Summary</b>	<b>232</b>
	<i>5.6.1 Summary of Good Programming Practice / 5.6.2 Summary of Fortran Statements and Structures / 5.6.3 Exercises</i>	
<b>6</b>	<b>Introduction to Arrays</b>	<b>245</b>
<b>6.1</b>	<b>Declaring Arrays</b>	<b>246</b>
<b>6.2</b>	<b>Using Array Elements in Fortran Statements</b>	<b>247</b>
	<i>6.2.1 Array Elements are Just Ordinary Variables / 6.2.2 Initialization of Array Elements / 6.2.3 Changing the Subscript Range of an Array / 6.2.4 Out-of-Bounds Array Subscripts / 6.2.5 The Use of Named Constants with Array Declarations</i>	
<b>6.3</b>	<b>Using Whole Arrays and Array Subsets in Fortran Statements</b>	<b>261</b>
	<i>6.3.1 Whole Array Operations / 6.3.2 Array Subsets</i>	

<b>6.4</b>	<b>Input and Output</b>	<b>265</b>
<i>6.4.1 Input and Output of Array Elements / 6.4.2 The Implied DO Loop / 6.4.3 Input and Output of Whole Arrays and Array Sections</i>		
<b>6.5</b>	<b>Example Problems</b>	<b>271</b>
<b>6.6</b>	<b>When Should You Use an Array?</b>	<b>287</b>
<b>6.7</b>	<b>Summary</b>	<b>289</b>
<i>6.7.1 Summary of Good Programming Practice / 6.7.2 Summary of Fortran Statements and Constructs / 6.7.3 Exercises</i>		
<b>7</b>	<b>Introduction to Procedures</b>	<b>297</b>
<b>7.1</b>	<b>Subroutines</b>	<b>299</b>
<i>7.1.1 Example Problem—Sorting / 7.1.2 The INTENT Attribute / 7.1.3 Variable Passing in Fortran: The Pass-By-Reference Scheme / 7.1.4 Passing Arrays to Subroutines / 7.1.5 Passing Character Variables to Subroutines / 7.1.6 Error Handling in Subroutines / 7.1.7 Examples</i>		
<b>7.2</b>	<b>Sharing Data Using Modules</b>	<b>320</b>
<b>7.3</b>	<b>Module Procedures</b>	<b>328</b>
<i>7.3.1 Using Modules to Create Explicit Interfaces</i>		
<b>7.4</b>	<b>Fortran Functions</b>	<b>331</b>
<i>7.4.1 Unintended Side Effects in Functions / 7.4.2 Using Functions with Deliberate Side Effects</i>		
<b>7.5</b>	<b>Passing Procedures as Arguments to Other Procedures</b>	<b>339</b>
<i>7.5.1 Passing User-Defined Functions as Arguments / 7.5.2 Passing Subroutines as Arguments</i>		
<b>7.6</b>	<b>Summary</b>	<b>344</b>
<i>7.6.1 Summary of Good Programming Practice / 7.6.2 Summary of Fortran Statements and Structures / 7.6.3 Exercises</i>		
<b>8</b>	<b>Additional Features of Arrays</b>	<b>360</b>
<b>8.1</b>	<b>2D or Rank 2 Arrays</b>	<b>360</b>
<i>8.1.1 Declaring Rank 2 Arrays / 8.1.2 Rank 2 Array Storage / 8.1.3 Initializing Rank 2 Arrays / 8.1.4 Example Problem / 8.1.5 Whole Array Operations and Array Subsets</i>		
<b>8.2</b>	<b>Multidimensional or Rank <i>n</i> Arrays</b>	<b>372</b>
<b>8.3</b>	<b>Using Fortran Intrinsic Functions with Arrays</b>	<b>375</b>
<i>8.3.1 Elemental Intrinsic Functions / 8.3.2 Inquiry Intrinsic Functions / 8.3.3 Transformational Intrinsic Functions</i>		
<b>8.4</b>	<b>Masked Array Assignment: The WHERE Construct</b>	<b>378</b>
<i>8.4.1 The WHERE Construct / 8.4.2 The WHERE Statement</i>		
<b>8.5</b>	<b>The FORALL Construct</b>	<b>381</b>
