

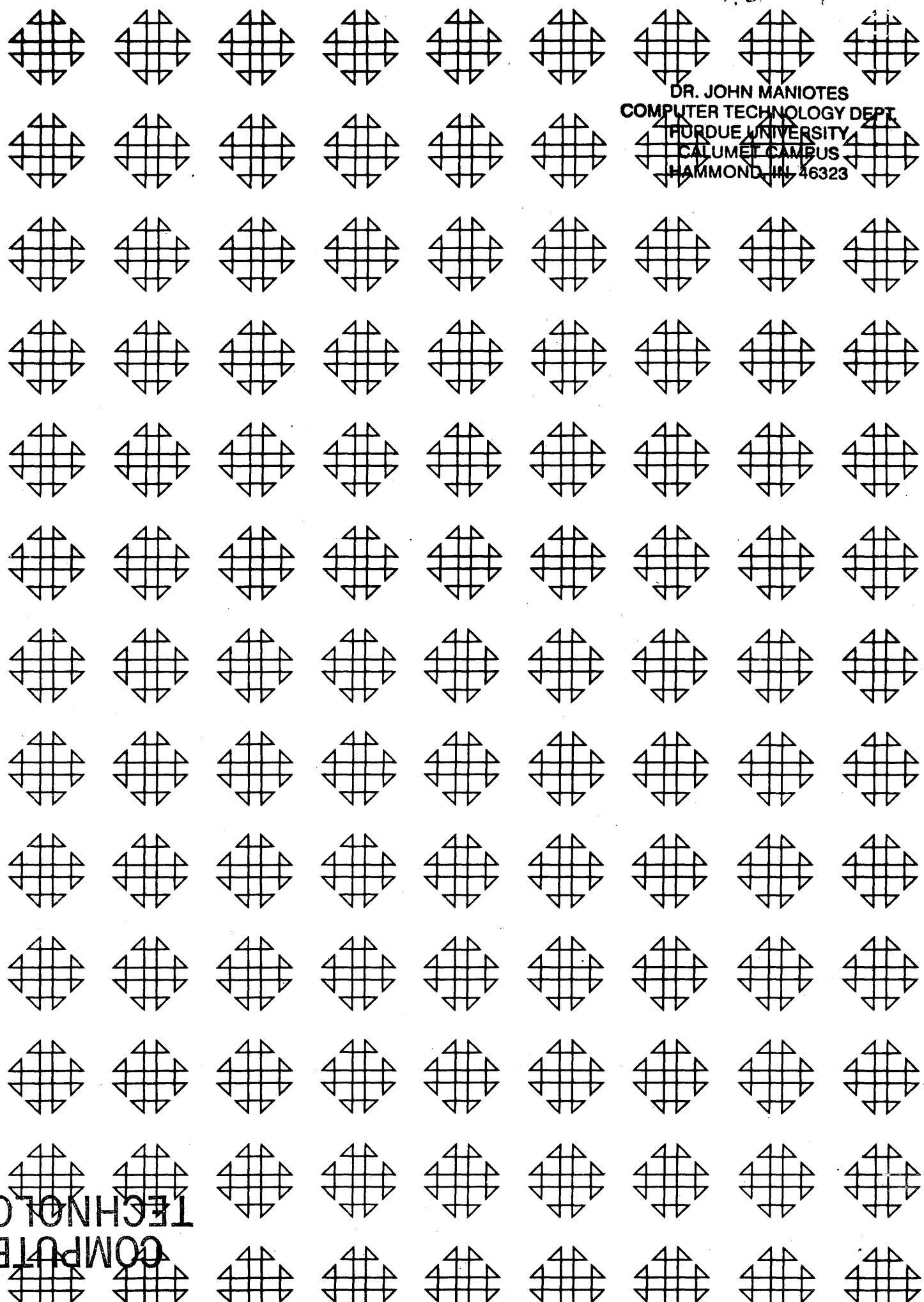
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Sequence Puncher

1620 GENERAL PROGRAM LIBRARY

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COMMON USERS GROUP PROGRAM REVIEW AND EVALUATION

(fill out in typewriter, ink or pencil)

