

# Introduction to FORTRAN and C



**Suzanne Parete-Koon**  
**OLCF**

# C and Fortran basics

- **Variables**
- **Selection**
- **Loops**
- **Functions**
- **When this hour is over you should be able to write a “hello world” in C and Fortran**

## Step 0 : The text editor

- You will be writing this code with a text editor. I am going to use vi and give you a quick tutorial.
- To create an open a file with vi:
- Vi filename.f90
- To write in vi, hit i, to stop writing hit esc.
- To save hit esc :w
- To quit hit esc :q
- OK your turn: Open a file calle hello.f9
- Vi hello.f90

# Fortran Hello World

**vi hello.f90**

**Hit “i” to turn on vi’s text insert.**

**Enter the following:**

```
Program hello  
    write(*,*) "Hello World"  
End
```

**Hit esc to turn off vi’s insert.**

**Hit :wq to write (save the file) and quit vi.**

**To compile: ftn hello.f90**

**To run: ./a.out**

# Fortran Hello World

```
Program hello  
    write(*,*) "Hello World"  
End
```

**The basic Fortran program block begins with “Program” and ends with “end”.**

**write(\*,\*) – means write in the default format, to the screen.**

# Fortran Hello World

```
nk8 — ssh — 80x24
[titan-ext5] [03:16:20] [~/crashcourse/fortran]$ftn hello.f90
[titan-ext5] [03:17:46] [~/crashcourse/fortran]$./a.out
Hello World!
[titan-ext5] [03:22:39] [~/crashcourse/fortran]$
```



# Fortran Variables

- FORTRAN supports six different data types, Each type you use is declared at the top of your program.
- Integer !32 bits, 10
- Real !32, 64 bits, 10.123456
- Double precision !64 bits, 10.123456789121112
- Character, “hello”
- Complex , (5.229,-4.78)
- Logical , .true.

# Arithmetic Operations

- + Addition  $z = y + x$
- - Subtraction  $y = z - x$
- \* multiplication  $z = y * x$
- / Division  $y = z / x$
- \*\* Exponentiation  $\text{three\_squared} = 3 ** 2$





# Fortran Helloworld+

hello+.f90

```
program hello
    implicit none ! All variables declared
    integer x      ! Declare x as an integer
    real y,z       ! Declare y as a real
    character*5 name ! Length 5
        x=10
        y=3.14159
        z=y*2
        name="hello"
        write(*,*)x,y,z,name !use commas
                                !for multiple
                                !variables
end
```

# Fortran Hello World+

```
nk8 — ssh — 80x24
[titan-ext2] [04:10:24] [~/crashcourse/fortran]$ ftn hello+.f90
[titan-ext2] [04:11:21] [~/crashcourse/fortran]$ ./a.out
      10      3.141590118408203      6.283180236816406      hello
[titan-ext2] [04:11:28] [~/crashcourse/fortran]$
```



# Fortran Your Turn: Dog years

- If a dog ages 7 dog years for each human year, write a program that converts human years to dog years and writes the result to the screen. Assume the dog is 9 human years old.



# Fortran Your Turn: Dog years

- What will you need to do first for FORTRAN ?
- What variables will you need to declare?
- Fido is 9 human years.
- Fido ages 7 dogyears for every human year.
- How will you write your answer?
- What do you need to do last for FORTRAN?



# Fortran Your Turn: Dog\_years.f90

```
program dogyears
  ! If a dog ages 7 dog years for each human year,
  ! write a program that converts human years to dog
  ! and writes the result.

  implicit none
  !declare two integers, h and d, to hold human/dog

  integer d,h
  ! set the dog's age to 9 human years
  h=9
  ! convert human years to dog years
  d=7*h

  write(*,*) "In dog years, Fido is ",d,"."

end
```

~



# Fortran Loops

**Do, i= min, max**

**do something that depends on i**

**enddo**

**Example: 10 years of dog age conversions:**

```
Do h=1,10
```

```
    d=7*h
```

```
    write(*,*) "Fido is", d, "dog  
years old."
```

```
enddo
```

# Fortran Selection

- If condition then do something, else do something else.
- Example more accurate dog years

```
if(h < 3)then
```

```
    d=10*h
```

```
else
```

```
    d=20+7*(h-2)
```

```
endif
```

# C Hello World!

```
#include <stdio.h>

void main(void)
{
    printf("Hello World\n");
}
```

**To compile:** `cc hello.c`

**To run :** `./a.out`



# Variable Declaration

- **int i;**
- **char c;**
- **double dbl;**
- **float f;**
- **int i=0;**
- **const pi=3.14159265;**

# Hello World +

## hello+.c

```
#include <stdio.h>

void main(void)
{
    int x;
    float y;
    x=10;
    y=3.14159
    printf("Hello World\n");
    printf("x=%d y=%f",x,y);
}
```

# Loops C

- **For expressions**

```
for (h=0; h<10; h++)  
{  
    dog=10*h;  
    printf("Fido is %d h_years; %d d_years \n",h,dog);  
}
```



# C Selection

- **if condition, then something, else something else.**

```
if (h < 3)
{
    dog=h*10;
}
else
{
    dog=(h-2)*7 +20;
}
```



# C your turn: hello Bobby

```
int main(int argc, char** argv)
```

- **argc and argv allow you to pass arguments in to main.**
- **argc- argument count**
- **argv – the list of arguments**

# C your turn: hello Bobby

**hello\_bob.c**

```
#include <stdio.h>

int main(int argc, char** argv)
{
    printf("Hello %s \n", argv[1]);
    return (0);
}
```

**To compile:** `cc hello_bob.c`

**To run:** `./a.out Bobby`

# C your turn: hello Bobby

Hello\_bob.c

A terminal window titled 'nk8 — ssh — 75x24' with a home icon. The window has a yellow background and shows a series of commands and outputs. The user 'std0001' is at the 'krakenpf7' host in the directory '~/crashcourse/C'. They compile 'hello\_bob.c' with 'cc', then run './a.out Bobby' which outputs 'Hello Bobby'. Next, they run './a.out' which outputs 'Hello (null)'. Finally, they run './a.out Suzanne' which outputs 'Hello Suzanne'. The prompt is currently at the end of the last command line.

```
std0001@krakenpf7:~/crashcourse/C> cc hello_bob.c
std0001@krakenpf7:~/crashcourse/C> ./a.out Bobby
Hello Bobby
std0001@krakenpf7:~/crashcourse/C> ./a.out
Hello (null)
std0001@krakenpf7:~/crashcourse/C> ./a.out Suzanne
Hello Suzanne
std0001@krakenpf7:~/crashcourse/C> █
```

# C Pointers on Pointers

- A pointer stores the address of a variable
- **Pointer\_demo.c**

```
int a;
```

```
int *a_pointer; //a pointer
```

```
a = 5;
```

```
a_pointer = &a; // "&" means store the\  
                // address of "a"
```

```
printf("the address of a = %p, the value of a =  
%d\n", a_pointer, *a_pointer);
```



# C or Fortran Your Turn

- **Modify dog\_years to loop over 0 to 9 human years and print out the conversion to dog years for each i.**
- **If you are really into this, put in a condition to multiply the dog's age by 10 for the first 2 years and then, by 7 for every year after.**



# Questions?



# C your turn: hello Bobby

```
#include <stdio.h>

int main(int argc, char** argv)
{
    printf("Hello %s %s\n", argv[1], argv[2]);
    return (0);
}
```

To compile: `cc hello++.c`

To run: `./a.out Bobby Suzanne`