

# The GNU Modula-2 Compiler

---

For GCC version 16.0.0 (pre-release)

(GCC)

Gaius Mulley

---

Published by the Free Software Foundation  
51 Franklin Street, Fifth Floor  
Boston, MA 02110-1301, USA

Copyright © 1999-2025 Free Software Foundation, Inc.

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.3 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled “GNU Free Documentation License”.

# Table of Contents

<b>1</b>	<b>Overview of GNU Modula-2</b>	<b>1</b>
1.1	What is GNU Modula-2	1
1.2	Why use GNU Modula-2	1
1.3	How to get source code using git	1
1.4	GNU Modula-2 Features	1
<b>2</b>	<b>Using GNU Modula-2</b>	<b>3</b>
2.1	Example compile and link	3
2.2	Compiler options	3
2.3	Elementary data types	10
2.4	Permanently accessible base procedures	11
2.4.1	Standard procedures and functions common to PIM and ISO	11
2.4.2	ISO specific standard procedures and functions	16
2.5	Behavior of the high procedure function	17
2.6	GNU Modula-2 supported dialects	18
2.6.1	Integer division, remainder and modulus	19
2.7	Module Search Path	19
2.8	Exception implementation	20
2.9	How to detect run time problems at compile time	20
2.10	GNU Modula-2 language extensions	23
2.10.1	Optional procedure parameter	26
2.11	Type compatibility	27
2.11.1	Expression compatibility	28
2.11.2	Assignment compatibility	28
2.11.3	Parameter compatibility	29
2.12	Exception handling	29
2.13	Unbounded by reference	32
2.14	Building a shared library	34
2.15	How to produce swig interface files	34
2.15.1	Limitations of automatic generated of Swig files	35
2.16	How to produce a Python module	36
2.17	Interfacing GNU Modula-2 to C	40
2.18	Interface to assembly language	41
2.19	Data type alignment	42
2.20	Packing data types	44
2.21	Accessing GNU Modula-2 Built-ins	45
2.22	The PIM system module	52
2.23	The ISO system module	56
2.24	Release map	61
2.25	Documentation	61
2.26	Regression tests for gm2 in the repository	61
2.27	Limitations	61
2.28	Objectives	61

2.29	FAQ .....	62
2.29.1	Why use the C++ exception mechanism in GCC, rather than a bespoke Modula-2 mechanism? .....	62
2.30	Community .....	62
2.31	Other languages for GCC .....	62
2.32	License of GNU Modula-2 .....	62
<b>GNU General Public License .....</b>		<b>63</b>
	Contributing to GNU Modula-2 .....	73
<b>3</b>	<b>EBNF of GNU Modula-2 .....</b>	<b>75</b>
<b>4</b>	<b>PIM and ISO library definitions .....</b>	<b>84</b>
4.1	Base libraries .....	84
4.1.1	gm2-libs/ARRAYOFCHAR .....	84
4.1.2	gm2-libs/ASCII .....	85
4.1.3	gm2-libs/Args .....	86
4.1.4	gm2-libs/Assertion .....	87
4.1.5	gm2-libs/Break .....	88
4.1.6	gm2-libs/Builtins .....	89
4.1.7	gm2-libs/CFileSysOp .....	95
4.1.8	gm2-libs/CHAR .....	97
4.1.9	gm2-libs/COROUTINES .....	98
4.1.10	gm2-libs/CmdArgs .....	99
4.1.11	gm2-libs/Debug .....	100
4.1.12	gm2-libs/DynamicStrings .....	101
4.1.13	gm2-libs/Environment .....	109
4.1.14	gm2-libs/FIO .....	110
4.1.15	gm2-libs/FileSysOp .....	117
4.1.16	gm2-libs/FormatStrings .....	118
4.1.17	gm2-libs/FpuIO .....	120
4.1.18	gm2-libs/GetOpt .....	121
4.1.19	gm2-libs/IO .....	124
4.1.20	gm2-libs/Indexing .....	126
4.1.21	gm2-libs/LMathLib0 .....	129
4.1.22	gm2-libs/LegacyReal .....	130
4.1.23	gm2-libs/M2Dependent .....	131
4.1.24	gm2-libs/M2EXCEPTION .....	133
4.1.25	gm2-libs/M2RTS .....	134
4.1.26	gm2-libs/MathLib0 .....	138
4.1.27	gm2-libs/MemUtils .....	139
4.1.28	gm2-libs/NumberIO .....	140
4.1.29	gm2-libs/OptLib .....	142
4.1.30	gm2-libs/PushBackInput .....	144
4.1.31	gm2-libs/RTExceptions .....	147

4.1.32	gm2-libs/RTint	151
4.1.33	gm2-libs/SArgs	154
4.1.34	gm2-libs/SCmdArgs	155
4.1.35	gm2-libs/SEnvironment	156
4.1.36	gm2-libs/SFIO	157
4.1.37	gm2-libs/SMathLib0	159
4.1.38	gm2-libs/SYSTEM	160
4.1.39	gm2-libs/Scan	164
4.1.40	gm2-libs/Selective	166
4.1.41	gm2-libs/StdIO	168
4.1.42	gm2-libs/Storage	170
4.1.43	gm2-libs/StrCase	171
4.1.44	gm2-libs/StrIO	172
4.1.45	gm2-libs/StrLib	173
4.1.46	gm2-libs/String	175
4.1.47	gm2-libs/StringConvert	176
4.1.48	gm2-libs/StringFileSysOp	183
4.1.49	gm2-libs/SysExceptions	184
4.1.50	gm2-libs/SysStorage	185
4.1.51	gm2-libs/TimeString	187
4.1.52	gm2-libs/UnixArgs	188
4.1.53	gm2-libs/cbuiltin	189
4.1.54	gm2-libs/cgetopt	194
4.1.55	gm2-libs/cxxabi	196
4.1.56	gm2-libs/dtoa	197
4.1.57	gm2-libs/errno	198
4.1.58	gm2-libs/gdbif	199
4.1.59	gm2-libs/ldtoa	200
4.1.60	gm2-libs/libc	201
4.1.61	gm2-libs/libm	213
4.1.62	gm2-libs/sckt	215
4.1.63	gm2-libs/termios	218
4.1.64	gm2-libs/wrapc	223
4.2	PIM and Logitech 3.0 Compatible	227
4.2.1	gm2-libs-log/BitBlockOps	227
4.2.2	gm2-libs-log/BitByteOps	230
4.2.3	gm2-libs-log/BitWordOps	233
4.2.4	gm2-libs-log/BlockOps	236
4.2.5	gm2-libs-log/Break	238
4.2.6	gm2-libs-log/CardinalIO	239
4.2.7	gm2-libs-log/Conversions	242
4.2.8	gm2-libs-log/DebugPMD	243
4.2.9	gm2-libs-log/DebugTrace	244
4.2.10	gm2-libs-log/Delay	245
4.2.11	gm2-libs-log/Display	246
4.2.12	gm2-libs-log/ErrorCode	247
4.2.13	gm2-libs-log/FileSystem	248

4.2.14	gm2-libs-log/FloatingUtilities .....	254
4.2.15	gm2-libs-log/InOut .....	256
4.2.16	gm2-libs-log/Keyboard .....	260
4.2.17	gm2-libs-log/LongIO .....	261
4.2.18	gm2-libs-log/NumberConversion .....	262
4.2.19	gm2-libs-log/Random .....	263
4.2.20	gm2-libs-log/RealConversions .....	265
4.2.21	gm2-libs-log/RealInOut .....	268
4.2.22	gm2-libs-log/Strings .....	271
4.2.23	gm2-libs-log/Termbase .....	273
4.2.24	gm2-libs-log/Terminal .....	275
4.2.25	gm2-libs-log/TimeDate .....	277
4.3	PIM coroutine support .....	279
4.3.1	gm2-libs-coroutines/Executive .....	279
4.3.2	gm2-libs-coroutines/KeyBoardLEDs .....	282
4.3.3	gm2-libs-coroutines/SYSTEM .....	283
4.3.4	gm2-libs-coroutines/TimerHandler .....	289
4.4	M2 ISO Libraries .....	291
4.4.1	gm2-libs-iso/COROUTINES .....	292
4.4.2	gm2-libs-iso/ChanConsts .....	295
4.4.3	gm2-libs-iso/CharClass .....	297
4.4.4	gm2-libs-iso/ClientSocket .....	298
4.4.5	gm2-libs-iso/ComplexMath .....	299
4.4.6	gm2-libs-iso/ConvStringLong .....	301
4.4.7	gm2-libs-iso/ConvStringReal .....	302
4.4.8	gm2-libs-iso/ConvStringShort .....	303
4.4.9	gm2-libs-iso/ConvTypes .....	304
4.4.10	gm2-libs-iso/EXCEPTIONS .....	305
4.4.11	gm2-libs-iso/ErrnoCategory .....	307
4.4.12	gm2-libs-iso/GeneralUserExceptions .....	309
4.4.13	gm2-libs-iso/IOChan .....	310
4.4.14	gm2-libs-iso/IOConsts .....	314
4.4.15	gm2-libs-iso/IOLink .....	315
4.4.16	gm2-libs-iso/IOResult .....	318
4.4.17	gm2-libs-iso/LongComplexMath .....	319
4.4.18	gm2-libs-iso/LongConv .....	321
4.4.19	gm2-libs-iso/LongIO .....	323
4.4.20	gm2-libs-iso/LongMath .....	325
4.4.21	gm2-libs-iso/LongStr .....	327
4.4.22	gm2-libs-iso/LongWholeIO .....	329
4.4.23	gm2-libs-iso/LowLong .....	330
4.4.24	gm2-libs-iso/LowReal .....	332
4.4.25	gm2-libs-iso/LowShort .....	334
4.4.26	gm2-libs-iso/M2EXCEPTION .....	336
4.4.27	gm2-libs-iso/M2RTS .....	337
4.4.28	gm2-libs-iso/MemStream .....	341
4.4.29	gm2-libs-iso/Preemptive .....	343

4.4.30	gm2-libs-iso/Processes . . . . .	344
4.4.31	gm2-libs-iso/ProgramArgs . . . . .	348
4.4.32	gm2-libs-iso/RTco . . . . .	349
4.4.33	gm2-libs-iso/RTdata . . . . .	351
4.4.34	gm2-libs-iso/RTentity . . . . .	353
4.4.35	gm2-libs-iso/RTfio . . . . .	354
4.4.36	gm2-libs-iso/RTgen . . . . .	356
4.4.37	gm2-libs-iso/RTgenif . . . . .	359
4.4.38	gm2-libs-iso/RTio . . . . .	362
4.4.39	gm2-libs-iso/RandomNumber . . . . .	364
4.4.40	gm2-libs-iso/RawIO . . . . .	367
4.4.41	gm2-libs-iso/RealConv . . . . .	368
4.4.42	gm2-libs-iso/RealIO . . . . .	370
4.4.43	gm2-libs-iso/RealMath . . . . .	372
4.4.44	gm2-libs-iso/RealStr . . . . .	374
4.4.45	gm2-libs-iso/RndFile . . . . .	376
4.4.46	gm2-libs-iso/SIOResult . . . . .	379
4.4.47	gm2-libs-iso/SLongIO . . . . .	380
4.4.48	gm2-libs-iso/SLongWholeIO . . . . .	382
4.4.49	gm2-libs-iso/SRawIO . . . . .	383
4.4.50	gm2-libs-iso/SRealIO . . . . .	384
4.4.51	gm2-libs-iso/SShortIO . . . . .	386
4.4.52	gm2-libs-iso/SShortWholeIO . . . . .	388
4.4.53	gm2-libs-iso/STextIO . . . . .	389
4.4.54	gm2-libs-iso/SWholeIO . . . . .	391
4.4.55	gm2-libs-iso/SYSTEM . . . . .	392
4.4.56	gm2-libs-iso/Semaphores . . . . .	397
4.4.57	gm2-libs-iso/SeqFile . . . . .	398
4.4.58	gm2-libs-iso/ShortComplexMath . . . . .	401
4.4.59	gm2-libs-iso/ShortConv . . . . .	403
4.4.60	gm2-libs-iso/ShortIO . . . . .	405
4.4.61	gm2-libs-iso/ShortMath . . . . .	407
4.4.62	gm2-libs-iso/ShortStr . . . . .	409
4.4.63	gm2-libs-iso/ShortWholeIO . . . . .	411
4.4.64	gm2-libs-iso/SimpleCipher . . . . .	412
4.4.65	gm2-libs-iso/StdChans . . . . .	413
4.4.66	gm2-libs-iso/Storage . . . . .	415
4.4.67	gm2-libs-iso/StreamFile . . . . .	417
4.4.68	gm2-libs-iso/StringChan . . . . .	418
4.4.69	gm2-libs-iso/Strings . . . . .	419
4.4.70	gm2-libs-iso/SysClock . . . . .	423
4.4.71	gm2-libs-iso/TERMINATION . . . . .	425
4.4.72	gm2-libs-iso/TermFile . . . . .	426
4.4.73	gm2-libs-iso/TextIO . . . . .	428
4.4.74	gm2-libs-iso/TextUtil . . . . .	430
4.4.75	gm2-libs-iso/WholeConv . . . . .	431
4.4.76	gm2-libs-iso/WholeIO . . . . .	433

4.4.77	gm2-libs-iso/WholeStr .....	434
4.4.78	gm2-libs-iso/wrapclock .....	435
4.4.79	gm2-libs-iso/wrapsock .....	438
4.4.80	gm2-libs-iso/wraptime .....	441
4.5	Indices .....	445



# 1 Overview of GNU Modula-2

## 1.1 What is GNU Modula-2

GNU Modula-2 is a front end (<https://gcc.gnu.org/frontends.html>) for the GNU Compiler Collection (GCC (<https://gcc.gnu.org>)). The GNU Modula-2 compiler is compliant with the PIM2, PIM3, PIM4 and ISO dialects. Also implemented are a complete set of free ISO libraries and PIM libraries.

1

## 1.2 Why use GNU Modula-2

There are a number of advantages of using GNU Modula-2 rather than translate an existing project into another language.

The first advantage is of maintainability of the original sources and the ability to debug the original project source code using a combination of gm2 and gdb.

The second advantage is that gcc runs on many processors and platforms. gm2 builds and runs on powerpc64le, amd64, i386, aarch64 to name but a few processors.

gm2 can produce swig interface headers to allow access from Python and other scripting languages. It can also be used with C/C++ and generate shared libraries.

The compiler provides semantic analysis and run time checking (full ISO Modula-2 checking is implemented) and there is a plugin which can, under certain conditions, detect run time errors at compile time.

The compiler supports PIM2, PIM3, PIM4 and ISO dialects of Modula-2, work is under-way to implement M2R10. Many of the GCC builtins are available and access to assembly programming is achieved using the same syntax as that used by GCC.

The gm2 driver allows third party libraries to be installed alongside gm2 libraries. See Section 2.7 [Module Search Path], page 19.

## 1.3 How to get source code using git

GNU Modula-2 is now in the GCC git tree (<https://gcc.gnu.org/git.html>).

## 1.4 GNU Modula-2 Features

- the compiler currently complies with Programming in Modula-2 Edition 2, 3, 4 and ISO Modula-2. Users can switch on specific language features by using: ‘-fpim’, ‘-fpim2’, ‘-fpim3’, ‘-fpim4’ or ‘-fiso’.

---

<sup>1</sup> The four Modula-2 dialects supported are defined in the following references:

PIM2: ‘Programming in Modula-2’, 2nd Edition, Springer Verlag, 1982, 1983 by Niklaus Wirth (PIM2).

PIM3: ‘Programming in Modula-2’, 3rd Corrected Edition, Springer Verlag, 1985 (PIM3).

PIM4: ‘Programming in Modula-2’, 4th Edition, Springer Verlag, 1988 (PIM4 (<https://freepages.modula2.org/report4/modula-2.html>)).

ISO: the ISO Modula-2 language as defined in ‘ISO/IEC Information technology - programming languages - part 1: Modula-2 Language, ISO/IEC 10514-1 (1996)’

- the option ‘`-fswig`’ will automatically create a swig interface file which corresponds to the definition module of the file being compiled.
- exception handling is compatible with C++ and swig. Modula-2 code can be used with C or C++ code.
- Python can call GNU Modula-2 modules via swig.
- shared libraries can be built.
- fixed sized types are now available from ‘SYSTEM’.
- variables can be declared at addresses.
- much better dwarf-2 debugging support and when used with ‘gdb’ the programmer can display RECORDs, ARRAYs, SETs, subranges and constant char literals in Modula-2 syntax.
- supports sets of any ordinal size (memory permitting).
- easy interface to C, and varargs can be passed to C routines.
- many Logitech libraries have been implemented and can be accessed via: ‘`-flibs=m2log,m2pim,m2iso`’.
- coroutines have been implemented in the PIM style and these are accessible from SYSTEM. A number of supporting libraries (executive and file descriptor mapping to interrupt vector libraries are available through the ‘`-flibs=m2iso,m2pim`’ switch).
- can be built as a cross compiler (for embedded microprocessors such as the AVR and the ARM).

## 2 Using GNU Modula-2

This document contains the user and design issues relevant to the Modula-2 front end to gcc.

### 2.1 Example compile and link

The `gm2` command is the GNU compiler for the Modula-2 language and supports many of the same options as `gcc`. See Section “Option Summary” in *Using the GNU Compiler Collection (GCC)*. This manual only documents the options specific to `gm2`.

This section describes how to compile and link a simple hello world program. It provides a few examples of using the different options mentioned in see Section 2.2 [Compiler options], page 3. Assuming that you have a file called `hello.mod` in your current directory which contains:

```
MODULE hello ;

FROM StrIO IMPORT WriteString, WriteLn ;

BEGIN
    WriteString ('hello world') ; WriteLn
END hello.
```

You can compile and link it by: `'gm2 -g hello.mod'`. The result will be an `'a.out'` file created in your directory.

You can split this command into two steps if you prefer. The compile step can be achieved by: `'gm2 -g -c -fscaffold-main hello.mod'` and the link via: `'gm2 -g hello.o'`.

<sup>1</sup>

### 2.2 Compiler options

This section describes the compiler options specific to GNU Modula-2 for generic flags details See Section “Invoking GCC” in `gcc`.

For any given input file, the file name suffix determines what kind of compilation is done. The following kinds of input file names are supported:

- file.mod** Modula-2 implementation or program source files. See the `'-fmod='` option if you wish to compile a project which uses a different source file extension.
- file.def** Modula-2 definition module source files. Definition modules are not compiled separately, in GNU Modula-2 definition modules are parsed as required when program or implementation modules are compiled. See the `'-fdef='` option if you wish to compile a project which uses a different source file extension.

---

<sup>1</sup> To see all the compile actions taken by `'gm2'` users can also add the `'-v'` flag at the command line, for example:

```
'gm2 -v -g -I. hello.mod'
```

This displays the sub processes initiated by `'gm2'` which can be useful when trouble shooting.