Program No. _____

Date _____

Program Name: _____

1. Does the abstract adequately describe what the program is and what it does? Yes ___ No ___
Comment _____

2. Does the program do what the abstract says? Yes ___ No ___
Comment _____

3. Is the description clear, understandable, and adequate? Yes ___ No ___
Comment _____

4. Are the Operating Instructions understandable and in sufficient detail? Yes ___ No ___
Comment _____
Are the Sense Switch options adequately described (if applicable)? Yes ___ No ___
Are the mnemonic labels identified or sufficiently understandable? Yes ___ No ___
Comment _____

5. Does the source program compile satisfactorily (if applicable)? Yes ___ No ___
Comment _____

6. Does the object program run satisfactorily? Yes ___ No ___
Comment _____

7. Number of test cases run _____. Are any restrictions as to data, size, range, etc. covered adequately in description? Yes ___ No ___
Comment _____

8. Does the Program meet the minimal standards of COMMON? Yes ___ No ___
Comment _____

9. Were all necessary parts of the program received? Yes ___ No ___
Comment _____

10. Please list on the back any suggestions to improve the usefulness of the program. These will be passed onto the author for his consideration.

Please return to:

Mr. Richard L. Pratt
Data Corporation
7500 Old Xenia Pike
Dayton 32, Ohio

Your Name _____
Company _____
Address _____
Users Group Code _____

THIS REVIEW FORM IS PART OF THE COMMON ORGANIZATION'S PROGRAM REVIEW AND EVALUATION PROCEDURE. NONMEMBERS ARE CORDIALLY INVITED TO PARTICIPATE IN THIS EVALUATION.

11/1/65

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COMPUTER
TECHNOLOGY

The author's address for 22 programs listed below has been changed to:

R. L. Pratt
Senior Computer Programmer
Data Corporation
7500 Old Xenia Pike
Dayton, Ohio 45432

File Number

Title

01. 1. 003	Assembly Program for SPS Subroutines.
01. 1. 004	Routine to Produce Relocatable Program.
01. 1. 007	Fortran Lister
01. 1. 010	AFTT Improved Fortran
01. 1. 013	SPS Label Reference Indexer without Indirect Addressing.
01. 1. 014	SPS Label Reference Indexer.
01. 1. 022	Label Reference Indexer for Paper Tape.
01. 1. 023	AFTT Symbolic Programming.
01. 3. 001	Tape Titling Program.
01. 3. 002	Program to Produce Self-Loading Tapes.
01. 3. 009	Sequence Puncher.
01. 4. 014	Search for Address.
01. 5. 005	Universal Tape Duplicator.
01. 5. 006	Multiple Tape Duplicators.
01. 6. 023	Floating-Point Input/Output Subroutine for SPS.
01. 6. 024	Improved Hash Total Program.
01. 6. 025	Memory Dump.
01. 6. 026	Symbolic Memory Dump.
01. 6. 027	Program Preserver.
01. 6. 053	SPS Floating Point Conversion Subroutines.
07. 0. 050	Floating Compare Subroutine for SPS.
11. 0. 020	Reaction Time Program.



Sequence Puncher

DECK KEY

1. Operating Deck
numbered 00 to 48 in columns 79 and 80
2. SPS Source Deck
numbered 01010 to 02190 by tens in columns 1 thru 5

Author: Lt. Richard L. Pratt
Department of Mathematics
Institute of Technology
Wright-Patterson AFB, Ohio

Modifications or revisions to this program, as they occur, will be announced in the appropriate Catalog of Programs for the IBM Data Processing Systems. If such announcement indicates a change to the program decks or tapes, a complete new program, if needed, should be requested from the Program Distribution Center.

