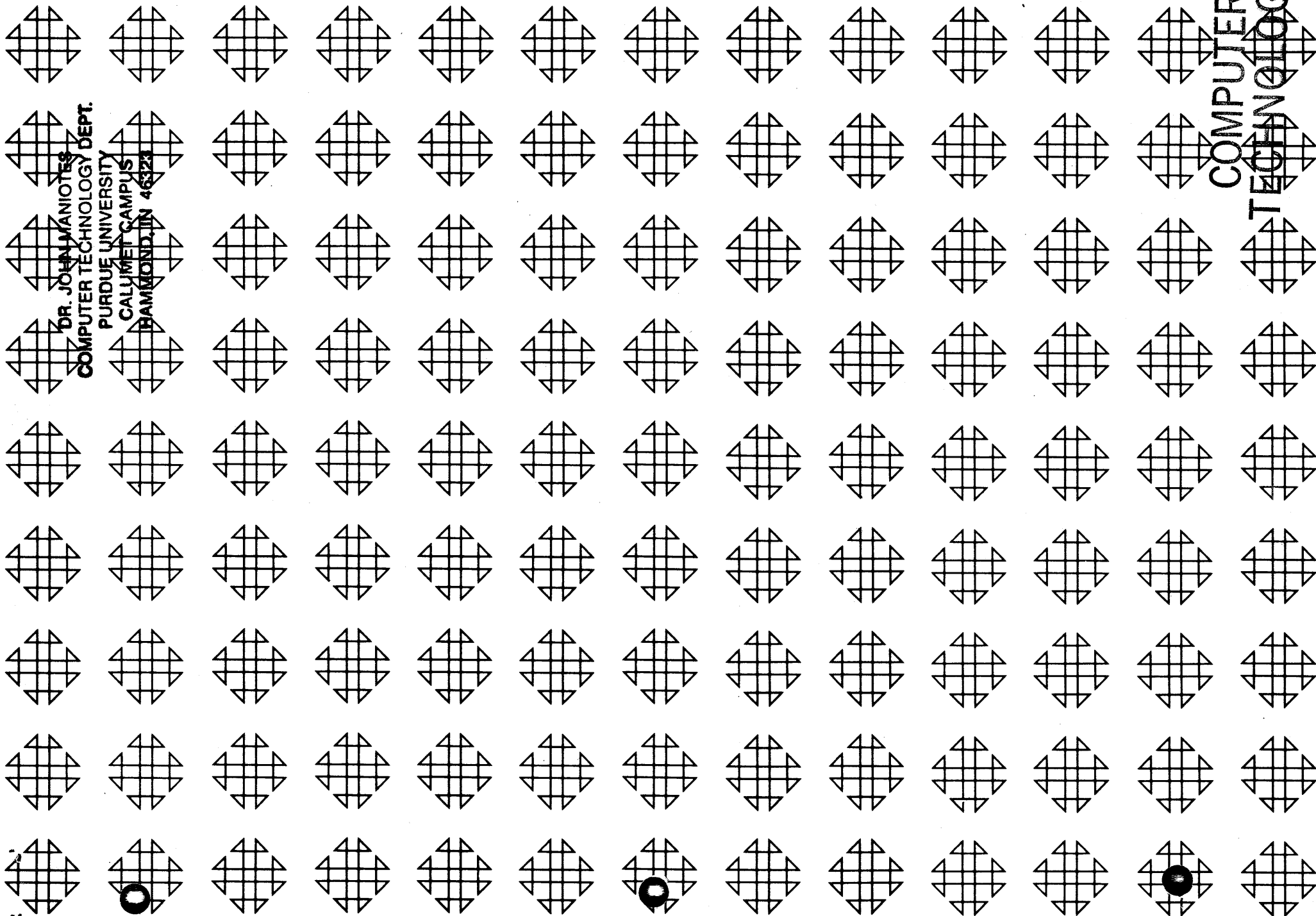


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DEMOPAK
A Functional Demonstration of the IBM 1620

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DEMOPAK
A Functional Demonstration of the IBM 1620

Ray Peck
Bill Olmo
Dave Montgomery

DECK KEY

1. Object Deck
2. Input Data Sec. 8
- * 3. Source Deck

Direct Inquiries to: W. J. Olmo
IBM Corporation
340 Market Street
San Francisco
California

* This deck will be forwarded only when specifically requested.

Modifications or revisions to this program, as they occur, will be announced in the appropriate Catalog of Programs for IBM Data Processing Systems. When such an announcement occurs, users should order a complete new program from the Program Information Department.

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DEMOPAK - A Functional Demonstration of the IBM 1620

Author: Ray Peck
Bill Olmo
Dave Montgomery

Direct Inquiries to: W. J. Olmo
IBM Corporation
340 Market Street
San Francisco, California

distribution to interested parties in the hope that it might prove helpful to other members of the data processing community. The program and its documentation are essentially in the author's original form. IBM serves as the distribution agency in supplying this program. Questions concerning the use of the program should be directed to the author's attention.

- A. Purpose/Description: DEMOPAK is designed to be used as an introductory demonstration of various 1620 functions and to provide a background for the demonstration of programming systems and production programs.
- B. Method: The program is divided into sections, each of which is a complete program which will type a heading and, if program switch 3 is on, a set of operating instructions. The section then comes to a halt and is executed by depressing START. Upon completion the program returns to the initial halt and is ready to be executed again. Program switches 1 and 2 are used in some sections to stop the operation, alter logic, or provide optional input or output.
- When the demonstration of any section is complete the operator depresses RESET, INSERT, RELEASE, and START to proceed to the next demonstration section. By INSERTING the correct branch the operator can return to any section or change the sequence of section.
- C. Restrictions and Range: N/A
- D. Accuracy: N/A
- E. Machine Configuration: DEMOPAK requires only the basic 1620 card system, no special features.
- F. Program Requirements: N/A
- G. Source Language: The program is written in 1620/1710 SPS (1620-SP-020).
- H. Program Execution Time: It requires 30 to 50 minutes to run.
- I. Check-Out Status: N/A
- J. Sample Problem Running Time: N/A
- K. Comments: In order to intelligently present DEMOPAK, the demonstrator should read:
Operating Instructions Page 33
Demonstration Narrative Page 42
This program and its documentation were written by an IBM employee.
It was developed for a specific purpose and submitted for general

PROGRAM DESCRIPTION

DEMOPAK is designed to demonstrate various features in the 1620 system. Eight sections are included in this package. The reader may add a ninth to meet the needs of the group to whom the demo is being presented, or delete any section. Each section is written in 1620/1710 SPS (1620-SP-020). The SPS condensed deck is then added to DEMOPAK after removing the first two cards and the last seven cards. Each section is allotted 1800 positions of memory as shown:

<u>Section</u>	<u>1000 Positions Starting at</u>	and	<u>800 Positions Starting at</u>
1	1000		10,000
2	2000		10,800
3	3000		11,600
4	4000		12,400
5	5000		13,200
6	6000		14,000
7	7000		14,800
8	8000		15,600
9	9000		16,400

CONTENTS OF THE DECK

DECK I

	<u>Seq. No.</u>
Pre-Demo Instructions	100 - 124
Initialization	200 - 211
Subroutines	300 - 347
Card Reading Sec. 1	1,000 - 1,043
Card Output Sec. 2	2,000 - 2,025
Typewriter I/O Sec. 3	3,000 - 3,025
Addition Sec. 4	4,000 - 4,027
Digits to Alphabetic Sec. 5	5,000 - 5,056
Rapid Successive Addition Sec. 6	6,000 - 6,046
Successive Multiplication Sec. 7	7,000 - 7,047
Combination of Effects Sec. 8	8,000 - 8,047
Math Tables	400 - 406

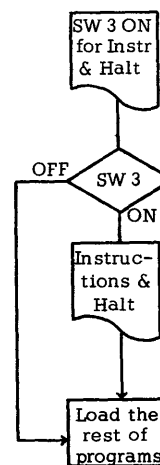
It should be noted that the Pre-Demo Instructions may be removed if desired.

DECK II

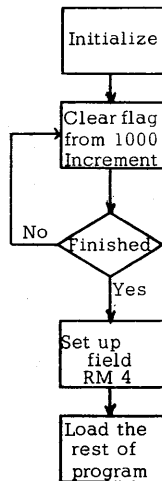
Typical input data for Section 8

DEMOPAK contains two pre-programs which are overloaded by the main program.

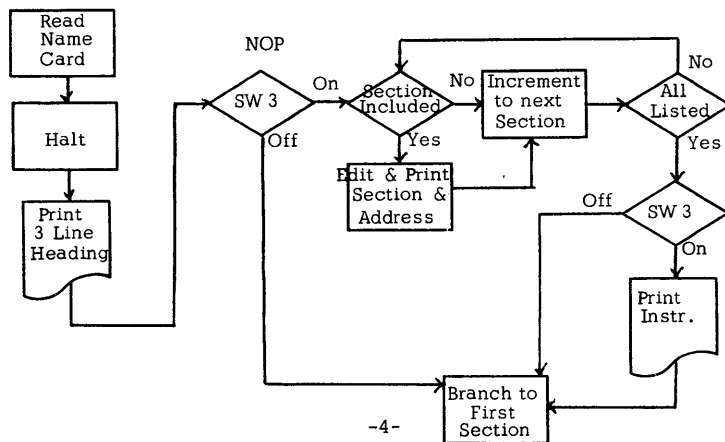
The first is the section giving pre-demo instructions. After the first few cards have been read a message is typed saying SW 3 ON for pre-demo instructions. The operator then has the option of getting margin and tab stop information.



The second is the initialization program. This does two things. First, it clears flags from all the thousands positions and second, it sets up a field of four record marks.



DEMOPAK starts by executing the Demonstration Heading subprogram. This program prints the heading, operating instructions and the starting position of the sections being demonstrated.



There are several subroutines used in DEMOPAK. They are:

ALPHA	Print Alpha and Skip Subroutine
EDIT	Numeric to Alpha Edit Subroutine
NEXT	Branch to Next Function Subroutine
LD 80	Prepare I/O Area Subroutine
LD 160	Prepare I/O Area Subroutine

ALPHA Subroutine:

The purpose of this subroutine is to print messages and return the carriage of the typewriter.

The linkage is:

BTM ALPHA,XXXX

where XXXXX is the label of the first line to be printed.

The instructions are in the form:

```

    BTM      ALPHA,XXXX
    .
    .
    .
    XXXXX   DC      4,YYZZ
    .
    .
    .
    ALPHA   DAC     ,00694
  
```

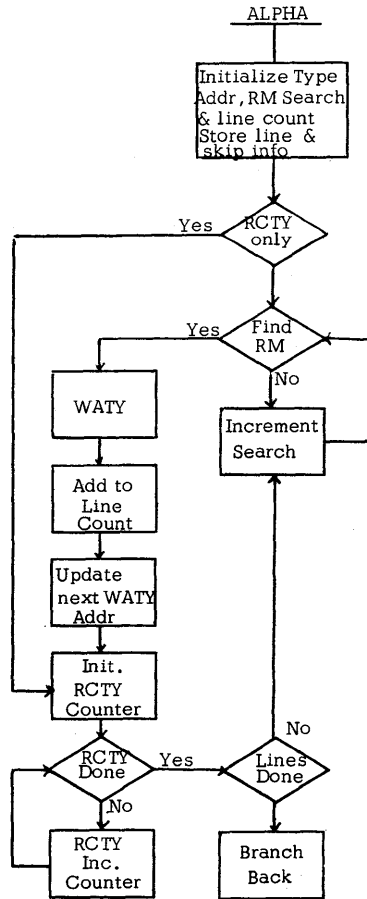
where YY is the number of lines to be typed and ZZ is the number of times the carriage is to be returned after each line. Each line as defined by its DAC must be terminated by a record mark.

This subroutine can also be used to return the carriage of the typewriter in this manner:

```

    BTM      ALPHA,XXXX+2
    .
    .
    .
    XXXXX   DC      4,00ZZ
    ALPHA   DS      ,00694
  
```

where ZZ is again the number of carriage returns.



EDIT Subroutine:

The purpose of this subroutine is to simulate the Transfer Numerical Fill command and to edit out high order zeroes.

The linkage is:

BTM EDIT,XXXX

where XXXXX is the address of the field to be edited. The instruction will be in the form:

```

    BTM EDIT,XXXX
    .
    .
    .
    EDIT DS ,17206
    EDNUMB DS ,19001
  
```

The results, with a leading minus sign for negative data and a trailing record mark, will be stored at EDNUMB. Typical instructions will then be:

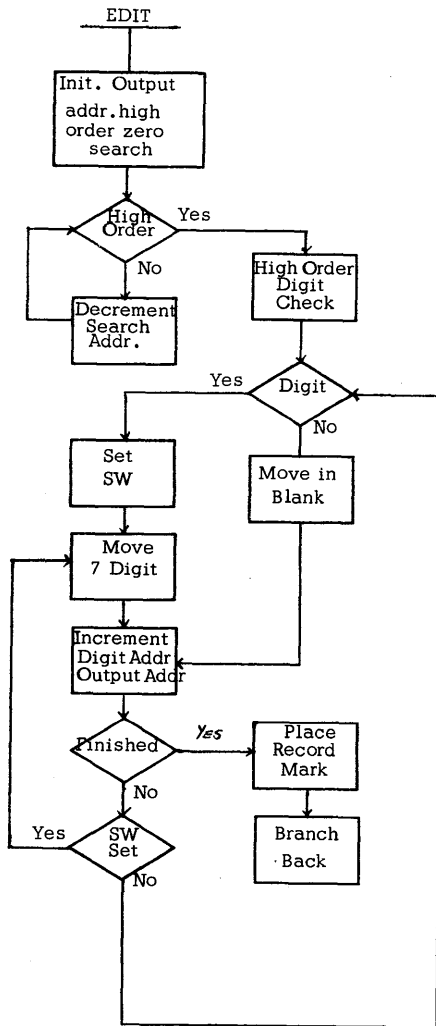
```

    WATY EDNUMB
    TR ZZZZ,EDNUMB - 1
  
```

The number of spaces required for the edited number is $2 * (Y+1)$, where Y is the length of the field being edited.

12

13



NEXT Subroutine:

The purpose of this subroutine is to give an automatic branch to the next section when RESET, INSERT, RELEASE and START are depressed in that order.

The linkage is:

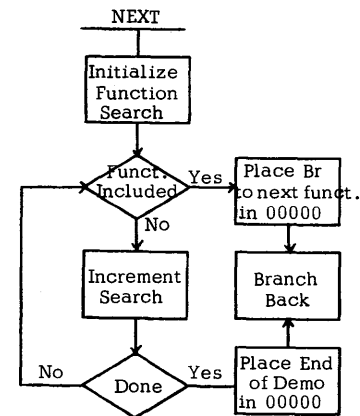
BTM NEXT,XXXX

where XXXX is the thousands position where the present section starts.

The instruction will be in the form:

```

BTM            NEXT,XXXX
.
.
.
NEXT          DS            ,17608
  
```



LD 80 Subroutine:

The purpose of this subroutine is to set the input/output area, the last eighty positions of storage, to any desired character.

The linkage is:

```
BT      LD80,XXXX,8
```

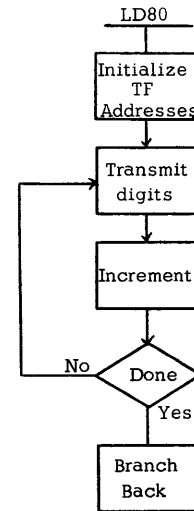
where XXXX are the digits to be set in storage. The instructions will be in the form:

```
BT      LD80,XXXX,8
.
.
LD80    DS      ,17798
BAREA   DS      ,19920
```

where BAREA is the label used for the last 80 storage positions. If it is desired to set the area to record marks we use:

```
BT      LD80,RM4
.
.
LD80    DS      ,17798
RM4     DS      ,405
```

where RM4 is a field of four record marks.



LD 160 Subroutine:

This is actually the same subroutine as the LD 80 except it sets the last one hundred sixty positions of storage.

The linkage is:

```
BTM     LD160,XXXX,8
```

where XXXX are the digits to be set in storage. The instructions will be in the form:

```
BTM     LD160,XXXX,8
.
.
LD160   DS      ,17834
AAREA   DS      ,19841
```

where AAREA is the label given to the last 160 positions of storage.

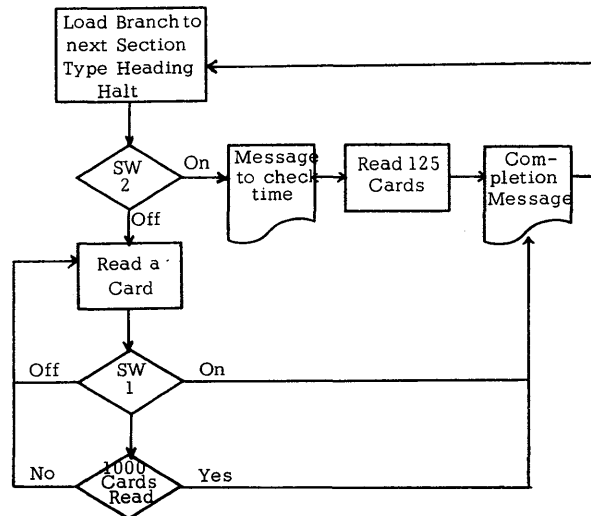
SECTION I - READ CARDS

DEMOPAK contains eight sections. The description of these sections follows, with the format:

- A. Purpose
- B. Input
- C. Output
- D. Processing
- E. Demonstration Procedure and Significant Points
- F. Block Diagram

- A. Purpose - to illustrate
 - 1) Card read speed
 - 2) Typewriter as message station
- B. Input - cards in read unit
- C. Output - typed message stating number of cards read
- D. Processing
 - 1) Cards are read.
 - 2) Switches are interrogated to determine when card reading should end.
- E. Demonstration Procedure and Significant Points
 - 1) Place over 1000 cards in the card reader, SW 1 and 2 OFF.
 - 2) Depress START and READER START.
 - 3) Identify the various components of the 1620 system, explain the idea of a stored program and answer any questions.
 - 4) After 1000 cards have been read reading will stop and a message will be typed out.
 - 5) To show that the cards are counted as read depress START and after several cards have been read turn SW 1 ON.
 - 6) Reload the card read hopper; point out the read speed is 250 cards per minute. Turn Switch 2 on and depress START.
 - 7) A message will be typed out to check the time when ready depress START and get a timed run of 125 cards.
 - 8) Any of the above steps may be repeated.

F.