You can specify more than one input file on the `gm2` command line,

- `-g`            create debugging information so that debuggers such as `gdb` can inspect and control executable.
- `-I`            used to specify the search path for definition and implementation modules. An example is: `gm2 -g -c -I:../libs foo.mod`. If this option is not specified then the default path is added which consists of the current directory followed by the appropriate language dialect library directories.
- `-fauto-init`       turns on auto initialization of pointers to NIL. Whenever a block is created all pointers declared within this scope will have their addresses assigned to NIL.
- `-fbounds`       turns on run time subrange, array index and indirection via NIL pointer checking.
- `-fcase`        turns on compile time checking to check whether a `CASE` statement requires an `ELSE` clause when one was not specified.
- `-fcpp`        preprocess the source with '`cpp -lang-asm -traditional-cpp`'. For further details about these options See Section "Invocation" in `cpp`. If '`-fcpp`' is supplied then all definition modules and implementation modules which are parsed will be preprocessed by '`cpp`'.
- `-fdebug-builtins`   call a real function, rather than the builtin equivalent. This can be useful for debugging parameter values to a builtin function as it allows users to single step code into an intrinsic function.
- `-fdef=`        recognize the specified suffix as a definition module filename. The default implementation and module filename suffix is `.def`. If this option is used GNU Modula-2 will still fall back to this default if a requested definition module is not found.
- `-fdump-system-exports`   display all inbuilt system items. This is an internal command line option.
- `-fexceptions`       turn on exception handling code. By default this option is on. Exception handling can be disabled by '`-fno-exceptions`' and no references are made to the run time exception libraries.
- `-fextended-opaque`       allows opaque types to be implemented as any type. This is a GNU Modula-2 extension and it requires that the implementation module defining the opaque type is available so that it can be resolved when compiling the module which imports the opaque type.
- `-ffloatvalue`       turns on run time checking to check whether a floating point number is about to exceed range.

- fgen-module-list=filename**  
attempt to find all modules when linking and generate a module list. If the **filename** is '-' then the contents are not written and only used to force the linking of all module ctors. This option cannot be used if '-fuse-list=' is enabled.
- findex** generate code to check whether array index values are out of bounds. Array index checking can be disabled via '-fno-index'.
- fiso** turn on ISO standard features. Currently this enables the ISO **SYSTEM** module and alters the default library search path so that the ISO libraries are searched before the PIM libraries. It also effects the behavior of **DIV** and **MOD** operators. See Section 2.6 [Dialect], page 18.
- flibs=** modifies the default library search path. The libraries supplied are: m2pim, m2iso, m2min, m2log and m2cor. These map onto the Programming in Modula-2 base libraries, ISO standard libraries, minimal library support, Logitech compatible library and Programming in Modula-2 with coroutines. Multiple libraries can be specified and are comma separated with precedence going to the first in the list. It is not necessary to use -flibs=m2pim or -flibs=m2iso if you also specify -fpim, -fpim2, -fpim3, -fpim4 or -fiso. Unless you are using -flibs=m2min you should include m2pim as they provide the base modules which all other dialects utilize. The option '-fno-libs=-' disables the 'gm2' driver from modifying the search and library paths.
- static-libgm2**  
On systems that provide the m2 runtimes as both shared and static libraries, this option forces the use of the static version.
- fm2-debug-trace=**  
turn on trace debugging using a comma separated list: 'line,token,quad,all'. This is an internal command line option.
- fm2-dump=**  
enable dumping of modula-2 internal representation of data structures using a comma separated list. The list can contain: 'quad,gimple,decl,all'.
- fm2-dump-decl=filestem**  
dump the modula-2 representation of a symbol to the **filestem** specified. This option only takes effect if the '-fm2-dump-filter' is specified.
- fm2-dump-gimple=filestem**  
dump modula-2 gimple representation to the **filestem** specified.
- fm2-dump-quad=filestem**  
dump quadruple representation to the **filestem** specified.
- fm2-dump-filter='rules'**  
filter the language dumps '-fdump-lang-decl', '-fdump-lang-gimple' and '-fdump-lang-quad' on 'rules'. 'rules' must be a comma separated list which can take three forms: the full decl textual name of a procedure, '[libname.]module.ident' or '[filename:]module.ident'. This is an

internal command line option. Currently it only filters on procedure names and regexp matching is not implemented. Three examples of its use following the previous forms could be: `-fm2-dump-filter=_M2_hello_init`, `-fm2-dump-filter=m2pim.StrIO.WriteString` and `-fm2-dump-filter=StrLib.mod:StrIO.WriteString`.

- `-fm2-file-offset-bits=`  
force the type `SYSTEM.COFF_T` to be built using the specified number of bits. If this option is not used then default is `CSSIZE_T` bits.
- `-fm2-g` improve the debugging experience for new programmers at the expense of generating `nop` instructions if necessary to ensure single stepping precision over all code related keywords. An example of this is in termination of a list of nested `IF` statements where multiple `END` keywords are mapped onto a sequence of `nop` instructions.
- `-fm2-lower-case`  
render keywords in error messages using lower case.
- `-fm2-pathname=`  
specify the module mangled prefix name for all modules in the following include paths.
- `-fm2-pathnameI`  
for internal use only: used by the driver to copy the user facing ‘`-I`’ option.
- `-fm2-pathname-root=pathroot`  
add search paths derived from the specified `pathroot`. See Section 2.7 [Module Search Path], page 19, for examples.
- `-fm2-pathname-rootI`  
for internal use only: used by the driver to copy every user ‘`-fm2-pathname-root=`’ facing option in order with all other ‘`-I`’ options.
- `-fm2-plugin`  
insert plugin to identify run time errors at compile time (default on).
- `-fm2-prefix=`  
specify the module mangled prefix name. All exported symbols from a definition module will have the prefix name.
- `-fm2-statistics`  
generates quadruple information: number of quadruples generated, number of quadruples remaining after optimization and number of source lines compiled.
- `-fm2-strict-type`  
experimental flag to turn on the new strict type checker.
- `-fm2-strict-type-reason`  
provides more detail why the types are incompatible.
- `-fm2-whole-program`  
compile all implementation modules and program module at once. Notice that you need to take care if you are compiling different dialect modules (particu-

larly with the negative operands to modulus). But this option, when coupled together with `-O3`, can deliver huge performance improvements.

- `-fmod=` recognize the specified suffix as implementation and module filenames. The default implementation and module filename suffix is `.mod`. If this option is used GNU Modula-2 will still fall back to this default if it needs to read an implementation module and the specified suffixed filename does not exist.
- `-fnil` generate code to detect accessing data through a NIL value pointer. Dereferencing checking through a NIL pointer can be disabled by `'-fno-nil'`.
- `-fpim` turn on PIM standard features. Currently this enables the PIM `SYSTEM` module and determines which identifiers are pervasive (declared in the base module). If no other `'-fpim[234]'` switch is used then division and modulus operators behave as defined in PIM4. See Section 2.6 [Dialect], page 18.
- `-fpim2` turn on PIM-2 standard features. Currently this removes `SIZE` from being a pervasive identifier (declared in the base module). It places `SIZE` in the `SYSTEM` module. It also effects the behavior of `DIV` and `MOD` operators. See Section 2.6 [Dialect], page 18.
- `-fpim3` turn on PIM-3 standard features. Currently this only effects the behavior of `DIV` and `MOD` operators. See Section 2.6 [Dialect], page 18.
- `-fpim4` turn on PIM-4 standard features. Currently this only effects the behavior of `DIV` and `MOD` operators. See Section 2.6 [Dialect], page 18.
- `-fpositive-mod-floor-div` forces the `DIV` and `MOD` operators to behave as defined by PIM4. All modulus results are positive and the results from the division are rounded to the floor. See Section 2.6 [Dialect], page 18.
- `-fpthread` link against the pthread library. By default this option is on. It can be disabled by `'-fno-pthread'`. GNU Modula-2 uses the GCC pthread libraries to implement coroutines (see the `SYSTEM` implementation module).
- `-frange` generate code to check the assignment range, return value range set range and constructor range. Range checking can be disabled via `'-fno-range'`.
- `-freturn` generate code to check that functions always exit with a `RETURN` and do not fall out at the end. Return checking can be disabled via `'-fno-return'`.
- `-fruntime-modules=` specify, using a comma separated list, the run time modules and their order. These modules will initialized first before any other modules in the application dependency. By default the run time modules list is set to `m2iso:RTentity,m2iso:Storage,m2iso:SYSTEM,m2iso:M2RTS,m2iso:RTExceptions,m2iso:IOLink`. Note that these modules will only be linked into your executable if they are required. Adding a long list of dependent modules will not effect the size of the executable it merely states the initialization order should they be required.

- fscaffold-dynamic**  
the option ensures that ‘gm2’ will generate a dynamic scaffold infrastructure when compiling implementation and program modules. By default this option is on. Use ‘-fno-scaffold-dynamic’ to turn it off or select ‘-fno-scaffold-static’.
- fscaffold-c**  
generate a C source scaffold for the current module being compiled.
- fscaffold-c++**  
generate a C++ source scaffold for the current module being compiled.
- fscaffold-main**  
force the generation of the ‘main’ function. This is not necessary if the ‘-c’ is omitted.
- fscaffold-static**  
the option ensures that ‘gm2’ will generate a static scaffold within the program module. The static scaffold consists of sequences of calls to all dependent module initialization and finalization procedures. The static scaffold is useful for debugging and single stepping the initialization blocks of implementation modules.
- fshared** generate a shared library from the module.
- fsoft-check-all**  
turns on all run time checks. This is the same as invoking GNU Modula-2 using the command options **-fnil -frange -findex -fwholevalue -fwholediv -fcase -freturn**.
- fsources**  
displays the path to the source of each module. This option can be used at compile time to check the correct definition module is being used.
- fswig** generate a swig interface file.
- funbounded-by-reference**  
enable optimization of unbounded parameters by attempting to pass non **VAR** unbounded parameters by reference. This optimization avoids the implicit copy inside the callee procedure. GNU Modula-2 will only allow unbounded parameters to be passed by reference if, inside the callee procedure, they are not written to, no address is calculated on the array and it is not passed as a **VAR** parameter. Note that it is possible to write code to break this optimization, therefore this option should be used carefully. For example it would be possible to take the address of an array, pass the address and the array to a procedure, read from the array in the procedure and write to the location using the address parameter.  
Due to the dangerous nature of this option it is not enabled when the ‘-O’ option is specified.
- fuse-list=filename**  
if ‘-fscaffold-static’ is enabled then use the file **filename** for the initialization order of modules. Whereas if ‘-fscaffold-dynamic’ is enabled then



use this file to force linking of all module ctors. This option cannot be used if `'-fgen-module-list='` is enabled.

**-fwholediv**

generate code to detect whole number division by zero or modulus by zero.

**-fwholevalue**

generate code to detect whole number overflow and underflow.

**-Wcase-enum**

generate a warning if a **CASE** statement selects on an enumerated type expression and the statement is missing one or more **CASE** labels. No warning is issued if the **CASE** statement has a default **ELSE** clause. The option `'-Wall'` will turn on this flag.

**-Wuninit-variable-checking**

issue a warning if a variable is used before it is initialized. The checking only occurs in the first basic block in each procedure. It does not check parameters, array types or set types.

**-Wuninit-variable-checking=all,known,cond**

issue a warning if a variable is used before it is initialized. The checking will only occur in the first basic block in each procedure if `'known'` is specified. If `'cond'` or `'all'` is specified then checking continues into conditional branches of the flow graph. All checking will stop when a procedure call is invoked or the top of a loop is encountered. The option `'-Wall'` will turn on this flag with `'-Wuninit-variable-checking=known'`. The `'-Wuninit-variable-checking=all'` will increase compile time.

**-fwideset**

turn on access to the runtime support library module `'M2WIDSESET'`. By default this option is on. Wideset provision can be disabled by `'-fno-wideset'` and no reference will be made to the run time `'M2WIDSESET'` library.

This section describes the linking related options. There are three linking strategies available which are dynamic scaffold, static scaffold and user defined. The dynamic scaffold is enabled by default and each module will register itself to the run time `'M2RTS'` via a constructor. The static scaffold mechanism will invoke each modules `'_init'` and `'_finish'` function in turn via a sequence of calls from within `'main'`. Lastly the user defined strategy can be implemented by turning off the dynamic and static options via `'-fno-scaffold-dynamic'` and `'-fno-scaffold-static'`.

In the simple test below:

```
$ gm2 hello.mod
```

the driver will add the options `'-fscaffold-dynamic'` and `'-fgen-module-list=--'` which generate a list of application modules and also creates the `'main'` function with calls to `'M2RTS'`. It can be useful to add the option `'-fsources'` which displays the source files as they are parsed and summarizes whether the source file is required for compilation or linking.

If you wish to split the above command line into a compile and link then you could use these steps:

```
$ gm2 -c -fscaffold-main hello.mod
```

```
$ gm2 hello.o
```

The ‘`-fscaffold-main`’ informs the compiler to generate the ‘`main`’ function and scaffold. You can enable the environment variable ‘`GCC_M2LINK_RTFLAG`’ to trace the construction and destruction of the application. The values for ‘`GCC_M2LINK_RTFLAG`’ are shown in the table below:

value	meaning
=====	
<code>all</code>	turn on all flags below
<code>module</code>	trace modules as they register themselves
<code>hex</code>	display the hex address of the init/fini functions
<code>warning</code>	show any warnings
<code>pre</code>	generate module list prior to dependency resolution
<code>dep</code>	trace module dependency resolution
<code>post</code>	generate module list after dependency resolution
<code>force</code>	generate a module list after dependency and forced ordering is complete

The values can be combined using a comma separated list.

One of the advantages of the dynamic scaffold is that the driver behaves in a similar way to the other front end drivers. For example consider a small project consisting of 4 definition implementation modules (‘`a.def`’, ‘`a.mod`’, ‘`b.def`’, ‘`b.mod`’, ‘`c.def`’, ‘`c.mod`’, ‘`d.def`’, ‘`d.mod`’) and a program module ‘`program.mod`’.

To link this project we could:

```
$ gm2 -g -c a.mod
$ gm2 -g -c b.mod
$ gm2 -g -c c.mod
$ gm2 -g -c d.mod
$ gm2 -g program.mod a.o b.o c.o d.o
```

The module initialization sequence is defined by the ISO standard to follow the import graph traversal. The initialization order is the order in which the corresponding separate modules finish the processing of their import lists.

However, if required, you can override this using ‘`-fruntime-modules=a,b,c,d`’ for example which forces the initialization sequence to ‘`a`’, ‘`b`’, ‘`c`’ and ‘`d`’.

## 2.3 Elementary data types

This section describes the elementary data types supported by GNU Modula-2. It also describes the relationship between these data types and the equivalent C data types.

The following data types are supported: `INTEGER`, `LONGINT`, `SHORTINT`, `CARDINAL`, `LONGCARD`, `SHORTCARD`, `BOOLEAN`, `REAL`, `LONGREAL`, `SHORTREAL`, `COMPLEX`, `LONGCOMPLEX`, `SHORTCOMPLEX` and `CHAR`.

An equivalence table is given below:

GNU Modula-2	GNU C
=====	
<code>INTEGER</code>	<code>int</code>
<code>LONGINT</code>	<code>long long int</code>

SHORTINT	short int
CARDINAL	unsigned int
LONGCARD	long long unsigned int
SHORTCARD	short unsigned int
BOOLEAN	bool
REAL	double
LONGREAL	long double
SHORTREAL	float
CHAR	char
SHORTCOMPLEX	complex float
COMPLEX	complex double
LONGCOMPLEX	complex long double

Note that GNU Modula-2 also supports fixed sized data types which are exported from the `SYSTEM` module. See Section 2.22 [The PIM system module], page 52. See Section 2.23 [The ISO system module], page 56.

## 2.4 Permanently accessible base procedures.

This section describes the procedures and functions which are always visible.

### 2.4.1 Standard procedures and functions common to PIM and ISO

The following procedures are implemented and conform with Programming in Modula-2 and ISO Modula-2: `NEW`, `DISPOSE`, `INC`, `DEC`, `INCL`, `EXCL` and `HALT`. The standard functions are: `ABS`, `CAP`, `CHR`, `FLOAT`, `HIGH`, `LFLOAT`, `LTRUNC`, `MIN`, `MAX`, `ODD`, `SFLOAT`, `STRUNC` `TRUNC` and `VAL`. All these functions and procedures (except `HALT`, `NEW`, `DISPOSE` and, under non constant conditions, `LENGTH`) generate in-line code for efficiency.

```
(*
  ABS - returns the positive value of i.
*)
```

```
PROCEDURE ABS (i: <any signed type>) : <any signed type> ;
```

```
(*
  CAP - returns the capital of character ch providing
        ch lies within the range 'a'..'z'. Otherwise ch
        is returned unaltered.
*)
```

```
PROCEDURE CAP (ch: CHAR) : CHAR ;
```

```
(*
  CHR - converts a value of a <whole number type> into a CHAR.
```

CHR(x) is shorthand for VAL(CHAR, x).

\*)

PROCEDURE CHR (x: <whole number type>) : CHAR ;

(\*

DISPOSE - the procedure DISPOSE is replaced by:

DEALLOCATE(p, TSIZE(p^)) ;

The user is expected to import the procedure DEALLOCATE (normally found in the module, Storage.)

In: a variable p: of any pointer type which has been initialized by a call to NEW.

Out: the area of memory

holding p<sup>^</sup> is returned to the system.

Note that the underlying procedure DEALLOCATE procedure in module Storage will assign p to NIL.

\*)

PROCEDURE DISPOSE (VAR p:<any pointer type>) ;

(\*

DEC - can either take one or two parameters. If supplied with one parameter then on the completion of the call to DEC, v will have its predecessor value. If two parameters are supplied then the value v will have its n'th predecessor. For these reasons the value of n must be >=0.

\*)

PROCEDURE DEC (VAR v: <any base type>; [n: <any base type> = 1]) ;

(\*

EXCL - excludes bit element e from a set type s.

\*)

PROCEDURE EXCL (VAR s: <any set type>; e: <element of set type s>) ;

(\*

FLOAT - will return a REAL number whose value is the same as o.

\*)

PROCEDURE FLOAT (o: <any whole number type>) : REAL ;

(\*

```

    FLOATS - will return a SHORTREAL number whose value is the same as o.
*)

```

```

PROCEDURE FLOATS (o: <any whole number type>) : REAL ;

```

```

(*)
    FLOATL - will return a LONGREAL number whose value is the same as o.
*)

```

```

PROCEDURE FLOATL (o: <any whole number type>) : REAL ;

```

```

(*)
    HALT - will call the HALT procedure inside the module M2RTS.
           Users can replace M2RTS.
*)

```

```

PROCEDURE HALT ;

```

```

(*)
    HIGH - returns the last accessible index of an parameter declared as
           ARRAY OF CHAR. Thus

```

```

    PROCEDURE foo (a: ARRAY OF CHAR) ;
    VAR
        c: CARDINAL ;
    BEGIN
        c := HIGH(a)
    END foo ;

```

```

    BEGIN
        foo('hello')
    END

```

```

    will cause the local variable c to contain the value 5
*)

```

```

PROCEDURE HIGH (a: ARRAY OF CHAR) : CARDINAL ;

```

```

(*)
    INC - can either take one or two parameters. If supplied
          with one parameter then on the completion of the call to
          INC, v will have its successor value. If two
          parameters are supplied then the value v will have its
          n'th successor. For these reasons the value of n
          must be >=0.