<i>8.5.1 The Form of the FORALL Construct / 8.5.2 The Significance of the FORALL Construct / 8.5.3 The FORALL Statement</i>		

<b>8.6</b>	Allocatable Arrays	383
	<i>8.6.1 Fortran Allocatable Arrays / 8.6.2 Using Fortran Allocatable Arrays in Assignment Statements</i>	
<b>8.7</b>	Summary	393
	<i>8.7.1 Summary of Good Programming Practice / 8.7.2 Summary of Fortran Statements and Constructs / 8.7.3 Exercises</i>	
<b>9</b>	Additional Features of Procedures	404
<b>9.1</b>	Passing Multidimensional Arrays to Subroutines and Functions	404
	<i>9.1.1 Explicit Shape Dummy Arrays / 9.1.2 Assumed-Shape Dummy Arrays / 9.1.3 Assumed-Size Dummy Arrays</i>	
<b>9.2</b>	The SAVE Attribute and Statement	417
<b>9.3</b>	Allocatable Arrays in Procedures	421
<b>9.4</b>	Automatic Arrays in Procedures	422
	<i>9.4.1 Comparing Automatic Arrays and Allocatable Arrays / 9.4.2 Example Program</i>	
<b>9.5</b>	Allocatable Arrays as Dummy Arguments in Procedures	430
	<i>9.5.1 Allocatable Dummy Arguments / 9.5.2 Allocatable Functions</i>	
<b>9.6</b>	Pure and Elemental Procedures	434
	<i>9.6.1 Pure Procedures / 9.6.2 Elemental Procedures / 9.6.3 Impure Elemental Procedures</i>	
<b>9.7</b>	Internal Procedures	436
<b>9.8</b>	Submodules	438
<b>9.9</b>	Summary	446
	<i>9.9.1 Summary of Good Programming Practice / 9.9.2 Summary of Fortran Statements and Structures / 9.9.3 Exercises</i>	
<b>10</b>	More about Character Variables	457
<b>10.1</b>	Character Comparison Operations	458
	<i>10.1.1 The Relational Operators with Character Data / 10.1.2 The Lexical Functions LLT, LLE, LGT, and LGE</i>	
<b>10.2</b>	Intrinsic Character Functions	463
<b>10.3</b>	Passing Character Variables to Subroutines and Functions	465
<b>10.4</b>	Variable-Length Character Functions	471
<b>10.5</b>	Internal Files	473
<b>10.6</b>	Example Problems	474
<b>10.7</b>	Summary	479
	<i>10.7.1 Summary of Good Programming Practice / 10.7.2 Summary of Fortran Statements and Structures / 10.7.3 Exercises</i>	

<b>11 Additional Intrinsic Data Types</b>	<b>485</b>
<b>11.1 Alternate Kinds of the REAL Data Type</b>	<b>485</b>
<i>11.1.1 Kinds of REAL Constants and Variables / 11.1.2 Determining the KIND of a Variable / 11.1.3 Selecting Precision in a Processor-Independent Manner / 11.1.4 Determining the KINDs of Data Types on a Particular Processor / 11.1.5 Mixed-Mode Arithmetic / 11.1.6 Higher Precision Intrinsic Functions / 11.1.7 When to Use High-Precision Real Values / 11.1.8 Solving Large Systems of Simultaneous Linear Equations</i>	
<b>11.2 Alternate Lengths of the INTEGER Data Type</b>	<b>509</b>
<b>11.3 Alternate Kinds of the CHARACTER Data Type</b>	<b>511</b>
<b>11.4 The COMPLEX Data Type</b>	<b>512</b>
<i>11.4.1 Complex Constants and Variables / 11.4.2 Initializing Complex Variables / 11.4.3 Mixed-Mode Arithmetic / 11.4.4 Using Complex Numbers with Relational Operators / 11.4.5 COMPLEX Intrinsic Functions</i>	
<b>11.5 Summary</b>	<b>522</b>
<i>11.5.1 Summary of Good Programming Practice / 11.5.2 Summary of Fortran Statements and Structures / 11.5.3 Exercises</i>	