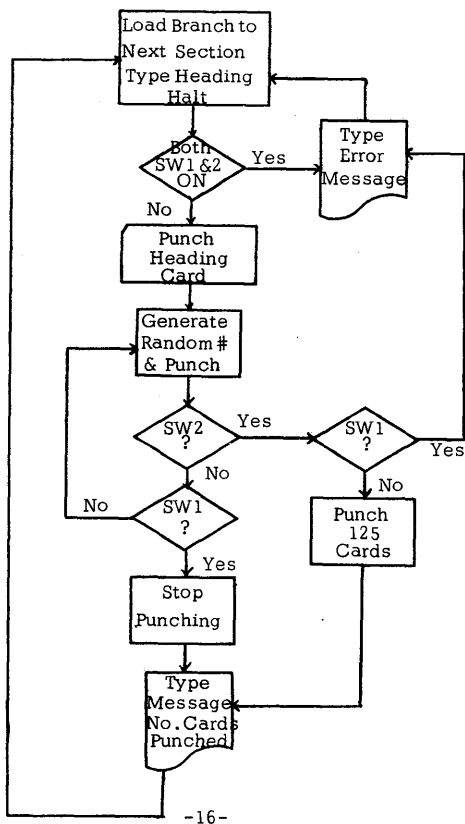


SECTION II - PUNCH CARDS

- A. Purpose - to illustrate
- 1) Punch speed
 - 2) Typewriter as message station
 - 3) Ability to generate random numbers
- B. Input - blank cards in punch unit
- C. Output
- 1) With SW 2 ON 125 data cards containing two random numbers each
 - 2) When SW 1 is turned ON data cards, up to time of turning SW on, with two random numbers
 - 3) Error message
- D. Processing
- 1) Test for correct switch settings.
 - 2) Multiply two numbers picking parts of the product as random numbers.
 - 3) Punch cards containing random numbers.
- E. Demonstration Procedure and Significant Points
- 1) Depress START and PUNCH START.
 - 2) Cards are now being punched at the rate of 125 cards per minute.
 - 3) Turn SW 1 ON to stop punching.
 - 4) Depress NON-PROCESS RUNOUT on punch unit but do not remove the two blank cards.

- 5) Repeat procedure with SW 2 ON, SW 1 OFF and time output.
- 6) Repeat procedure with both SW 1 and SW 2 ON.
- 7) 80-80 list the output cards and point out that two random numbers have been generated in each card.
- 8) Point out that the punch unit runs at top speed while these calculations are going on; this demonstrates the buffered punch unit.

F.



SECTION III - TYPEWRITER INPUT/OUTPUT

A. Purpose - to illustrate

- 1) The Alphameric and Numeric modes of typewriter input/output
- 2) The ability of the 1620 to handle variable length information in typewriter input/output operations
- 3) The entry of numeric information in the Alphameric mode by depression of the numeric shift key
- 4) The ability to select the input/output mode based on program switches
- 5) Procedure for correction of errors in entered from the typewriter

B. Input

- 1) SW 1 ON, SW 2 OFF - A number up to 150 digits in length may be entered from the typewriter.
- 2) SW 1 OFF, SW 2 ON - Up to 75 characters of alphameric information may be entered from the typewriter.

C. Output

- 1) The typewriter prints an "A", a number telling how many inputs have been made to this section, an equals sign, and then the input data. For example: If data such as

I AM AN IBM 1620

were typed as input (SW 1 OFF, SW 2 ON for alphameric mode), then the typewriter would print the following message:

A01 = I AM AN IBM 1620

If SW 1 is now turned ON and SW 2 turned OFF (numeric mode) and the data

1 2 3 4 5 6 7

is entered from the keyboard, the output will be

A02 = 1 2 3 4 5 6 7

- 2) If 28 or fewer digits are entered, the typewriter will tabulate and print the variable data that was entered.
- 3) If more than 28 digits are entered, the typewriter will return the carriage two times and then print the variable data that was entered.

D. Processing

- 1) Input filled with record marks prior to entry.
- 2) Test for valid switch settings and mode of input.
- 3) Increments the counter which accumulates the number of entries.
- 4) Prints the Output. (See Section C for the format of the output.)

E. Demonstration Procedure and Significant Points

- 1) Instructions are typed out if SW 3 is ON.
- 2) Depress START leaving both SW 1 and SW 2 OFF an error message will be typed.
- 3) SW 1 and SW 2 both ON and depress START. This will cause a second error message to type.
- 4) SW 1 ON, SW 2 OFF for numeric input.
- 5) Depress START.
- 6) Typewriter selected in the numeric mode.
- 7) Point out the 36 (Read Numeric) in the OP register with the 01 sense code.
- 8) Enter digits - about 10.
- 9) Point out that MARS (Memory Address Register) indicates locations in memory where digits are stored.
- 10) Discuss variable word length.
- 11) Depress RELEASE and START.

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24

- 12) Typewriter tabulates and prints a variable name (A01 =) followed by the entered data.
- 13) Depress START and typewriter will again be selected.
- 14) Enter more than 28 digits.
- 15) Depress RELEASE and START.
- 16) The carriage will return and the variable name (A02 =) will print followed by the entered data.
- 17) Point out the detection of a long record with the tabulation and carriage return under stored program control.
- 18) Depress START and typewriter will be selected.
- 19) Have members of the group enter data.
- 20) If an error occurs or the question of a typing error comes up - describe and demonstrate typewriter error correction. If an error is made, turn ON SW 4 before depressing RELEASE and START. Depress RELEASE and START. Turn OFF SW 4. Type in correct data. If RELEASE and START have been depressed prior to detecting the error and turning SW 4 ON, the error cannot be corrected.
- 21) SW 1 OFF and SW 2 ON for alphameric input/output.
- 22) Depress START and typewriter will be selected in the alphameric mode.
- 23) Type in up to 28 characters. Use the numeric shift key to enter a few numbers, e.g.

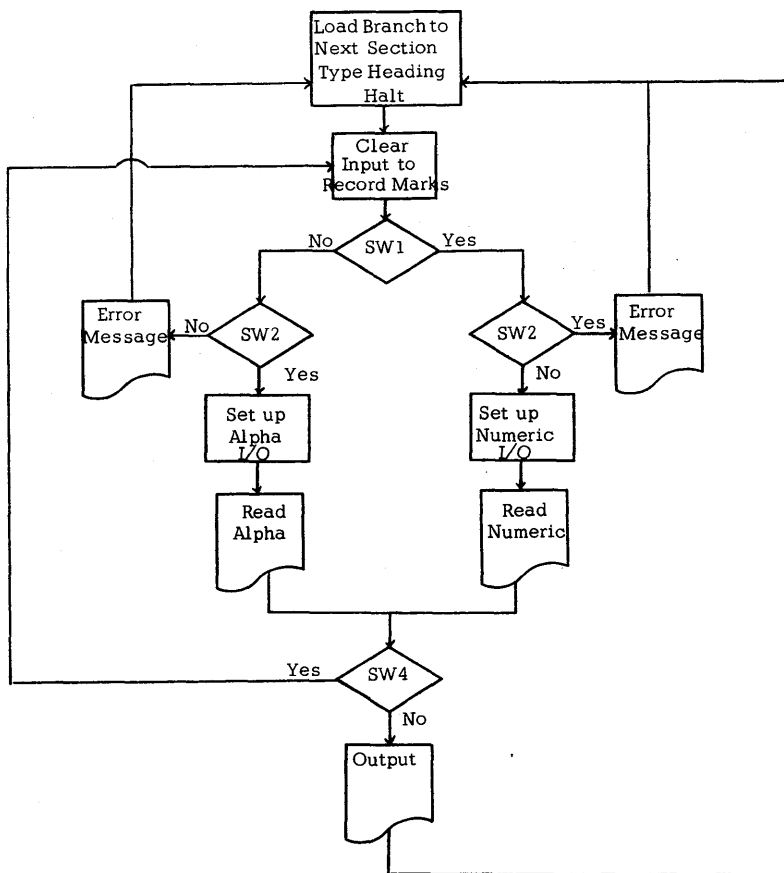
I AM AN IBM 1620
- 24) Depress RELEASE and START.
- 25) Typewriter will tabulate and print the variable name followed by the entered data.
- 26) Depress START and typewriter will again be selected.
- 27) Type in more than 28 characters.
- 28) Depress RELEASE and START.

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25

- 29) Typewriter will return carriage and print the variable name followed by the entered data.
- 30) Have the members of the group enter alphameric information.

F.



-20-

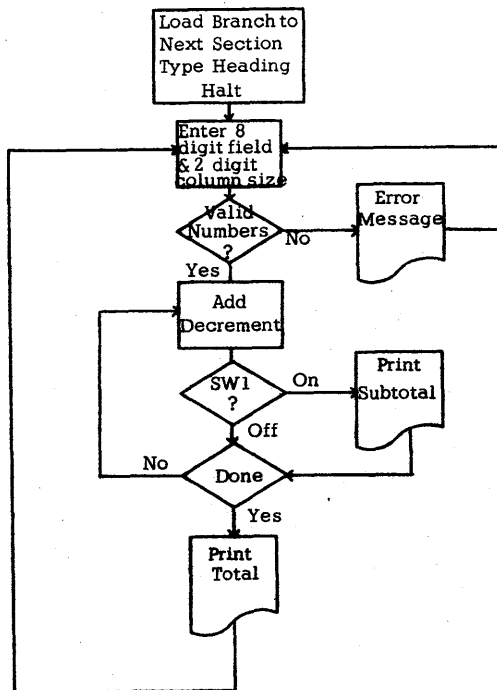
SECTION IV - ADD A COLUMN OF FIGURES

- A. Purpose - to illustrate
 - 1) The ability to change a job's procedure based on a program switch
 - 2) Typewriter entry error procedure
 - 3) Calculation speed
- B. Input
 - 1) A number up to 8 positions, entered on console typewriter
 - 2) A two position number telling how many times to add the number to itself thus simulating the addition of a column of figures
- C. Output
 - 1) SW 1 OFF the sum of the column of figures
 - 2) SW 1 ON each subtotal and the final total.
 - 3) Error messages
- D. Processing
 - 1) Test for correct number of digits entered.
 - 2) Add the number to itself the specified number of times.
- E. Demonstration Procedure and Significant Points
 - 1) Depress START.
 - 2) A message is typed out to enter an eight digit field, and the typewriter is selected in the numeric mode.
 - 3) Enter up to eight digits and depress RELEASE and START.
 - 4) A message is typed out to enter the number of times the above number is to be added to itself and the typewriter is selected in the numeric mode.

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- 5) Enter two digits and depress RELEASE and START or R-S key on typewriter.
- 6) With Program SW 1 OFF the final sum will be typed out.
- 7) With Program SW 1 ON each subtotal will be printed and then the final total.
- 8) Point out the use of Program Switches to show how a basic program can be altered to give different results.
- 9) Enter an eight digit number with leading zeros and point out that the program tests for high order zeros and eliminates them. This will not be done in Section VI.
- 10) In case of typing errors see Sec.III, Part E20.

F.



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SECTION V - SIMPLE LOGICAL DECISION

- A. Purpose - to illustrate
 - 1) The ability to make a selection based on an input number code
 - 2) The ability to recognize input errors
 - 3) Typewriter entry error procedure
- B. Input - numbers from 0 to 99 entered on console typewriter
- C. Output
 - 1) Spells out the name of the number entered
 - 2) Error message if more than two digits are entered
- D. Processing
 - 1) Test for the number of digits entered.
 - 2) Branch to one of three loops testing for 0-9, 10-19, 20-90.
 - 3) If 20-90, we next go through the 0-9 loop.
- E. Demonstration Procedure and Significant Points
 - 1) Depress START.
 - 2) Enter message is typed out and the typewriter is selected to the numeric mode.
 - 3) The operator or a member of the group enters one or two digits.
 - 4) Explain that the computer will now use this information to find the location where the number name is stored and after finding it will type it out.
 - 5) Depress RELEASE and START or R-S key on typewriter.
 - 6) The typewriter tabs, the name is printed, and the carriage returns.

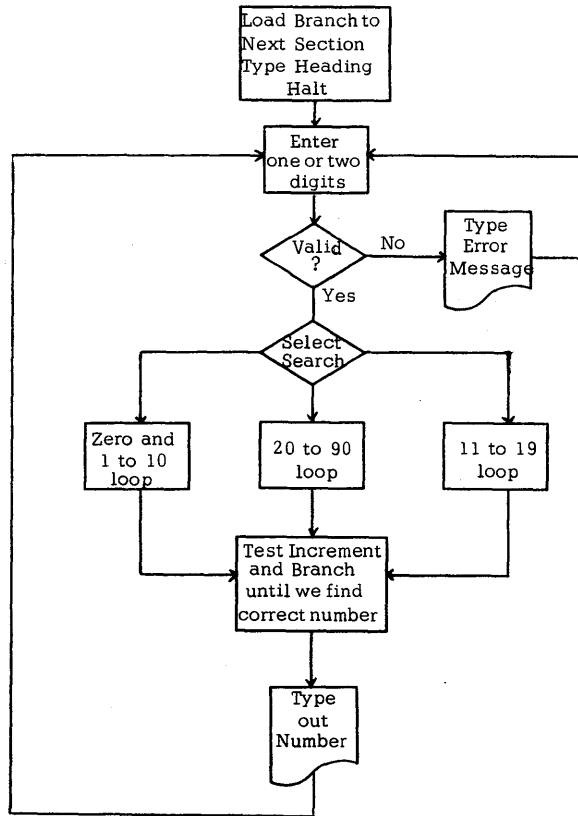
-23-

28

29

- 7) To illustrate an error condition, enter three digits and then no digits.
- 8) See Sec.III, Part E20 for typewriter input error condition.
- 9) If no one has already done so enter the number 13 before going on to the next section.

F.

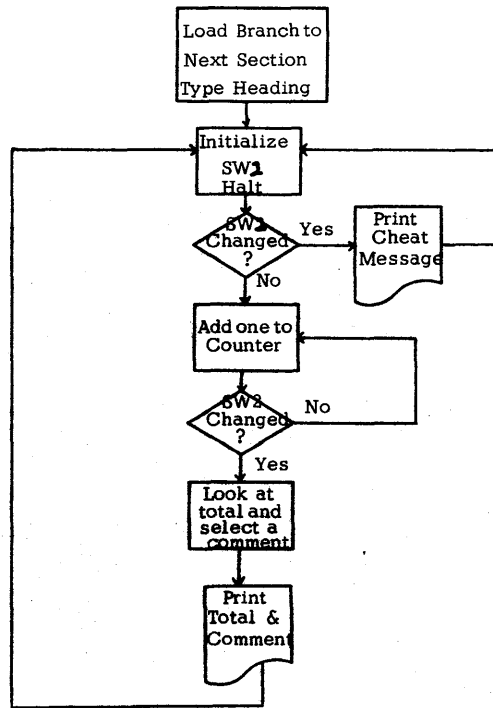


SECTION VI - SIMPLE ADD SPEED

- A. Purpose - to illustrate
 - 1) Calculation Speed (simple add)
 - 2) Single Instruction Execute and the use of the console
 - 3) The ability to change conditions for switch settings
- B. Input - none
- C. Output
 - 1) The contents of the counter (6 positions with high order zeros) when switch two is changed after start is depressed
 - 2) Error message if switch two is changed before start is depressed
- D. Processing
 - 1) Switch two setting initializes the test conditions for error message and addition completed.
 - 2) One is added to a 6 digit counter.
- E. Demonstration Procedure and Significant Points
 - 1) Depress START.
 - 2) Explain that the computer has looked at switch two and will continue to add one to the counter until the switch is changed. Point out that it is the change in switch two that stops addition, not just turning it ON or OFF.
 - 3) Change switch two.
 - 4) The contents of the counter are typed plus a comment.
 - 5) Point out that this time, as opposed to section IV, the output number is not edited and high order zeros are typed.
 - 6) To illustrate an error condition change switch one then depress START.

- 7) It is assumed that all members of the group will want to try their luck on this section.
- 8) To illustrate just what is occurring depress SIE to show how this section works, first the test to see if SW 2 has been changed too soon, then the addition of 01, then the test to see if SW 2 has been changed, then add, test, add, etc.
- 9) Point out how SIE is useful in debugging programs.
- 10) Show that by depressing SCE we can see just how the computer accesses and executes an instruction. Point out I cycles and E cycles.

F.



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SECTION VII - SUCCESSIVE MULTIPLICATION

A. Purpose - to illustrate

- 1) Multiplication speed
- 2) Ability to develop floating point products
- 3) Ability to accept variable length input
- 4) Typewriter entry error correction

B. Input

- 1) NUMBER is printed on the typewriter and 1 to 7 digits may be entered. Leading zeros cause an error message to type out.
- 2) POWER is printed and a power from 1 to 99 may be entered.

C. Output

- 1) Since any number raised to the zero power is one, the program will type one whenever a zero power has been entered.
- 2) Since any number to the first power is that number itself, the program will type

Answer =

and then type the number that was entered.

- 3) Under any other conditions the program will develop a floating point product. An example of this output for twelve squared (12^2) is as follows:

Answer 0.1440000000000 times ten to the power 003

D. Processing

- 1) Input filled with record marks prior to entry
- 2) Test for illegal entry
 - a) No entry

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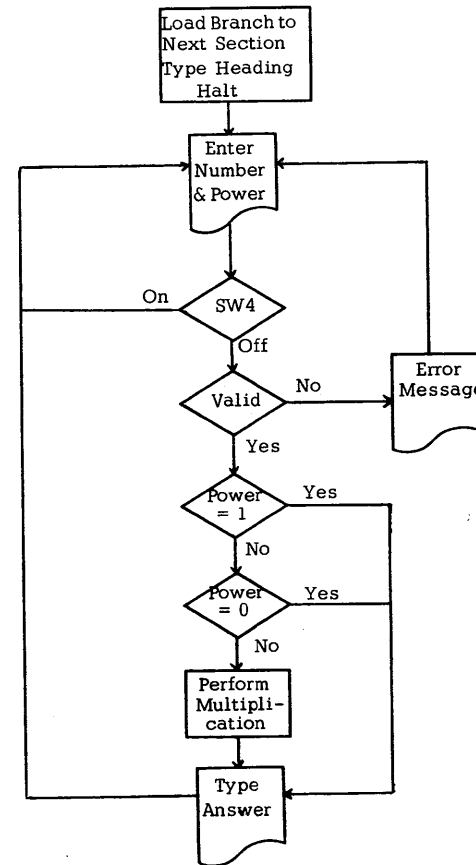
- b) Number greater than seven digits or power greater than two digits
 - c) Leading zero on number
(This restriction preserves the significant digits as the number is raised to successively higher powers in the floating point form.)
- 3) Tests for power of zero (See Output, Sec. C.1.)
 - 4) Tests for power of one (See Output, Sec. C.2.)
 - 5) Converts number into a floating point number and raises it to the power which was entered. It does so by successively multiplying the number by itself until the appropriate power is reached. The mantissa of the answer will always be 14 digits.

E. Demonstration Procedure and Significant Points

- 1) Instructions are typed if SW 3 is ON.
- 2) Depress START.
- 3) Number will type out and the 1620 will then be prepared to read from the typewriter in the numeric mode. Up to a 7 digit number may now be entered. Point out the 36 in the Op Register and the 1 in the Sense Branch Register indicating a read numeric from the typewriter.
- 4) Depress RELEASE and START.
- 5) POWER will type out and the 1620 will then be prepared to accept the entry of a power from 0 to 99.
- 6) SW 4 may be used for error correction from the typewriter as discussed in Section III, Part E20. (For both number and power)
- 7) Depress RELEASE and START.
- 8) The answer will type out and the 1620 will halt.
- 9) Depress START to continue the multiplication demonstration.

- 10) Messages will type out on all the error conditions mentioned in Processing, Sec. D.2. The comment will change the second time either too long a number or too long a power is entered.
- 11) Demonstrate the difference in processing time between $(12)^2$ and $(9999999)^{99}$.

F.