```

```

*)

```

```

PROCEDURE INC (VAR v: <any base type>; [n: <any base type> = 1]) ;

(*
  INCL - includes bit element e to a set type s.
*)

PROCEDURE INCL (VAR s: <any set type>; e: <element of set type s>) ;

(*
  LFLOAT - will return a LONGREAL number whose value is the same as o.
*)

PROCEDURE LFLOAT (o: <any whole number type>) : LONGREAL ;

(*
  LTRUNC - will return a LONG<type> number whose value is the
           same as o. PIM2, PIM3 and ISO Modula-2 will return
           a LONGCARD whereas PIM4 returns LONGINT.
*)

PROCEDURE LTRUNC (o: <any floating point type>) : LONG<type> ;

(*
  MIN - returns the lowest legal value of an ordinal type.
*)

PROCEDURE MIN (t: <ordinal type>) : <ordinal type> ;

(*
  MAX - returns the largest legal value of an ordinal type.
*)

PROCEDURE MAX (t: <ordinal type>) : <ordinal type> ;

(*
  NEW - the procedure NEW is replaced by:
        ALLOCATE(p, TSIZE(p^)) ;
        The user is expected to import the procedure ALLOCATE
        (normally found in the module, Storage.)

        In:  a variable p: of any pointer type.
        Out: variable p is set to some allocated memory

```

```

        which is large enough to hold all the contents of p^.
*)

PROCEDURE NEW (VAR p:<any pointer type>) ;

(*
    ODD - returns TRUE if the value is not divisible by 2.
*)

PROCEDURE ODD (x: <whole number type>) : BOOLEAN ;

(*
    SFLOAT - will return a SHORTREAL number whose value is the same
              as o.
*)

PROCEDURE SFLOAT (o: <any whole number type>) : SHORTREAL ;

(*
    STRUNC - will return a SHORT<type> number whose value is the same
              as o.  PIM2, PIM3 and ISO Modula-2 will return a
              SHORTCARD whereas PIM4 returns SHORTINT.
*)

PROCEDURE STRUNC (o: <any floating point type>) : SHORT<type> ;

(*
    TRUNC - will return a <type> number whose value is the same as o.
            PIM2, PIM3 and ISO Modula-2 will return a CARDINAL
            whereas PIM4 returns INTEGER.
*)

PROCEDURE TRUNC (o: <any floating point type>) : <type> ;

(*
    TRUNCS - will return a <type> number whose value is the same
              as o.  PIM2, PIM3 and ISO Modula-2 will return a
              SHORTCARD whereas PIM4 returns SHORTINT.
*)

PROCEDURE TRUNCS (o: <any floating point type>) : <type> ;

(*
    TRUNCL - will return a <type> number whose value is the same

```

```

        as o. PIM2, PIM3 and ISO Modula-2 will return a
        LONGCARD whereas PIM4 returns LONGINT.
*)

PROCEDURE TRUNCL (o: <any floating point type>) : <type> ;

(*
    VAL - converts data i of <any simple data type 2> to
          <any simple data type 1> and returns this value.
          No range checking is performed during this conversion.
*)

PROCEDURE VAL (<any simple data type 1>,
               i: <any simple data type 2>) : <any simple data type 1> ;

```

### 2.4.2 ISO specific standard procedures and functions

The standard function `LENGTH` is specific to ISO Modula-2 and is defined as:

```

(*
    IM - returns the imaginary component of a complex type.
          The return value will the same type as the imaginary field
          within the complex type.
*)

PROCEDURE IM (c: <any complex type>) : <floating point type> ;

(*
    INT - returns an INTEGER value which has the same value as v.
          This function is equivalent to: VAL(INTEGER, v).
*)

PROCEDURE INT (v: <any ordinal type>) : INTEGER ;

(*
    LENGTH - returns the length of string a.
*)

PROCEDURE LENGTH (a: ARRAY OF CHAR) : CARDINAL ;

```

This function is evaluated at compile time, providing that string `a` is a constant. If `a` cannot be evaluated then a call is made to `M2RTS.Length`.

```

(*
    ODD - returns a BOOLEAN indicating whether the whole number
          value, v, is odd.

```



```

*)

PROCEDURE ODD (v: <any whole number type>) : BOOLEAN ;

(*
    RE - returns the real component of a complex type.
        The return value will the same type as the real field
        within the complex type.
*)

PROCEDURE RE (c: <any complex type>) : <floating point type> ;

```

## 2.5 Behavior of the high procedure function

This section describes the behavior of the standard procedure function **HIGH** and it includes a table of parameters with the expected return result. The standard procedure function will return the last accessible indice of an **ARRAY**. If the parameter to **HIGH** is a static array then the result will be a **CARDINAL** value matching the upper bound in the **ARRAY** declaration.

The section also describes the behavior of a string literal actual parameter and how it relates to **HIGH**. The PIM2, PIM3, PIM4 and ISO standard is silent on the issue of whether a **nul** is present in an **ARRAY OF CHAR** actual parameter.

If the first parameter to **HIGH** is an unbounded **ARRAY** the return value from **HIGH** will be the last accessible element in the array. If a constant string literal is passed as an actual parameter then it will be **nul** terminated. The table and example code below describe the effect of passing an actual parameter and the expected **HIGH** value.

```

MODULE example1 ;

PROCEDURE test (a: ARRAY OF CHAR) ;
VAR
    x: CARDINAL ;
BEGIN
    x := HIGH (a) ;
    ...
END test ;

BEGIN
    test ('') ;
    test ('1') ;
    test ('12') ;
    test ('123') ;
END example1.

Actual parameter | HIGH (a) | a[HIGH (a)] = nul
=====

```

' '	0	TRUE
'1'	1	TRUE
'12'	2	TRUE
'123'	3	TRUE

A constant string literal will be passed to an `ARRAY OF CHAR` with an appended `nul` `CHAR`. Thus if the constant string literal `' '` is passed as an actual parameter (in example1) then the result from `HIGH(a)` will be 0.

```
MODULE example2 ;

PROCEDURE test (a: ARRAY OF CHAR) ;
VAR
  x: CARDINAL ;
BEGIN
  x := HIGH (a) ;
  ...
END test ;

VAR
  str0: ARRAY [0..0] OF CHAR ;
  str1: ARRAY [0..1] OF CHAR ;
  str2: ARRAY [0..2] OF CHAR ;
  str3: ARRAY [0..3] OF CHAR ;
BEGIN
  str0 := 'a' ;    (* No room for the nul terminator.  *)
  test (str0) ;
  str1 := 'ab' ;   (* No room for the nul terminator.  *)
  test (str1) ;
  str2 := 'ab' ;   (* Terminated with a nul.  *)
  test (str2) ;
  str2 := 'abc' ;  (* Terminated with a nul.  *)
  test (str3) ;
END example2.
```

Actual parameter	HIGH (a)	a[HIGH (a)] = nul
str0	0	FALSE
str1	1	FALSE
atr2	2	TRUE
str3	3	TRUE

## 2.6 GNU Modula-2 supported dialects

This section describes the dialects understood by GNU Modula-2. It also describes the differences between the dialects and any command line switches which determine dialect behaviour.

The GNU Modula-2 compiler is compliant with four dialects of Modula-2. The language as defined in 'Programming in Modula-2' 2nd Edition, Springer Verlag, 1982, 1983

by Niklaus Wirth (PIM2), 'Programming in Modula-2', 3rd Corrected Edition, Springer Verlag, 1985 (PIM3) and 'Programming in Modula-2', 4th Edition, Springer Verlag, 1988 (PIM4) <https://freepages.modula2.org/report4/modula-2.html> and the ISO Modula-2 language as defined in ISO/IEC Information technology - programming languages - part 1: Modula-2 Language, ISO/IEC 10514-1 (1996) (ISO).

The command line switches '-fpim2', '-fpim3', '-fpim4' and '-fiso' can be used to force mutually exclusive features. However by default the compiler will not aggressively fail if a non mutually exclusive feature is used from another dialect. For example it is possible to specify '-fpim2' and still utilize 'DEFINITION' 'MODULES' which have no export list.

Some dialect differences will force a compile time error, for example in PIM2 the user must `IMPORT SIZE` from the module `SYSTEM`, whereas in PIM3 and PIM4 `SIZE` is a pervasive function. Thus compiling PIM4 source code with the '-fpim2' switch will cause a compile time error. This can be fixed quickly with an additional `IMPORT` or alternatively by compiling with the '-fpim4' switch.

However there are some very important differences between the dialects which are mutually exclusive and therefore it is vital that users choose the dialects with care when these language features are used.

### 2.6.1 Integer division, remainder and modulus

The most dangerous set of mutually exclusive features found in the four dialects supported by GNU Modula-2 are the `INTEGER` division, remainder and modulus arithmetic operators. It is important to note that the same source code can be compiled to give different run time results depending upon these switches! The reference manual for the various dialects of Modula-2 are quite clear about this behavior and sadly there are three distinct definitions.

The table below illustrates the problem when a negative operand is used.

		Pim2/3		Pim4		ISO			
		-----		-----		-----			
lval	rval	DIV	MOD	DIV	MOD	DIV	MOD	/	REM
31	10	3	1	3	1	3	1	3	1
-31	10	-3	-1	-4	9	-4	9	-3	-1
31	-10	-3	1	-3	1	Exception		-3	1
-31	-10	3	-1	4	9	Exception		3	-1

See also P24 of PIM2, P27 of PIM3, P29 of PIM4 and P201 of the ISO Standard. At present all dialect division, remainder and modulus are implemented as above, apart from the exception calling in the ISO dialect. Instead of exception handling the results are the same as the PIM4 dialect. This is a temporary implementation situation.

## 2.7 Module Search Path

This section describes the default module search path and how this might be changed. By default the compiler will search the current directory, local include dir, prefix include dir, gcc version specific modules and lastly native system header dir. The exact location and whether all these directories are used depends upon the configuration options used when building GCC.

The '-I' option option can be used to introduce new directories in the module search path and for convenience the options '-flibs=' and '-fm2-pathname-root=' are also provided.

The site wide modules are typically located at *prefix/include/m2* whereas the version specific modules are located in *libsubdir/m2*. Both of these */m2* directories are organized such that the non dialect specific modules are at the top and dialect specific modules are in subdirectories.

The ‘-fm2-pathname-root=’ option is equivalent to adding a ‘-I’ path for every library dialect. For example if the library dialect order is selected by ‘-flibs=pim,iso,log’ and ‘-fm2-pathname-root=foo’ is supplied then this is equivalent to the following pairs of options:

```
-fm2-pathname=m2pim -Ifoo/m2/m2pim
-fm2-pathname=m2iso -Ifoo/m2/m2iso
-fm2-pathname=m2log -Ifoo/m2/m2log
-fm2-pathname=- -Ifoo/m2
```

The option ‘-fsources’ will show the source module, path and pathname for each module parsed.

## 2.8 Exception implementation

This section describes how exceptions are implemented in GNU Modula-2 and how command line switches affect their behavior. The option ‘-fsoft-check-all’ enables all software checking of nil dereferences, division by zero etc. Additional code is produced to check these conditions and exception handlers are invoked if the conditions prevail.

Without ‘-fsoft-check-all’ these exceptions will be caught by hardware (assuming the hardware support exists) and a signal handler is invoked. The signal handler will in turn THROW an exception which will be caught by the appropriate Modula-2 handler. However the action of throwing an exception from within a signal handler is implementation defined (according to the C++ documentation). For example on the x86\_64 architecture this works whereas on the i686 architecture it does not. Therefore to ensure portability it is recommended to use ‘-fsoft-check-all’.

2

## 2.9 How to detect run time problems at compile time

Consider the following program:

```
MODULE assignvalue ; (*!m2iso+gm2*)

PROCEDURE bad () : INTEGER ;
VAR
  i: INTEGER ;
BEGIN
  i := -1 ;
  RETURN i
END bad ;

VAR
```

---

<sup>2</sup> ‘-fsoft-check-all’ can be effectively combined with ‘-O2’ to semantically analyze source code for possible run time errors at compile time.

```

    foo: CARDINAL ;
BEGIN
    (* The m2rte plugin will detect this as an error, post
       optimization.  *)
    foo := bad ()
END assignvalue.

```

here we see that the programmer has overlooked that the return value from ‘bad’ will cause an overflow to ‘foo’. If we compile the code with the following options:

```

$ gm2 -g -fsoft-check-all -O2 -fm2-plugin -c assignvalue.mod
assignvalue.mod:16:0:inevitable that this error will occur at run time,
assignment will result in an overflow

```

The gm2 semantic plugin is automatically run and will generate a warning message for every exception call which is known as reachable. It is highly advised to run the optimizer (‘-O2’ or ‘-O3’) with ‘-fsoft-check-all’ so that the compiler is able to run the optimizer and perform variable and flow analysis before the semantic plugin is invoked.

The ‘-Wuninit-variable-checking’ can be used to identify uninitialized variables within the first basic block in a procedure. The checking is limited to variables so long as they are not an array or set or a variant record or var parameter.

The following example detects whether a sub component within a record is uninitialized.

```

MODULE testlarge2 ;

TYPE
    color = RECORD
        r, g, b: CARDINAL ;
    END ;

    pixel = RECORD
        fg, bg: color ;
    END ;

PROCEDURE test ;
VAR
    p: pixel ;
BEGIN
    p.fg.r := 1 ;
    p.fg.g := 2 ;
    p.fg.g := 3 ;    (* Deliberate typo should be p.fg.b.  *)
    p.bg := p.fg ;   (* Accessing an uninitialized field.  *)
END test ;

BEGIN
    test
END testlarge2.

```

```

$ gm2 -c -Wuninit-variable-checking testlarge2.mod
testlarge2.mod:19:13: warning: In procedure ‘test’: attempting to

```

```

access expression before it has been initialized
19 |   p.bg := p.fg ;   (* Accessing an uninitialized field.  *)
   |           ~~~~

```

The following example detects if an individual field is uninitialized.

```

MODULE testwithnoptr ;

TYPE
  Vec = RECORD
    x, y: CARDINAL ;
  END ;

PROCEDURE test ;
VAR
  p: Vec ;
BEGIN
  WITH p DO
    x := 1 ;
    x := 2   (* Deliberate typo, user meant y.  *)
  END ;
  IF p.y = 2
  THEN
  END
END test ;

BEGIN
  test
END testwithnoptr.

```

The following example detects a record is uninitialized via a pointer variable in a ‘WITH’ block.

```

$ gm2 -g -c -Wuninit-variable-checking testwithnoptr.mod
testwithnoptr.mod:21:8: warning: In procedure ‘test’: attempting to
access expression before it has been initialized
21 |   IF p.y = 2
   |           ~~~

```

```

MODULE testnew6 ;

FROM Storage IMPORT ALLOCATE ;

TYPE
  PtrToVec = POINTER TO RECORD
    x, y: INTEGER ;
  END ;

PROCEDURE test ;
VAR
  p: PtrToVec ;

```

```

BEGIN
  NEW (p) ;
  WITH p^ DO
    x := 1 ;
    x := 2   (* Deliberate typo, user meant y.  *)
  END ;
  IF p^.y = 2
  THEN
  END
END test ;

BEGIN
  test
END testnew6.

$ gm2 -g -c -Wuninit-variable-checking testnew6.mod
testnew6.mod:19:9: warning: In procedure 'test': attempting to
access expression before it has been initialized
19 |   IF p^.y = 2
    |       ~~~~

```

## 2.10 GNU Modula-2 language extensions

This section introduces the GNU Modula-2 language extensions. The GNU Modula-2 compiler allows abstract data types to be any type, not just restricted to a pointer type providing the ‘-fextended-opaque’ option is supplied See Section 2.2 [Compiler options], page 3.

Declarations can be made in any order, whether they are types, constants, procedures, nested modules or variables.

GNU Modula-2 also allows programmers to interface to C and assembly language.

GNU Modula-2 provides support for the special tokens `__LINE__`, `__FILE__`, `__FUNCTION__` and `__DATE__`. Support for these tokens will occur even if the ‘-fcpp’ option is not supplied. A table of these identifiers and their data type and values is given below:

Scope	GNU Modula-2 token	Data type and example value
anywhere	<code>__LINE__</code>	Constant Literal compatible with <code>CARDINAL</code> , <code>INTEGER</code> and <code>WORD</code> . Example 1234
anywhere	<code>__FILE__</code>	Constant string compatible with parameter <code>ARRAY OF CHAR</code> or an <code>ARRAY</code> whose <code>SIZE</code> is $\geq$ string length. Example "hello.mod"
procedure	<code>__FUNCTION__</code>	Constant string compatible

		with parameter ARRAY OF CHAR or an ARRAY whose SIZE is >= string length. Example "calc"
module	__FUNCTION__	Example "module hello initialization"
anywhere	__DATE__	Constant string compatible with parameter ARRAY OF CHAR or an ARRAY whose SIZE is >= string length. Example "Thu Apr 29 10:07:16 BST 2004"
anywhere	__COLUMN__	Gives a constant literal number determining the left hand column where the first _ appears in __COLUMN__. The left most column is 1.

The preprocessor 'cpp' can be invoked via the '-fcpp' command line option. This in turn invokes 'cpp' with the following arguments '-traditional -lang-asm'. These options preserve comments and all quotations. 'gm2' treats a '#' character in the first column as a preprocessor directive unless '-fno-cpp' is supplied.

For example here is a module which calls FatalError via the macro ERROR.

```

MODULE cpp ;

FROM SYSTEM IMPORT ADR, SIZE ;
FROM libc IMPORT exit, printf, malloc ;

PROCEDURE FatalError (a, file: ARRAY OF CHAR;
                      line: CARDINAL;
                      func: ARRAY OF CHAR) ;
BEGIN
  printf ("%s:%d:fatal error, %s, in %s\n",
          ADR (file), line, ADR (a), ADR (func)) ;
  exit (1)
END FatalError ;

#define ERROR(X) FatalError(X, __FILE__, __LINE__, __FUNCTION__)

VAR
  pc: POINTER TO CARDINAL;
BEGIN
  pc := malloc (SIZE (CARDINAL)) ;
  IF pc = NIL

```



```

    THEN
        ERROR ('out of memory')
    END
END cpp.

```

Another use for the C preprocessor in Modula-2 might be to turn on debugging code. For example the library module `FormatStrings.mod` uses procedures from `DynamicStrings.mod` and to track down memory leaks it was useful to track the source file and line where each string was created. Here is a section of `FormatStrings.mod` which shows how the debugging code was enabled and disabled by adding `-fcpp` to the command line.

```

FROM DynamicStrings IMPORT String, InitString, InitStringChar, Mark,
                               ConCat, Slice, Index, char,
                               Assign, Length, Mult, Dup, ConCatChar,
                               PushAllocation, PopAllocationExemption,
                               InitStringDB, InitStringCharStarDB,
                               InitStringCharDB, MultDB, DupDB, SliceDB ;

(*
#define InitString(X) InitStringDB(X, __FILE__, __LINE__)
#define InitStringCharStar(X) InitStringCharStarDB(X, __FILE__, \
                                                    __LINE__)
#define InitStringChar(X) InitStringCharDB(X, __FILE__, __LINE__)
#define Mult(X,Y) MultDB(X, Y, __FILE__, __LINE__)
#define Dup(X) DupDB(X, __FILE__, __LINE__)
#define Slice(X,Y,Z) SliceDB(X, Y, Z, __FILE__, __LINE__)
*)

PROCEDURE doDSdbEnter ;
BEGIN
    PushAllocation
END doDSdbEnter ;

PROCEDURE doDSdbExit (s: String) ;
BEGIN
    s := PopAllocationExemption (TRUE, s)
END doDSdbExit ;

PROCEDURE DSdbEnter ;
BEGIN
END DSdbEnter ;

PROCEDURE DSdbExit (s: String) ;
BEGIN
END DSdbExit ;

(*

```

```

#define DBsbEnter doDBsbEnter
#define DBsbExit  doDBsbExit
*)

PROCEDURE Sprintf1 (s: String; w: ARRAY OF BYTE) : String ;
BEGIN
    DSdbEnter ;
    s := FormatString (HandleEscape (s), w) ;
    DSdbExit (s) ;
    RETURN s
END Sprintf1 ;

```

It is worth noting that the overhead of this code once `-fcpp` is not present and `-O2` is used will be zero since the local empty procedures `DSdbEnter` and `DSdbExit` will be thrown away by the optimization passes of the GCC backend.