<b>12 Derived Data Types</b>	<b>527</b>
<b>12.1 Introduction to Derived Data Types</b>	<b>527</b>
<b>12.2 Working with Derived Data Types</b>	<b>529</b>
<b>12.3 Input and Output of Derived Data Types</b>	<b>529</b>
<b>12.4 Declaring Derived Data Types in Modules</b>	<b>531</b>
<b>12.5 Returning Derived Types from Functions</b>	<b>540</b>
<b>12.6 Dynamic Allocation of Derived Data Types</b>	<b>544</b>
<b>12.7 Parameterized Derived Data Types</b>	<b>545</b>
<b>12.8 Type Extension</b>	<b>546</b>
<b>12.9 Type-Bound Procedures</b>	<b>548</b>
<b>12.10 The ASSOCIATE Construct</b>	<b>552</b>
<b>12.11 Summary</b>	<b>553</b>
<i>12.11.1 Summary of Good Programming Practice / 12.11.2 Summary of Fortran Statements and Structures / 12.11.3 Exercises</i>	
<b>13 Advanced Features of Procedures and Modules</b>	<b>561</b>
<b>13.1 Scope and Scoping Units</b>	<b>562</b>
<b>13.2 Blocks</b>	<b>567</b>
<b>13.3 Recursive Procedures</b>	<b>568</b>
<b>13.4 Keyword Arguments and Optional Arguments</b>	<b>571</b>

<b>13.5</b>	Procedure Interfaces and Interface Blocks	577
	<i>13.5.1 Creating Interface Blocks / 13.5.2 Notes on the Use of Interface Blocks</i>	
<b>13.6</b>	Generic Procedures	581
	<i>13.6.1 User-Defined Generic Procedures / 13.6.2 Generic Interfaces for Procedures in Modules / 13.6.3 Generic Bound Procedures</i>	
<b>13.7</b>	Extending Fortran with User-Defined Operators and Assignments	594
<b>13.8</b>	Bound Assignments and Operators	607
<b>13.9</b>	Restricting Access to the Contents of a Module	607
<b>13.10</b>	Advanced Options of the USE Statement	611
<b>13.11</b>	Intrinsic Modules	615
<b>13.12</b>	Access to Command Line Arguments and Environment Variables	615
	<i>13.12.1 Access to Command Line Arguments / 13.12.2 Retrieving Environment Variables</i>	
<b>13.13</b>	The VOLATILE Attribute and Statement	618
<b>13.14</b>	Summary	619
	<i>13.14.1 Summary of Good Programming Practice / 13.14.2 Summary of Fortran Statements and Structures / 13.14.3 Exercises</i>	
<b>14</b>	Advanced I/O Concepts	633
<b>14.1</b>	Additional Format Descriptors	633
	<i>14.1.1 Additional Forms of the E and ES Format Descriptors / 14.1.2 Engineering Notation—The EN Descriptor / 14.1.3 Double-Precision Data—The D Descriptor / 14.1.4 The Generalized (G) Format Descriptor / 14.1.5 The G0 Format Descriptor / 14.1.6 The Binary, Octal, and Hexadecimal (B, O, and Z) Descriptors / 14.1.7 The TAB Descriptors / 14.1.8 The Colon (:) Descriptor / 14.1.9 Scale Factors—The P Descriptor / 14.1.10 The SIGN Descriptors / 14.1.11 Blank Interpretation: The BN and BZ Descriptors / 14.1.12 Rounding Control: The RU, RD, RZ, RN, RC, and RP Descriptors / 14.1.13 Decimal Specifier: The DC and DP Descriptors</i>	
<b>14.2</b>	Defaulting Values in List-Directed Input	642
<b>14.3</b>	Detailed Description of Fortran I/O Statements	644
	<i>14.3.1 The OPEN Statement / 14.3.2 The CLOSE Statement / 14.3.3 The INQUIRE Statement / 14.3.4 The READ Statement / 14.3.5 Alternate Form of the READ Statement / 14.3.6 The WRITE Statement / 14.3.7 The PRINT Statement / 14.3.8 File Positioning Statements / 14.3.9 The ENDFILE Statement / 14.3.10 The WAIT Statement / 14.3.11 The FLUSH Statement</i>	