SECTION VIII - COMBINATION OF EFFECTS

A. Purpose - to illustrate

- 1) Reading, processing and punching
- 2) Development of a numeric polynomial. This numeric polynomial is punched into a card.
- 3) Processing with prepared data
- 4) Testing for last card
- 5) Ability to alter processing via the sense switches

B. Input

Prepunched data cards. Columns 1 and 2 of each card is the number. Columns 4 and 5 represents the degree of the numeric polynomial which is to be developed based on the number. The other columns in the card are ignored.

C. Output

- 1) A heading card is punch out.

NUMBER	POWER	TRUNCATED	ANSWER
--------	-------	-----------	--------

- 2) The input number and power are punched in a card along with the answer and an X if the polynomial was truncated.
- 3) The card count, number of multiplications performed, and an end of job message will type out at the end of each job.
- 4) SW 1 ON stops reading and causes type out.
- 5) SW 2 ON causes 125 cards to be read and punched.

D. Processing

- 1) Develop a numeric polynomial, A, of the form

$$A = \sum_{i=1}^{PR} (NR)^i$$

where NR is from card columns 1 and 2 of data card and PR is from card columns 4 and 5.

For example: suppose NR = 2, PR = 4.

$$\text{Then } A = 2 + (2)^2 + (2)^3 + (2)^4 = 30$$

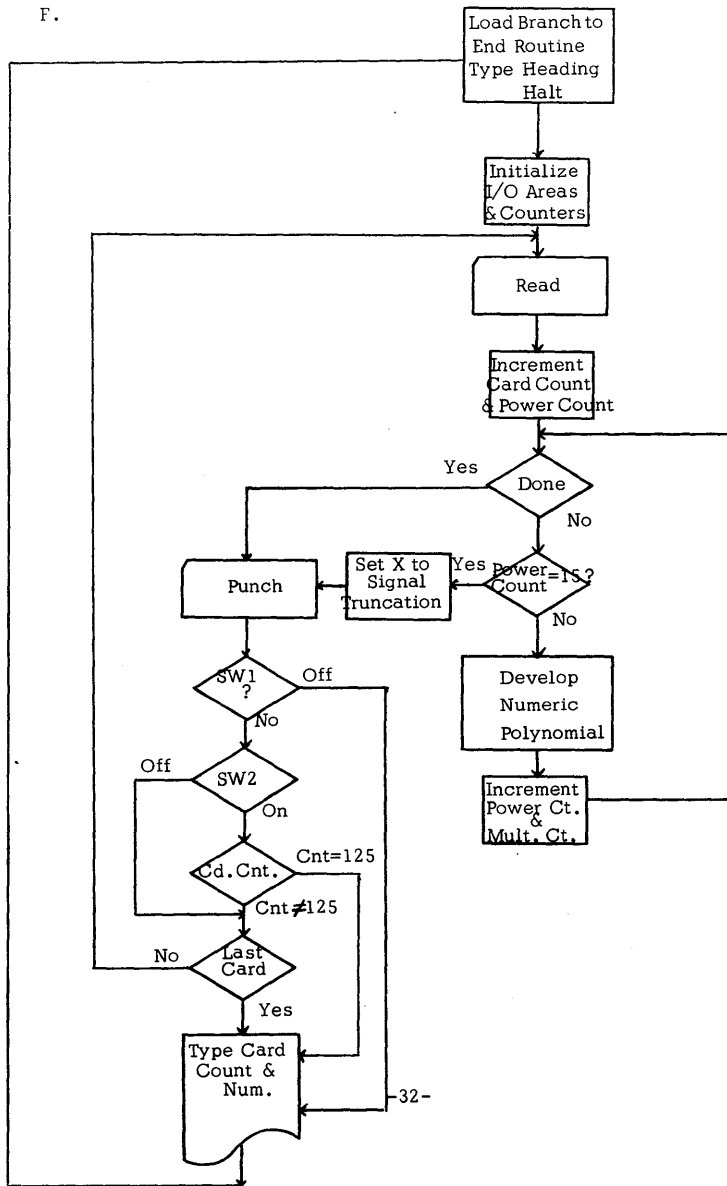
- 2) If the power entered in card columns 4 and 5 of the data card is greater than 15, the program will truncate the numeric polynomial. An X will be punched in card column 17 of the output card to signal the fact that the polynomial has been truncated. Thus the program will develop polynomials only through the 15th degree.
- 3) Punch an output card.
- 4) Test for SW 1, SW 2, and last card.
- 5) Type card count, number of multiplications performed, and end of job.

E. Demonstration Procedure and Significant Points

- 1) Depress PUNCH START, READER START, and START.
- 2) A heading card will punch.
- 3) Data cards will be read, the numeric polynomial developed, and the output punched out.
- 4) Turn SW 1 ON to stop the read/process/punch cycle.
- 5) Depress NON-PROCESS RUNOUT on punch unit but do not remove the two blank cards.
- 6) Repeat procedure with SW 2 ON.
- 7) 80/80 list the output cards.
- 8) Be sure to include a few data cards with a power greater than 15 (in columns 4 and 5) so that the program will truncate the polynomial and place an X in column 17 of the output card.
- 9) If a 402, 403 or 407 isn't conveniently available, the demonstrator could show a previously listed output from this input deck.

36

F.



OPERATING INSTRUCTIONS

Before the demonstration is given the operator must prepare the typewriter and the demo heading.

The typewriter should have the margins set at 15 and 90 and a tab stop at 50.

One card should be placed behind the deck, on it should be the name of the group to whom the demo is being given. This card may contain up to 60 columns of information and should be centered at card column 30.

If Switch 3 is ON operating instructions will be typed as the demonstration proceeds.

To load the program:

1. Depress RESET and INSERT.
2. Type in 160001000000
3. Depress RELEASE and START.
4. Depress INSTANT STOP and RESET.
5. Depress LOAD.

The first part of the program will load and a message will be typed:

SW 3 ON FOR PRE-DEMO INSTRUCTIONS

The operator should set SW 3 and depress START. SW 4 is normally OFF.

When the program is completely loaded the program halts. The operator should set the paper in the typewriter to a clean page and place a supply of cards in the card punch and card reader.

When the group arrives the operator depresses START and the demonstration begins. To repeat any section depress START. To go on to the next section depress RESET, INSERT, RELEASE and START.

The cards read in section one are not used and may therefore be punched or blank. The cards read in section 8 require input data, for the format see section 8, typical input is included as Deck II of this package.

All punched output is listable. Therefore, it is desirable to have a 407 with an 80-80 board ready so that punched output may be listed.

If the operator is familiar with DEMOPAK he may want to remove the pre-demo instructions. To do this remove the first twenty-five cards, the first card in the deck will then be numbered 200.

Any section may be deleted by removing that section's cards from the deck (see page 2) or after the program is loaded clear the flag from that section's thousand position.

The next five pages show a type out of the section headings first with SW 3 ON and then OFF.

160001000000RS

SW3 ON FOR PRE-DEMO INSTRUCTIONS
MARGINS SHOULD BE SET AT 15 AND 90
SET ONLY ONE TAB STOP AT 50
PROGRAM CALLS FOR 1 DATA CARD, CC 1 TO 60 (CENTERED AT CC 30)
CONTAINING NAME OF GROUP FOR WHOM DEMO IS BEING GIVEN
SW3 ON WILL GIVE INSTRUCTIONS AS YOU GO
ERROR MESSAGES WILL PRINT ON TYPEWRITER INPUT ERRORS
TURN TO CLEAN PAGE, PUSH START

1620 FUNCTIONAL DEMONSTRATION

FOR

(NAME OF GROUP GOES HERE)

DEMONSTRATING

ADDRESS FUNCTION
1000 CARD READING--PROGRAM AND DATA INPUT
2000 CARD OUTPUT
3000 VARIABLE LENGTH ALPHA OR NUMERIC TYPEWRITER I/O
4000 ADDITION OF A COLUMN OF FIGURES
5000 DIGITS TO ALPHABETIC
6000 RAPID SUCCESSIVE ADDITION
7000 SUCCESSIVE MULTIPLICATION
8000 COMBINATION OF EFFECTS

DEPRESS

START TO EXECUTE OR REPEAT A FUNCTION
RESET, INSERT, RELEASE, START TO EXECUTE THE NEXT FUNCTION
RESET AND INSERT 490X000 TO EXECUTE FUNCTION AT ADDRESS 0X000
PROG SW3 ON - INSTRUCTIONS, SW1, AND SW2 SETTINGS ARE PRINTED
PROG SW4 - TYPEWRITER ERROR CORRECTION

CARD READING--PROGRAM AND DATA INPUT

READ CARDS - SW1, SW2, OFF
STOP READING -- SW1, ON
READ 125 CARDS -- SW2, ON
I/O - PROGRAM OR STOP

CARD OUTPUT

PUNCH DATA CARDS CONTAINING RANDOM NUMBERS
SW1 ON TO STOP PUNCHING
SW2 ON TO PUNCH 125 CARDS
I/O TO STOP

VARIABLE LENGTH ALPHA OR NUMERIC TYPEWRITER I/O

SW1 ON SW2 OFF FOR NUMERIC
SW1 OFF SW2 ON FOR ALPHA-NUMERIC
TYPE IN UP TO 65 DIGITS OR LETTERS

ADDITION OF A COLUMN OF FIGURES

SW1 ON TO SHOW EACH SUBTOTAL
OVERFLOW TO STOP

DIGITS TO ALPHABETIC

SW1, SW2 -- ON OR OFF
OVERFLOW TO STOP
TYPE IN ANY TWO DIGIT NUMBER

RAPID SUCCESSIVE ADDITION

PUSH START THEN CHANGE SW 2 TO STOP ADDITION
OVERFLOW TO STOP

SUCCESSIVE MULTIPLICATION

TYPE UP TO 7 DIGITS
THEN TYPE A 2 DIGIT POWER

COMBINATION OF EFFECTS

SW2 ON READS 125 CARDS
SW1 ON STOPS READER
OVERFLOW TO STOP
LOAD DATA, PUSH START

END OF DEMONSTRATION

1600010000000

SW3 ON FOR PRE-DEMO INSTRUCTIONS

1620 FUNCTIONAL DEMONSTRATION

FOR

(NAME OF GROUP GOES HERE)

DEMONSTRATING

ADDRESS	FUNCTION
1000	CARD READING--PROGRAM AND DATA INPUT
2000	CARD OUTPUT
3000	VARIABLE LENGTH, ALPHA OR NUMERIC TYPEWRITER I/O
4000	ADDITION OF A COLUMN OF FIGURES
5000	DIGITS TO ALPHABETIC
6000	RAPID SUCCESSIVE ADDITION
7000	SUCCESSIVE MULTIPLICATION
8000	COMBINATION OF EFFECTS

CARD READING--PROGRAM AND DATA INPUT

CARD OUTPUT

VARIABLE LENGTH, ALPHA OR NUMERIC TYPEWRITER I/O

ADDITION OF A COLUMN OF FIGURES

DIGITS TO ALPHABETIC

RAPID SUCCESSIVE ADDITION

SUCCESSIVE MULTIPLICATION

COMBINATION OF EFFECTS

END OF DEMONSTRATION

TO ADD A SECTION

It is recognized that in order to make the demonstration more meaningful to certain groups, an additional section or sections should be added.

When adding a section certain procedures must be observed:

- 1) A section must start at an even thousands position, one to nine.
- 2) A section may not use more than 1800 storage positions, see table page 2.
- 3) A section must have a flag at its thousands position.
- 4) The NEXT subroutine must be used.
- 5) The section must be written in 1620/1710 SPS.
- 6) To include the section in the deck remove the first two and the last seven cards from the SPS condensed deck and insert it between Section 8 (card 8047) and the math tables (card 400).

The title of the section must have its high order address at location 9012 and 13 so that it will be printed by the demonstration heading subprogram. The field in position 9011 (i.e. 0103) is used in the Alpha subprogram. The heading may be any length.

A typical section might start something like this:

	DORG	9000
	B	BEGIN,0103,08,SET FLAG OVER 9000
HEADIN	DAC	17,AN EXTRA SECTION@
BEGIN	BTM	NEXT,9000,,SET UP LINKAGE TO END OF DEMONSTRATION
	BTM	ALPHA,RCTY+2,,RETURN CARRIAGE THREE TIMES
	BTM	ALPHA,HEADIN,,PRINT HEADING
	BNC 3	HALT,,BRANCH AROUND OPERATING INSTRUCTIONS
	BTM	ALPHA,INSTR,,TYPE OPERATING INSTRUCTIONS
HALT	H	
RCTY	DC	4,0003,HALT+11
NEXT	DS	,17608
ALPHA	DS	,00694

The writer, of course, should read over the section on the subroutines very carefully and take advantage of them.

DEMONSTRATION NARRATIVE

Prior to demo

Margin and tabs are set and a new page is ready for typing. The program has been loaded and the read hopper is full of blank or punched cards. A demo started at this point and using a narrative as follows, can be given in 30 to 40 minutes.

Introduction

This is the IBM 1620 computer. Stored in its memory at this moment is a series of instructions called a stored program. These instructions are designed to demonstrate to you the various functions of this computer system.

When I push START we will begin to execute the instructions in sequence. The first portion of this program is typing out a title for our demonstration. The system is now typing out what it will demonstrate, including the starting location for each program section. For example, starting in computer location 1000 there is a program to demonstrate card reading. In location 2000 a card output program begins, and so on. The typewriter is now typing 7000, a program to show multiplication speed. And starting at 8000, there is a section to show the various functions working together on an actual problem.

1620 FUNCTIONAL DEMONSTRATION FOR BASIC COMPUTER SYSTEMS CLASS

ADDRESS	FUNCTION
1000	CARD READING-PROGRAM AND DATA INPUT
2000	CARD OUTPUT
3000	VARIABLE LENGTH ALPHA OR NUMERIC TYPEWRITER I/O
4000	ADDITION OF A COLUMN OF FIGURES
5000	DIGITS TO ALPHABETIC
6000	RAPID SUCCESSIVE ADDITION
7000	SUCCESSIVE MULTIPLICATION
8000	COMBINATION OF EFFECTS

The program is also designed to type out a series of instructions to the operator. These instructions will be typed when this switch (Sw 3) is in the ON position.

DEPRESS

START TO EXECUTE OR REPEAT A FUNCTION
RESET, INSERT, RELEASE, START TO EXECUTE THE NEXT FUNCTION
RESET AND INSERT 490X000 TO EXECUTE FUNCTION AT ADDRESS 0X000
PROG SW3 ON - INSTRUCTIONS, SW1, AND SW2 SETTINGS ARE PRINTED
PROG SW4 - TYPEWRITER ERROR CORRECTION

Card Reading

We have now arrived at the portion of program which demonstrates the reading of cards. The typewriter is busy typing out a set of instructions for this section of the program, and finally the computer stops in a manual status. When I depress START it will begin to read cards at the rate of 250 cards a minute.

CARD READING-PROGRAM AND DATA INPUT

READ CARDS -- SW1, SW2, OFF
STOP READING -- SW1, ON
READ 125 CARDS -- SW2, ON
I/O - PROGRAM OR STOP

While the computer is busy reading cards, I would like to point out the various features of the 1620 Data Processing System. You see in front of you the console of the machine. On the console there is a row of keys which allow the operator to interrupt the automatic sequence of events in the program and to communicate with the computer by using the typewriter. The operator may be interested in looking into the memory of the machine or in changing the sequence of program steps.

Above this row of keys is a set of lights that indicate the status of the machine at any moment. Right now we see that the machine is in the automatic mode, which means it is following a sequence of program steps. Depressing this key (SIE) will place the computer in a manual mode -- notice the "MANUAL" light. -- This will allow the operator to execute each instruction individually. We return to the automatic mode by pushing START. The computer can also be programmed to stop in the manual mode. This "MANUAL" light, then, indicates to the operator that the execution of the program has come to a halt and operator attention is required to continue.

This "READER NO FEED" light indicates that the program has come to a card input command and that the computer is waiting for the card to mechanically pass through the card reader. Since the reader contains a buffer, reading and computing can occur simultaneously. If there is a large computation job between cards then the computer would probably not wait for the reader.

The lights here on the face of the machine indicate certain status to the operator (OP Register, MARS). Normally he will be interested in these lights when he has stopped the automatic operation of the program. For example, this particular register, the operation register, tells the operator which machine language instruction is being executed at any particular moment. During an input operation, such as we see now, the operation register will indicate an input type command (point to 37). These lights appear very bright because the computer is waiting for the mechanical operation of card reading. Under normal computations in the automatic mode these lights will be very dim and the computer will be executing commands in sequence at electronic speed.

An operator will also find this panel marked "Memory Address Register" extremely useful. This register will always indicate the address or memory location from which the computer is taking information. In this way it can be used to indicate to the operator where the next instruction is coming from or the location of data being used by any instruction.

The memory unit of the computer, is located just behind this console. It's a very small box, about a foot cube, but large enough to store 20,000 digits of information. The remainder of the space is occupied by electronic circuitry for addressing any particular digit and for executing the instructions of the machine.

Both the sequential program instructions and the data are stored in this memory unit. Each instruction is made up of 12 digits, which are accessed from the memory and executed in sequence. This sequential execution of instructions can be changed by a certain type of instruction known as "Test and Branch" commands. These are the commands we use to build logic into the program.

I see the computer has read a thousand cards. It has been counting the cards read as I talked, has typed out a message, and stopped in MANUAL mode.

STOP, STOP, STOP 1000 CARDS READ

To show you that the program has actually been counting, I would like to repeat this section. You see, each segment of this demonstration program is designed so that the operator can return to the beginning.

At any point I can alter the program by testing a switch, which appears here on the console. When I turn this switch ON the program will then branch to a different section and it can tell me how many cards have been read up to this point. While I have been talking we have read 67 cards, and I see we have a message from the program saying

67 CARDS READ, LITTLE JOB (NICE)

Let's try it again.

174 CARDS READ, GOOD READER, RIGHT

This time to demonstrate that the reader is reading at a rate of 250 cards a minute, I would like to have you check the time required to read 125 cards. (Depress START). We have on the typewriter at the moment a message saying

NOTE THE TIME AT START

125 CARDS READ, 30 SEC. ON THE NOSE

Let's go on to punched output.

Punched Output

By depressing some keys on the console I will be able to enter the next section of the program which will demonstrate card output.

CARD OUTPUT

PUNCH DATA CARDS CONTAINING RANDOM NUMBERS
SW1 ON TO STOP PUNCHING
SW2 ON TO PUNCH 125 CARDS
I/O TO STOP

When I depress START, the program will begin punching data cards containing random numbers. Again we will use a switch to stop the operation and we will have the opportunity to time the output (Depress START).

While these cards are punching we are also doing some multiplication and other manipulations to develop the random numbers which are being punched on the card. Later we can take these cards to a listing machine such as the 407 and print the output. Let's see how many cards we have punched.

90 DATA CARDS PUNCHED

To demonstrate that the punch is punching at the rate of 125 cards per minute, I will turn Switch 2 ON and depress START. Apparently I have violated an instruction and receive a message.

I FIND IT CONFUSING WHEN YOU HAVE BOTH SW1 AND SW2 ON, START AGAIN

So for this portion of the program I must have only either Sw 1 or Sw 2 ON, but not both. Time ready.

The 1620 card read punch contains what we call a buffer. This means that the data from the processing unit can be transmitted to the card read punch at electronic rates and the computer may continue calculations while the mechanical action of punching is taking place. This allows overlapping of computing and input/output operation. Therefore, we are doing not only computations at this time, but we are punching cards at the maximum rate of the punch. We have been punching for exactly one minute and the typewriter tells us we have punched 125 cards.