### 2.10.1 Optional procedure parameter

GNU Modula-2 allows the last parameter to a procedure or function parameter to be optional. For example in the ISO library `COROUTINES.def` the procedure `NEWCOROUTINE` is defined as having an optional fifth argument (`initProtection`) which, if absent, is automatically replaced by `NIL`.

```

PROCEDURE NEWCOROUTINE (procBody: PROC; workspace: SYSTEM.ADDRESS;
                        size: CARDINAL; VAR cr: COROUTINE;
                        [initProtection: PROTECTION = NIL]);

```

```

(* Creates a new coroutine whose body is given by procBody,
   and returns the identity of the coroutine in cr.
   workspace is a pointer to the work space allocated to
   the coroutine; size specifies the size of this workspace
   in terms of SYSTEM.LOC.

```

```

   The optional fifth argument may contain a single parameter
   which specifies the initial protection level of the coroutine.

```

```

*)

```

The implementation module `COROUTINES.mod` implements this procedure using the following syntax:

```

PROCEDURE NEWCOROUTINE (procBody: PROC; workspace: SYSTEM.ADDRESS;
                        size: CARDINAL; VAR cr: COROUTINE;
                        [initProtection: PROTECTION]);

BEGIN

END NEWCOROUTINE ;

```

Note that it is illegal for this declaration to contain an initializer value for `initProtection`. However it is necessary to surround this parameter with the brackets `[` and `]`. This serves to remind the programmer that the last parameter was declared as optional in the definition module.

Local procedures can be declared to have an optional final parameter in which case the initializer is mandatory in the implementation or program module.

GNU Modula-2 also provides additional fixed sized data types which are all exported from the `SYSTEM` module. See Section 2.22 [The PIM system module], page 52. See Section 2.23 [The ISO system module], page 56.

## 2.11 Type compatibility

This section discuss the issues surrounding assignment, expression and parameter compatibility, their effect of the additional fixed sized datatypes and also their effect of run time checking. The data types supported by the compiler are:

GNU Modula-2	scope	switches
=====		
INTEGER	pervasive	
LONGINT	pervasive	
SHORTINT	pervasive	
CARDINAL	pervasive	
LONGCARD	pervasive	
SHORTCARD	pervasive	
BOOLEAN	pervasive	
BITSET	pervasive	
REAL	pervasive	
LONGREAL	pervasive	
SHORTREAL	pervasive	
CHAR	pervasive	
SHORTCOMPLEX	pervasive	
COMPLEX	pervasive	
LONGCOMPLEX	pervasive	
LOC	SYSTEM	-fiso
BYTE	SYSTEM	
WORD	SYSTEM	
ADDRESS	SYSTEM	

The following extensions are supported for most architectures (please check `SYSTEM.def`).

=====	
INTEGER8	SYSTEM
INTEGER16	SYSTEM
INTEGER32	SYSTEM
INTEGER64	SYSTEM
CARDINAL8	SYSTEM
CARDINAL16	SYSTEM
CARDINAL32	SYSTEM
CARDINAL64	SYSTEM
BITSET8	SYSTEM
BITSET16	SYSTEM

BITSET32	SYSTEM
WORD16	SYSTEM
WORD32	SYSTEM
WORD64	SYSTEM
REAL32	SYSTEM
REAL64	SYSTEM
REAL96	SYSTEM
REAL128	SYSTEM
COMPLEX32	SYSTEM
COMPLEX64	SYSTEM
COMPLEX96	SYSTEM
COMPLEX128	SYSTEM

The Modula-2 language categorizes compatibility between entities of possibly differing types into three sub components: expressions, assignments, and parameters. Parameter compatibility is further divided into two sections for pass by reference and pass by value compatibility.

For more detail on the Modula-2 type compatibility see the Modula-2 ISO standard BS ISO/IEC 10514-1:1996 page 121-125. For detail on the PIM type compatibility see Programming in Modula-2 Edition 4 page 29, (Elementary Data Types).

### 2.11.1 Expression compatibility

Modula-2 restricts the types of expressions to the same type. Expression compatibility is a symmetric relation.

For example two sub expressions of `INTEGER` and `CARDINAL` are not expression compatible (<https://freepages.modula2.org/report4/modula-2.html> and ISO Modula-2).

In GNU Modula-2 this rule is also extended across all fixed sized data types (imported from `SYSTEM`).

### 2.11.2 Assignment compatibility

This section discusses the assignment issues surrounding assignment compatibility of elementary types (`INTEGER`, `CARDINAL`, `REAL` and `CHAR` for example). The information here is found in more detail in the Modula-2 ISO standard BS ISO/IEC 10514-1:1996 page 122.

Assignment compatibility exists between the same sized elementary types.

Same type family of different sizes are also compatible as long as the `MAX(type)` and `MIN(type)` is known. So for example this includes the `INTEGER` family, `CARDINAL` family and the `REAL` family.

The reason for this is that when the assignment is performed the compiler will check to see that the expression (on the right of the `:=`) lies within the range of the designator type (on the left hand side of the `:=`). Thus these ordinal types can be assignment compatible. However it does mean that `WORD32` is not compatible with `WORD16` as `WORD32` does not have a minimum or maximum value and therefore cannot be checked. The compiler does not know which of the two bytes from `WORD32` should be copied into `WORD16` and which two should be ignored. Currently the types `BITSET8`, `BITSET16` and `BITSET32` are assignment incompatible. However this restriction maybe lifted when further run time checking is achieved.

Modula-2 does allow `INTEGER` to be assignment compatible with `WORD` as they are the same size. Likewise GNU Modula-2 allows `INTEGER16` to be compatible with `WORD16` and the same for the other fixed sized types and their sized equivalent in either `WORDn`, `BYTE` or `LOC` types. However it prohibits assignment between `WORD` and `WORD32` even though on many systems these sizes will be the same. The reasoning behind this rule is that the extended fixed sized types are meant to be used by applications requiring fixed sized data types and it is more portable to forbid the blurring of the boundaries between fixed sized and machine dependent sized types.

Intermediate code run time checking is always generated by the front end. However this intermediate code is only translated into actual code if the appropriate command line switches are specified. This allows the compiler to perform limited range checking at compile time. In the future it will allow the extensive GCC optimizations to propagate constant values through to the range checks which if they are found to exceed the type range will result in a compile time error message.

### 2.11.3 Parameter compatibility

Parameter compatibility is divided into two areas, pass by value and pass by reference (`VAR`). In the case of pass by value the rules are exactly the same as assignment. However in the second case, pass by reference, the actual parameter and formal parameter must be the same size and family. Furthermore `INTEGER` and `CARDINALs` are not treated as compatible in the pass by reference case.

The types `BYTE`, `LOC`, `WORD` and `WORDn` derivatives are assignment and parameter compatible with any data type of the same size.

## 2.12 Exception handling

This section gives an example of exception handling and briefly describes its runtime behavior. The module below is written in the ISO dialect of Modula-2 and can be compiled with the command line:

```
$ gm2 -g -fiso -fsoft-check-all lazyunique.mod
```

The option `'-fsoft-check-all'` generates checks for `NIL` pointer access violation. In turn this will call the exception handler.

```

MODULE lazyunique ;  (*!m2iso+gm2*)

FROM Storage IMPORT ALLOCATE ;
FROM libc IMPORT printf, exit ;

TYPE
  List = POINTER TO RECORD
      next : List ;
      value: INTEGER ;
  END ;

  Array = ARRAY [0..3] OF INTEGER ;

CONST
  Unsorted = Array {0, 2, 1, 1} ;

VAR
  head: List ;

PROCEDURE Display ;
VAR
  p: List ;
BEGIN
  p := head^.next ;
  printf ("\nunique data\n");
  printf ("=====\n");
  WHILE p # NIL DO
    printf ("%d\n", p^.value);
    p := p^.next
  END
END Display ;

PROCEDURE Add (VAR p: List; val: INTEGER) ;
BEGIN
  NEW (p) ;
  WITH p^ DO
    value := val ;
    next := NIL
  END
END Add ;

```

```

PROCEDURE Unique (val: INTEGER) ;
VAR
  p: List ;
BEGIN
  printf ("new value %d\n", val);
  p := head ;
  (* The following line may cause an exception accessing next or
     value. *)
  WHILE p^.next^.value # val DO
    p := p^.next
  END
EXCEPT
  (* Now fixup. Determine the source of the exception and retry. *)
  IF head = NIL
  THEN
    printf ("list was empty, add sentinal\n");
    Add (head, -1) ;
    RETRY (* Jump back to the begin statement. *)
  ELSIF p^.next = NIL
  THEN
    printf ("growing the list\n");
    Add (p^.next, val) ;
    RETRY (* Jump back to the begin statement. *)
  ELSE
    printf ("should never reach here!\n");
  END
END Unique ;

```

```

PROCEDURE unique ;
VAR
  i: CARDINAL ;
BEGIN
  FOR i := 0 TO HIGH (Unsorted) DO
    Unique (Unsorted[i])
  END ;
  Display
END unique ;

BEGIN
  head := NIL ;
  unique
END lazyunique.

```

```

new value 0
list was empty, add sentinel
new value 0
growing the list
new value 0
new value 2
growing the list
new value 2
new value 1
growing the list
new value 1
new value 1

unique data
=====
0
2
1

```

## 2.13 Unbounded by reference

This section documents a GNU Modula-2 compiler switch which implements a language optimization surrounding the implementation of unbounded arrays. In GNU Modula-2 the unbounded array is implemented by utilizing an internal structure `struct {dataType *address, unsigned int high}`. So given the Modula-2 procedure declaration:

```

PROCEDURE foo (VAR a: ARRAY OF dataType) ;
BEGIN
    IF a[2]= (* etc *)
END foo ;

```

it is translated into GCC trees, which can be represented in their C form thus:

```

void foo (struct {dataType *address, unsigned int high} a)
{
    if (a.address[2] == /* etc */)
}

```

Whereas if the procedure foo was declared as:

```

PROCEDURE foo (a: ARRAY OF dataType) ;
BEGIN
    IF a[2]= (* etc *)
END foo ;

```

then it is implemented by being translated into the following GCC trees, which can be represented in their C form thus:

```

void foo (struct {dataType *address, unsigned int high} a)
{
    dataType *copyContents = (dataType *)alloca (a.high+1);
    memcpy(copyContents, a.address, a.high+1);
    a.address = copyContents;
}

```



```

    if (a.address[2] == /* etc */)
}

```

This implementation works, but it makes a copy of each non VAR unbounded array when a procedure is entered. If the unbounded array is not changed during procedure `foo` then this implementation will be very inefficient. In effect Modula-2 lacks the `REF` keyword of Ada. Consequently the programmer maybe tempted to sacrifice semantic clarity for greater efficiency by declaring the parameter using the `VAR` keyword in place of `REF`.

The `-funbounded-by-reference` switch instructs the compiler to check and see if the programmer is modifying the content of any unbounded array. If it is modified then a copy will be made upon entry into the procedure. Conversely if the content is only read and never modified then this non VAR unbounded array is a candidate for being passed by reference. It is only a candidate as it is still possible that passing this parameter by reference could alter the meaning of the source code. For example consider the following case:

```

PROCEDURE StrConCat (VAR a: ARRAY OF CHAR; b, c: ARRAY OF CHAR) ;
BEGIN
    (* code which performs string a := b + c *)
END StrConCat ;

PROCEDURE foo ;
VAR
    a: ARRAY [0..3] OF CHAR ;
BEGIN
    a := 'q' ;
    StrConCat(a, a, a)
END foo ;

```

In the code above we see that the same parameter, `a`, is being passed three times to `StrConCat`. Clearly even though parameters `b` and `c` are never modified it would be incorrect to implement them as pass by reference. Therefore the compiler checks to see if any non VAR parameter is type compatible with any VAR parameter and if so it generates run time procedure entry checks to determine whether the contents of parameters `b` or `c` matches the contents of `a`. If a match is detected then a copy is made and the `address` in the unbounded structure is modified.

The compiler will check the address range of each candidate against the address range of any VAR parameter, providing they are type compatible. For example consider:

```

PROCEDURE foo (a: ARRAY OF BYTE; VAR f: REAL) ;
BEGIN
    f := 3.14 ;
    IF a[0]=BYTE(0)
    THEN
        (* etc *)
    END
END foo ;

PROCEDURE bar ;

```

```

BEGIN
    r := 2.0 ;
    foo(r, r)
END bar ;

```

Here we see that although parameter, `a`, is a candidate for the passing by reference, it would be incorrect to use this transformation. Thus the compiler detects that parameters, `a` and `f` are type compatible and will produce run time checking code to test whether the address range of their respective contents intersect.

## 2.14 Building a shared library

This section describes building a tiny shared library implemented in Modula-2 and built with `libtool`. Suppose a project consists of two definition modules and two implementation modules and a program module `a.def`, `a.mod`, `b.def`, `b.mod` and `c.mod`. The first step is to compile the modules using position independent code. This can be achieved by the following three commands:

```

libtool --tag=CC --mode=compile gm2 -g -c a.mod -o a.lo
libtool --tag=CC --mode=compile gm2 -g -c b.mod -o b.lo
libtool --tag=CC --mode=compile gm2 -g -c c.mod -o c.lo

```

The second step is to generate the shared library initialization and finalization routines. We can do this by asking `gm2` to generate a list of dependent modules and then use this to generate the scaffold. We also must compile the scaffold.

```

gm2 -c -g -fmakelist c.mod
gm2 -c -g -fmakeinit -fshared c.mod
libtool --tag=CC --mode=compile g++ -g -c c_m2.cpp -o c_m2.lo

```

The third step is to link all these `.lo` files.

```

libtool --mode=link gcc -g c_m2.lo a.lo b.lo c.lo \
    -L$(prefix)/lib64 \
    -rpath `pwd` -lgm2 -lstdc++ -lm -o libabc.la

```

At this point the shared library `libabc.so` will have been created inside the directory `.libs`.

## 2.15 How to produce swig interface files

This section describes how Modula-2 implementation modules can be called from Python (and other scripting languages such as TCL and Perl). GNU Modula-2 can be instructed to create a swig interface when it is compiling an implementation module. Swig then uses the interface file to generate all the necessary wrapping to that the desired scripting language may access the implementation module.

Here is an example of how you might call upon the services of the Modula-2 library module `NumberIO` from Python3.

The following commands can be used to generate the Python3 module:

```

export src='directory to the sources'
export prefix='directory where the compiler is installed'
gm2 -I${src} -c -g -fswig ${src}/../../gm2-libs/NumberIO.mod

```

```

gm2 -I${src} -c -g -fmakelist ${src}/../.../gm2-libs/NumberIO.mod

gm2 -I${src} -c -g -fmakeinit -fshared \
    ${src}/../.../gm2-libs/NumberIO.mod

swig -c++ -python3 NumberIO.i

libtool --mode=compile g++ -g -c -I${src} NumberIO_m2.cpp \
    -o NumberIO_m2.lo

libtool --tag=CC --mode=compile gm2 -g -c \
    -I${src}/../.../gm2-libs \
    ${src}/../.../gm2-libs/NumberIO.mod -o NumberIO.lo

libtool --tag=CC --mode=compile g++ -g -c NumberIO_wrap.cxx \
    -I/usr/include/python3 -o NumberIO_wrap.lo

libtool --mode=link gcc -g NumberIO_m2.lo NumberIO_wrap.lo \
    -L${prefix}/lib64 \
    -rpath `pwd` -lgm2 -lstdc++ -lm -o libNumberIO.la

cp .libs/libNumberIO.so _NumberIO.so

```

The first four commands, generate the swig interface file `NumberIO.i` and python wrap files `NumberIO_wrap.cxx` and `NumberIO.py`. The next three `libtool` commands compile the C++ and Modula-2 source code into `.lo` objects. The last `libtool` command links all the `.lo` files into a `.la` file and includes all shared library dependencies.

Now it is possible to run the following Python script (called `testnum.py`):

```

import NumberIO

print ("1234 x 2 =", NumberIO.NumberIO_StrToInt("1234")*2)

```

like this:

```

$ python3 testnum.py
1234 x 2 = 2468

```

See Section 2.16 [Producing a Python module], page 36, for another example which uses the `UNQUALIFIED` keyword to reduce the module name clutter from the viewpoint of Python3.

### 2.15.1 Limitations of automatic generated of Swig files

This section discusses the limitations of automatically generating swig files. From the previous example we see that the module `NumberIO` had a swig interface file `NumberIO.i` automatically generated by the compiler. If we consider three of the procedure definitions in `NumberIO.def` we can see the success and limitations of the automatic interface generation.

```

PROCEDURE StrToHex (a: ARRAY OF CHAR; VAR x: CARDINAL) ;
PROCEDURE StrToInt (a: ARRAY OF CHAR; VAR x: INTEGER) ;
PROCEDURE ReadInt (VAR x: CARDINAL) ;

```

Below are the swig interface prototypes:

```

extern void NumberIO_StrToHex (char *_m2_address_a,
                               int _m2_high_a, unsigned int *OUTPUT);
/* parameters: x is known to be an OUTPUT */
extern void NumberIO_StrToInt (char *_m2_address_a,
                               int _m2_high_a, int *OUTPUT);
/* parameters: x is guessed to be an OUTPUT */
extern void NumberIO_ReadInt (int *x);
/* parameters: x is unknown */

```

In the case of `StrToHex` it can be seen that the compiler detects that the last parameter is an output. It explicitly tells swig this by using the parameter name `OUTPUT` and in the following comment it informs the user that it knows this to be an output parameter. In the second procedure `StrToInt` it marks the final parameter as an output, but it tells the user that this is only a guess. Finally in `ReadInt` it informs the user that it does not know whether the parameter, `x`, is an output, input or an inout parameter.

The compiler decides whether to mark a parameter as either: `INPUT`, `OUTPUT` or `INOUT` if it is read before written or visa versa in the first basic block. At this point it will write output that the parameter is known. If it is not read or written in the first basic block then subsequent basic blocks are searched and the result is commented as a guess. Finally if no read or write occurs then the parameter is commented as unknown. However, clearly it is possible to fool this mechanism. Nevertheless automatic generation of implementation module into swig interface files was thought sufficiently useful despite these limitations.

In conclusion it would be wise to check all parameters in any automatically generated swig interface file. Furthermore you can force the automatic mechanism to generate correct interface files by reading or writing to the `VAR` parameter in the first basic block of a procedure.

## 2.16 How to produce a Python module

This section describes how it is possible to produce a Python module from Modula-2 code. There are a number of advantages to this approach, it ensures your code reaches a wider audience, maybe it is easier to initialize your application in Python.