Program Abstract

Title (If subroutine state in Title) Sequence Puncher

Subject Classification <u>1.3</u>	
Author; Organization <u>Richard L. Pratt, Air Force Institute of Technology</u>	
Direct Inquires to: Name <u>1/Lt Richard L. Pratt</u> Address <u>Dept. of Mathematics, Inst. of Tech., Wright-Patterson AFB, Ohio</u> Phone <u>CL3-7111, Ex. 29115</u>	
Purpose/Description: <u>Punches any desired sequence numbers in any one to twenty columns of a card deck.</u>	
Mathematical Method: <u>N/A</u>	
Restrictions, Range: <u>N/A</u>	
Storage Requirements: <u>00402-01769</u>	
Equipment Specifications: Memory <u>20K</u> <input checked="" type="checkbox"/> <u>40K</u> <input type="checkbox"/> <u>60K</u> <input type="checkbox"/> <u>K</u> Automatic Divide: Yes <input type="checkbox"/> No <input checked="" type="checkbox"/> Indirect Addressing: Yes <input type="checkbox"/> No <input checked="" type="checkbox"/> Other Special Features Required <input type="checkbox"/>	
Additional Remarks (Include at author's discretion: Language; Fixed/Float; Relocatability) (Optional: Running time; Approximate number of times run successfully; Programming Hours) <u>Written in SPS</u>	

Description of Program	1
Equipment Specifications	1
Operating Options	1
Operating Instructions	1
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Deck Identification	4
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SEQUENCE PUNCHER

DESCRIPTION OF PROGRAM

This is a program to punch sequence numbers into a deck of cards. The sequence numbers may be up to 20 digits long, and there may be any desired increment between successive numbers. The numbers may be in any desired location on the cards.

EQUIPMENT SPECIFICATIONS

This program will operate on any 1620 equipped with a 1622 card read-punch. It does not require any other special features, but should operate on machines so equipped. It occupies memory from 00402 to 01769, and is not relocatable. It is written in SPS.

OPERATING OPTIONS

There is one major option in the way this program may be used - a previously punched deck of cards may be duplicated, with the sequence numbers replacing whatever information was originally in those columns, or the sequence numbers may be punched directly onto cards which carry punchings from previous operations. In the latter case, to avoid illegal multiple punch combinations, it is necessary that the columns which are to receive the sequence numbers be blank. Also in this latter case, since the punch check circuitry will detect the punches which were previously in the cards (in other columns than the sequence number), the SELECT STOP/NON-STOP switch on the punch should be set to NON-STOP. This option is controlled by program switch number 1. Other options, controlled by the other program switches, are explained below.

OPERATING INSTRUCTIONS

1. Load the sequence puncher, as follows:
 - a. If the computer is not in manual mode, depress INSTANT STOP and RESET.
 - b. Remove any cards that may be in the read hopper, and clear the reader by depressing NON-PROCESS RUNOUT until no more cards come out. Remove all cards from the read stackers.
 - c. Place the deck of the sequence puncher program in the read hopper and press LOAD. Loading of the program will commence.
 - d. When the reader stops on the last two cards, press READER START.

- e. When the reader stops the second time, the MANUAL light should be on, and the last card should be in the read stacker. Put the deck away.

2. Set the program switches (see below). Set the FLOW switch to PROGRAM, all other check switches to STOP.
3. If a deck of cards is to be reproduced, with sequence numbers added, put the deck in the read hopper and press READER START. Make sure the punch is clear, put blank cards in the punch hopper and press PUNCH START.
4. If sequence numbers are to be punched in an already existing deck, make sure the punch is clear, put the deck in the punch hopper, and press PUNCH START. Set the SELECT STOP/NON-STOP switch on the punch to NON-STOP (be sure to return it to its normal position when you finish). Put two blank cards after the deck.
5. Press START. If program switch 2 or 3 is on, skip steps 6, 7, and 8.
6. ENTER LEFT CARD COLUMN will be typed. Enter, as a two-digit number, the column into which the leftmost digit of the sequence number will be put. Press RELEASE and START. If nothing is entered, the sequence number will begin in column 76.
7. ENTER STARTING VALUE will be typed. Enter the starting value of the sequence number, exactly as it is to appear on the card. The first digit entered will go into the column specified in step 6, and the sequence number will go from left to right on the cards. The sequence number may not be longer than 20 digits. If the sequence number as entered would run over the end of the card, an error message will be typed, and the program will return to step 6. The sequence number may consist of digits and flagged digits only. After entering the sequence number, press RELEASE and START.
8. ENTER INCREMENT will be typed. Enter the increment which is to be added to the sequence number after punching each card. This increment must be the same length as the number entered in step 7, and must contain flags in the same locations as the number entered in step 7. If no increment is entered, an increment of 1 in the rightmost position of the sequence number will be assumed. The increment will be added to the sequence number by a 1620 ADD command, so flags in the sequence number will stop the addition. Press RELEASE and START.
9. Punching will begin. If no deck is being read, punching will end when the entire deck, except for the two blank cards at the end, has been punched. Press NON-PROCESS RUNOUT to clear the blank cards from the punch. Most of the punched deck will be in the select stacker in this case, but a few of the cards may be in the