125 DATA CARDS PUNCHED

Typewriter I/O

Now let's go to the next portion of program which demonstrates the typewriter as an input/output device. We are also interested in demonstrating the fact that the data within this machine can be variable in length. If it requires three positions we can reserve three positions for each field. If the data requires 25 positions, we can program the machine for data 25 digits long. Regardless of the problem, we can make the most effective use of our storage.

VARIABLE LENGTH ALPHA OR NUMERIC TYPEWRITER I/O

SW1 ON SW2 OFF FOR NUMERIC
 SW1 OFF SW2 ON FOR ALPHA-NUMERIC
 TYPE IN UP TO 65 DIGITS OR LETTERS

First, let me demonstrate some numeric input/output. The computer has now selected the typewriter and is waiting for me to enter information. Notice that the keyboard has been shifted for numeric input. I must also tell the computer that I'm through entering information so I hit a key on the typewriter called "RELEASE START". Under program control, the typewriter tabulates, types out a name AO1 and prints back for me what was stored by typewriter input.

123456789 A01 = 123456789

12 A02 = 12

Now I will enter information which is longer than half a page. Watch this console register (MAR) as I type. In the BCD code (explain) we see that the first digit enters memory location 19841. The second goes into location 19842. The third to 43 and etc.

22
 A03 = 22

The program recognizes that we have entered more information than can be printed on half a page width. Therefore a program step returns the carriage rather than performing a tabulation. So the program recognized the fact that the field we entered was longer than half a page width.

Now let's try some alphabetic information. I will turn switch 1 OFF and switch 2 ON. The typewriter is now selected in the alphanumeric mode. Why don't you enter your name.

RAY PDCK A04 = RAY PECK

RAY PECK

NOW IS THE TIME FOR ALL GOOD MEN TO COME TO THE AID
 A05 = NOW IS THE TIME FOR ALL GOOD MEN TO COME TO THE AID

Addition

Let's proceed to the next section. The 1620 and I are now prepared to demonstrate the addition of a column of figures. It's typing out input instructions.

ADDITION OF A COLUMN OF FIGURES

SW1 ON TO SHOW EACH SUBTOTAL
 OVERFLOW TO STOP
 ENTER AN EIGHT DIGIT NUMBER
 12345678
 ENTER COLUMN SIZE, TWO DIGITS
 22
 271604916

There's the result. Let's give it something a little bit more strenuous to do. How about all nines?

ENTER AN EIGHT DIGIT NUMBER
 99999999
 ENTER COLUMN SIZE, TWO DIGITS
 99
 9899999901
 Let's see if it's doing it correctly. Let's add 9 to itself three times. Apparently, it must be an 8 digit number. There I entered a nine with leading zeros. Now 03. Correct.

ENTER AN EIGHT DIGIT NUMBER
 9
 THIS JOB IS TOO SMALL, START AGAIN
 ENTER AN EIGHT DIGIT NUMBER
 09
 ENTER COLUMN SIZE, TWO DIGITS
 03

27

By turning switch 1 on, I can see the intermediate sub-totals as we go along. Let's take a big number and add it to itself five or six times. This illustrates that it's actually doing the addition.

ENTER AN EIGHT DIGIT NUMBER
 12345678
 ENTER COLUMN SIZE, TWO DIGITS

06

24691356
 37037034
 49382712
 61728390
 74074068

74074068
 Let me show it to you again at electronic speed.

ENTER AN EIGHT DIGIT NUMBER
 12345678
 ENTER COLUMN SIZE, TWO DIGITS

22

271604916

Logic

In this section we will demonstrate that a computer can perform logical decisions. It says "Type in any two digit number". Would you (one of audience) like to enter a number. Try some more.

DIGITS TO ALPHABETIC
 SW1, SW2 -- ON OR OFF
 OVERFLOW TO STOP
 TYPE IN ANY TWO DIGIT NUMBER

10
 18
 99
 84
 40

TEN
 EIGHTEEN
 NINETY NINE
 EIGHTY FOUR
 FORTY

- 48 -

Try entering a 1. Ah, the program is designed to detect single digit numbers. Zero? How about 13? Perhaps the machine is superstitious. That's what I thought. What happens with a three digit number. An error message requesting two digits. I wonder what happens if we neglect to enter information.

1
 0
 13
 123
 23
 56
 39

ONE
 ZERO
 I DO NOT LIKE THE NUMBER THIRTEEN
 ENTER ONLY TWO CHARACTERS PLEASE
 GO AHEAD AND ENTER TWO DIGITS
 TWENTY THREE
 FIFTY SIX
 THIRTY NINE

So the computer has the ability to examine a number in its memory, make a logic decision based on that number, find the correct alphabetic words stored in its memory and print them out in their proper order.

Successive Addition (Depress START)

Again, we take the opportunity to show the speed of the 1620. The computer has examined switch 2 and will continue to add a 1 to a counter until I change the status of switch 2. Notice that the operation register contains an 11 which is the code for addition. However, it is executing two commands in what we call a loop. After adding one to the counter, it will test the status of switch 2 and return to the add instruction. When I turn switch 2 ON, the operation will stop and the contents of the counter will be printed out. How many additions have we done? What message did I get? Let's test the reaction of a few of you. Depress START, then with the same hand change switch 2.

RAPID SUCCESSIVE ADDITION

PUSH START THEN CHANGE SW2 TO STOP ADDITION
 OVERFLOW TO STOP

017773 FASTER FASTER FASTER
 001622 YOU ARE TOO SLOW
 000417 SPEED IT UP CHARLIE
 000181 GET THE LEAD OUT

Maybe I can get a good score by changing the switch first.

- 49 -

YOU MOVED SW2 TOO SOON
000198 GET THE LEAD OUT
000037 TRY IT ONE MORE TIME

Ha! I'm gettin' good.

SW2 TOO SOON

Let's see what else the program has to say when Sw 2 is moved before START is depressed.

PLAY FAIR
WATCH THAT
DIRTY PLAYER
DONT CHEAT

If I move the switch and depress START at the same time I can do pretty well.

000080 YOU CAN IMPROVE THIS
000041 TRY IT ONE MORE TIME
000062 FASTER ON THE SWITCH
000041 TWO DIGITS IS FAST
000054 YOU CAN IMPROVE THIS

If I use the single instruction Execute Key (SIE) I can do much better. In the Operation Register you see the step which tests Sw 2 and branches to the "Cheat" messages if it has been changed. Now you see the 11, an add, followed by a test of Sw 2, then an add, etc. (change Sw 2, depress START).

000008 THAT WAS FAST ON SW2

By going through the loop only one time I can really get a good comment.

000001 YOU ARE NOW AN EXPERT

Multiplication

Here we will demonstrate the successive multiplication of a number containing up to seven digits. The number will be multiplied successively times itself according to a 2 digit input number or "Power". Let's try 99 cubed.

- 50 -

SUCCESSIVE MULTIPLICATION

TYPE UP TO 7 DIGITS
THEN TYPE A 2 DIGIT POWER
NUMBER 99

POWER 3

ANSWER 0.9702990000000000 TIMES TEN TO THE POWER 006

Notice that the answer is printed in what we call floating point form. Using this technique we can work with numbers of any size. The result is printed as a decimal x some power of 10. Here the $.970,299 \times 10^6$ is another way of writing nine hundred seventy thousand two hundred ninety nine. We have 6 significant digits. 99×99 gives us a 4 place result, which when multiplied by 99 gives us 6 places.

Let's try one with a simple answer. Give me a number. 12. Now, a power. 2.

NUMBER 12

POWER 2

ANSWER 0.1440000000000000 TIMES TEN TO THE POWER 003

The answer is $.144 \times 10^3$ or 144. Here's something more strenuous.

NUMBER 9999999

POWER 99

ANSWER 0.99999010004754 TIMES TEN TO THE POWER 693

NUMBER

The computer just performed 99 multiplications of a seven digit number. Notice that this number would have 693 significant digits, but we are keeping only 14. Each successive multiplication, then, consists of the 7 digit input number times the 14 digit result of former multiplication.

Since this machine uses a variable word length concept we could develop all 693 digits of this multiplication if required by our problem. In this way a variable word length machine allows you to carry out your arithmetic to any required degree of accuracy.

Polynomial Solution

In this section we will demonstrate the solution of a complete problem. We will input a card containing two values, the variable called NR and the degree of a polynomial called PR. The polynomial is of the form

- 51 -

56

57

$NR + NR^2 + NR^3 + NR^4 \dots$ etc. on up to NR^{PR} .

COMBINATION OF EFFECTS

SW2 ON READS 125 CARDS
SW1 ON STOPS READER
OFLOW TO STOP
LOAD DATA, PUSH START

When I push START we will read an input card, perform the multiplications and additions of the polynomial and punch the result.

The program is designed to calculate all polynomials to the 15th degree or less. If the degree is greater than 15, the punched result is for the 15th degree problem and the output is flogged by an X in column 17.

On the console you see the flashing of lights that is typical of the 1620 operating at electronic speed.

NUMBER OF CARDS READ 158

NUMBER OF MULTIPLICATIONS PERFORMED 1799

END OF JOB, LOAD DATA AND PUSH START

We have read the last data card and typewriter has given us the number of multiplications performed.

For this next run I will turn switch 2 to the ON position so that the computer will stop after 125 cards have been read. Watch your watches. (Depress START). Since the reader and the punch are buffered we should be able to overlap all of the processing with the reading and punching. We should, therefore, punch at the maximum rate of 125 cards per minute and still perform all of the computations. If it takes more than one minute to punch 125 cards, then some of the computations require more time than is required to punch a card.

NUMBER OF CARDS READ 125

NUMBER OF MULTIPLICATIONS PERFORMED 1360

END OF JOB, LOAD DATA AND PUSH START

How did we do?

Conclusion

END OF DEMONSTRATION

That was an introduction to the IBM 1620 computer and a relatively simple demonstration of some typical computer functions. The kind of logic, the Input Output capabilities and the computation speeds demonstrated here can be put to use to solve both the simple and the complex engineering, scientific, mathematical or data processing problems of your company. Experience has proven that the 1620 computer in any or all of these roles produces money saving results.

SAMPLE OUTPUT

1620 FUNCTIONAL DEMONSTRATION

FOR

RAY PECK, BILL OLMO AND DAVE MONTGOMERY

DEMONSTRATING

ADDRESS FUNCTION
1000 CARD READING--PROGRAM AND DATA INPUT
2000 CARD OUTPUT
3000 VARIABLE LENGTH ALPHA OR NUMERIC TYPEWRITER I/O
4000 ADDITION OF A COLUMN OF FIGURES
5000 DIGITS TO ALPHABETIC
6000 RAPID SUCCESSIVE ADDITION
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8000 COMBINATION OF EFFECTS

DEPRESS

START TO EXECUTE OR REPEAT A FUNCTION
RESET, INSERT, RELEASE, START TO EXECUTE THE NEXT FUNCTION
RESET AND INSERT 490X000 TO EXECUTE FUNCTION AT ADDRESS 0X000
PROG SW3 ON - INSTRUCTIONS, SW1, AND SW2 SETTINGS ARE PRINTED
PROG SW4 - TYPEWRITER ERROR CORRECTION

CARD READING--PROGRAM AND DATA INPUT

READ CARDS - SW1, SW2, OFF
STOP READING -- SW1, ON
READ 125 CARDS -- SW2, ON
I/O - PROGRAM OR STOP

STOP, STOP, STOP 1000 CARDS READ

27 CARDS READ, LITTLE JOB (NICE)

43 CARDS READ, LET ER RUN CHARLIE

124 CARDS READ, GOOD READER, RIGHT

8 CARDS READ, GOOD READER, YES

12 CARDS READ, TRY TIMING, SW 2 ON

9 CARDS READ, TRY TIMING, SW 2 ON

7 CARDS READ, TRY TIMING, SW 2 ON

- 54 -

60

NOTE THE TIME AT START

125 CARDS READ, 30 SEC. ON THE NOSE

CARD OUTPUT

PUNCH DATA CARDS CONTAINING RANDOM NUMBERS
SW1 ON TO STOP PUNCHING
SW2 ON TO PUNCH 125 CARDS
I/O TO STOP

12 DATA CARDS PUNCHED

7 DATA CARDS PUNCHED

I FIND IT CONFUSING WHEN YOU HAVE BOTH SW1 AND SW2 ON, START AGAIN

10 DATA CARDS PUNCHED

125 DATA CARDS PUNCHED

VARIABLE LENGTH ALPHA OR NUMERIC TYPEWRITER I/O

SW1 ON SW2 OFF FOR NUMERIC
SW1 OFF SW2 ON FOR ALPHA-NUMERIC
TYPE IN UP TO 65 DIGITS OR LETTERS

COME, COME, TURN ON EITHER SW1 OR SW2

111112222233333444445555566666 A01 = 111112222233333444445555566666

111112222233333444445555566666

A02 = 111112222233333444445555566666

MAKE UP YOUR MIND, TURN OFF EITHER SW1 OR SW2

I AM AN IBM 1620S A03 = I AM AN IBM 1620

HOW DO LIKE THIS FOR A DEMONSTRATION OF THE 1620S

A04 = HOW DO LIKE THIS FOR A DEMONSTRATION OF THE 1620

THIS IS AN EXAMPLE OF ERROR CORRECTION, SW 4 ON THEN RS

THIS IS A NEW MESSAGE, SW 4 OFF AND THIS WILL PRINTS

A05 = THIS IS A NEW MESSAGE, SW 4 OFF AND THIS WILL PRINT

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ADDITION OF A COLUMN OF FIGURES

SW1 ON TO SHOW EACH SUBTOTAL
OVERFLOW TO STOP

ENTER AN EIGHT DIGIT NUMBER

11111111^{RS}

ENTER COLUMN SIZE, TWO DIGITS

10^{RS}

22222222

33333333

44444444

55555555

66666666

77777777

88888888

99999999

111111110

111111110

ENTER AN EIGHT DIGIT NUMBER

00001234^{RS}

ENTER COLUMN SIZE, TWO DIGITS

12^{RS}

2468

3702

4936

6170

7404

8638

9872

11106

12340

13574

14808

14808

ENTER AN EIGHT DIGIT NUMBER

11111111^{RS}

ENTER COLUMN SIZE, TWO DIGITS

10^{RS}

111111110

ENTER AN EIGHT DIGIT NUMBER

123456789^{RS}

I SAID ONLY EIGHT DIGITS

ENTER AN EIGHT DIGIT NUMBER

12345678^{RS}

ENTER COLUMN SIZE, TWO DIGITS

5^{RS}

THIS JOB IS TOO SMALL, START AGAIN

ENTER AN EIGHT DIGIT NUMBER

12345678^{RS}

ENTER COLUMN SIZE, TWO DIGITS

05^{RS}

61728390

DIGITS TO ALPHABETIC

SW1, SW2 -- ON OR OFF

OVERFLOW TO STOP

TYPE IN ANY TWO DIGIT NUMBER

0^{RS}

ZERO

00^{RS}

ZERO

6^{RS}

SIX

06^{RS}

SIX

8^{RS}

EIGHT

08^{RS}

EIGHT

123^{RS}

ENTER ONLY TWO CHARACTERS PLEASE

12^{RS}

TWELVE

14^{RS}

FOURTEEN

29^{RS}

TWENTY NINE

RS

GO AHEAD AND ENTER TWO DIGITS

99^{RS}

NINETY NINE

83^{RS}

EIGHTY THREE

13^{RS}

I DO NOT LIKE THE NUMBER THIRTEEN

RAPID SUCCESSIVE ADDITION

PUSH START THEN CHANGE SW 2 TO STOP ADDITION

OVERFLOW TO STOP

018890 FASTER FASTER FASTER

015183 YOU ARE TOO SLOW

009612 FASTER ON SWITCH2 TO REDUCE SUM
003696 SPEED IT UP CHARLIE
004441 THE 1620 IS FASTER THAN YOU ARE
003971 GET THE LEAD OUT
004875 I KNOW YOU CAN DO BETTER CHARLIE
004113 FASTER ON SWITCH2 TO REDUCE SUM
002738 FASTER FASTER FASTER
000485 YOU ARE TOO SLOW
000490 SPEED IT UP CHARLIE
000227 GET THE LEAD OUT
000016 YOU CAN IMPROVE THIS
000021 TRY IT ONE MORE TIME
000025 FASTER ON THE SWITCH
000018 TWO DIGITS IS FAST
YOU MOVED SW2 TOO SOON
SW2 TOO SOON
PLAY FAIR
WATCH THAT
DIRTY PLAYER
DONT CHEAT
YOU MOVED SW2 TOO SOON
000003 THAT WAS FAST ON SW 2
000005 YOU ARE NOW AN EXPERT
000001 GOOD SHOW OLD BOY
000001 THAT WAS FAST ON SW 2
000002 YOU ARE NOW AN EXPERT
031517 FASTER FASTER FASTER
003644 YOU ARE TOO SLOW

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SUCCESSIVE MULTIPLICATION

TYPE UP TO 7 DIGITS
THEN TYPE A 2 DIGIT POWER
NUMBER 12~~RS~~

POWER 2~~RS~~

ANSWER 0.1440000000000000 TIMES TEN TO THE POWER 003

NUMBER 10~~RS~~

POWER 99~~RS~~

ANSWER 0.1000000000000000 TIMES TEN TO THE POWER 100

NUMBER 8~~RS~~

GO AHEAD

NUMBER 9999999~~RS~~

POWER 99~~RS~~

ANSWER 0.99999010004754 TIMES TEN TO THE POWER 693

NUMBER 12345678~~RS~~

ENTER ONLY SEVEN DIGITS HOW OFTEN MUST I TELL YOU

NUMBER 9~~RS~~

POWER 123~~RS~~

THE POWER MAY NOT EXCEED TWO DIGITS

POWER 123~~RS~~

THE POWER MAY NOT EXCEED TWO DIGITS CHARLIE

POWER 99~~RS~~

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65

ANSWER 0.29512665430603 TIMES TEN TO THE POWER 095

NUMBER 0123456RS

NO HIGH ORDER ZERO PLEASE

NUMBER 123456RS

POWER 1RS

ANSWER = 123456

NUMBER 123456RS

POWER 0RS

ONE

NUMBER 1111111RS

POWER 25RS

ANSWER 0.13929520867090 TIMES TEN TO THE POWER 152

COMBINATION OF EFFECTS

SW2 ON READS 125 CARDS
SW1 ON STOPS READER
OFLOW TO STOP
LOAD DATA, PUSH START

NUMBER OF CARDS READ 8

NUMBER OF MULTIPLICATIONS PERFORMED 54

END OF JOB, LOAD DATA AND PUSH START

- 60 -

NUMBER OF CARDS READ 21

NUMBER OF MULTIPLICATIONS PERFORMED 258

END OF JOB, LOAD DATA AND PUSH START

NUMBER OF CARDS READ 125

NUMBER OF MULTIPLICATIONS PERFORMED 1406

END OF JOB, LOAD DATA AND PUSH START

END OF DEMONSTRATION

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THIS SECTION GENERATES A TABLE OF RANDOM NUMBERS

1	92114	349.490
2	21016	352.917
3	94726	142.714
4	4370	242.520
5	41659	618.923
6	74512	871.733
7	82333	55.766
8	78338	429.050
9	9327	77.824
10	62092	264.623
11	29009	86.641
12	27649	967.407