The example application here is a pedagogical two dimensional gravity next event simulation. The Python module needs to have a clear API which should be placed in a single definition module. Furthermore the API should only use fundamental pervasive data types and strings. Below the API is contained in the file `twoDsim.def`:

```

DEFINITION MODULE twoDsim ;

EXPORT UNQUALIFIED gravity, box, poly3, poly5, poly6, mass,
                    fix, circle, pivot, velocity, accel, fps,
                    replayRate, simulateFor ;

(*
  gravity - turn on gravity at: g m^2
*)

PROCEDURE gravity (g: REAL) ;

```

```

(*
  box - place a box in the world at (x0,y0),(x0+i,y0+j)
*)

PROCEDURE box (x0, y0, i, j: REAL) : CARDINAL ;

(*
  poly3 - place a triangle in the world at:
          (x0,y0),(x1,y1),(x2,y2)
*)

PROCEDURE poly3 (x0, y0, x1, y1, x2, y2: REAL) : CARDINAL ;

(*
  poly5 - place a pentagon in the world at:
          (x0,y0),(x1,y1),(x2,y2),(x3,y3),(x4,y4)
*)

PROCEDURE poly5 (x0, y0, x1, y1,
                  x2, y2, x3, y3, x4, y4: REAL) : CARDINAL ;

(*
  poly6 - place a hexagon in the world at:
          (x0,y0),(x1,y1),(x2,y2),(x3,y3),(x4,y4),(x5,y5)
*)

PROCEDURE poly6 (x0, y0, x1, y1,
                  x2, y2, x3, y3,
                  x4, y4, x5, y5: REAL) : CARDINAL ;

(*
  mass - specify the mass of an object and return the, id.
*)

PROCEDURE mass (id: CARDINAL; m: REAL) : CARDINAL ;

(*
  fix - fix the object to the world.
*)

PROCEDURE fix (id: CARDINAL) : CARDINAL ;

```

```
(*
  circle - adds a circle to the world.  Center
           defined by: x0, y0 radius, r.
*)

PROCEDURE circle (x0, y0, r: REAL) : CARDINAL ;

(*
  velocity - give an object, id, a velocity, vx, vy.
*)

PROCEDURE velocity (id: CARDINAL; vx, vy: REAL) : CARDINAL ;

(*
  accel - give an object, id, an acceleration, ax, ay.
*)

PROCEDURE accel (id: CARDINAL; ax, ay: REAL) : CARDINAL ;

(*
  fps - set frames per second.
*)

PROCEDURE fps (f: REAL) ;

(*
  replayRate - set frames per second during replay.
*)

PROCEDURE replayRate (f: REAL) ;

(*
  simulateFor - render for, t, seconds.
*)

PROCEDURE simulateFor (t: REAL) ;

END twoDsim.
```

The keyword `UNQUALIFIED` can be used to ensure that the compiler will provide externally accessible functions `gravity`, `box`, `poly3`, `poly5`, `poly6`, `mass`, `fix`, `circle`, `pivot`, `velocity`, `accel`, `fps`, `replayRate`, `simulateFor` rather than name mangled alternatives. Hence in our Python3 application we could write:

```
#!/usr/bin/env python3

from twoDsim import *

b = box (0.0, 0.0, 1.0, 1.0)
b = fix (b)
c1 = circle (0.7, 0.7, 0.05)
c1 = mass (c1, 0.01)
c2 = circle (0.7, 0.1, 0.05)
c2 = mass (c2, 0.01)
c2 = fix (c2)
gravity (-9.81)
fps (24.0*4.0)
replayRate (24.0)
print ("creating frames")
try:
    simulateFor (1.0)
    print ("all done")
except:
    print ("exception raised")
```

which accesses the various functions defined and implemented by the module `twoDsim`. The Modula-2 source code is compiled via:

```
$ gm2 -g -fiso -c -fswig twoDsim.mod
$ gm2 -g -fiso -c -fmakelist twoDsim.mod
$ gm2 -g -fiso -c -fmakeinit twoDsim.mod
```

The first command both compiles the source file creating `twoDsim.o` and produces a swig interface file `swig.i`. We now use `swig` and `g++` to produce and compile the interface wrappers:

```
$ libtool --mode=compile g++ -g -c twoDsim_m2.cpp -o twoDsim_m2.lo
$ swig -c++ -python3 twoDsim.i
$ libtool --mode=compile g++ -c -fPIC twoDsim_wrap.cxx \
  -I/usr/include/python3 -o twoDsim_wrap.lo
$ libtool --mode=compile gm2 -g -fPIC -fiso -c deviceGnuPic.mod
$ libtool --mode=compile gm2 -g -fPIC -fiso -c roots.mod
$ libtool --mode=compile gm2 -g -fPIC -fiso -c -fswig \
  twoDsim.mod -o twoDsim.lo
```

Finally the application is linked into a shared library:

```
$ libtool --mode=link gcc -g twoDsim_m2.lo twoDsim_wrap.lo \
  roots.lo deviceGnuPic.lo \
  -L${prefix}/lib64 \
  -rpath `pwd` -lgm2 -lstlstdc++ -lm -o libtwoDsim.la
```

```
cp .libs/libtwoDsim.so _twoDsim.so
```

The library name must start with `_` to comply with the Python3 module naming scheme.

## 2.17 Interfacing GNU Modula-2 to C

The GNU Modula-2 compiler tries to use the C calling convention wherever possible however some parameters have no C equivalent and thus a language specific method is used. For example unbounded arrays are passed as a `struct {void *address, unsigned int high}` and the contents of these arrays are copied by callee functions when they are declared as non `VAR` parameters. The `VAR` equivalent unbounded array parameters need no copy, but still use the `struct` representation.

The recommended method of interfacing GNU Modula-2 to C is by telling the definition module that the implementation is in the C language. This is achieved by using the tokens `DEFINITION MODULE FOR "C"`. Here is an example `libprintf.def`.

```
DEFINITION MODULE FOR "C" libprintf ;

EXPORT UNQUALIFIED printf ;

PROCEDURE printf (a: ARRAY OF CHAR; ...) : [ INTEGER ] ;

END libprintf.
```

the `UNQUALIFIED` keyword in the definition module informs GNU Modula-2 not to prefix the module name to exported references in the object file.

The `printf` declaration states that the first parameter semantically matches `ARRAY OF CHAR` but since the module is for the C language it will be mapped onto `char *`. The token `...` indicates a variable number of arguments (varargs) and all parameters passed here are mapped onto their C equivalents. Arrays and constant strings are passed as pointers. Lastly `[ INTEGER ]` states that the caller can ignore the function return result if desired.

The hello world program can be rewritten as:

```
MODULE hello ;

FROM libprintf IMPORT printf ;

BEGIN
  printf ("hello world\n")
END hello.
```

and it can be compiled by:

```
'gm2 -g hello.mod -lc'
```

In reality the `'-lc'` is redundant as `libc` is always included in the linking process. It is shown here to emphasize that the C library or object file containing `printf` must be present. The search path for modules can be changed by using `'-I'`.

If a procedure function is declared using varargs then some parameter values are converted. The table below summarizes the default conversions and default types used.

Actual Parameter		Default conversion		Type of actual
------------------	--	--------------------	--	----------------



			value passed
=====			=====
123		none	long long int
"hello world"		none	const char *
a: ARRAY OF CHAR		ADR (a)	char *
a: ARRAY [0..5] OF CHAR		ADR (a)	char *
3.14		none	long double

If you wish to pass `int` values then you should explicitly convert the constants using one of the conversion mechanisms. For example: `INTEGER(10)` or `VAL(INTEGER, 10)` or `CAST(INTEGER, 10)`.

## 2.18 Interface to assembly language

The interface for GNU Modula-2 to assembly language is almost identical to GNU C. The only alterations are that the keywords `asm` and `volatile` are in capitals, following the Modula-2 convention.

A simple, but highly non optimal, example is given below. Here we want to add the two `CARDINAL`s `foo` and `bar` together and return the result. The target processor is assumed to be executing the x86\_64 instruction set.

```

PROCEDURE Example (foo, bar: CARDINAL) : CARDINAL ;
VAR
  myout: CARDINAL ;
BEGIN
  ASM VOLATILE ("movl %1,%%eax; addl %2,%%eax; movl %%eax,%0"
    : "=rm" (myout)           (* outputs *)
    : "rm" (foo), "rm" (bar)  (* inputs *)
    : "eax");                 (* we trash *)
  RETURN( myout )
END Example ;

```

For a full description of this interface we refer the reader to the GNU C manual.

See Section “Extensions to the C Language Family” in `gcc`.

The same example can be written using the newer extensions of naming the operands rather than using numbered arguments.

```

PROCEDURE Example (foo, bar: CARDINAL) : CARDINAL ;
VAR
  myout: CARDINAL ;
BEGIN
  ASM VOLATILE (
    "movl %[left],%%eax; addl %[right],%%eax; movl %%eax,%[output]"
    : [output] "=rm" (myout)           (* outputs *)
    : [left] "rm" (foo), [right] "rm" (bar)  (* inputs *)
    : "eax");                           (* we trash *)
  RETURN( myout )
END Example ;

```

Both examples generate exactly the same code. It is worth noting that the specifier “`rm`” indicates that the operand can be either a register or memory. Of course you must choose

an instruction which can take either, but this allows the compiler to make more efficient choices depending upon the optimization level.

## 2.19 Data type alignment

GNU Modula-2 allows you to specify alignment for types and variables. The syntax for alignment is to use the ISO pragma directives `<* bytealignment ( expression )` and `*>`. These directives can be used after type and variable declarations.

The ebnf of the alignment production is:

```
Alignment := [ ByteAlignment ] =:
ByteAlignment := '<*' AttributeExpression '*>' =:
AlignmentExpression := "(" ConstExpression ")" =:
```

The `Alignment` ebnf statement may be used during construction of types, records, record fields, arrays, pointers and variables. Below is an example of aligning a type so that the variable `bar` is aligned on a 1024 address.

```
MODULE align ;

TYPE
  foo = INTEGER <* bytealignment(1024) *> ;

VAR
  z : INTEGER ;
  bar: foo ;
BEGIN
END align.
```

The next example aligns a variable on a 1024 byte boundary.

```
MODULE align2 ;

VAR
  x : CHAR ;
  z : ARRAY [0..255] OF INTEGER <* bytealignment(1024) *> ;
BEGIN
END align2.
```

Here the example aligns a pointer on a 1024 byte boundary.

```
MODULE align4 ;

FROM SYSTEM IMPORT ADR ;
FROM libc IMPORT exit ;

VAR
  x : CHAR ;
  z : POINTER TO INTEGER <* bytealignment(1024) *> ;
BEGIN
  IF ADR(z) MOD 1024=0
  THEN
```

```

        exit(0)
    ELSE
        exit(1)
    END
END align4.

```

In example `align5` record field `y` is aligned on a 1024 byte boundary.

```

MODULE align5 ;

FROM SYSTEM IMPORT ADR ;
FROM libc IMPORT exit ;

TYPE
    rec = RECORD
        x: CHAR ;
        y: CHAR <* bytealignment(1024) *> ;
    END ;
VAR
    r: rec ;
BEGIN
    IF ADR(r.y) MOD 1024=0
    THEN
        exit(0)
    ELSE
        exit(1)
    END
END align5.

```

In the example below module `align6` declares `foo` as an array of 256 INTEGERS. The array `foo` is aligned on a 1024 byte boundary.

```

MODULE align6 ;

FROM SYSTEM IMPORT ADR ;
FROM libc IMPORT exit ;

TYPE
    foo = ARRAY [0..255] OF INTEGER <* bytealignment(1024) *> ;
VAR
    x : CHAR ;
    z : foo ;
BEGIN
    IF ADR(z) MOD 1024=0
    THEN
        exit(0)
    ELSE
        exit(1)
    END
END

```

```
END align6.
```

## 2.20 Packing data types

The pragma `<* bytealignment(0) *>` can be used to specify that the fields within a `RECORD` are to be packed. Currently this only applies to fields which are declared as subranges, ordinal types and enumerated types. Here is an example of how two subranges might be packed into a byte.

```
TYPE
  bits3c = [0..7] ;
  bits3i = [-4..3] ;

  byte = RECORD
    <* bytealignment(0) *>
    x: bits3c ;
    <* bitsunused(2) *>
    y: bits3i ;
  END ;
```

Notice that the user has specified that in between fields `x` and `y` there are two bits unused.

Now the user wishes to create a record with byte numbers zero and one occupied and then an `INTEGER32` field which is four byte aligned. In this case byte numbers two and three will be unused. The pragma `bytealignment` can be issued at the start of the record indicating the default alignment for the whole record and this can be overridden by individual fields if necessary.

```
rec = RECORD
  <* bytealignment (1) *> ;
  a, b: byte ;
  x: INTEGER32 <* bytealignment(4) *> ;
END ;
```

In the following example the user has specified that a record has two fields `p` and `q` but that there are three bytes unused between these fields.

```
header = RECORD
  <* bytealignment(1) *>
  p: byte ;
  <* bytesunused(3) *>
  q: byte ;
END ;
```

The pragma `<* bytesunused(x) *>` can only be used if the current field is on a byte boundary. There is also a `SYSTEM` pseudo procedure function `TBITSIZE(T)` which returns the minimum number of bits necessary to represent type `T`.

Another example of packing record bit fields is given below:

```
MODULE align21 ;

FROM libc IMPORT exit ;
```

```

TYPE
  colour = (red, blue, green, purple, white, black) ;

  soc = PACKEDSET OF colour ;

  rec = RECORD
    <* bytealignment(0) *>
    x: soc ;
    y: [-1..1] ;
  END ;

VAR
  r: rec ;
  v: CARDINAL ;
BEGIN
  v := SIZE(r) ;
  IF SIZE(r)#1
  THEN
    exit(1)
  END ;
  r.x := soc{blue} ;
  IF r.x#soc{blue}
  THEN
    exit(2)
  END
END align21.

```

Here we see that the total size of this record is one byte and consists of a six bit set type followed by a 2 bit integer subrange.

## 2.21 Accessing GNU Modula-2 Built-ins

This section describes the built-in constants and functions defined in GNU Modula-2. The following compiler constants can be accessed using the `__ATTRIBUTE__` `__BUILTIN__` keywords. These are not part of the Modula-2 language and they may differ depending upon the target architecture but they provide a method whereby common libraries can interface to a different underlying architecture.

The built-in constants are: `BITS_PER_UNIT`, `BITS_PER_WORD`, `BITS_PER_CHAR` and `UNITS_PER_WORD`. They are integrated into GNU Modula-2 by an extension to the `ConstFactor` rule:

```

ConstFactor := ConstQualidentOrSet | Number | ConstString |
  "(" ConstExpression ")" | "NOT" ConstFactor |
  ConstAttribute =:

```

```

ConstAttribute := "__ATTRIBUTE__" "__BUILTIN__" "(" "(" Ident ")" ")" =:

```

Here is an example taken from the ISO library `SYSTEM.def`:

```

CONST
  BITS_PER_LOC    = __ATTRIBUTE__ __BUILTIN__ ((BITS_PER_UNIT)) ;
  LOC_PER_WORD    = __ATTRIBUTE__ __BUILTIN__ ((UNITS_PER_WORD)) ;

```

Built-in functions are transparent to the end user. All built-in functions are declared in DEFINITION MODULEs and are imported as and when required. Built-in functions are declared in definition modules by using the `__BUILTIN__` keyword. Here is a section of the ISO library `LongMath.def` which demonstrates this feature.

```

PROCEDURE __BUILTIN__ sqrt (x: LONGREAL): LONGREAL;
  (* Returns the square root of x *)

```

This indicates that the function `sqrt` will be implemented using the gcc built-in maths library. If gcc cannot utilize the built-in function (for example if the programmer requested the address of `sqrt`) then code is generated to call the alternative function implemented in the IMPLEMENTATION MODULE.

Sometimes a function exported from the DEFINITION MODULE will have a different name from the built-in function within gcc. In such cases the mapping between the GNU Modula-2 function name and the gcc name is expressed using the keywords `__ATTRIBUTE__ __BUILTIN__ ((Ident))`. For example the function `sqrt` in `LongMath.def` maps onto the gcc built-in function `sqrtl` and this is expressed as:

```

PROCEDURE __ATTRIBUTE__ __BUILTIN__ ((sqrtl)) sqrt
  (x: LONGREAL) : LONGREAL;
  (* Returns the positive square root of x *)

```

The following module `Builtins.def` enumerates the list of built-in functions which can be accessed in GNU Modula-2. It also serves to define the parameter and return value for each function:

```

DEFINITION MODULE Builtins ;

FROM SYSTEM IMPORT ADDRESS ;

(* Floating point intrinsic procedure functions. *)

PROCEDURE __BUILTIN__ isnanf (x: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ isnan (x: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ isnanl (x: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ isfinitef (x: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ isfinite (x: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ isfinitel (x: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ sinf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ sin (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ sinl (x: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ cosf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ cos (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ cosl (x: LONGREAL) : LONGREAL ;

```

```

PROCEDURE __BUILTIN__ sqrtf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ sqrt (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ sqrtl (x: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ atan2f (x, y: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ atan2 (x, y: REAL) : REAL ;
PROCEDURE __BUILTIN__ atan2l (x, y: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ fabsf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ fabs (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ fabsl (x: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ logf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ log (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ logl (x: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ expf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ exp (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ expl (x: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ log10f (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ log10 (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ log10l (x: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ exp10f (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ exp10 (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ exp10l (x: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ ilogbf (x: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ ilogb (x: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ ilogbl (x: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ huge_val () : REAL ;
PROCEDURE __BUILTIN__ huge_valf () : SHORTREAL ;
PROCEDURE __BUILTIN__ huge_vall () : LONGREAL ;

PROCEDURE __BUILTIN__ modf (x: REAL; VAR y: REAL) : REAL ;
PROCEDURE __BUILTIN__ modff (x: SHORTREAL;
                             VAR y: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ modfl (x: LONGREAL; VAR y: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ signbit (r: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ signbitf (s: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ signbitl (l: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ nextafter (x, y: REAL) : REAL ;

```

```

PROCEDURE __BUILTIN__ nextafterf (x, y: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ nextafterl (x, y: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ nexttoward (x: REAL; y: LONGREAL) : REAL ;
PROCEDURE __BUILTIN__ nexttowardf (x: SHORTREAL; y: LONGREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ nexttowardl (x, y: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ scalbln (x: REAL; n: LONGINT) : REAL ;
PROCEDURE __BUILTIN__ scalblnf (x: SHORTREAL; n: LONGINT) : SHORTREAL ;
PROCEDURE __BUILTIN__ scalblnl (x: LONGREAL; n: LONGINT) : LONGREAL ;

PROCEDURE __BUILTIN__ scalbn (x: REAL; n: INTEGER) : REAL ;
PROCEDURE __BUILTIN__ scalbnf (x: SHORTREAL; n: INTEGER) : SHORTREAL ;
PROCEDURE __BUILTIN__ scalbnl (x: LONGREAL; n: INTEGER) : LONGREAL ;

PROCEDURE __BUILTIN__ isgreater (x, y: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ isgreaterf (x, y: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ isgreaterl (x, y: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ isgreaterequal (x, y: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ isgreaterequalf (x, y: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ isgreaterequall (x, y: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ isless (x, y: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ islessf (x, y: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ islessl (x, y: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ islessequal (x, y: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ islessequalf (x, y: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ islessequall (x, y: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ islessgreater (x, y: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ islessgreaterf (x, y: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ islessgreaterl (x, y: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ isunordered (x, y: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ isunorderedf (x, y: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ isunorderedl (x, y: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ iseqsig (x, y: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ iseqsigf (x, y: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ iseqsigl (x, y: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ isnormal (r: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ isnormalf (s: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ isnormall (l: LONGREAL) : INTEGER ;