<b>14.4</b>	Namelist I/O	668
<b>14.5</b>	Unformatted Files	671
<b>14.6</b>	Direct Access Files	673

<b>14.7</b>	Stream Access Mode	678
<b>14.8</b>	Nondefault I/O for Derived Types	678
<b>14.9</b>	Asynchronous I/O <i>14.9.1. Performing Asynchronous I/O / 14.9.2. Problems with Asynchronous I/O</i>	687
<b>14.10</b>	Access to Processor-Specific I/O System Information	689
<b>14.11</b>	Summary <i>14.11.1 Summary of Good Programming Practice / 14.11.2 Summary of Fortran Statements and Structures / 14.11.3 Exercises</i>	690
<b>15</b>	Pointers and Dynamic Data Structures	698
<b>15.1</b>	Pointers and Targets <i>15.1.1 Pointer Assignment Statements / 15.1.2 Pointer Association Status</i>	699
<b>15.2</b>	Using Pointers in Assignment Statements	705
<b>15.3</b>	Using Pointers with Arrays	707
<b>15.4</b>	Dynamic Memory Allocation with Pointers	709
<b>15.5</b>	Using Pointers as Components of Derived Data Types	712
<b>15.6</b>	Arrays of Pointers	725
<b>15.7</b>	Using Pointers in Procedures <i>15.7.1 Using the INTENT Attribute with Pointers / 15.7.2 Pointer-valued Functions</i>	727
<b>15.8</b>	Procedure Pointers	733
<b>15.9</b>	Binary Tree Structures <i>15.9.1 The Significance of Binary Tree Structures / 15.9.2 Building a Binary Tree Structure</i>	736
<b>15.10</b>	Summary <i>15.10.1 Summary of Good Programming Practice / 15.10.2 Summary of Fortran Statements and Structures / 15.10.3 Exercises</i>	756
<b>16</b>	Object-Oriented Programming in Fortran	763
<b>16.1</b>	An Introduction to Object-Oriented Programming <i>16.1.1 Objects / 16.1.2 Messages / 16.1.3 Classes / 16.1.4 Class Hierarchy and Inheritance / 16.1.5 Object-Oriented Programming</i>	764
<b>16.2</b>	The Structure of a Fortran Class	769
<b>16.3</b>	The CLASS Keyword	770
<b>16.4</b>	Implementing Classes and Objects in Fortran <i>16.4.1 Declaring Fields (Instance Variables) / 16.4.2 Creating Methods / 16.4.3 Creating (Instantiating) Objects from a Class</i>	772

<b>16.5</b>	First Example: A timer Class	775
	<i>16.5.1 Implementing the timer Class / 16.5.2 Using the timer Class / 16.5.3 Comments on the timer Class</i>	
<b>16.6</b>	Categories of Methods	780
<b>16.7</b>	Controlling Access to Class Members	789
<b>16.8</b>	Finalizers	790
<b>16.9</b>	Inheritance and Polymorphism	794
	<i>16.9.1 Superclasses and Subclasses / 16.9.2 Defining and Using Subclasses / 16.9.3 The Relationship between Superclass Objects and Subclass Objects / 16.9.4 Polymorphism / 16.9.5 The SELECT TYPE Construct</i>	
<b>16.10</b>	Preventing Methods from Being Overridden in Subclasses	809
<b>16.11</b>	Abstract Classes	809
<b>16.12</b>	Summary	831
	<i>16.12.1 Summary of Good Programming Practice / 16.12.2 Summary of Fortran Statements and Structures / 16.12.3 Exercises</i>	
<b>17</b>	Coarrays and Parallel Processing	837
<b>17.1</b>	Parallel Processing in Coarray Fortran	838