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THIS SECTION GENERATES A TABLE OF RANDOM NUMBERS

1	63804	378.349
2	10368	331.175
3	74733	395.192
4	40490	584.327
5	58798	557.854
6	68911	907.696
7	76980	693.300

THIS SECTION GENERATES A TABLE OF RANDOM NUMBERS

1	39873	115.255
2	55561	983.753
3	40476	656.638
4	93675	549.219
5	10324	47.721
6	52122	952.450
7	86550	589.318
8	81781	586.781
9	25398	793.782
10	5178	581.157

68

THIS SECTION GENERATES A TABLE OF RANDOM NUMBERS

1	14305	123.948
2	36133	609.736
3	39028	226.888
4	91462	240.160
5	3165	523.630
6	313	586.724
7	70786	841.894
8	64252	381.749
9	11762	979.738
10	23057	254.027
11	55985	774.942
12	22940	602.761
13	70024	166.685
14	77424	568.031
15	8682	849.912
16	95640	744.056
17	69296	854.651
18	74243	321.077
19	84758	774.630
20	67373	170.449
21	53820	969.179
22	10223	958.197
23	98558	950.755
24	60493	969.956
25	23373	664.576
26	6521	306.598
27	9634	986.537
28	72924	68.730
29	93116	298.922
30	5812	574.090
31	31823	413.205
32	61126	690.913
33	11316	134.245
34	58795	212.433
35	45710	906.181
36	225	465.511
37	93711	49.061
38	46064	767.183
39	48305	560.688
40	14190	609.293
41	11340	463.020

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42	52125	707.044
43	52352	943.877
44	5668	152.650
45	39034	658.494
46	78179	138.436
47	25463	156.700
48	96969	920.242
49	31348	918.012
50	39678	33.263
51	47073	223.504
52	54440	138.480
53	5512	371.580
54	38838	465.967
55	13270	712.875
56	22904	547.271
57	10356	340.304
58	45831	299.288
59	96731	279.991
60	68107	363.286
61	35276	725.367
62	91582	905.148
63	1276	660.032
64	98140	432.698
65	55552	721.659
66	78832	899.799
67	16051	473.287
68	85206	961.149
69	25616	528.987
70	58403	512.114
71	79171	90.567
72	9224	298.001
73	62868	570.012
74	59759	915.190
75	44555	52.397
76	74970	498.377
77	20866	533.853
78	39678	299.791
79	90409	828.730
80	37293	376.803
81	35330	515.877
82	41012	87.044

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83	27796	928.099
84	28213	94.603
85	32606	622.622
86	83287	931.725
87	19214	633.635
88	83448	773.750
89	76259	870.780
90	1788	971.750
91	53684	375.692
92	18461	408.328
93	20446	422.953
94	63833	486.691
95	71841	848.544
96	5953	253.695
97	5160	90.620
98	82320	688.783
99	68949	921.878
100	79667	358.438
101	10787	722.205
102	21580	952.015
103	21874	469.980
104	24281	677.167
105	23197	537.615
106	92731	724.294
107	12160	495.715
108	84032	251.108
109	67685	267.342
110	86242	946.432
111	38532	317.696
112	8484	520.261
113	33636	157.129
114	59951	881.054
115	51198	236.735
116	61137	865.294
117	49681	104.624
118	39656	998.813
119	8909	807.961
120	71129	922.632
121	20572	925.404
122	35241	422.167
123	80033	41.360
124	44088	322.924
125	28673	226.132

NUMBER	POWER	TRUNCATED	ANSWER
2	5		62
6	6		55986
2	5		62
2	6		126
10	10		11111111110
11	10		28531167060
12	10		67546215516
13	10		149346699502

NUMBER	POWER	TRUNCATED	ANSWER
14	10		311505013050
15	10		617839704240
16	10		1172812402960
99	99	X	868834460300893509841851440799
15	99	X	469172025408063615
3	66	X	21523359
74	74	X	11076043572741591982438419974
85	85	X	88394150281028508651370093935
96	96	X	547792552280497574758284371040
3	10		88572
24	25	X	526807599606308980824
26	26	X	1744349715977154962390
28	27	X	5286457405432405435884
45	78	X	6426100952328217246315695
12	17	X	16807659899548764
18	18	X	7143501829211426574
78	45	X	24379394659122672740198893434
2	2		6
56	89	X	170077061056459805662661240
18	18	X	7143501829211426574
13	12		25239592216020

NUMBER	POWER	TRUNCATED	ANSWER
9	5		66429
99	15		868834460300893509841851440799
99	45	X	868834460300893509841851440799
6	10		72559410
9	20	X	231627523606479
15	1		15
20	1		20

1	1		1
4	2		20
4	12		22369620
64	97	X	1257589881178799009421332544
12	45	X	16807659899548764
6	3		258
16	15		1229782938247303440
15	16	X	469172025408063615
17	10		2141993519226
18	10		3780494710542
18	17	X	7143501829211426574
17	18	X	3041324492229179279
18	19	X	7143501829211426574
19	10		6471681049900
11	10		28531167060
4	3		84
20	20	X	34492631578947368420
21	20	X	71528434512099266415
20	21	X	34492631578947368420
27	28	X	3067940118341250379359
30	30	X	14843696896551724137930
23	32	X	278755018894590847679
23	56	X	278755018894590847679
45	12		70519626362998268820
32	23	X	38997607084342876603424
12	11		810554586204
56	23	X	170077061056459805662661240
25	36	X	970127681891123453775
13	11		1941507093539
74	14		149676264496507999762681350
12	12		9726655034460
13	13		328114698808273
24	12		2458736461986831390
21	43	X	71528434512099266415
54	78	X	98633464405394656724626914
23	23	X	278755018894590847679
25	24	X	970127681891123453775
67	45	X	2498347859943093407511563679
14	14		11966776581370170
12	15		16807659899548764
54	76	X	98633464405394656724626914
96	73	X	547792552280497574758284371040
12	16	X	16807659899548764

80 - 80 LISTING OF CARD OUTPUT FROM SECTION EIGHT

15	17	X		469172025408063615
14	17	X		16517952507799247996096362140
13	17	X		167534872139182394
1	1			55451384098598319
09	45	X		868834460300893509841851440799
4	12			22369620
4	12			22369620
1	1			1
1	1			1
4	12			22369620
4	12			22369620
4	12			22369620
4	12			22369620
4	12			22369620
4	12			22369620
1	1			1
4	12			22369620
09	45	X		868834460300893509841851440799
1	1			1
09	45	X		868834460300893509841851440799
4	12			22369620
4	12			22369620
3	66	X		21523359
3	66	X		21523359
3	66	X		21523359
3	66	X		21523359
3	66	X		21523359
3	66	X		21523359
3	66	X		21523359
3	66	X		21523359
3	66	X		21523359
3	66	X		21523359
3	66	X		21523359
3	66	X		21523359
3	66	X		21523359
6	10			72559410
6	10			72559410
6	10			72559410
6	10			72559410
09	45	X		868834460300893509841851440799
09	45	X		868834460300893509841851440799
4	12			22369620

09	45	X		868834460300893509841851440799
4	12			22369620
09	45	X		868834460300893509841851440799
6	10			72559410
6	10			72559410
6	10			72559410
6	10			72559410
4	12			22369620
4	12			22369620
4	12			22369620
4	12			22369620
4	12			22369620
4	12			22369620
4	12			22369620
09	45	X		868834460300893509841851440799
4	12			22369620
09	45	X		868834460300893509841851440799
4	12			22369620
4	12			22369620
4	12			22369620
4	12			22369620
4	12			22369620
4	12			22369620
4	12			22369620
4	12			22369620
09	45	X		868834460300893509841851440799
09	45	X		868834460300893509841851440799
09	45	X		868834460300893509841851440799
4	12			22369620
4	12			22369620
4	12			22369620
09	45	X		868834460300893509841851440799
09	45	X		868834460300893509841851440799

```

*          *****
*          DEMOPAK
*          *****
*
*          A PROGRAM FOR DEMONSTRATING VARIOUS FUNCTIONS
*          OF THE IBM 1620
*
*          *****
*          PRE-DEMO INSTRUCTIONS
*          *****

```

```

00402 39 00667 00100
00414 34 00000 00102
00426 48 00000 00000
00438 47 00642 00300
00450 39 00733 00100
00462 34 00000 00102
00474 39 00803 00100
00486 34 00000 00102
00498 39 00859 00100
00510 34 00000 00102
00522 39 00983 00100
00534 34 00000 00102
00546 39 01093 00100
00558 34 00000 00102
00570 39 01235 00100
00582 34 00000 00102
00594 39 01173 00100
00606 34 00000 00102
00618 34 00000 00102
00630 48 00000 00000
00642 36 00000 00500
00654 49 00000 00000
00667 00033
00733 00035
00803 00028
00859 00041
00941 00021
00983 00039
01061 00016
01093 00040
01173 00031

```

```

DSTART WATY MFSS1
RCTY
H
RNC3 DFINAL
WATY MFSS2
RCTY
WATY MFSS3
RCTY
WATY MFSS4
RCTY
WATY MFSS5
RCTY
WATY MFSS6
RCTY
WATY CLOWN
RCTY
WATY MFSS7
RCTY
RCTY
H
DFINAL RNC3 00000
R 00000
MESS1 DAC 33,SW3 ON FOR PRE-DEMO INSTRUCTIONS@
MFSS2 DAC 35,MARGINS SHOULD BE SET AT 15 AND 90@
MESS3 DAC 28,SET ONLY ONE TAB STOP AT 50@
MFSS4 DAC 41,PROGRAM CALLS FOR 1 DATA CARD, CC 1 TO 60
DAC 21, %CENTERED AT CC 30@
MESS5 DAC 39, CONTAINING NAME OF GROUP FOR WHOM DEMO
DAC 16, IS BEING GIVEN@
MESS6 DAC 40,SW3 ON WILL GIVE INSTRUCTIONS AS YOU GO@
MESS7 DAC 31,TURN TO CLEAN PAGE, PUSH START@

```

70
76

```

01235 00045
01325 00008
00402
00500
00500 16 00518 1000
00512 33 99999 00000
00524 11 00515 000-1
00536 14 00515 000J0
00548 47 00512 01200
00560 25 00405 00400
00572 25 00404 00400
00584 25 00403 00400
00596 25 00402 00400
00608 32 00402 00000
00620 36 00000 00500
00632 49 00000 00000
00500

```

```

CLOWN DAC 45,ERROR MESSAGES WILL PRINT ON TYPEWRITER INPUT
DAC 8, FRRORS@
DEND DSTART
*****
INITIALIZATION PROGRAM
*****
DORG 500
DINIT TFM *818,1000
CF 99999,, CLEAR FLAG FROM THOUSANDS
AM *-9,1,10
CM *-21,10,10
RNE DINIT*12
TD 405,400
TD 404,400
TD 403,400
TD 402,400
SF 402
RNC3,,, PROGRAM LOADER
R
DEND DINIT
*****

```

```

00406 37 18687 00500
00418 34 00000 00102
00430 48 0000 10100
00442 25 18807 00400
00454 17 00694 18533
00466 41 00670 00300
00478 17 00694 17913
00490 16 00513 1000
00502 44 00598 99999
00514 17 17206 0513
00526 26 18999 00441
00538 16 19015 0 000
00550 26 00585 00513
00562 11 00585 000J2
00574 31 19016 99999
00586 17 00634 18999
00598 11 00510 000-1

```

```

*****
DEMONSTRATION HEADING
*****
DORG 406
RACD HEAD,,, INPUT HEADING LINE 3
RCTY
H 0,10100,6
START TD HEADRM,400
RTM ALPHA,DEMO
RNC3 HDEND,,, THIS HAS BEEN CHANGED TO NOP
RTM ALPHA,FUNCT,,, FOLLOWING LISTS
TFM TESTF811,1000,, INCLUDED FUNCTIONS
RNF NEXTE,99999,, IS FUNCTION INCLUDED
RTM EDIT,*-1,,, YES -EDIT AND PRINT
TF EDNUMR-2,C1,, ADDR AND TITLE
TFM EDNUMR14,00000,R
TF *835,TESTF811
AM *823,12,10
TR EDNUMR15,99999,, TITLE
RTM ALPHA,EDNUMR-2,, PRINT
NEXTE AM TESTF8,1,10, INCR FOR NEXT FUNCT

```

71
71

00610 14 00510 00000
 00622 47 00502 01200
 00634 34 00000 00102
 00646 47 00670 00300
 00658 17 00694 17981
 00670 17 17608 00000
 00682 49 00000 00000
 00689

00693 00005
 00694 26 00888 00693
 00706 26 00881 00693
 00718 26 00753 00693
 00730 12 00753 000-2
 00742 26 00844 99999
 00754 32 00843 00000
 00766 16 00949 000-0
 00778 43 00870 00842
 00790 43 00870 00841
 00802 16 00825 000-0
 00814 14 00844 99999
 00826 46 00938 01200
 00838 34 00000 00102
 00850 11 00825 000-1
 00862 49 00814 00000
 00870
 00870 45 00964 99999
 00882 39 99999 00100
 00894 11 00949 000-1
 00906 26 00888 00881
 00918 11 00888 000-2
 00930 49 00802 00000
 00938
 00938 14 00842 99999
 00950 47 00964 01200
 00962 42 00000 00000
 00964
 00964 11 00881 000-2
 00976 49 00870 00000
 00844 00004

CM TESTF&8,10,10
 RNE TESTF,,, ALL FUNCTIONS LISTED
 RCTY,,, YFS
 RNC3 HRFND
 BIM ALPHA,INSTR,, LISTS OPERATING INSTR
 HOEND RIM NEXT,0
 R 0,,, GOES TO FIRST FUNCT
 DORG *-4
 * *****
 * PRINT ALPHA AND SKIP SUBROUTINE
 * *****
 DS 5
 ALPHA TF WATY&6,ALPHA-1,, INIT TYPE ADDR
 TF FINDRM&11,ALPHA-1,, INIT RM SEARCH
 TF *6,35,ALPHA-1,, STORE LINE AND SKIP
 SM *6,23,2,10, INFORMATION
 TF LINES,99999
 SF LINES-1
 TFM LINF&CM,11,0,10, INIT LINE PRINTFD
 RD FINDRM,LINES-2
 BD FINDRM,LINES-3
 SKIP TFM *6,23,0,10, INIT LINES SKIPPED
 SKIPCM CM LINES,99999,10
 RE LINF&CM
 RCTY RCTY
 AM SKIP&CM,11,1,10, INCR LINES SKIPPED
 B SKIPCM
 DORG *-3
 FINDRM BNR UPRM,99999
 WATY WATY 99999
 AM LINF&CM,11,1,10, INCR LINES PRINTED
 TF WATY&6,FINDRM&11,, UP DATE TYPE ADDR
 AM WATY&6,2,10
 B SKIP
 DORG *-3
 LINE&CM CM LINES-2,99999,10, ALL LINES PRINTED
 RNE UPRM
 BB,,, YES
 DORG *-9
 UPRM AM FINDRM&11,2,10, INCR RM SEARCH
 B FINDRM
 LINES DS 4,RCTY&6

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17200
 17204 00005
 17206 16 17344 19001
 17218 16 17392 17326
 17230 16 17459 000-0
 17242 26 17265 17205
 17254 44 17278 99999
 17266 16 17459 000K0
 17278 26 17313 17205
 17290 12 17313 000-1
 17302 44 17290 99999
 17314 26 17337 17313
 17326 43 17424 99999
 17338 16 99999 000-0
 17350 11 17344 000-2
 17362 11 17337 000-1
 17374 24 17205 17337
 17386 46 99999 01300
 17398 26 17416 17344
 17410 25 99999 00400
 17422 42 00000 00000
 17424
 17424 16 17392 17472
 17436 26 17454 17344
 17448 16 99999 99999
 17460 11 17344 000-2
 17472 26 17495 17337
 17484 25 17519 99999
 17496 26 17514 17344
 17508 16 99999 000P0
 17520 49 17350 00000
 17528
 17602

* *****
 * NUMERIC TO ALPHA EDIT SUBROUTINE
 * *****
 DORG 17200
 DS 5
 FDIT TFM DIGIT&18,EDNUMB,, OUTPUT ADDR
 TFM EDEND&6,DIGIT,, SET HI ORD ZERO SW
 TFM SIGN&11,00,10,, SET SIGN PLUS
 TF *6,23,FDIT-1
 RNF PLUS,99999
 TFM SIGN&11,20,10, SET SIGN MINUS
 PLUS TF FLG&11,EDIT-1
 DFCFLG SM FLG&11,1,10
 FLG BNF DECFLG,99999,, FIND HIGH ORDER FLAG
 TF DIGIT&11,*-1
 DIGIT RD NUMB,99999
 TFM 99999,0,10, BLANK HI ORD ZEROS
 UPA AM *-6,2,10
 AM DIGIT&11,1,10
 C EDIT-1,DIGIT&11
 EDEND BI 99999,01300,, HI ORDER ZERO SWITCH
 TF *6,18,DIGIT&18,, FINISHED
 TD 99999,400
 RB
 DORG *-9
 NUMB TFM EDEND&6,GOON,, CHNG HI ORD ZERO SW
 TF SIGN&6,DIGIT&18
 SIGN TFM 99999,99999,10
 AM DIGIT&18,2,10
 GOON TF *6,23,DIGIT&11
 TD MOVE&11,99999,, MOVE DIGIT
 TFM *6,18,DIGIT&18
 MOVE TFM 99999,70,10
 B UPA
 DORG *-3
 DORG 17602
 * *****
 * BRANCH TO NEXT FUNCTION SUBROUTINE
 * *****
 DS 5
 NEXT TF ISFUN&11,NEXT-1,, INIT FLAG SEARCH
 AM ISFUN&8,1,10

17606 00005
 17608 26 17681 17607
 17620 11 17678 000-1

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17632 14 17678 00000
 17644 47 17670 01200
 17656 31 00000 17708
 17668 42 00000 00000
 17670
 17670 44 17620 99999
 17682 26 00006 17681
 17694 16 00001 000M9
 17706 42 00000 00000
 17708
 17708 34 00000 00102
 17720 39 17753 00100
 17732 48 00000 00000
 17744 49 00670 00000
 17751
 17751 00001
 17753 00021

17797 00004
 17798 26 17881 17797
 17810 16 17876 19919
 17822 49 17858 00000
 17834 26 17881 17833
 17846 16 17876 19839
 17858 11 17876 000-4
 17870 16 99999 99999
 17882 14 17876 19999
 17894 47 17858 01200
 17906 42 00000 00000
 17908
 19841 00160
 19920
 00441
 19001
 17911 00004
 17913 00014
 17941 00018
 17979 00004
 17981 00008
 17997 00040

CM ISFUN&8,10,10, LAST FUNCTION
 RNE ISFUN
 TR 0,STOP
 RB
 DORG *-9
 ISFUN BNF NEXT&12,99999,, FUNCTION INCLUDED
 TF 6,ISFUN&11,, YES
 TFM 1,49,10
 BB
 DORG *-9
 STOP RCTY
 WATY FND
 H
 B HDEND
 DORG *-4
 DC 1,@
 END DAC 21,END OF DEMONSTRATION@
 * *****
 * PREPARE I/O AREA SUBROUTINE
 * *****
 DS 4
 LD80 TF LOAD&11,*-1
 TFM LOAD&6,BAREA-1
 B LOAD-12
 LD160 TF LOAD&11,*-1
 TFM LOAD&6,AAREA-2
 AM LOAD&6,4,10
 LOAD TFM 99999,99999
 CM LOAD&6,19999
 RNE LOAD-12
 BB
 DORG *-9
 AAREA DAS 160,19841
 BAREA DS ,19920
 C1 DS ,START-1
 EDNUMB DS ,19001
 DC 4,0201
 FUNCT DAC 14,DEMONSTRATING@
 DAC 18,ADDRESS FUNCTION@
 DC 4,0601
 INSTR DAC 8,DEPRESS@
 DAC 40, START TO EXECUTE OR REPEAT A FUNCTION@