```



```

PROCEDURE __BUILTIN__ isinf_sign (r: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ isinf_signf (s: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ isinf_signl (l: LONGREAL) : INTEGER ;

(* Complex arithmetic intrinsic procedure functions. *)

PROCEDURE __BUILTIN__ cabsf (z: SHORTCOMPLEX) : SHORTREAL ;
PROCEDURE __BUILTIN__ cabs (z: COMPLEX) : REAL ;
PROCEDURE __BUILTIN__ cabsl (z: LONGCOMPLEX) : LONGREAL ;

PROCEDURE __BUILTIN__ cargf (z: SHORTCOMPLEX) : SHORTREAL ;
PROCEDURE __BUILTIN__ carg (z: COMPLEX) : REAL ;
PROCEDURE __BUILTIN__ cargl (z: LONGCOMPLEX) : LONGREAL ;

PROCEDURE __BUILTIN__ conjf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE __BUILTIN__ conj (z: COMPLEX) : COMPLEX ;
PROCEDURE __BUILTIN__ conjl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE __BUILTIN__ cpowerf (base: SHORTCOMPLEX;
                               exp: SHORTREAL) : SHORTCOMPLEX ;
PROCEDURE __BUILTIN__ cpower (base: COMPLEX; exp: REAL) : COMPLEX ;
PROCEDURE __BUILTIN__ cpowerl (base: LONGCOMPLEX;
                               exp: LONGREAL) : LONGCOMPLEX ;

PROCEDURE __BUILTIN__ csqrtf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE __BUILTIN__ csqrt (z: COMPLEX) : COMPLEX ;
PROCEDURE __BUILTIN__ csqrtl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE __BUILTIN__ cexpf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE __BUILTIN__ cexp (z: COMPLEX) : COMPLEX ;
PROCEDURE __BUILTIN__ cexpl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE __BUILTIN__ clnf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE __BUILTIN__ cln (z: COMPLEX) : COMPLEX ;
PROCEDURE __BUILTIN__ clnl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE __BUILTIN__ csinf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE __BUILTIN__ csin (z: COMPLEX) : COMPLEX ;
PROCEDURE __BUILTIN__ csinl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE __BUILTIN__ ccosf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE __BUILTIN__ ccos (z: COMPLEX) : COMPLEX ;
PROCEDURE __BUILTIN__ ccosl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE __BUILTIN__ ctanf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE __BUILTIN__ ctan (z: COMPLEX) : COMPLEX ;
PROCEDURE __BUILTIN__ ctanl (z: LONGCOMPLEX) : LONGCOMPLEX ;

```

```

PROCEDURE __BUILTIN__ carcsinf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE __BUILTIN__ carcsin (z: COMPLEX) : COMPLEX ;
PROCEDURE __BUILTIN__ carcsinl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE __BUILTIN__ carccosf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE __BUILTIN__ carccos (z: COMPLEX) : COMPLEX ;
PROCEDURE __BUILTIN__ carccosl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE __BUILTIN__ carctanf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE __BUILTIN__ carctan (z: COMPLEX) : COMPLEX ;
PROCEDURE __BUILTIN__ carctanl (z: LONGCOMPLEX) : LONGCOMPLEX ;

(* memory and string intrinsic procedure functions *)

PROCEDURE __BUILTIN__ alloca (i: CARDINAL) : ADDRESS ;
PROCEDURE __BUILTIN__ memcpy (dest, src: ADDRESS;
                               nbytes: CARDINAL) : ADDRESS ;
PROCEDURE __BUILTIN__ index (s: ADDRESS; c: INTEGER) : ADDRESS ;
PROCEDURE __BUILTIN__ rindex (s: ADDRESS; c: INTEGER) : ADDRESS ;
PROCEDURE __BUILTIN__ memcmp (s1, s2: ADDRESS;
                               nbytes: CARDINAL) : INTEGER ;
PROCEDURE __BUILTIN__ memset (s: ADDRESS; c: INTEGER;
                               nbytes: CARDINAL) : ADDRESS ;
PROCEDURE __BUILTIN__ memmove (s1, s2: ADDRESS;
                                nbytes: CARDINAL) : ADDRESS ;
PROCEDURE __BUILTIN__ strcat (dest, src: ADDRESS) : ADDRESS ;
PROCEDURE __BUILTIN__ strncat (dest, src: ADDRESS;
                                nbytes: CARDINAL) : ADDRESS ;
PROCEDURE __BUILTIN__ strcpy (dest, src: ADDRESS) : ADDRESS ;
PROCEDURE __BUILTIN__ strncpy (dest, src: ADDRESS;
                                nbytes: CARDINAL) : ADDRESS ;
PROCEDURE __BUILTIN__ strcmp (s1, s2: ADDRESS) : INTEGER ;
PROCEDURE __BUILTIN__ strncmp (s1, s2: ADDRESS;
                                nbytes: CARDINAL) : INTEGER ;
PROCEDURE __BUILTIN__ strlen (s: ADDRESS) : INTEGER ;
PROCEDURE __BUILTIN__ strstr (haystack, needle: ADDRESS) : ADDRESS ;
PROCEDURE __BUILTIN__ strpbrk (s, accept: ADDRESS) : ADDRESS ;
PROCEDURE __BUILTIN__ strspn (s, accept: ADDRESS) : CARDINAL ;
PROCEDURE __BUILTIN__ strcspn (s, accept: ADDRESS) : CARDINAL ;
PROCEDURE __BUILTIN__ strchr (s: ADDRESS; c: INTEGER) : ADDRESS ;
PROCEDURE __BUILTIN__ strrchr (s: ADDRESS; c: INTEGER) : ADDRESS ;

PROCEDURE __BUILTIN__ clz (value: CARDINAL) : INTEGER ;
PROCEDURE __BUILTIN__ clzll (value: LONGCARD) : INTEGER ;
PROCEDURE __BUILTIN__ ctz (value: CARDINAL) : INTEGER ;
PROCEDURE __BUILTIN__ ctzll (value: LONGCARD) : INTEGER ;

```

```

(*
  longjmp - this GCC builtin restricts the val to always 1.
*)
(* do not use these two builtins, as gcc, only really
   anticipates that the Ada front end should use them
   and it only uses them in its runtime exception handling.
   We leave them here in the hope that someday they will
   behave more like their libc counterparts.  *)

PROCEDURE __BUILTIN__ longjmp (env: ADDRESS; val: INTEGER) ;
PROCEDURE __BUILTIN__ setjmp (env: ADDRESS) : INTEGER ;

(*
  frame_address - returns the address of the frame.
                  The current frame is obtained if level is 0,
                  the next level up if level is 1 etc.
*)

PROCEDURE __BUILTIN__ frame_address (level: CARDINAL) : ADDRESS ;

(*
  return_address - returns the return address of function.
                  The current function return address is
                  obtained if level is 0,
                  the next level up if level is 1 etc.
*)

PROCEDURE __BUILTIN__ return_address (level: CARDINAL) : ADDRESS ;

(*
  alloca_trace - this is a no-op which is used for internal debugging.
*)

PROCEDURE alloca_trace (returned: ADDRESS; nBytes: CARDINAL) : ADDRESS ;

END Builtins.

```

Although this module exists and will result in the generation of in-line code if optimization flags are passed to GNU Modula-2, users are advised to utilize the same functions from more generic libraries. The built-in mechanism will be applied to these generic libraries where appropriate. Note for the mathematical routines to be in-lined you need to specify the ‘-ffast-math -O’ options.

## 2.22 The PIM system module

```

DEFINITION MODULE SYSTEM ;

EXPORT QUALIFIED BITS_PER_BYTE, BYTES_PER_WORD,
    ADDRESS, WORD, BYTE, C_SIZE_T, C_SIZE_T, COFF_T, CARDINAL64, (*
    Target specific data types. *)
    ADR, T_SIZE, ROTATE, SHIFT, THROW, T_BIT_SIZE ;
    (* SIZE is also exported if -fpim2 is used. *)

CONST
    BITS_PER_BYTE = __ATTRIBUTE__ __BUILTIN__ ((BITS_PER_UNIT)) ;
    BYTES_PER_WORD = __ATTRIBUTE__ __BUILTIN__ ((UNITS_PER_WORD)) ;

(* Note that the full list of system and sized datatypes include:
    LOC, WORD, BYTE, ADDRESS,

    (and the non language standard target types)

    INTEGER8, INTEGER16, INTEGER32, INTEGER64,
    CARDINAL8, CARDINAL16, CARDINAL32, CARDINAL64,
    WORD16, WORD32, WORD64, BITSET8, BITSET16,
    BITSET32, REAL32, REAL64, REAL128, COMPLEX32,
    COMPLEX64, COMPLEX128, C_SIZE_T, C_SIZE_T.

    Also note that the non-standard data types will
    move into another module in the future. *)

(* The following types are supported on this target:
TYPE
    (* Target specific data types. *)
*)

(*
    all the functions below are declared internally to gm2
    =====

PROCEDURE ADR (VAR v: <anytype>): ADDRESS;
    (* Returns the address of variable v. *)

PROCEDURE SIZE (v: <type>) : ZType;
    (* Returns the number of BYTES used to store a v of
    any specified <type>. Only available if -fpim2 is used.
    *)

```

```

PROCEDURE TSIZE (<type>) : CARDINAL;
  (* Returns the number of BYTES used to store a value of the
     specified <type>.
  *)

PROCEDURE ROTATE (val: <a set type>;
                  num: INTEGER): <type of first parameter>;
  (* Returns a bit sequence obtained from val by rotating up/right
     or down/right by the absolute value of num. The direction is
     down/right if the sign of num is negative, otherwise the direction
     is up/left.
  *)

PROCEDURE SHIFT (val: <a set type>;
                  num: INTEGER): <type of first parameter>;
  (* Returns a bit sequence obtained from val by shifting up/left
     or down/right by the absolute value of num, introducing
     zeros as necessary. The direction is down/right if the sign of
     num is negative, otherwise the direction is up/left.
  *)

PROCEDURE THROW (i: INTEGER) < * noreturn * > ;
  (*
     THROW is a GNU extension and was not part of the PIM or ISO
     standards. It throws an exception which will be caught by the
     EXCEPT block (assuming it exists). This is a compiler builtin
     function which interfaces to the GCC exception handling runtime
     system.
     GCC uses the term throw, hence the naming distinction between
     the GCC builtin and the Modula-2 runtime library procedure Raise.
     The later library procedure Raise will call SYSTEM.THROW after
     performing various housekeeping activities.
  *)

PROCEDURE TBITSIZE (<type>) : CARDINAL ;
  (* Returns the minimum number of bits necessary to represent
     <type>. This procedure function is only useful for determining
     the number of bits used for any type field within a packed RECORD.
     It is not particularly useful elsewhere since <type> might be
     optimized for speed, for example a BOOLEAN could occupy a WORD.
  *)

(* The following procedures are invoked by GNU Modula-2 to
   shift non word sized set types. They are not strictly part
   of the core PIM Modula-2, however they are used
   to implement the SHIFT procedure defined above,

```

which are in turn used by the Logitech compatible libraries.

Users will access these procedures by using the procedure SHIFT above and GNU Modula-2 will map SHIFT onto one of the following procedures.

\*)

(\*

ShiftVal - is a runtime procedure whose job is to implement the SHIFT procedure of ISO SYSTEM. GNU Modula-2 will inline a SHIFT of a single WORD sized set and will only call this routine for larger sets.

\*)

```
PROCEDURE ShiftVal (VAR s, d: ARRAY OF BITSET;
                   SetSizeInBits: CARDINAL;
                   ShiftCount: INTEGER) ;
```

(\*

ShiftLeft - performs the shift left for a multi word set. This procedure might be called by the back end of GNU Modula-2 depending whether amount is known at compile time.

\*)

```
PROCEDURE ShiftLeft (VAR s, d: ARRAY OF BITSET;
                    SetSizeInBits: CARDINAL;
                    ShiftCount: CARDINAL) ;
```

(\*

ShiftRight - performs the shift left for a multi word set. This procedure might be called by the back end of GNU Modula-2 depending whether amount is known at compile time.

\*)

```
PROCEDURE ShiftRight (VAR s, d: ARRAY OF BITSET;
                     SetSizeInBits: CARDINAL;
                     ShiftCount: CARDINAL) ;
```

(\*

RotateVal - is a runtime procedure whose job is to implement the ROTATE procedure of ISO SYSTEM. GNU Modula-2 will inline a ROTATE of a single WORD (or less) sized set and will only call this routine for larger

```

sets.

*)

PROCEDURE RotateVal (VAR s, d: ARRAY OF BITSET;
                    SetSizeInBits: CARDINAL;
                    RotateCount: INTEGER) ;

(*
  RotateLeft - performs the rotate left for a multi word set.
  This procedure might be called by the back end of
  GNU Modula-2 depending whether amount is known at
  compile time.
*)

PROCEDURE RotateLeft (VAR s, d: ARRAY OF BITSET;
                     SetSizeInBits: CARDINAL;
                     RotateCount: CARDINAL) ;

(*
  RotateRight - performs the rotate right for a multi word set.
  This procedure might be called by the back end of
  GNU Modula-2 depending whether amount is known at
  compile time.
*)

PROCEDURE RotateRight (VAR s, d: ARRAY OF BITSET;
                      SetSizeInBits: CARDINAL;
                      RotateCount: CARDINAL) ;

END SYSTEM.
```

The different dialects of Modula-2 PIM-[234] and ISO Modula-2 declare the function `SIZE` in different places. PIM-[34] and ISO Modula-2 declare `SIZE` as a pervasive function (declared in the base module). PIM-2 defined `SIZE` in the `SYSTEM` module (as shown above).

GNU Modula-2 allows users to specify the dialect of Modula-2 by using the `-fiso` and `-fpim2` command line switches.

The data types `CSIZE_T`, `CSSIZE_T` and `COFF_T` are also exported from the `SYSTEM` module. The type `CSIZE_T` is unsigned and is mapped onto the target C data type `size_t` whereas the type `CSSIZE_T` is mapped onto the signed C data type `ssize_t`. The default size for the signed type `COFF_T` is the same as `CSSIZE_T` and this can be overridden by the `-fm2-file-offset-bits=` command line option.

It is anticipated that these should only be used to provide cross platform definition modules for C libraries.

There are also a variety of fixed sized `INTEGER` and `CARDINAL` types. The variety of the fixed sized types will depend upon the target architecture.

## 2.23 The ISO system module

```
DEFINITION MODULE SYSTEM;
```

```
  (* Gives access to system programming facilities that are probably
     non portable. *)
```

```
  (* The constants and types define underlying properties of storage *)
```

```
EXPORT QUALIFIED BITS_PER_LOC, LOC_SIZE, LOC_SIZE_T, COFF_T, (*
    LOC, BYTE, WORD, ADDRESS, C_SIZE_T, C_SIZE_T, COFF_T, (*
    Target specific data types. *)
    ADD_ADDR, SUB_ADDR, DIV_ADDR, MAKE_ADDR, ADDR, ROTATE,
    SHIFT, CAST, T_SIZE,
```

```
    (* Internal GM2 compiler functions *)
    ShiftVal, ShiftLeft, ShiftRight,
    RotateVal, RotateLeft, RotateRight,
    THROW, T_BITS_SIZE ;
```

```
CONST
```

```
    (* <implementation-defined constant> ; *)
    BITS_PER_LOC = __ATTRIBUTE__ __BUILTIN__ ((BITS_PER_UNIT)) ;
    (* <implementation-defined constant> ; *)
    LOC_SIZE = __ATTRIBUTE__ __BUILTIN__ ((UNITS_PER_WORD)) ;
    (* <implementation-defined constant> ; *)
    LOC_SIZE_T = 8 DIV BITS_PER_LOC ;
```

```
(* Note that the full list of system and sized datatypes include:
    LOC, WORD, BYTE, ADDRESS,
```

```
(and the non language standard target types)
```

```
    INTEGER8, INTEGER16, INTEGER32, INTEGER64,
    CARDINAL8, CARDINAL16, CARDINAL32, CARDINAL64,
    WORD16, WORD32, WORD64, BITSET8, BITSET16,
    BITSET32, REAL32, REAL64, REAL128, COMPLEX32,
    COMPLEX64, COMPLEX128, C_SIZE_T, C_SIZE_T.
```

```
Also note that the non-standard data types will
move into another module in the future. *)
```

```
(*
```

```
    All the data types and procedures below are declared internally.
```



```

=====

TYPE
  (* Target specific data types.  *)

TYPE
  LOC; (* A system basic type. Values are the uninterpreted
        contents of the smallest addressable unit of storage *)
  ADDRESS = POINTER TO LOC;
  WORD = ARRAY [0 .. LOCSPERWORD-1] OF LOC;

  (* BYTE and LOCSPERBYTE are provided if appropriate for machine *)

TYPE
  BYTE = ARRAY [0 .. LOCSPERBYTE-1] OF LOC;

PROCEDURE ADDADR (addr: ADDRESS; offset: CARDINAL): ADDRESS;
  (* Returns address given by (addr + offset), or may raise
    an exception if this address is not valid.
  *)

PROCEDURE SUBADR (addr: ADDRESS; offset: CARDINAL): ADDRESS;
  (* Returns address given by (addr - offset), or may raise an
    exception if this address is not valid.
  *)

PROCEDURE DIFADR (addr1, addr2: ADDRESS): INTEGER;
  (* Returns the difference between addresses (addr1 - addr2),
    or may raise an exception if the arguments are invalid
    or address space is non-contiguous.
  *)

PROCEDURE MAKEADR (high: <some type>; ...): ADDRESS;
  (* Returns an address constructed from a list of values whose
    types are implementation-defined, or may raise an
    exception if this address is not valid.

    In GNU Modula-2, MAKEADR can take any number of arguments
    which are mapped onto the type ADDRESS. The first parameter
    maps onto the high address bits and subsequent parameters map
    onto lower address bits. For example:

    a := MAKEADR(BYTE(0FEH), BYTE(0DCH), BYTE(0BAH), BYTE(098H),
                BYTE(076H), BYTE(054H), BYTE(032H), BYTE(010H)) ;

    then the value of, a, on a 64 bit machine is: 0FEDCBA9876543210H
  *)

```

The parameters do not have to be the same type, but constants `_must_` be typed.

\*)

```
PROCEDURE ADR (VAR v: <anytype>): ADDRESS;
```

(\* Returns the address of variable v. \*)

```
PROCEDURE ROTATE (val: <a packedset type>;
                  num: INTEGER): <type of first parameter>;
```

(\* Returns a bit sequence obtained from val by rotating up/right or down/right by the absolute value of num. The direction is down/right if the sign of num is negative, otherwise the direction is up/left.

\*)

```
PROCEDURE SHIFT (val: <a packedset type>;
                 num: INTEGER): <type of first parameter>;
```

(\* Returns a bit sequence obtained from val by shifting up/left or down/right by the absolute value of num, introducing zeros as necessary. The direction is down/right if the sign of num is negative, otherwise the direction is up/left.

\*)

```
PROCEDURE CAST (<targettype>; val: <anytype>): <targettype>;
```

(\* CAST is a type transfer function. Given the expression denoted by val, it returns a value of the type <targettype>. An invalid value for the target value or a physical address alignment problem may raise an exception.

\*)

```
PROCEDURE TSIZE (<type>; ... ): CARDINAL;
```

(\* Returns the number of LOCS used to store a value of the specified <type>. The extra parameters, if present, are used to distinguish variants in a variant record.

\*)

```
PROCEDURE THROW (i: INTEGER) <no return>;
```

(\*

THROW is a GNU extension and was not part of the PIM or ISO standards. It throws an exception which will be caught by the EXCEPT block (assuming it exists). This is a compiler builtin function which interfaces to the GCC exception handling runtime system.