<b>17.2</b>	Creating a Simple Parallel Program	839
<b>17.3</b>	Coarrays	841
<b>17.4</b>	Synchronization between Images	843
<b>17.5</b>	Example: Sorting a Large Data Set	850
<b>17.6</b>	Allocatable Coarrays and Derived Data Types	856
<b>17.7</b>	Passing Coarrays to Procedures	857
<b>17.8</b>	Critical Sections	858
<b>17.9</b>	The Perils of parallel Programming	859
<b>17.10</b>	Summary	863
	<i>17.10.1 Summary of Good Programming Practice / 17.10.2 Summary of Fortran Statements and Structures / 17.10.3 Exercises</i>	
<b>18</b>	Redundant, Obsolescent, and Deleted Fortran Features	869
<b>18.1</b>	Pre-Fortran 90 Character Restrictions	870
<b>18.2</b>	Obsolescent Source Form	870
<b>18.3</b>	Redundant Data Type	871
<b>18.4</b>	Older, Obsolescent, and/or Undesirable Specification Statements	872
	<i>18.4.1 Pre-Fortran 90 Specification Statements / 18.4.2 The IMPLICIT Statement / 18.4.3 The DIMENSION Statement / 18.4.4 The DATA Statement / 18.4.5 The PARAMETER Statement</i>	

<b>18.5</b>	Sharing Memory Locations: COMMON and EQUIVALENCE	875
	<i>18.5.1 COMMON Blocks / 18.5.2 Initializing Data in COMMON Blocks: The BLOCK DATA Subprogram / 18.5.3 The Unlabeled COMMON Statement / 18.5.4 The EQUIVALENCE Statement</i>	
<b>18.6</b>	Undesirable Subprogram Features	882
	<i>18.6.1 Alternate Subroutine Returns / 18.6.2 Alternate Entry Points / 18.6.3 The Statement Function / 18.6.4 Passing Intrinsic Functions as Arguments</i>	
<b>18.7</b>	Miscellaneous Execution Control Features	889
	<i>18.7.1 The PAUSE Statement / 18.7.2 Arguments Associated with the STOP Statement / 18.7.3 The END Statement</i>	
<b>18.8</b>	Obsolete Branching and Looping Structures	892
	<i>18.8.1 The Arithmetic IF Statement / 18.8.2 The Unconditional GO TO Statement / 18.8.3 The Computed GO TO Statement / 18.8.4 The Assigned GO TO Statement / 18.8.5 Older Forms of DO Loops</i>	
<b>18.9</b>	Redundant Features of I/O Statements	896
<b>18.10</b>	Summary	897
	<i>18.10.1 Summary of Good Programming Practice / 18.10.2 Summary of Fortran Statements and Structures</i>	
<b>Appendixes</b>		
A.	The ASCII Character Set	903
B.	Fortran/C Interoperability	904
	<i>B.1. Declaring Interoperable Data Types / B.2. Declaring Interoperable Procedures / B.3. Sample Programs— Fortran Calling C / B.4. Sample Programs—C Calling Fortran</i>	
C.	Fortran Intrinsic Procedures	914
	<i>C.1. Classes of Intrinsic Procedures / C.2. Alphabetical List of Intrinsic Procedures / C.3. Mathematical and Type Conversion Intrinsic Procedures / C.4. Kind and Numeric Processor Intrinsic Functions / C.5. System Environment Procedures / C.6. Bit Intrinsic Procedures / C.7. Character Intrinsic Functions / C.8. Array and Pointer Intrinsic Functions / C.9. Miscellaneous Inquiry Functions / C.10. Miscellaneous Procedures / C.11. Coarray Functions</i>	
D.	Order of Statements in a Fortran Program	961
E.	Glossary	963
F.	Answers to Quizzes	984
<b>Index</b>		
Summary of Selected Fortran Statements and Structures		1002
		1022