18077 00042
 18161 00019
 18199 00046
 18291 00018
 18327 00049
 18425 00013
 18451 00039
 18531 00004
 18533 00045
 18623 00032
 18687 00060
 18807
 00406

DAC 42, RESET, INSERT, RELEASE, START TO EXECUTE
 DAC 19, THE NEXT FUNCTION@
 DAC 46, RESET AND INSERT 490X000 TO EXECUTE FUNCTION
 DAC 18, AT ADDRESS 0X000@
 DAC 49,PROG SW3 ON - INSTRUCTIONS, SW1, AND SW2 SETTINGS
 DAC 13, ARE PRINTED@
 DAC 39,PROG SW4 - TYPEWRITER ERROR CORRECTION@
 DC 4,0302
 DEMO DAC 45, 1620 FUNCTIONAL DEMONSTRATION@
 DAC 32, FOR@
 HEAD DAS 60
 HEADRM DAS
 DEND START-36
 * *****
 * CARD INPUT, SECTION 1
 * *****

01000
 01000 M9 01084 0 102
 01013 00036
 01084 17 17608 1000
 01096 17 00694 1178
 01108 17 00694 1013
 01120 47 01156 00300
 01132 17 00694 10521
 01144 34 00000 00102
 01156 16 01799 10727
 01168 48 00000 00000
 01180 16 01179 00-00
 01192 15 01265 00001
 01204 46 01764 00200
 01216 37 19841 00500
 01228 11 01179 000-1
 01240 46 01744 01400
 01252 46 01676 00600
 01264 46 01464 00200
 01276 47 01216 00100
 01288 17 17206 1179
 01300 39 19091 00100
 01312 16 01426 10001
 01324 46 01632 00200
 01336 43 01496 01177

DORG 1000
 B BEG,01C2,08
 HD DAC 36,CARD READING-PROGRAM AND DATA INPUT@
 BFG BTM NEXT,1000
 BTM ALPHA,RCTY&2,, RET.CARR. 3 TIMES
 BTM ALPHA,HD,, PRINT HEADING
 BNC3 INTCM
 BTM ALPHA,INSTR,, PRINT OP INSTR
 RCTY
 INTCM TFM WATIME,11,NOTE,, INIT. TIME COMM.
 HALT H
 TFM CDCNT,0,9, INIT CARD COUNTER
 TDM CHK2&1,1,, SET 125 CDS SW OFF
 RC2 TIMCM
 READCD RACD INPUT
 AM CDCNT,1,10
 BV OVER
 BI FRROR,600
 CHK2 BC2 RD250,, SW2 ON, READ 125 CDS
 BNC1 READCD,, SW1 ON,STOPS READING
 PRINT BTM EDIT,CDCNT
 WATY EDNUMR
 TFM REMARK&6,WORDS,, INIT FOR COMMENT
 BC2 TIME
 RD WIDDLF,CDCNT-2,, COUNT 100-999

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 80

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01348	11	01426	0000	LITTLE	AM	REMARK&6,0,,	COUNT UNDER 100
01360	11	01359	00000	AM		*-1,40,10	
01372	31	10104	10436	TR		ENOUGH-17,YES-1	
01384	14	01426	10121	CHK	CM	REMARK&6,ENOUGH	
01398	46	01612	01100	BH		LASTCM,,,	TO LAST COMMENT
01408	39	10347	00100	WATY		CDSRD	
01420	39	99999	00100	RFMARK	WATY	99999,,,	COMMENT
01432	34	00000	00102	RCTY			
01444	34	00000	00102	RCTY			
01456	49	01168	00000	B		HALT	
01464				DORG		*-3	
01464	14	01179	00J25	RD250	CM	CDCNT,125,9,	TEST FOR 250
01476	47	01216	01200	BNE		READCD	
01488	49	01288	00000	B		PRINT	
01496				DORG		*-3	
01496	14	01179	00N00	MIDDLE	CM	CDCNT,500,9	
01508	46	01564	01100	BH		BIG,,	BIG IF OVER 500 CDS
01520	31	10104	10424	TR		ENOUGH-17,RIGHT-1	
01532	11	01426	0080	AM		REMARK&6,80,,	SELECT COMMENT
01544	11	01543	000M0	AM		*-1,40,10	
01556	49	01384	00000	B		CHK	
01564				DORG		*-3	
01564	11	01426	0160	BIG	AM	REMARK&6,160,,	SELECT COMMENT
01576	12	01575	000M0	SM		*-1,40,10	
01588	14	01426	10121	CHKB	CM	REMARK&6,ENOUGH	
01600	46	01408	01100	BH		REMARK-12	
01612	16	01426	10121	LASTCM	TFM	REMARK&6,ENOUGH	
01624	49	01408	00000	B		REMARK-12	
01632				DORG		*-3	
01632	31	10120	10200	TIME	TR	ENOUGH-1,FINAL-1,,	CHANGE TIMED COMMENT
01644	11	01426	0280	AM		REMARK&6,280,,	SELECT COMMENT
01656	12	01655	000M0	SM		*-1,40,10	
01668	49	01588	00000	B		CHKB	
01676				DORG		*-3	
01676	17	17206	1179	ERROR	BTM	EDIT,CDCNT	
01688	39	10361	00100	WATY		BAD,,	
01700	16	01694	10321	TFM		ERROR&18,ERRORS,,	CHANGE COMMENT
01712	39	19001	00100	WATY		EDNUMB	
01724	34	00000	00102	RCTY			
01736	49	01264	00000	B		CHK2	
01744				DORG		*-3	
01744	17	00694	10449	OVER	BTM	ALPHA,POVER,,	1000 CDS READ

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01756	49	01168	00000	B		HALT	
01764				DORG		*-3	
01764	15	01265	00006	TIMCM	TDM	CHK2&1,6,,	SET 125 CDS SW ON
01776	34	00000	00102	RCTY			
01788	17	00694	99999	WATIM	BTM	ALPHA,99999,,	TIME MESSAGE
01800	16	01799	10777	BTM		WATIM&11,WDTIME	
01812	48	00000	00000	H			
01824	49	01216	00000	B		READCD	
01832				DORG		*-3	
10000				DORG		10000	
10001		00018		WORDS	DAC	18,LITTLE JOB %NICE@	
10037		00002		DAS		2	
10041		00020		DAC		20,LET ER RUN CHARLIE @	
10081		00040		REFA	DAC	40,GOOD READER,	TRY TIMING, SW 2 ONE
10161		00018		DAC		18,BIG DATA JOB - OK@	
10197		00002		DAS		2	
10201		00020		FINAL	DAC	20,ENOUGH - LETS GO ON@	
10241		00019		DAC		19,WHAT - TIMED AGAIN@	
10279		00001		DAS		1	
10281		00020		TIMED	DAC	20,30 SEC. ON THE NOSE@	
10321		00018		ERRORS	DAC	18,MORE ERRORS, CARD@	
10357		00002		DAS		2	
10361		00018		BAD	DAC	18,BAD STUFF IN CARD@	
10397		00014		CDSRD	DAC	14, CARDS READ, @	
10425		00006		RIGHT	DAC	6,RIGHT@	
10437		00004		YES	DAC	4,YES@	
10121				ENOUGH	DS	4,REFA&40	
10447		00004		DC		4,0102	
10449		00034		POVER	DAC	34,STOP, STOP, STOP 1000 CARDS READ @	
10519		00004		DC		4,0401	
10521		00027		INSTR	DAC	27,READ CARDS - SW1, SW2, OFF@	
10575		00026		DAC		26,STOP READING -- SW1, ONE	
10627		00026		DAC		26,READ 125 CARDS -- SW2, ONE	
10679		00022		DAC		22,I/O - PROGRAM OR STOP@	
10725		00004		DC		4,0102	
10727		00023		NOTE	DAC	23,NOTE THE TIME AT START@	
10775		00004		DC		4,0102	
10777		00005		WDTIME	DAC	5,TIME@	
10841		00080		INPUT	DAS	80,19841	
01179		00003		CDCNT	DS	3,HALT&11	
01176		00004		RCTY	DC	4,0003,HALT&8	
17608				NEXT	DS	4,17608	

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02004
17206
19001

ALPHA DS ,19001
EDIT DS ,17206
EDNUM DS ,19001
DEND

* *****
* CARD OUTPUT SECTION 2
* *****

02000
02000 M9 02036 0 102
02013 00012
02036 17 17608 2000
02048 17 00694 10813
02060 17 00694 2013
02072 47 02108 00300
02084 17 00694 10829
02096 34 00000 00102
02108 16 02227 0 000
02120 17 17834 0 000
02132 48 00000 00000
02144 47 02180 00100
02156 47 02180 00200
02168 49 02500 00000
02180 39 11039 00400
02192 23 10807 10823
02204 32 00084 00000
02216 32 00091 0 000
02228 26 10805 00096
02240 33 10801 00000
02252 26 10819 00090
02264 17 17206 0095
02276 31 19910 19000
02288 16 19923 000-0
02300 17 17206 0090
02312 31 19944 19000
02324 16 19961 000-0
02336 16 19953 000-3
02348 11 02227 000-1
02360 17 17206 2227
02372 31 19870 19000
02384 16 19881 000-0
02396 39 19841 00400
02408 46 02488 00200

DORG 2000
R BEG,0102,08
HD DAC 12,CARD OUTPUT@
REG BTM NFXT,2000
BTM ALPHA,RCTY &2
BTM ALPHA,HD
BNC3 HALT
BTM ALPHA,INSTR,,
RCTY
HALT TFM COUNT,0,8, INITIALIZE CARD COUNT
BTM LD160,0,8, CLEAR OUTPUT AREA
H
BNC1 WOW
BNC2 WOW
B GOON&12,,, BOTH SWITCHES ON
WOW WACD HEAD
GO M VALUE,WJO,, GENERATE RANDOM NUMBERS
WK1 SF 84,,7
WK2 SF 91,,8
TF VALUE-2,96,, SET UP NEW MULTIPLIERS
CF VALUE-6
TF WJO-4,90
BTM EDIT,95
TR OUTPUT&70,EDNUMB-1
TFM OUTPUT&83,,10, FIRST RANDOM NUMBER
BTM EDIT,90
TR OUTPUT&104,EDNUMB-1
TFM OUTPUT&121,,10, SECOND RANDOM NUMBER
TFM OUTPUT&113,03,10, WITH A DECIMAL POINT
AM COUNT,1,10, CARD COUNT
BTM EDIT,COUNT
TR OUTPUT&30,EDNUMB-1
TFM OUTPUT&41,,10,
WACD OUTPUT&1
BC2 GOON

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02420 47 02192 00100
02432 39 19001 00100
02444 34 00000 00101
02456 39 11201 00100
02468 34 00000 00102
02480 49 02096 00000
02488
02488 47 02520 00100
02500 17 00694 11243
02512 49 02108 00000
02520
02520 14 02227 0 125
02532 47 02192 01200
02544 49 02432 00000
10800
10807 00008
02227
17206
19001
19840
10811 00004
17834
10823 00012
10827 00004
10829 00043
10915 00024
10963 00026
11015 00012
11039 00039
11117 00042
11201 00019
11241 00004
11243 00038
11319 00029
17608
02694

BNC1 GO
DONE WATY EDNUMB,,, TYPE OUT CARDS PUNCHED
SPTY
WATY MESS1
RCTY
B HALT-12
DORG *-3
GOON BNC1 AOK
BTM ALPHA,MESS2,, BOTH SWITCHES ON
B HALT
DORG *-3
AOK CM COUNT,125,8, PUNCH 125 CARDS
BNE GO
B DONE
DORG 10800
VALUE DC 8,16895419
COUNT DS ,WK2&11
EDIT DS ,17206
EDNUMB DS ,19001
OUTPUT DS ,19840
RCTY DC 4,0003
LD160 DS ,17834
WJO DC 12,326331030377
DC 4,0401
INSTR DAC 43,PUNCH DATA CARDS CONTAINING RANDOM NUMBERS@
DAC 24,SW1 ON TO STOP PUNCHING@
DAC 26,SW2 ON TO PUNCH 125 CARDS@
DAC 12,I/O TO STOP@
HEAD DAC 39, THIS SECTION GENERATES A
DAC 42, TABLE OF RANDOM NUMBERS @
MESS1 DAC 19,DATA CARDS PUNCHED@
DC 4,0102
MFSS2 DAC 38,I FIND IT CONFUSING WHEN YOU HAVE BOTH
DAC 29, SW1 AND SW2 ON, START AGAIN@
NFXT DS ,17608
ALPHA DS ,00694
DEND

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03000
03000 M9 03108 0 102

DORG 3000
R BEG,0102,08

* *****
* TYPEWRITER I/O, SECTION 3
* *****

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03013 00048
 03108 17 17608 3000
 03120 17 00694 11605
 03132 17 00694 3013
 03144 16 11977 000-0
 03156 34 00000 00102
 03168 47 03204 00300
 03180 17 00694 11609
 03192 34 00000 00102
 03204 48 00000 00000
 03216 27 17834 00405
 03228 46 03272 00100
 03240 46 03560 00260
 03252 17 00694 11807
 03264 49 03204 00000
 03272
 03272 47 03304 00200
 03284 17 00694 11683
 03296 49 03204 00000
 03304
 03304 15 03501 00008
 03316 36 19841 00100
 03328 47 03360 00400
 03340 34 00000 00102
 03352 49 03216 00000
 03360
 03360 45 03392 19869
 03372 34 00000 00108
 03384 49 03416 00000
 03392
 03392 34 00000 00102
 03404 34 00000 00102
 03416 11 11977 000-1
 03428 33 11976 00000
 03440 39 11973 00100
 03452 38 11976 00100
 03464 34 00000 00101
 03476 39 11981 00100
 03488 34 00000 00101
 03500 38 19841 00100
 03512 32 11976 00000
 03524 34 00000 00102

HD3 DAC 48,VARIABLE LENGTH,ALPHA OR NUMERIC TYPEWRITER I/O@
 REG RTM NFXT,3000
 RTM ALPHA,RCTY&2
 RTM ALPHA,HD3
 TFM CTR-1,00,10
 RCTY
 RNC3 HALT3
 RTM ALPHA,INSTR
 RCTY
 HALT3 H
 RT LD160,RM4
 RC1 GO
 BC2 ALFA
 RTM ALPHA,ERROR1
 R HALT3
 DORG *-3
 GO BNC2 NUM
 RTM ALPHA,ERROR2
 R HALT3
 DORG *-3
 NUM TDM OUT&1,8,, PREPARE TO WRITE NUMERIC
 RNTY OUTPUT
 BNC4 *832
 GOOFER RCTY
 RCTY
 B HALT3&12
 DORG *-3
 BNR GOOUT,OUTPUT&28
 TAB TBTY
 R GOOUT&24
 DORG *-3
 GOOUT RCTY
 RCTY
 AM CTR-1,1,10
 CF CTR-2
 WATY A
 WNTY CTR-2
 SPTY
 WATY EQ
 SPTY
 OUT WNTY OUTPUT
 SF CTR-2
 RCTY

03536 34 00000 00102
 03548 49 03204 00000
 03560 15 03501 00009
 03572 37 19841 00100
 03584 46 03340 00400
 03596 45 03392 19897
 03608 49 03372 00000
 11600
 11603 00004
 11607 00004
 11609 00028
 11665 00034
 11733 00035
 11805 00004
 11807 00036
 11881 00004
 11883 00045
 11973 00002
 11978 00003
 11981 00002
 00405
 19841
 17608
 00694
 17834

RCTY
 B HALT3
 ALFA TDM OUT&1,9,, PREPARE TO WRITE ALPHA-NUMERIC
 RATY OUTPUT
 BC4 GOOFER
 BNR GOOUT,OUTPUT&56
 B TAB
 DORG 11600
 RCTY DC 4,0003
 DC 4,0301
 INSTR DAC 28,SW1 ON SW2 OFF FOR NUMERIC@
 DAC 34,SW1 OFF SW2 ON FOR ALPHA-NUMERIC@
 DAC 35,TYPE IN UP TO 65 DIGITS OR LETTERS@
 DC 4,0102
 ERROR1 DAC 36,COME,COME,TURN ON EITHER SW1 OR SW2@
 DC 4,0102
 ERROR2 DAC 45,MAKE UP YOUR MIND,TURN OFF EITHER SW1 OR SW2@
 A DAC 2,A@
 CTR DC 3,00@
 EQ DAC 2,#@
 RM4 DS ,405
 OUTPUT DS ,19841
 NEXT DS ,17608
 ALPHA DS ,00694
 LD160 DS ,17834
 DEND

* *****
 * ADDITION, SECTION 4
 * *****

04000
 04000 M9 04076 0 102
 04013 00032
 04076 17 17608 4000
 04086 17 00694 12501
 04100 17 00694 4013
 04112 47 04136 00300
 04124 17 00694 12405
 04136 48 00000 00000
 04148 27 17798 00405
 04160 39 12501 00100
 04172 34 00000 00102
 04184 36 19820 00100

DORG 4000
 R RFG,0102,08
 HD DAC 32,ADDITION OF A COLUMN OF FIGURES@
 BEG RTM NFXT,4000
 RTM ALPHA,RCTY&2
 RTM ALPHA,HD
 RNC3 HALT
 RTM ALPHA,INSTR
 HALT H
 BT LD80,RM4
 WATY NUMR
 RCTY
 RNTY BARFA

08

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04186 34 00000 00102
 04208 46 04148 00400
 04220 45 04740 19921
 04222 45 04548 00000
 04240
 04240 16 19919 000-0
 04252 45 04772 19928
 04264 16 04426 12606
 04276 45 04420 19927
 04288 11 04426 000-1
 04300 45 04420 19926
 04312 11 04426 000-1
 04324 45 04420 19925
 04336 11 04426 000-1
 04348 45 04420 19924
 04360 11 04426 000-1
 04372 45 04420 19923
 04384 11 04426 000-1
 04396 45 04420 19922
 04408 11 04426 000-1
 04420 31 99999 19918
 04432 26 12625 12615
 04444 39 12627 00100
 04456 34 00000 00102
 04468 36 19940 00100
 04480 34 00000 00102
 04492 47 04524 00400
 04504 26 19942 00405
 04516 49 04444 00000
 04524
 04524 45 04804 19942
 04536 45 04584 19941
 04548 39 12759 00100
 04560 34 00000 00102
 04572 49 04136 00000
 04584 32 19940 00000
 04596 14 19941 000-2
 04608 47 04548 01300
 04620 21 12615 12625
 04632 47 04680 00100
 04644 17 17206 12615
 04656 39 19001 00100