GCC uses the term throw, hence the naming distinction between the GCC builtin and the Modula-2 runtime library procedure Raise. The later library procedure Raise will call SYSTEM.THROW after performing various housekeeping activities.

```

*)

PROCEDURE TBITSIZE (<type>) : CARDINAL ;
  (* Returns the minimum number of bits necessary to represent
     <type>. This procedure function is only useful for determining
     the number of bits used for any type field within a packed RECORD.
     It is not particularly useful elsewhere since <type> might be
     optimized for speed, for example a BOOLEAN could occupy a WORD.
  *)
*)

(* The following procedures are invoked by GNU Modula-2 to
   shift non word set types. They are not part of ISO Modula-2
   but are used to implement the SHIFT procedure defined above. *)

(*
   ShiftVal - is a runtime procedure whose job is to implement
              the SHIFT procedure of ISO SYSTEM. GNU Modula-2 will
              inline a SHIFT of a single WORD sized set and will only
              call this routine for larger sets.
*)

PROCEDURE ShiftVal (VAR s, d: ARRAY OF BITSET;
                   SetSizeInBits: CARDINAL;
                   ShiftCount: INTEGER) ;

(*
   ShiftLeft - performs the shift left for a multi word set.
               This procedure might be called by the back end of
               GNU Modula-2 depending whether amount is known at
               compile time.
*)

PROCEDURE ShiftLeft (VAR s, d: ARRAY OF BITSET;
                    SetSizeInBits: CARDINAL;
                    ShiftCount: CARDINAL) ;

(*
   ShiftRight - performs the shift left for a multi word set.
                This procedure might be called by the back end of
                GNU Modula-2 depending whether amount is known at
                compile time.
*)

PROCEDURE ShiftRight (VAR s, d: ARRAY OF BITSET;

```

```

        SetSizeInBits: CARDINAL;
        ShiftCount: CARDINAL) ;

(*
    RotateVal - is a runtime procedure whose job is to implement
                the ROTATE procedure of ISO SYSTEM. GNU Modula-2 will
                inline a ROTATE of a single WORD (or less)
                sized set and will only call this routine for larger
                sets.
*)

PROCEDURE RotateVal (VAR s, d: ARRAY OF BITSET;
                    SetSizeInBits: CARDINAL;
                    RotateCount: INTEGER) ;

(*
    RotateLeft - performs the rotate left for a multi word set.
                This procedure might be called by the back end of
                GNU Modula-2 depending whether amount is known at
                compile time.
*)

PROCEDURE RotateLeft (VAR s, d: ARRAY OF BITSET;
                     SetSizeInBits: CARDINAL;
                     RotateCount: CARDINAL) ;

(*
    RotateRight - performs the rotate right for a multi word set.
                 This procedure might be called by the back end of
                 GNU Modula-2 depending whether amount is known at
                 compile time.
*)

PROCEDURE RotateRight (VAR s, d: ARRAY OF BITSET;
                      SetSizeInBits: CARDINAL;
                      RotateCount: CARDINAL) ;

END SYSTEM.
```

The data types `CSIZE_T`, `CSSIZE_T` and `COFF_T` are also exported from the `SYSTEM` module. The type `CSIZE_T` is unsigned and is mapped onto the target C data type `size_t` whereas the type `CSSIZE_T` is mapped onto the signed C data type `ssize_t`. The default

size for the signed type `COFF_T` is the same as `CSSIZE_T` and this can be overridden by the `-fm2-file-offset-bits=` command line option.

It is anticipated that these should only be used to provide cross platform definition modules for C libraries.

There are also a variety of fixed sized `INTEGER` and `CARDINAL` types. The variety of the fixed sized types will depend upon the target architecture.

## 2.24 Release map

GNU Modula-2 is now part of GCC and therefore will adopt the GCC release schedule. It is intended that GNU Modula-2 implement more of the GCC builtins (vararg access) and GCC features.

There is an intention to implement the ISO generics and the M2R10 dialect of Modula-2. It will also implement all language changes. If you wish to see something different please email [gm2@nongnu.org](mailto:gm2@nongnu.org) with your ideas.

## 2.25 Documentation

The GNU Modula-2 documentation is available online at <https://gcc.gnu.org/onlinedocs/> in the PDF, info, and HTML file formats.

## 2.26 Regression tests for gm2 in the repository

The regression testsuite can be run from the gcc build directory:

```
$ cd build-gcc
$ make check -j 24
```

which runs the complete testsuite for all compilers using 24 parallel invocations of the compiler. Individual language testsuites can be run by specifying the language, for example the Modula-2 testsuite can be run using:

```
$ cd build-gcc
$ make check-m2 -j 24
```

Finally the results of the testsuite can be emailed to the gcc-testresults (<https://gcc.gnu.org/lists.html>) list using the `test_summary` script found in the gcc source tree:

```
$ 'directory to the sources'/contrib/test_summary
```

## 2.27 Limitations

The Logitech compatibility library is incomplete. The primary modules for this platform exist, though for a comprehensive list of completed modules please check the documentation.

## 2.28 Objectives

- The intention of GNU Modula-2 is to provide a production Modula-2 front end to GCC.
- It should support all Niklaus Wirth PIM Dialects [234] and also ISO Modula-2 including a re-implementation of all the ISO modules.
- There should be an easy interface to C.

- Exploit the features of GCC.
- Listen to the requests of the users.

## 2.29 FAQ

### 2.29.1 Why use the C++ exception mechanism in GCC, rather than a bespoke Modula-2 mechanism?

The C++ mechanism is tried and tested, it also provides GNU Modula-2 with the ability to link with C++ modules and via swig it can raise Python exceptions.

## 2.30 Community

You can subscribe to the GNU Modula-2 mailing by sending an email to: [gm2-subscribe@nongnu.org](mailto:gm2-subscribe@nongnu.org) or by <https://lists.nongnu.org/mailman/listinfo/gm2>. The mailing list contents can be viewed <https://lists.gnu.org/archive/html/gm2/>.

## 2.31 Other languages for GCC

These exist and can be found on the frontends web page on the GCC web site (<https://gcc.gnu.org/frontends.html>).

## 2.32 License of GNU Modula-2

GNU Modula-2 is free software, the compiler is held under the GPL v3 <http://www.gnu.org/licenses/gpl-3.0.txt>, its libraries (pim, iso and Logitech compatible) are under the GPL v3 with the GCC run time library exception clause.

Under Section 7 of GPL version 3, you are granted additional permissions described in the GCC Runtime Library Exception, version 3.1, as published by the Free Software Foundation.

You should have received a copy of the GNU General Public License and a copy of the GCC Runtime Library Exception along with this program; see the files COPYING3 and COPYING.RUNTIME respectively. If not, see [<http://www.gnu.org/licenses/>](http://www.gnu.org/licenses/).

More information on how these licenses work is available <http://www.gnu.org/licenses/licenses.html> on the GNU web site.

# GNU General Public License

Version 3, 29 June 2007

Copyright © 2007 Free Software Foundation, Inc. <https://www.fsf.org>

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

## Preamble

The GNU General Public License is a free, copyleft license for software and other kinds of works.

The licenses for most software and other practical works are designed to take away your freedom to share and change the works. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change all versions of a program—to make sure it remains free software for all its users. We, the Free Software Foundation, use the GNU General Public License for most of our software; it applies also to any other work released this way by its authors. You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for them if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs, and that you know you can do these things.

To protect your rights, we need to prevent others from denying you these rights or asking you to surrender the rights. Therefore, you have certain responsibilities if you distribute copies of the software, or if you modify it: responsibilities to respect the freedom of others.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must pass on to the recipients the same freedoms that you received. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

Developers that use the GNU GPL protect your rights with two steps: (1) assert copyright on the software, and (2) offer you this License giving you legal permission to copy, distribute and/or modify it.

For the developers' and authors' protection, the GPL clearly explains that there is no warranty for this free software. For both users' and authors' sake, the GPL requires that modified versions be marked as changed, so that their problems will not be attributed erroneously to authors of previous versions.

Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

## TERMS AND CONDITIONS

### 0. Definitions.

“This License” refers to version 3 of the GNU General Public License.

“Copyright” also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

“The Program” refers to any copyrightable work licensed under this License. Each licensee is addressed as “you”. “Licensees” and “recipients” may be individuals or organizations.

To “modify” a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a “modified version” of the earlier work or a work “based on” the earlier work.

A “covered work” means either the unmodified Program or a work based on the Program.

To “propagate” a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well.

To “convey” a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying.

An interactive user interface displays “Appropriate Legal Notices” to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.

### 1. Source Code.

The “source code” for a work means the preferred form of the work for making modifications to it. “Object code” means any non-source form of a work.

A “Standard Interface” means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.



The “System Libraries” of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A “Major Component”, in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The “Corresponding Source” for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work’s System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

The Corresponding Source for a work in source code form is that same work.

## 2. Basic Permissions.

All rights granted under this License are granted for the term of copyright on the Program, and are irrevocable provided the stated conditions are met. This License explicitly affirms your unlimited permission to run the unmodified Program. The output from running a covered work is covered by this License only if the output, given its content, constitutes a covered work. This License acknowledges your rights of fair use or other equivalent, as provided by copyright law.

You may make, run and propagate covered works that you do not convey, without conditions so long as your license otherwise remains in force. You may convey covered works to others for the sole purpose of having them make modifications exclusively for you, or provide you with facilities for running those works, provided that you comply with the terms of this License in conveying all material for which you do not control copyright. Those thus making or running the covered works for you must do so exclusively on your behalf, under your direction and control, on terms that prohibit them from making any copies of your copyrighted material outside their relationship with you.

Conveying under any other circumstances is permitted solely under the conditions stated below. Sublicensing is not allowed; section 10 makes it unnecessary.

## 3. Protecting Users’ Legal Rights From Anti-Circumvention Law.

No covered work shall be deemed part of an effective technological measure under any applicable law fulfilling obligations under article 11 of the WIPO copyright treaty adopted on 20 December 1996, or similar laws prohibiting or restricting circumvention of such measures.

When you convey a covered work, you waive any legal power to forbid circumvention of technological measures to the extent such circumvention is effected by exercising rights under this License with respect to the covered work, and you disclaim any intention to limit operation or modification of the work as a means of enforcing, against the work's users, your or third parties' legal rights to forbid circumvention of technological measures.

4. Conveying Verbatim Copies.

You may convey verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice; keep intact all notices stating that this License and any non-permissive terms added in accord with section 7 apply to the code; keep intact all notices of the absence of any warranty; and give all recipients a copy of this License along with the Program.

You may charge any price or no price for each copy that you convey, and you may offer support or warranty protection for a fee.

5. Conveying Modified Source Versions.

You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the terms of section 4, provided that you also meet all of these conditions:

- a. The work must carry prominent notices stating that you modified it, and giving a relevant date.
- b. The work must carry prominent notices stating that it is released under this License and any conditions added under section 7. This requirement modifies the requirement in section 4 to "keep intact all notices".
- c. You must license the entire work, as a whole, under this License to anyone who comes into possession of a copy. This License will therefore apply, along with any applicable section 7 additional terms, to the whole of the work, and all its parts, regardless of how they are packaged. This License gives no permission to license the work in any other way, but it does not invalidate such permission if you have separately received it.
- d. If the work has interactive user interfaces, each must display Appropriate Legal Notices; however, if the Program has interactive interfaces that do not display Appropriate Legal Notices, your work need not make them do so.

A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilation's users beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other parts of the aggregate.

6. Conveying Non-Source Forms.

You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways:

- a. Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software interchange.
- b. Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.
- c. Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.
- d. Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.
- e. Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work.

A “User Product” is either (1) a “consumer product”, which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, “normally used” refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way in which the particular user actually uses, or expects or is expected to use, the product. A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product.

“Installation Information” for a User Product means any methods, procedures, authorization keys, or other information required to install and execute modified versions of a covered work in that User Product from a modified version of its Corresponding Source.

The information must suffice to ensure that the continued functioning of the modified object code is in no case prevented or interfered with solely because modification has been made.

If you convey an object code work under this section in, or with, or specifically for use in, a User Product, and the conveying occurs as part of a transaction in which the right of possession and use of the User Product is transferred to the recipient in perpetuity or for a fixed term (regardless of how the transaction is characterized), the Corresponding Source conveyed under this section must be accompanied by the Installation Information. But this requirement does not apply if neither you nor any third party retains the ability to install modified object code on the User Product (for example, the work has been installed in ROM).

The requirement to provide Installation Information does not include a requirement to continue to provide support service, warranty, or updates for a work that has been modified or installed by the recipient, or for the User Product in which it has been modified or installed. Access to a network may be denied when the modification itself materially and adversely affects the operation of the network or violates the rules and protocols for communication across the network.

Corresponding Source conveyed, and Installation Information provided, in accord with this section must be in a format that is publicly documented (and with an implementation available to the public in source code form), and must require no special password or key for unpacking, reading or copying.

## 7. Additional Terms.

“Additional permissions” are terms that supplement the terms of this License by making exceptions from one or more of its conditions. Additional permissions that are applicable to the entire Program shall be treated as though they were included in this License, to the extent that they are valid under applicable law. If additional permissions apply only to part of the Program, that part may be used separately under those permissions, but the entire Program remains governed by this License without regard to the additional permissions.

When you convey a copy of a covered work, you may at your option remove any additional permissions from that copy, or from any part of it. (Additional permissions may be written to require their own removal in certain cases when you modify the work.) You may place additional permissions on material, added by you to a covered work, for which you have or can give appropriate copyright permission.

Notwithstanding any other provision of this License, for material you add to a covered work, you may (if authorized by the copyright holders of that material) supplement the terms of this License with terms:

- a. Disclaiming warranty or limiting liability differently from the terms of sections 15 and 16 of this License; or
- b. Requiring preservation of specified reasonable legal notices or author attributions in that material or in the Appropriate Legal Notices displayed by works containing it; or
- c. Prohibiting misrepresentation of the origin of that material, or requiring that modified versions of such material be marked in reasonable ways as different from the original version; or

- d. Limiting the use for publicity purposes of names of licensors or authors of the material; or
- e. Declining to grant rights under trademark law for use of some trade names, trademarks, or service marks; or
- f. Requiring indemnification of licensors and authors of that material by anyone who conveys the material (or modified versions of it) with contractual assumptions of liability to the recipient, for any liability that these contractual assumptions directly impose on those licensors and authors.

All other non-permissive additional terms are considered “further restrictions” within the meaning of section 10. If the Program as you received it, or any part of it, contains a notice stating that it is governed by this License along with a term that is a further restriction, you may remove that term. If a license document contains a further restriction but permits relicensing or conveying under this License, you may add to a covered work material governed by the terms of that license document, provided that the further restriction does not survive such relicensing or conveying.

If you add terms to a covered work in accord with this section, you must place, in the relevant source files, a statement of the additional terms that apply to those files, or a notice indicating where to find the applicable terms.

Additional terms, permissive or non-permissive, may be stated in the form of a separately written license, or stated as exceptions; the above requirements apply either way.

#### 8. Termination.

You may not propagate or modify a covered work except as expressly provided under this License. Any attempt otherwise to propagate or modify it is void, and will automatically terminate your rights under this License (including any patent licenses granted under the third paragraph of section 11).

However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation.

Moreover, your license from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your receipt of the notice.

Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, you do not qualify to receive new licenses for the same material under section 10.

#### 9. Acceptance Not Required for Having Copies.

You are not required to accept this License in order to receive or run a copy of the Program. Ancillary propagation of a covered work occurring solely as a consequence of using peer-to-peer transmission to receive a copy likewise does not require acceptance.

However, nothing other than this License grants you permission to propagate or modify any covered work. These actions infringe copyright if you do not accept this License. Therefore, by modifying or propagating a covered work, you indicate your acceptance of this License to do so.

#### 10. Automatic Licensing of Downstream Recipients.

Each time you convey a covered work, the recipient automatically receives a license from the original licensors, to run, modify and propagate that work, subject to this License. You are not responsible for enforcing compliance by third parties with this License.

An “entity transaction” is a transaction transferring control of an organization, or substantially all assets of one, or subdividing an organization, or merging organizations. If propagation of a covered work results from an entity transaction, each party to that transaction who receives a copy of the work also receives whatever licenses to the work the party’s predecessor in interest had or could give under the previous paragraph, plus a right to possession of the Corresponding Source of the work from the predecessor in interest, if the predecessor has it or can get it with reasonable efforts.

You may not impose any further restrictions on the exercise of the rights granted or affirmed under this License. For example, you may not impose a license fee, royalty, or other charge for exercise of rights granted under this License, and you may not initiate litigation (including a cross-claim or counterclaim in a lawsuit) alleging that any patent claim is infringed by making, using, selling, offering for sale, or importing the Program or any portion of it.

#### 11. Patents.

A “contributor” is a copyright holder who authorizes use under this License of the Program or a work on which the Program is based. The work thus licensed is called the contributor’s “contributor version”.

A contributor’s “essential patent claims” are all patent claims owned or controlled by the contributor, whether already acquired or hereafter acquired, that would be infringed by some manner, permitted by this License, of making, using, or selling its contributor version, but do not include claims that would be infringed only as a consequence of further modification of the contributor version. For purposes of this definition, “control” includes the right to grant patent sublicenses in a manner consistent with the requirements of this License.

Each contributor grants you a non-exclusive, worldwide, royalty-free patent license under the contributor’s essential patent claims, to make, use, sell, offer for sale, import and otherwise run, modify and propagate the contents of its contributor version.

In the following three paragraphs, a “patent license” is any express agreement or commitment, however denominated, not to enforce a patent (such as an express permission to practice a patent or covenant not to sue for patent infringement). To “grant” such a patent license to a party means to make such an agreement or commitment not to enforce a patent against the party.

If you convey a covered work, knowingly relying on a patent license, and the Corresponding Source of the work is not available for anyone to copy, free of charge and under the terms of this License, through a publicly available network server or other readily accessible means, then you must either (1) cause the Corresponding Source to be so

available, or (2) arrange to deprive yourself of the benefit of the patent license for this particular work, or (3) arrange, in a manner consistent with the requirements of this License, to extend the patent license to downstream recipients. “Knowingly relying” means you have actual knowledge that, but for the patent license, your conveying the covered work in a country, or your recipient’s use of the covered work in a country, would infringe one or more identifiable patents in that country that you have reason to believe are valid.

If, pursuant to or in connection with a single transaction or arrangement, you convey, or propagate by procuring conveyance of, a covered work, and grant a patent license to some of the parties receiving the covered work authorizing them to use, propagate, modify or convey a specific copy of the covered work, then the patent license you grant is automatically extended to all recipients of the covered work and works based on it.

A patent license is “discriminatory” if it does not include within the scope of its coverage, prohibits the exercise of, or is conditioned on the non-exercise of one or more of the rights that are specifically granted under this License. You may not convey a covered work if you are a party to an arrangement with a third party that is in the business of distributing software, under which you make payment to the third party based on the extent of your activity of conveying the work, and under which the third party grants, to any of the parties who would receive the covered work from you, a discriminatory patent license (a) in connection with copies of the covered work conveyed by you (or copies made from those copies), or (b) primarily for and in connection with specific products or compilations that contain the covered work, unless you entered into that arrangement, or that patent license was granted, prior to 28 March 2007.

Nothing in this License shall be construed as excluding or limiting any implied license or other defenses to infringement that may otherwise be available to you under applicable patent law.

#### 12. No Surrender of Others’ Freedom.

If conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot convey a covered work so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not convey it at all. For example, if you agree to terms that obligate you to collect a royalty for further conveying from those to whom you convey the Program, the only way you could satisfy both those terms and this License would be to refrain entirely from conveying the Program.

#### 13. Use with the GNU Affero General Public License.

Notwithstanding any other provision of this License, you have permission to link or combine any covered work with a work licensed under version 3 of the GNU Affero General Public License into a single combined work, and to convey the resulting work. The terms of this License will continue to apply to the part which is the covered work, but the special requirements of the GNU Affero General Public License, section 13, concerning interaction through a network will apply to the combination as such.