non-select stacker. These must be sorted into the proper positions in the deck. The easiest way to sort them is by the sequence numbers which have been punched into them.

10. If a deck is being read, punching will stop when the last two cards are still in the reader. Press READER START to read these two cards. When the program stops again, punching is finished. Lift the blank cards out of the punch hopper and press NON-PROCESS RUNOUT to get the last cards out of the punch. The last two should be blank.

11. After stopping in either of the above cases, or at any other time, to start the program over again at the beginning, press INSTANT STOP, RESET, INSERT, RELEASE, and go back to step 2.

SWITCH SETTINGS

Switch 1 ON: Read a deck and reproduce it, adding sequence numbers.

Switch 1 OFF: Do not read; punch sequence numbers directly into an existing deck.

Switch 2 ON: Bypass entry of sequence numbers. Put sequence numbers in columns 1-5, beginning at 00010 and incrementing by 00010. (This will be useful for SPS source decks)

Switch 2 OFF: Test Switch 3.

Switch 3 ON: Bypass entry of sequence numbers. Put sequence numbers in columns 77-80, beginning at 0001 and incrementing by 0001.

Switch 3 OFF: Enter card column, beginning value, and increment from typewriter.

Switch 4: This switch is used for error correction when entering values from the typewriter. It should normally be off. If a typing error is discovered before RELEASE and START have been pressed, it may be corrected as follows:

- (a) Turn Switch 4 ON.
- (b) Press RELEASE and START.
- (c) Turn Switch 4 OFF.
- (d) Enter the correct data.

DECK IDENTIFICATION

There are two decks supplied with this program. The SPS source deck is numbered in columns 1-5 from 01010 to 02190 by tens. The operating deck is numbered 00-48 in columns 79-80.

01354	00001	01900		DC	1,-
01355	00001	01910		DC	1,-
01356	00001	01920		DC	1,-
01357	00001	01930		DC	1,-
01358	00001	01940		DC	1,-
01359	00001	01950		DC	1,-
01360	00001	01960		DC	1,-
01361	00001	01970		DC	1,-
01362	00001	01980		DC	1,-
01363	00001	01990		DC	1,-
01364	00001	02000		DC	1,-
01365	00001	02010		DC	1,-
01366	00001	02020		DC	1,-
01367	00001	02030		DC	1,-
01368	00001	02040		DC	1,-
01369	00001	02050		DC	1,-
01370	00001	02060		DC	1,-
01371	00001	02070	REC	DC	1,-
01373	00023	02080	M1	DAC	23,ENTER LEFT CARD COLUMN-
01419	00021	02090	M2	DAC	21,ENTER STARTING VALUE-
01461	00016	02100	M3	DAC	16,ENTER INCREMENT-
01493	00020	02110	M4	DAC	20,SEQUENCE NUMBER GOES
01533	00017	02120		DAC	17, PAST COLUMN 80.-
01567	00002	02130		DS	2
01568	00001	02140	SEQ	DS	1
01589	00021	02150		DS	21
01590	00001	02160	INC	DS	1
01609	00019	02170		DS	19
01611	00080	02180	OUT	DAS	80
00426		02190		DEND	START