RCTY
 RC4 *-60
 BNR *620,BAREA61
 B SMALL
 DORG *-3
 TFM BARFA-1,0,10
 BNR CLOWN,BAREA6B
 TFM GO66,COUNT
 BNR GO,BAREA67
 AM GO66,1,10
 BNR GO,BAREA66
 AM GO66,1,10
 BNR GO,BAREA65
 AM GO66,1,10
 RNR GO,BAREA64
 AM GO66,1,10
 BNR GO,BAREA63
 AM GO66,1,10
 BNR GO,BAREA62
 AM GO66,1,10
 TR 99999,BAREA-2
 TF CTWO,CTR
 WATY TIMES
 RCTY
 RNTY BAREA620
 RCTY
 BNC4 *632
 TF BAREA622,RM4
 B GO624
 DORG *-3
 BNR CUTUP,BAREA622
 BNR OK,BAREA621
 WATY PIKER
 RCTY
 B HALT
 SF BAREA620
 CM BAREA621,2,10
 BL SMALL
 A CTR,CTWO
 BNC1 GOON
 BTM EDIT,CTR
 WATY EDNUMB

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04668 34 00000 00102
 04680 12 19941 000-1
 04692 14 19941 000-1
 04704 47 04620 01200
 04716 17 17206 12615
 04728 34 00000 00102
 04740 39 19001 00100
 04752 34 00000 00102
 04764 49 04136 00000
 04772
 04772 39 12557 00100
 04784 34 00000 00102
 04796 49 04136 00000
 04804
 04804 39 12687 00100
 04816 34 00000 00102
 04828 49 04136 00000
 12400
 12403 00004
 12405 00029
 12463 00017
 12499 00004
 17608
 00694
 00405
 17798
 LD80 DS *17798
 19920
 BARFA DS *19920
 17206
 FDIT DS *17206
 19001
 EDNUMB DS *19001
 12501 00028
 NUMB DAC 28,ENTER AN EIGHT DIGIT NUMBER
 12557 00025
 ERRONE DAC 25,I SAID ONLY EIGHT DIGITS
 12615 00010
 CTR DS 10
 12606
 COUNT DS *CTR-0
 12625 00010
 CTWO DS 10
 12627 00030
 TIMES DAC 30,ENTER COLUMN SIZE, TWO DIGITS
 12687 00036
 ERRTWO DAC 36,I SAID ONLY TWO DIGITS, START AGAIN
 12759 00035
 PIKER DAC 35,THIS JOB IS TOO SMALL, START AGAIN
 DEND

GOON
 RCTY
 SM BAREA621,1,10
 CM BAREA621,1,10
 BNE ADD
 BTM EDIT,CTR
 RCTY
 WATY EDNUMB
 RCTY
 B HALT
 DORG *-3
 CLOWN
 WATY ERRONE
 RCTY
 B HALT
 DORG *-3
 CUTUP
 WATY ERRTWO
 RCTY
 B HALT
 DORG 12400
 DC 4,0201
 INSTR
 DAC 29,SW1 ON TO SHOW EACH SUBTOTAL
 DAC 17,OVERFLOW TO STOP
 RCTY
 DC 4,0003
 NFXT DS *17608
 ALPHA DS *00694
 RM4 DS *00405
 LD80 DS *17798
 BARFA DS *19920
 FDIT DS *17206
 EDNUMB DS *19001
 NUMB DAC 28,ENTER AN EIGHT DIGIT NUMBER
 ERRONE DAC 25,I SAID ONLY EIGHT DIGITS
 CTR DS 10
 COUNT DS *CTR-0
 CTWO DS 10
 TIMES DAC 30,ENTER COLUMN SIZE, TWO DIGITS
 ERRTWO DAC 36,I SAID ONLY TWO DIGITS, START AGAIN
 PIKER DAC 35,THIS JOB IS TOO SMALL, START AGAIN
 DEND

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*
 * LOGICAL DECISION, SECTION 5
 *
 DORG 5000

05000

05000 M9 05054 0 102
 05013 00021
 05054 17 17608 5000
 05066 17 00694 13913
 05078 17 00694 5013
 05090 47 05114 00300
 05102 17 00694 13773
 05114 48 00000 00000
 05126 27 17798 00405
 05138 16 05397 19922
 05150 16 05468 19922
 05162 16 05485 19922
 05174 15 19920 0000-
 05186 36 19921 00100
 05198 46 05650 00400
 05210 34 00000 00108
 05222 2L 5238 5K38
 05234 2L 525 5K50
 05246 2L 5262 5K62
 05258 16 13756 13201
 05270 16 13761 13307
 05282 16 13766 13503
 05294 45 05638 19923
 05306 45 05418 19922
 05318 45 05350 19921
 05330 39 13693 00100
 05342 49 05650 00000
 05350
 05350 12 05397 000-1
 05362 12 05468 000-1
 05374 12 05485 000-1
 05386 43 05462 99999
 05398 39 13315 00100
 05410 49 05650 00000
 05418
 05418 14 19922 00-13
 05430 46 05778 01200
 05442 43 05538 19921
 05454 49 05386 00000
 05462
 05462 12 99999 000-1
 05474 43 05518 99999
 05486 26 05504 13756

84

8b

05498 39 09999 00100
 05510 49 05650 00000
 05518
 05518 11 13756 000J2
 05530 49 05462 00000
 05538
 05538 12 19921 000-1
 05550 43 05670 19921
 05562 43 05606 19922
 05574 26 05592 13761
 05586 39 99999 00100
 05598 49 05650 00000
 05606
 05606 12 19922 000-1
 05618 11 13761 000K0
 05630 49 05562 00000
 05638
 05638 39 13627 00100
 05650 17 00694 13213
 05662 49 05126 00000
 05670
 05670 12 19921 000-1
 05682 43 05738 19921
 05694 26 05712 13766
 05706 39 99999 00100
 05718 43 05758 19922
 05730 49 05650 00000
 05738
 05738 11 13766 000J6
 05750 49 05670 00000
 05758
 05758 34 00000 00101
 05770 49 05462 00000
 05778
 05778 39 13913 00100
 05790 49 05650 00000
 13200
 13201 00004
 13211 00004
 13213 00004
 13223 00004

8c

B BEG5,0102,08
 HD5 DAC 21,DIGITS TO ALPHABETIC@
 BEG5 BTM NEXT,5000
 BTM ALPHA,RCTY&2
 BTM ALPHA,HD5
 BNC3 HALT5
 BTM ALPHA,INSTR
 HALT5 H
 CLR BT LD80,RM4,, SET INPUT TO RECORD MARKS
 BTM NUMB&11,19922,, INITIALIZATION
 TFM NAVT&6,19922
 TFM NAVT&23,19922
 TDM 19920,0,11
 RNTY 19921,,, READ TWO DIGITS
 BC4 GOOF,,, GOOF SWITCH
 TBTY
 M *616,*616,7 , TIME DELAY FOR TABULATING
 M *616,*616,7 , TIME DELAY FOR TABULATING
 M *616,*616,7 , TIME DELAY FOR TABULATING
 TFM CTRO,ONE,, INITIALIZATION
 TFM CRT, TEN
 TFM CTRE,TWTY
 BNR BAD,19923,, TEST FOR NUMBER OF DIGITS
 BNR GO,19922
 BNR GOA,19921
 WATY ERTWO ,,, NOTHING ENTERED
 B GOOF
 DORG *-3
 GOA SM NUMB&11,01,10
 SM NAVT&6,01,10
 SM NAVT&23,01,10
 NUMB BD NAVT,99999,, THIS LOOP CHECKS 1 TO 9
 WATY ZERO
 B GOOF
 DORG *-3
 GO CM 19922,013,9, SPECIAL COMMENT WHEN NUMBER IS 13
 BE FUN
 BD GOC,19921
 B NUMB
 DORG *-3
 NAVT SM 99999,01,10
 BD ROUT,99999
 TF *618,CTRO
 WATY 9999
 B GOOF
 DORG *-3
 ROUT AM CTRO,12,10
 B NAVT
 DORG *-3
 GOC SM 19921,1,10
 BD GOD,19921,, 10 TO 19 RANGE
 BD GOE,19922,, 20 OR GREATER
 TF *618,CTRT
 WATY 99999
 B GOOF
 DORG *-3
 GOE SM 19922,1,10, THIS LOOP CHECKS 10 TO 19
 AM CRT,20,10
 B UP
 DORG *-3
 BAD WATY ERONE
 GOOF BTM ALPHA,OLMO&2,, RCTY TWO TIMES
 B CLR
 DORG *-3
 GOD SM 19921,1,10, THIS LOOP CHECKS 20 TO 90
 BD GOF,19921
 TF *618,CTRE
 WATY 99999
 BD GOG,19922
 B GOOF
 DORG *-3
 GOF AM CTRE,16,10
 B GOD
 DORG *-3
 GOG SPTY ,,, SPACE THE TYPEWRITER AND THEN
 B NAVT,,, GO TO THE 1 TO 9 LOOP
 DORG *-3
 FUN WATY HAHA
 B GOOF
 DORG 13200
 ONE DAC 4,ONE@
 OLMO DC 4,0002
 DAC 4,TWO@
 DS 4,

13225	00006	DAC	6,THREE@
13227	00005	DAC	5,FOUR@
13247	00002	DS	2,
13249	00005	DAC	5,FIVE@
13250	00002	DS	2,
13261	00004	DAC	4,SIX@
13271	00004	DS	4,
13273	00006	DAC	6,SEVEN@
13285	00006	DAC	6,EIGHT@
13297	00005	DAC	5,NINE@
13307	00004	TEN	DAC 4,TEN@
13315	00005	ZERO	DAC 5,ZERO@
13325	00002	DS	2,
13327	00008	DAC	8,ELEVEN@
13345	00004	DS	4,
13347	00007	DAC	7,TWELVE@
13365	00006	DS	6,
13367	00009	DAC	9,THIRTEEN@
13385	00002	DS	2,
13387	00009	DAC	9,FOURTEEN@
13405	00002	DS	2,
13407	00008	DAC	8,FIFTEEN@
13425	00004	DS	4,
13427	00008	DAC	8,SIXTEEN@
13445	00004	DS	4,
13447	00010	DAC	10,SEVENTEEN@
13467	00009	DAC	9,EIGHTEEN@
13485	00002	DS	2,
13487	00008	DAC	8,NINETEEN@
13503	00007	TWTY	DAC 7,TWENTY@
13517	00002	DS	2,
13519	00007	DAC	7,THIRTY@
13533	00002	DS	2,
13535	00006	DAC	6,FORTY@
13549	00004	DS	4,
13551	00006	DAC	6,FIFTY@
13565	00004	DS	4,
13567	00006	DAC	6,SIXTY@
13581	00004	DS	4,
13583	00008	DAC	8,SEVENTY@
13599	00007	DAC	7,EIGHTY@
13613	00002	DS	2,

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13615	00006	DAC	6,NINETY@
13627	00033	ERONE	DAC 33,ENTER ONLY TWO CHARACTERS PLEASE@
13693	00030	ERTWO	DAC 30,GO AHEAD AND ENTER TWO DIGITS@
13756	00005	CTRO	DS 5
13761	00005	CTRT	DS 5
13766	00005	CTRE	DS 5
00694		ALPHA	DS ,00694
17798		LD80	DS ,17798
13767	00001	DS	1,
13771	00004	DC	4,0301
13773	00022	INSTR	DAC 22,SW1, SW2 -- ON OR OFF@
13817	00017	DAC	17,OVERFLOW TO STOP@
13851	00029	DAC	29,TYPE IN ANY TWO DIGIT NUMBER@
00405		RM4	DS ,00405
13911	00004	RCTY	DC 4,0003
17608		NFXT	DS ,17608
13913	00034	HAHA	DAC 34,I DO NOT LIKE THE NUMBER THIRTEEN@

* *****
 * RAPID SUCCESSIVE ADDITION, SECTION 6
 * *****

06000		DORG	6000
06000	M9 06064 0 102	R	RFG6,0102,08
06013	00026	HD6	DAC 26,RAPID SUCCESSIVE ADDITION@
06064	17 17608 6000	RFG6	RTM NFXT,6000
06076	17 00694 6981		RTM ALPHA,RCTY&2
06088	17 00694 6013		RTM ALPHA,HD6
06100	47 06124 00300		RNC3 HALT6
06112	17 00694 6853		RTM ALPHA,INSTR
06124	34 00000 00102	HALT6	RCTY
06136	47 06184 00200		RNC2 GOON,,,
06148	15 06257 00007	TDM	ADD-11,7,,
06160	15 06281 00006	TDM	ADD&13,6,,
06172	49 06208 00000	R	CLR,,,
06184	15 06257 00006	GOON	TDM ADD-11,6,,
06196	15 06281 00007	TDM	ADD&13,7
06208	16 06254 0 000	CLR	TFM SUM,0,8
06220	16 06251 00-00	TFM	SUM-3,0,9
06232	25 06255 00400	TD	SUM&1,400
06244	48 000 0 00000	H	H ,5
06256	46 06264 00200	RC2	FRPO,,,
06268	11 06254 000-1	ADD	AM SUM,1,10,

TEST FOR THE PRESENT SW2 SETTING
 AND THEN INITIALIZE THE LATTER TESTS
 SO THAT CHANGING SW2 WILL BE
 ENOUGH TO TEST FOR CHEATING AND
 STOP THE ADDITION

CHEAT MESSAGE
 ADD ONE TO THE COUNTER AN THEN

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06280 47 06280 00200
 06282 33 06280 00000
 06304 34 06249 00100
 06316 34 00000 00100
 06328 34 00000 00100
 06340 43 06676 06250
 06352 43 06552 06252
 06364 43 06464 06253
 06376 39 14001 00100
 06388 34 00000 00102
 06400 11 06382 0044
 06412 14 06382 14133
 06424 46 06444 01200
 06436 49 06124 00000
 06444
 06444 12 06382 00J32
 06456 49 06124 00000
 06464
 06464 39 14125 00100
 06476 34 00000 00102
 06488 11 06470 000M2
 06500 14 06470 14299
 06512 46 06532 01200
 06524 49 06124 00000
 06532
 06532 12 06470 00J68
 06544 49 06124 00000
 06552
 06552 25 06575 06251
 06564 14 06606 000-0
 06576 46 06676 01100
 06588 39 14289 00100
 06600 34 000 4 00102
 06612 11 06594 00004
 06624 14 06594 14481
 06636 46 06656 01200
 06648 49 06124 00000
 06656
 06656 12 06594 00J92
 06668 49 06124 00000
 06676
 06676 39 14483 00100

RNC2 ADD,,, TEST SW2 FOR STOP
 CF SUM-5
 WNTY SUM-5
 SPTY
 SPTY
 RD BIG,SUM-4,, TEST FOR NUMBER OF DIGITS
 BD MID,SUM-2,, THEN SELECT A COMMENT
 RD SMALL,SUM-1
 HERE WATY COMA,,2
 RCTY
 AM HERF66,44,, CHANGE COMMENT
 CM HERF66,COMA6,132
 RE OUT,,, REINITIALIZE COMMENT
 B HALT6
 DORG *-3
 OUT SM HERF66,132,9
 R HALT6
 DORG *-3
 SMALL WATY COMA,,2
 RCTY
 AM SMALL66,42,10, CHANGE COMMENT
 CM SMALL66,COMA6,168
 RE OUT2,,, REINITIALIZE COMMENT
 B HALT6
 DORG *-3
 OUT2 SM SMALL66,168,9
 B HALT6
 DORG *-3
 MID TD CME11,SUM-3
 CM CM RC66,0,10
 RH BIG
 WATY COMC,,2
 RC RCTY 4,,5
 AM RC-6,64,10, CHANGE COMMENT
 CM RC-6,COMC6,192
 BE OUT3,,, REINITIALIZE COMMENT
 B HALT6
 DORG *-3
 OUT3 SM RC-6,192,9
 B HALT6
 DORG *-3
 BIG WATY COMC,,2

06688 34 00000 00102
 06700 11 06682 000M2
 06712 14 06682 14651
 06724 46 06744 01200
 06736 49 06124 00000
 06744
 06744 12 06682 00J68
 06756 49 06124 00000
 06764
 06764 39 14643 00100
 06776 34 00000 00102
 06788 11 06770 000K6
 06800 14 06770 14799
 06812 47 06124 01200
 06824 16 06770 14643
 06836 49 06124 00000
 06851 00004
 06853 00045
 06943 00017
 06979 00004
 17608
 00694
 14000
 14001 00022
 14045 00022
 14089 00018
 14125 00021
 14167 00021
 14209 00021
 14251 00019
 14289 00032
 14353 00032
 14417 00033
 14483 00021
 14525 00021
 14567 00020
 14607 00001
 14609 00017
 06254
 14643 00026
 14695 00010
 14719 00006

RCTY
 AM BIG66,42,10, CHANGE COMMENT
 CM BIG66,COMD6,168
 BE OUT4,,, REINITIALIZE COMMENT
 B HALT6
 DORG *-3
 OUT4 SM BIG66,168,9
 B HALT6
 DORG *-3
 FRRO WATY CMT,,2
 RCTY
 AM *-18,26,10, CHANGE COMMENT
 CM *-30,FND6,26
 RNE HALT6
 TFM ERRO66,CMT ,, REINITIALIZE COMMENT
 B HALT6
 DC 4,0201
 INSTR DAC 45,PUSH START THEN CHANGE SW 2 TO STOP ADDITION@
 DAC 17,OVERFLOW TO STOP@
 RCTY DC 4,0003
 NFXT DS ,17608
 ALPHA DS ,00694
 DORG 14000
 COMA DAC 22,THAT WAS FAST ON SW 2@
 DAC 22,YOU ARE NOW AN EXPERT@
 COMB DAC 18,GOOD SHOW OLD BOY@
 DAC 21,YOU CAN IMPROVE THIS@
 DAC 21,TRY IT ONE MORE TIME@
 DAC 21,FASTER ON THE SWITCH@
 DAC 19,FASTER DIGITS IS FAST@
 COMC DAC 32,FASTER ON SWITCH2 TO REDUCE SUM@
 DAC 32,THE 1620 IS FASTER THAN YOU ARE@
 DAC 33,I KNOW YOU CAN DO BETTER CHARLIE@
 COMD DAC 21,FASTER FASTER FASTER@
 DAC 21,YOU ARE TOO SLOW @
 DAC 20,SPEED IT UP CHARLIE@
 DAC 1,A
 SUM DAC 17,GET THE LEAD OUT@
 DS ,H610
 CMT DAC 26, YOU MOVED SW2 TOO SOON@
 DAC 10,PLAY FAIR@
 DS 6

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14721 00011
 14745 00004
 14747 00013
 14773 00011

DAC 11, WATCH THAT
 DS 4,
 DAC 13, DIRTY PLAYER
 DAC 11, DON'T CHEAT
 DEND

 SUCCESSIVE MULTIPLICATION, SECTION 7

07000
 07000 M9 07064 0 102
 07013 00026
 07064 17 17608 7000
 07076 17 00694 15549
 07088 17 00694 7013
 07100 47 07124 00300
 07112 17 00694 00021
 07124 48 00000 15000
 07136 17 00694 15121
 07148 27 17834 00405
 07160 36 19847 00100
 07172 17 00694 15549
 07184 46 07136 00400
 07196 45 07228 19847
 07208 17 30694 15159
 07220 49 07136 00000
 07228
 07228 45 14928 19854
 07240 43 07272 19847
 07252 17 00694 15181
 07264 49 07136 00000
 07272
 07272 17 00694 15141
 07284 27 17798 00405
 07296 36 19920 00100
 07308 17 00694 15549
 07320 46 07272 00400
 07332 45 07364 19920
 07344 17 00694 15159
 07356 49 07272 00000
 07364
 07364 45 07944 19922
 07376 45 07412 19921

DORG 7000
 R BFG7,0102,08
 HD7 DAC 26,SUCCESSIVE MULTIPLICATION
 REG7 BTM NFXT,7000
 BTM ALPHA,RCTY&2
 BTM ALPHA,HD7
 BNC3 HALT7
 BTM ALPHA,INSTR
 HALT7 H ,2
 ENTER1 BTM ALPHA,VAR1
 BT LD160,RM4
 RNTY NR-7
 BTM ALPHA,RCTY&2
 BC4 ENTER1
 RNR LOOP1,NR-7
 BTM ALPHA,ERMES1,, REQUEST AN ENTRY
 R ENTER1
 DORG *-3
 LOOP1 RNR ERROR1,NR,, CHECK FOR TOO LONG A NUMBER
 RD ENTER2,NR-7
 BTM ALPHA,ERMES2
 R ENTER1
 DORG *-3
 ENTER2 BTM ALPHA,VAR2
 RT LD80,RM4
 RNTY PR-1
 BTM ALPHA,RCTY&2
 RC4 ENTER2
 BNR LOOP2,PR-1
 BTM ALPHA,ERMES1,, REQUEST AN ENTRY
 R ENTER2
 DORG *-3
 LOOP2 RNR ERROR2,PR&1,, CHECK FOR TOO GREAT A POWER
 BNR COMP,PR

07388 25 19921 19920
 07400 15 19920 0000-
 07412 32 19847 00000
 07424 32 19920 00000
 07436 14 19921 000-1
 07448 46 14960 01200
 07460 14 19921 000-0
 07472 46 07976 01200
 07484 16 15581 000-0
 07496 16 07135 000-0
 07508 26 15559 07132
 07520 45 07540 19847
 07532 49 07572 00000
 07540
 07540 11 07135 000-1
 07552 11 07531 000-1
 07564 49 07520 00000
 07572
 07572 16 07531 19847
 07584 16 15584 00-00
 07596 21 15584 07135
 07608 45 07688 19848
 07620 26 07638 07619
 07632 15 99999 00000
 07644 14 07638 19854
 07656 46 07708 01200
 07668 11 07638 000-1
 07680 49 07632 00000
 07688
 07688 11 07619 000-1
 07700 49 07608 00000
 07708
 07708 26 15559 19853
 07720 16 07619 19848
 07732 11 15581 000-2
 07744 26 15578 07133
 07756 26 15571 07132
 07768 21 15571 15559
 07780 15 00075 00000
 07792 23 15578 15559
 07804 26 15575 00002
 07816 21 15584 07135

TD 19921,19920,, CONVERSION OF A SINGLE DIGIT POWER X
 TDM 19920,0,11, TO A DIGIT POWER OX
 COMP SF NR-7
 SF PR-1
 CM PR,01,10, TEST FOR FIRST POWER
 BE SELF
 CM PR,0,10
 BE MESONE
 TFM CTR,00,10, ZERO PROD. CTR.
 TFM LENGTH,0,10
 TF FLNR,ZFROES-1
 SEARCH BNR LOOP3,NR-7,7, FIND LENGTH OF NUMBER FIELD
 B SET8
 DORG *-3
 LOOP3 AM LFNGTH,1,10
 AM SEARCH&11,1,10
 B SEARCH
 DORG *-3
 SFT8 TFM SEARCH&11,NR-7
 TFM EXPON,0,9
 A EXPON,LENGTH
 ZOOM BNR FIND,NR-6,7
 TF *818,ZOOM&11
 GOG TDM 99999,0,2
 CM GOG&6,NR
 BE REGEN1
 AM GOG&6,1,10
 B GOG
 DORG *-3
 FIND AM ZOOM&11,1,10
 R ZOOM
 DORG *-3
 REGEN1 TF FLNR,NR-1,7
 TFM ZOOM&11,NR-6
 AM CTR,2,10
 TF PROD,ZFROES,, CLEAR PRODUCT AREA
 TF PROD-7,ZEROES-1
 A PROD-7,FLNR
 WOW TDM 75,0
 V PROD,FLNR
 TF PROD,52
 A EXPON,LENGTH

06

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07828	43	07900	15565	3D	GOGO,PROD-13,,	IS THERE A HIGH ORDER ZERO
07840	12	15584	000-1	SM	EXPON,1,10,	IF YES, THEN DECREMENT THE EXPONENT
07852	26	15550	15578	TF	XPRODX,PROD	
07864	26	15577	15960	TF	PROD-1,XPRODX	
07875	15	15576	00000	TDM	PROD,0,,	THEN ADD A LOW ORDER ZERO
07888	32	15565	00000	SF	PROD-13	
07900	24	19921	15581	GOGO	C	PR,CTR
07912	46	14800	01200	BE	PRINT	
07924	11	15581	000-1	AM	CTR,1,10	
07936	49	07780	00000	B	WOW	
07944				DORG	*-3	
07944	17	00694	15421	ERROR2	BTM ALPHA,MESS2	
07956	25	15491	15490	TD	MONTG-2,MONTG-3,,	CHANGE COMMENT SECOND TIME
07968	49	07272	00000	B	ENTER2	
07976				DORG	*-3	
07976	17	00694	15513	MESONE	BTM ALPHA,MESS3	
07988	49	07136	00000	B	ENTER1	
14800				DORG	14800	
14800	17	00694	15237	PRINT	BTM ALPHA,ANS	
14812	27	17798	00405	BT	LD80,RM4	
14824	31	19940	15565	TR	19940,PROD-13	
14836	33	19940	00000	CF	19940	
14848	38	19940	00100	WNTY	19940	
14860	17	00694	15261	BTM	ALPHA,ANSEXP	
14872	31	19970	15582	TR	19970,EXPON-2	
14884	33	19970	00000	CF	19970	
14896	38	19970	00100	WNTY	19970	
14908	17	00694	15549	BTM	ALPHA,RCTY62	
14920	49	07136	00000	B	ENTER1	
14928				DORG	*-3	
14928	17	00694	15317	ERROR1	BTM ALPHA,MESS1	
14940	25	15363	15362	TD	OLMO-2,OLMO-3,,	CHANGE COMMENT SECOND TIME
14952	49	07136	00000	B	ENTER1	
14960				DORG	*-3	
14960	33	19847	00000	SELF	CF NR-7	
14972	17	00694	15525	BTM	ALPHA,MESS4	
14984	38	19847	00100	WNTY	NR-7	
14996	17	00694	15549	BTM	ALPHA,RCTY62	
15008	49	07136	00000	B	ENTER1	
15016				DORG	*-3	
15019		00004		DC	4,0201	
15021		00020		INSTR	DAC 20,TYPE UP TO 7 DIGITS@	

15061	00026			DAC	26,THEN TYPE A 2 DIGIT POWER@
15113	00002			DAC	2, @
15119	00004			DC	4,0100
15121	00008	VAR1		DAC	8,NUMBER @
15139	00004			DC	4,0100
15141	00007	VAR2		DAC	7,POWER @
15157	00004			DC	4,0102
15159	00009	ERMES1		DAC	9,GO AHEAD@
15179	00004			DC	4,0102
15181	00026	ERMES2		DAC	26,NO HIGH ORDER ZERO PLEASE@
15235	00004			DC	4,0100
15237	00010	ANS		DAC	10,ANSWER 0,@
15259	00004			DC	4,0100
15261	00026	ANSEXP		DAC	26, TIMES TEN TO THE POWER @.
15315	00004			DC	4,0102
15317	00024	MESS1		DAC	24,ENTER ONLY SEVEN DIGITS@
15365	00026	OLMO		DAC	26,HOW OFTEN MUST I TELL YOU@
15419	00004			DC	4,0102
15421	00036	MESS2		DAC	36,THE POWER MAY NOT EXCEED TWO DIGITS@
15493	00008	MONTG		DAC	8,CHARLIE@
15511	00004			DC	4,0102
15513	00004	MESS3		DAC	4,ONE@
15523	00004			DC	4,0100
15525	00010	MESS4		DAC	1,ANSWER # @
15547	00004	RCTY		DC	4,0003
15549	00002			DS	2
15551	00002	L2		DC	2,0
19854		NR		DS	,19854
19921		PR		DS	,19921
07133		ZEROES		DS	,HALT769
15559	00008	FLNR		DS	8,
07135		LENGTH		DS	,HALT7611
15564	00005			DS	5
15578	00014	PROD		DC	14,0
15579	00001			DSC	1,@
17608		NFXT		DS	,17608
00694		ALPHA		DS	,00694
17798		LD80		DS	,17798
00405		RM4		DS	,405
17834		LD160		DS	,17834
15581	00002	CTR		DC	2,0

19900 00014
15584 00003
15585 00001

XPRODX DC 14,0,19900
FXPON DC 3,000
DSC 1,@
DEND

COMBINATION OF EFFECTS, SECTION 8

08000
08000 M9 08058 0 103
08013 00023
08058 17 17608 8000
08070 17 00694 8347
08082 17 00694 8013
08094 47 08142 00300
08106 17 00694 15865
08118 17 17834 0 000
08130 46 08142 00900
08142 48 00000 00000
08154 17 17834 0 000
08166 26 08998 16307
08178 26 08148 16302
08190 26 08153 16299
08202 31 19840 16238
08214 16 19853 000-0
08226 31 19854 16252
08238 16 19865 000-0
08250 31 19866 16264
08262 16 19885 000-0
08274 31 19950 16284
08286 16 19963 000-0
08298 39 19841 00400
08310 36 19840 00500
08322 32 19840 00000
08334 32 19843 00000
08346 26 08331 19841
08358 26 08333 19844
08370 11 08148 000-1
08382 26 16362 16327
08394 26 16392 16327
08406 21 16362 08333
08418 11 08153 000-1

DORG 8000
R BEG8,0103,08
HD8 DAC 23,COMBINATION OF EFFECTS@
BEG8 BTM NEXT,8000
BTM ALPHA,RCTY62,, RETURN CARR. 3 TIMES
BTM ALPHA,HD8,, PRINT HEADING
BNC3 HALT8
BTM ALPHA,INSTR,, PRINT OP,INSTR9
BTM LD160,,8, CLEAR OUTPUT AREA
BLC HALT8
HALT8 H
BTM LD160,,8
TF MULTCT,ZEROES-25,, INITIALIZE MULTIPLICATION AND
TF CDCNT,ZEROES-30,, CARD COUNT COUNTERS
TF CNT1,ZEROES-33
TR AAREA,NBR-1,, PUNCH HEADING CARD
TFM AAREA,13,,10
TR AAREA,14,PR-1
TFM AAREA,25,,10
TR AAREA,26,TRUNK-1
TFM AAREA,45,,10
TR AAREA,110,ANS-1
TFM AAREA,123,,10
WACD AAREA,1
READ RNC D AAREA,,, READ IN DATA CARDS
ONE SF AAREA
TWO SF AAREA,3
TF POWER,AAREA,1
TF NUMBER,AAREA,4
CONT AM CDCNT,1,10
TF SUM,ZEROES-5
TF INTER,ZEROES-5
A SUM,NUMBER
AM CNT1,1,10

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100

08430 26 16392 08333
08442 24 08153 08331
08454 46 08582 01200
08466 14 08153 000J5
08478 46 08570 01200
08490 26 00079 16307
08502 23 16392 08333
08514 26 16392 00099
08526 11 08998 000-1
08538 21 16362 16392
08550 11 08153 000-1
08562 49 08442 00000
08570
08570 32 08151 00000
08582 17 17834 0 000
08594 16 08153 000-0
08606 17 17206 8333
08618 31 19842 19000
08630 16 19849 000-0
08642 17 17206 8331
08654 31 19854 19000
08666 16 19861 000-0
08678 17 17206 16362
08690 31 19926 19000
08702 16 19927 000-0
08714 16 19989 000-0
08726 44 08762 08151
08738 33 08151 000-0
08750 16 19873 00007
08762 39 19841 00400
08774 47 08810 00200
08786 14 08148 0125
08798 46 08842 01200
08810 46 08842 00900
08822 46 08842 00100
08834 49 08310 00000
08842
08842 17 00694 16043
08854 27 17798 00405
08866 43 08958 8144
08878 34 00000 00101
08890 11 08749 000-1

TF INTER,NUMBER
TEST C CNT1,POWER,, DEVELOP SUM
BE PUNCH
CM CNT1,15,10
BE ERROR2
TF 79,ZEROES-25
M INTER,NUMBER
TF INTER,99
AM MULTCT,1,10
A SUM,INTER
GO AM CNT1,1,10
B TEST
DORG *-3
ERROR2 SF HALT869,,, OVERFLOW CAUSES TRUNCATION
PUNCH BTM LD160,,8, CLEAR PUNCH AREA
TFM CNT1,,10, REINITIALIZATION
BTM EDIT,NUMBER,, SET UP PUNCH AREA TO
TR AAREA,2,EDNUMB-1,, PUNCH OUT RESULTS
TFM AAREA,9,,10
BTM EDIT,POWER
TR AAREA,14,EDNUMB-1
TFM AAREA,21,,10
BTM EDIT,SUM
TR AAREA,86,EDNUMB-1
TFM AAREA,87,,10
TFM AAREA,149,,10
BNF GOGO,HALT869,, TEST FOR TRUNCATION
OLMO CF HALT869,,10
TFM AAREA,33,67,10, X IF TRUNCATED
GOGO WACD AAREA,1
BNC2 LAST
CM CDCNT,125,7
BE PRINT
LAST BLC PRINT
BC1 PRINT
B READ
DORG *-3
PRINT BTM ALPHA,MESS1,, POSITION CARD COUNT
RT LD80,RM4
GROY BD WRITE1,CDCNT-4,7
SPTY
AM CNT2,1,10

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101

08902	11	08877	000-1	AM	OBOY&11,1,10
08914	14	08749	000-4	CM	CNT2,4,10
08926	47	08866	01200	RNE	OBOY
08938	25	19920	08148	TD	19920,CDCNT
08950	49	15600	00000	B	DAVE
08958				DORG	*-3
08958	26	08981	08877	WRITE1	TF *623,OBOY&11
08970	31	19920	99999	TR	19920,99999
08982	49	15600	00000	B	15600
08989				DORG	*-4
08998		00010		MULTCT	DC 10,0
08999		00001		DSC	1,@
15600				DORG	15600
15600	16	08877	8144	DAVE	TFM OBOY&11,CDCNT-4
15612	26	08749	I6299	WRITE2	TF CNT2,ZEROES-33
15624	38	19920	00100	WNTY	19920
15636	17	00694	8583	BTM	ALPHA,SPACE&2
15648	17	00694	I6089	BTM	ALPHA,MESS2
15660	27	17798	00405	BT	LD80,RM4
15672	43	15768	8989	WOW	BD WRITE3,MULTCT-9,7, POSITION MULTIPLY COUNT
15684	11	08749	000-1	AM	CNT2,1,10
15696	11	15683	000-1	AM	WOW&11,1,10
15708	34	00000	00101	SPTY	
15720	14	08749	000-9	CM	CNT2,9,10
15732	47	15672	01200	BNE	WOW
15744	25	19920	08998	TD	19920,MULTCT
15756	49	15792	00000	B	WRITE4-12
15768	26	15791	15683	WRITE3	TF *623,WOW&11
15780	31	19920	99999	TR	19920,99999
15792	16	15683	8989	TFM	WOW&11,MULTCT-9
15804	26	08749	I6299	WRITE4	TF CNT2,ZEROES-33
15816	38	19920	00100	WNTY	19920
15828	17	00694	8583	BTM	ALPHA,SPACE&2
15840	17	00694	I6165	BTM	ALPHA,MESS3
15852	49	08142	00000	B	HALT8
15860				DORG	*-3
15863		00004		DC	4,0701
15865		00023		INSTR	DAC 23,SW2 ON READS 125 CARDS@
15911		00020		DAC	20,SW1 ON STOPS READER@
15951		00014		DAC	14,OFLOW TO STOP@
15979		00022		DAC	22,LOW DATA, PUSH START@
16023		00002		DAC	2, @

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16027	00002	DAC	2, @
16031	00002	DAC	2, @
16035	00001	DAC	1,@
16037	00001	DAC	1,@
16041	00004	DC	4,0100
16043	00021	MESS1	DAC 21,NUMBER OF CARDS READ@
16087	00004	DC	4,0100
16089	00036	MESS2	DAC 36,NUMBER OF MULTIPLICATIONS PERFORMED@
16163	00004	DC	4,0104
16165	00037	MESS3	DAC 37,END OF JOB, LOAD DATA AND PUSH START@
16239	00007	NBR	DAC 7,NUMBER@
16253	00006	PR	DAC 6,POWER@
16265	00010	TRUNK	DAC 10,TRUNCATED@
16285	00007	ANS	DAC 7,ANSWER@
08148		CDCNT	DS ,HALT8&6
08149	00001	DC	1,@,HALT8&7
16332	00035	ZFROES	DC 35,0
16362	00030	SUM	DC 30,0
16392	00030	INTER	DC 30,0
08333		NUMBER	DS ,ONE&11
08331		POWER	DS ,ONE&9
08749		CNT2	DS ,OLMO&11
08345	00004	RCTY	DC 4,0003,TWO&11
17608		NFXT	DS ,17608
08581	00004	SPACE	DC 4,0002,ERROR2&11
00694		ALPHA	DS ,00694
17798		LD80	DS ,17798
00405		RM4	DS ,405
08153		CNT1	DS ,HALT8&11
17834		LD160	DS ,17834
17206		EDIT	DS ,17206
19840		AAREA	DS ,19840
19001		FDNUMB	DS ,19001

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DEND

SAMPLE INPUT SECTION EIGHT

12 04
5 02
6 02
10 10
10 11
10 12
10 13
10 14
10 15
10 16
99 99
99 15
66 03
74 74
85 85
96 96
10 03
25 24
26 26
27 28
78 45
17 12
18 18
45 78
2 02
89 56
18 18
12 13
15 99
45 99
10 06
20 09
1 15
1 20
2 04
12 04
97 64
45 12
3 06

86

701

45 67
14 14
15 12
76 54
78 96
16 12
17 15
98 76
17 14
17 13
5 02
6 02
99 99
66 03
96 96
10 10
10 11
15 16
16 15
10 17
10 18
17 18
18 17
19 18
10 19
10 11
3 04
20 20
20 21
21 20
28 27
30 30
32 23
56 23
12 45
23 32
11 12
23 56
36 25
11 13

86

105

14 74
12 12
13 13
12 34
43 21
78 54
23 23
24 25
10 12
10 03
25 24
10 13
10 14
10 15
26 26
27 28
2 02
10 16
99 15
17 12
18 18
89 56
18 18
12 13
1 15
15 99
45 99
45 12
15 16
16 15
10 06
20 09
1 20
10 17
10 18
17 18
2 04
12 04
18 17
97 64

ea/

90/

3 06
3 04
19 18
10 19
10 11
11 12
20 20
11 13
12 12
20 21
21 20
28 27
32 23
56 23
23 56
36 25
43 21
78 54
23 23
24 25
45 67
76 54
78 96
13 13
14 14
15 12
16 12
17 15
17 14
17 13
30 30
23 32
12 34
74 74
45 78
14 74
98 76
85 85
78 45
12 45

101

107