#### 14. Revised Versions of this License.

The Free Software Foundation may publish revised and/or new versions of the GNU General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies that a certain numbered version of the GNU General Public License “or any later version” applies to it, you have the option of following the terms and conditions either of that numbered version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of the GNU General Public License, you may choose any version ever published by the Free Software Foundation.

If the Program specifies that a proxy can decide which future versions of the GNU General Public License can be used, that proxy’s public statement of acceptance of a version permanently authorizes you to choose that version for the Program.

Later license versions may give you additional or different permissions. However, no additional obligations are imposed on any author or copyright holder as a result of your choosing to follow a later version.

15. Disclaimer of Warranty.

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM “AS IS” WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. Limitation of Liability.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MODIFIES AND/OR CONVEYS THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

17. Interpretation of Sections 15 and 16.

If the disclaimer of warranty and limitation of liability provided above cannot be given local legal effect according to their terms, reviewing courts shall apply local law that most closely approximates an absolute waiver of all civil liability in connection with the Program, unless a warranty or assumption of liability accompanies a copy of the Program in return for a fee.



## END OF TERMS AND CONDITIONS

### How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively state the exclusion of warranty; and each file should have at least the “copyright” line and a pointer to where the full notice is found.

```
one line to give the program's name and a brief idea of what it does.
Copyright (C) year name of author
```

```
This program is free software: you can redistribute it and/or modify
it under the terms of the GNU General Public License as published by
the Free Software Foundation, either version 3 of the License, or (at
your option) any later version.
```

```
This program is distributed in the hope that it will be useful, but
WITHOUT ANY WARRANTY; without even the implied warranty of
MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
General Public License for more details.
```

```
You should have received a copy of the GNU General Public License
along with this program. If not, see https://www.gnu.org/licenses/.
```

Also add information on how to contact you by electronic and paper mail.

If the program does terminal interaction, make it output a short notice like this when it starts in an interactive mode:

```
program Copyright (C) year name of author
This program comes with ABSOLUTELY NO WARRANTY; for details type 'show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type 'show c' for details.
```

The hypothetical commands ‘show w’ and ‘show c’ should show the appropriate parts of the General Public License. Of course, your program’s commands might be different; for a GUI interface, you would use an “about box”.

You should also get your employer (if you work as a programmer) or school, if any, to sign a “copyright disclaimer” for the program, if necessary. For more information on this, and how to apply and follow the GNU GPL, see <https://www.gnu.org/licenses/>.

The GNU General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License. But first, please read <https://www.gnu.org/licenses/why-not-lgpl.html>.

### Contributing to GNU Modula-2

Please do and please read the GNU Emacs info under

- \* Standards: (standards).                   GNU coding standards.
- \* Intellectual Property::                   Keeping Free Software Free

- \* Reading Non-Free Code::           Referring to Proprietary Programs
- \* Contributions::                   Accepting Contributions

You might consider joining the GM2 Mailing list before you start coding. The mailing list may be subscribed via a web interface <https://lists.nongnu.org/mailman/listinfo/gm2> or via email [gm2-subscribe@nongnu.org](mailto:gm2-subscribe@nongnu.org).

Many thanks and enjoy your coding!

### 3 EBNF of GNU Modula-2

This chapter contains the EBNF of GNU Modula-2. This grammar currently supports both PIM and ISO dialects. The rules here are automatically extracted from the crammer files in GNU Modula-2 and serve to document the syntax of the extensions described earlier and how they fit in with the base language.

Note that the first six productions are built into the lexical analysis phase.

```

Ident := is a builtin and checks for an identifier
      =:

Integer := is a builtin and checks for an integer
        =:

Real := is a builtin and checks for an real constant
      =:

string := is a builtin and checks for an string constant
        =:

FileUnit := ( DefinitionModule |
              ImplementationOrProgramModule )
          =:

ProgramModule := 'MODULE' Ident [ Priority ] ';' {
  Import } Block Ident '.'
              =:

ImplementationModule := 'IMPLEMENTATION' 'MODULE' Ident
                      [ Priority ] ';' { Import
                                } Block
                      Ident '.'
                      =:

ImplementationOrProgramModule := ImplementationModule |
                                ProgramModule
                                =:

Number := Integer | Real
        =:

Qualident := Ident { '.' Ident }
          =:

ConstantDeclaration := Ident '=' ConstExpression
                    =:

ConstExpression := SimpleConstExpr [ Relation SimpleConstExpr ]
                =:

Relation := '=' | '#' | '<>' | '<' | '<=' |
           '>' | '>=' | 'IN'
          =:

SimpleConstExpr := UnaryOrConstTerm { AddOperator
                                     ConstTerm }
                =:

UnaryOrConstTerm := '+' ConstTerm |

```

```

        '-' ConstTerm |
        ConstTerm
    =:
AddOperator := '+' | '-' | 'OR'
    =:
ConstTerm := ConstFactor { MulOperator ConstFactor }
    =:
MulOperator := '*' | '/' | 'DIV' | 'MOD' |
    'REM' | 'AND' | '&'
    =:
ConstFactor := Number | ConstString |
    ConstSetOrQualidentOrFunction |
    '(' ConstExpression ')' |
    'NOT' ConstFactor |
    ConstAttribute
    =:
ConstString := string
    =:
ComponentElement := ConstExpression [ '..' ConstExpression ]
    =:
ComponentValue := ComponentElement [ 'BY' ConstExpression ]
    =:
ArraySetRecordValue := ComponentValue { ',' ComponentValue }
    =:
Constructor := '{' [ ArraySetRecordValue ] '}'
    =:
ConstSetOrQualidentOrFunction := Constructor |
    Qualident [ Constructor |
    ConstActualParameters ]
    =:
ConstActualParameters := '(' [ ExpList ] ')'
    =:
ConstAttribute := '__ATTRIBUTE__' '__BUILTIN__' '('
    '(' ConstAttributeExpression ')'
    ')'
    =:
ConstAttributeExpression := Ident | '<' Qualident
    ',' Ident '>'
    =:
ByteAlignment := '<*' AttributeExpression '*>'
    =:
Alignment := [ ByteAlignment ]
    =:
TypeDeclaration := Ident '=' Type Alignment

```

```

=:
Type := SimpleType | ArrayType | RecordType |
      SetType | PointerType | ProcedureType
=:
SimpleType := Qualident [ SubrangeType ] |
      Enumeration | SubrangeType
=:
Enumeration := '(' IdentList ')'
=:
IdentList := Ident { ',' Ident }
=:
SubrangeType := '[' ConstExpression '..' ConstExpression
              ']'
=:
ArrayType := 'ARRAY' SimpleType { ',' SimpleType }
              'OF' Type
=:
RecordType := 'RECORD' [ DefaultRecordAttributes ]
              FieldListSequence 'END'
=:
DefaultRecordAttributes := '<*' AttributeExpression
                          '*>'
=:
RecordFieldPragma := [ '<*' FieldPragmaExpression {
                      ',' FieldPragmaExpression } '*>' ]
=:
FieldPragmaExpression := Ident [ '(' ConstExpression
                                ')' ]
=:
AttributeExpression := Ident '(' ConstExpression ')'
=:
FieldListSequence := FieldListStatement { ';' FieldListStatement }
=:
FieldListStatement := [ FieldList ]
=:
FieldList := IdentList ':' Type RecordFieldPragma |
              'CASE' CaseTag 'OF' Varient { '|' Varient }
              [ 'ELSE' FieldListSequence ] 'END'
=:
TagIdent := [ Ident ]
=:
CaseTag := TagIdent [ ':' Qualident ]

```

```

      =:
Variant := [ VariantCaseLabelList ':' FieldListSequence ]
      =:
VariantCaseLabelList := VariantCaseLabels { ',', VariantCaseLabels }
      =:
VariantCaseLabels := ConstExpression [ '..' ConstExpression ]
      =:
CaseLabelList := CaseLabels { ',', CaseLabels }
      =:
CaseLabels := ConstExpression [ '..' ConstExpression ]
      =:
SetType := ( 'SET' | 'PACKEDSET' ) 'OF' SimpleType
      =:
PointerType := 'POINTER' 'TO' Type
      =:
ProcedureType := 'PROCEDURE' [ FormalTypeList ]
      =:
FormalTypeList := '(' ( '(' FormalReturn |
                        ProcedureParameters ')' FormalReturn )
      =:
FormalReturn := [ ':' OptReturnType ]
      =:
OptReturnType := '[' Qualident ']' |
                Qualident
      =:
ProcedureParameters := ProcedureParameter { ',', ProcedureParameter }
      =:
ProcedureParameter := '...' | 'VAR' FormalType |
                      FormalType
      =:
VarIdent := Ident [ '[' ConstExpression ']' ]
      =:
VariableDeclaration := VarIdentList ':' Type Alignment
      =:
VarIdentList := VarIdent { ',', VarIdent }
      =:
Designator := Qualident { SubDesignator }
      =:
SubDesignator := '.' Ident | '[' ExpList ']' |
                '^'
      =:
ExpList := Expression { ',', Expression }

```

```

=:
Expression := SimpleExpression [ Relation SimpleExpression ]
=:
SimpleExpression := [ '+' | '-' ] Term { AddOperator
                                Term }
=:
Term := Factor { MulOperator Factor }
=:
Factor := Number | string | SetOrDesignatorOrFunction |
          '(' Expression ')' |
          'NOT' Factor | ConstAttribute
=:
SetOrDesignatorOrFunction := ( Qualident [ Constructor |
                                SimpleDes
                                [ ActualParameters ] ] |
                               Constructor )
=:
SimpleDes := { '.' Ident | '[' ExpList ']' |
              '^' }
=:
ActualParameters := '(' [ ExpList ] ')'
=:
Statement := [ AssignmentOrProcedureCall |
              IfStatement | CaseStatement |
              WhileStatement | RepeatStatement |
              LoopStatement | ForStatement |
              WithStatement | AsmStatement |
              'EXIT' | 'RETURN' [ Expression ] |
              RetryStatement ]
=:
RetryStatement := 'RETRY'
=:
AssignmentOrProcedureCall := Designator ( ':' Expression |
                                           ActualParameters |
                                           )
=:
StatementSequence := Statement { ';' Statement }
=:
IfStatement := 'IF' Expression 'THEN' StatementSequence
              { 'ELSIF' Expression 'THEN' StatementSequence }
              [ 'ELSE' StatementSequence ] 'END'
=:
CaseStatement := 'CASE' Expression 'OF' Case { '|'
                                              Case }

```

```

        [ 'ELSE' StatementSequence ] 'END'
    =:
Case := [ CaseLabelList ':' StatementSequence ]
    =:
WhileStatement := 'WHILE' Expression 'DO' StatementSequence
    'END'
    =:
RepeatStatement := 'REPEAT' StatementSequence 'UNTIL'
    Expression
    =:
ForStatement := 'FOR' Ident ':= ' Expression 'TO' Expression
    [ 'BY' ConstExpression ] 'DO' StatementSequence
    'END'
    =:
LoopStatement := 'LOOP' StatementSequence 'END'
    =:
WithStatement := 'WITH' Designator 'DO' StatementSequence
    'END'
    =:
ProcedureDeclaration := ProcedureHeading ';' ( ProcedureBlock
                                                Ident
                                                )
    =:
DefineBuiltinProcedure := [ '__ATTRIBUTE__' '__BUILTIN__'
    '(' '(' Ident ')' ')' |
    '__INLINE__' ]
    =:
ProcedureHeading := 'PROCEDURE' DefineBuiltinProcedure
    ( Ident [ FormalParameters ] AttributeNoReturn )
    =:
AttributeNoReturn := [ '<*' Ident '*>' ]
    =:
AttributeUnused := [ '<*' Ident '*>' ]
    =:
Builtin := [ '__BUILTIN__' | '__INLINE__' ]
    =:
DefProcedureHeading := 'PROCEDURE' Builtin ( Ident
                                                [ DefFormalParameters ]
                                                AttributeNoReturn )
    =:
ProcedureBlock := { Declaration } [ 'BEGIN' BlockBody ]
    'END'

```



```

        =:
Block := { Declaration } InitialBlock FinalBlock
        'END'
        =:
InitialBlock := [ 'BEGIN' BlockBody ]
        =:
FinalBlock := [ 'FINALLY' BlockBody ]
        =:
BlockBody := NormalPart [ 'EXCEPT' ExceptionalPart ]
        =:
NormalPart := StatementSequence
        =:
ExceptionalPart := StatementSequence
        =:
Declaration := 'CONST' { ConstantDeclaration ';' } |
               'TYPE' { TypeDeclaration ';' } |
               'VAR' { VariableDeclaration ';' } |
               ProcedureDeclaration ';' |
               ModuleDeclaration ';'
        =:
DefFormalParameters := '(' [ DefMultiFPSection ] ')'
                    FormalReturn
                    =:
DefMultiFPSection := DefExtendedFP |
                    FPSection [ ';' DefMultiFPSection ]
                    =:
FormalParameters := '(' [ MultiFPSection ] ')' FormalReturn
                    =:
MultiFPSection := ExtendedFP | FPSection [ ';' MultiFPSection ]
                    =:
FPSection := NonVarFPSection | VarFPSection
                    =:
DefExtendedFP := DefOptArg | '...'
                    =:
ExtendedFP := OptArg | '...'
                    =:
VarFPSection := 'VAR' IdentList ':' FormalType [ AttributeUnused ]
                    =:
NonVarFPSection := IdentList ':' FormalType [ AttributeUnused ]
                    =:
OptArg := '[' Ident ':' FormalType [ '=' ConstExpression ]
        ']'

```

```

=:
DefOptArg := '[' Ident ':' FormalType '=' ConstExpression
            ']'
=:
FormalType := { 'ARRAY' 'OF' } Qualident
=:
ModuleDeclaration := 'MODULE' Ident [ Priority ] ';'
                  { Import } [ Export ] Block
                  Ident
=:
Priority := '[' ConstExpression ']'
=:
Export := 'EXPORT' ( 'QUALIFIED' IdentList |
                    'UNQUALIFIED' IdentList |
                    IdentList ) ';'
=:
Import := 'FROM' Ident 'IMPORT' IdentList ';' |
         'IMPORT' IdentList ';'
=:
DefinitionModule := 'DEFINITION' 'MODULE' [ 'FOR' string
                                           ] Ident
                  ';' { Import } [ Export ] {
    Definition } 'END' Ident '.'
=:
Definition := 'CONST' { ConstantDeclaration ';' } |
             'TYPE' { Ident ( ';' | '=' Type Alignment
                             ';' ) } |
             'VAR' { VariableDeclaration ';' } |
             DefProcedureHeading ';'
=:
AsmStatement := 'ASM' [ 'VOLATILE' ] '(' AsmOperands
               ')'
=:
NamedOperand := '[' Ident ']'
=:
AsmOperandName := [ NamedOperand ]
=:
AsmOperands := string [ ':' AsmList [ ':' AsmList [
    ':' TrashList ] ] ]
=:
AsmList := [ AsmElement ] { ',' AsmElement }
=:
AsmElement := AsmOperandName string '(' Expression
             ')'

```

```
      =:  
TrashList := [ string ] { ',' string }  
      =:
```

## 4 PIM and ISO library definitions

This chapter contains M2F, PIM and ISO libraries.

### 4.1 Base libraries

These are the base libraries for the GNU Modula-2 compiler. These modules originally came from the M2F compiler and have been cleaned up and extended. They provide a basic interface to the underlying operating system via libc. They also include a number of libraries to allow access to compiler built-ins. Perhaps the largest difference to PIM and ISO libraries is the `DynamicString` module which declares the type `String`. The heavy use of this opaque data type results in a number of equivalent modules that can either handle `ARRAY OF CHAR` or `String`.

These modules have been extensively tested and are used throughout building the GNU Modula-2 compiler.

#### 4.1.1 gm2-libs/ARRAYOFCHAR

```

DEFINITION MODULE ARRAYOFCHAR ;

FROM FIO IMPORT File ;

(*
   Description: provides write procedures for ARRAY OF CHAR.
*)

PROCEDURE Write (f: File; str: ARRAY OF CHAR) ;
PROCEDURE WriteLn (f: File) ;

END ARRAYOFCHAR.
```

### 4.1.2 gm2-libs/ASCII

```
DEFINITION MODULE ASCII ;

EXPORT QUALIFIED
    nul, soh, stx, etx, eot, enq, ack, bel,
    bs , ht , nl , vt , np , cr , so , si ,
    dle, dc1, dc2, dc3, dc4, nak, syn, etb,
    can, em , sub, esc, fs , gs , rs , us ,
    sp , (* All the above are in order *)
    lf, ff, eof, del, tab, EOL ;

(*
    Note that lf, eof and EOL are added.
*)

CONST
    nul=000C; soh=001C; stx=002C; etx=003C;
    eot=004C; enq=005C; ack=006C; bel=007C;
    bs =010C; ht =011C; nl =012C; vt =013C;
    np =014C; cr =015C; so =016C; si =017C;
    dle=020C; dc1=021C; dc2=022C; dc3=023C;
    dc4=024C; nak=025C; syn=026C; etb=027C;
    can=030C; em =031C; sub=032C; esc=033C;
    fs =034C; gs =035C; rs =036C; us =037C;
    sp =040C; (* All the above are in order *)
    lf =nl  ; ff =np  ; eof=eot ; tab=ht  ;
    del=177C; EOL=nl  ;

END ASCII.
```

### 4.1.3 gm2-libs/Args

```
DEFINITION MODULE Args ;
```

```
EXPORT QUALIFIED GetArg, Narg ;
```

```
(*  
  GetArg - returns the nth argument from the command line.  
           The success of the operation is returned.  
*)
```

```
PROCEDURE GetArg (VAR a: ARRAY OF CHAR; n: CARDINAL) : BOOLEAN ;
```

```
(*  
  Narg - returns the number of arguments available from  
         command line.  
*)
```

```
PROCEDURE Narg () : CARDINAL ;
```

```
END Args.
```

#### 4.1.4 gm2-libs/Assertion

```
DEFINITION MODULE Assertion ;
```

```
EXPORT QUALIFIED Assert ;
```

```
(*  
  Assert - tests the boolean Condition, if it fails then HALT  
           is called.  
*)
```

```
PROCEDURE Assert (Condition: BOOLEAN) ;
```

```
END Assertion.
```

#### 4.1.5 gm2-libs/Break

```
DEFINITION MODULE Break ;
```

```
END Break.
```



### 4.1.6 gm2-libs/Builtins

```

DEFINITION MODULE Builtins ;

FROM SYSTEM IMPORT ADDRESS ;

(* Floating point intrinsic procedure functions. *)

PROCEDURE __BUILTIN__ isnanf (x: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ isnan (x: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ isnanl (x: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ isfinitef (x: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ isfinite (x: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ isfinitel (x: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ sinf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ sin (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ sinl (x: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ cosf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ cos (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ cosl (x: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ sqrtf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ sqrt (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ sqrtl (x: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ atan2f (x, y: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ atan2 (x, y: REAL) : REAL ;
PROCEDURE __BUILTIN__ atan2l (x, y: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ fabsf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ fabs (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ fabsl (x: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ logf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ log (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ logl (x: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ expf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ exp (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ expl (x: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ log10f (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ log10 (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ log10l (x: LONGREAL) : LONGREAL ;

```

```

PROCEDURE __BUILTIN__ exp10f (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ exp10 (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ exp10l (x: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ ilogbf (x: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ ilogb (x: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ ilogbl (x: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ huge_val () : REAL ;
PROCEDURE __BUILTIN__ huge_valf () : SHORTREAL ;
PROCEDURE __BUILTIN__ huge_vall () : LONGREAL ;

PROCEDURE __BUILTIN__ modf (x: REAL; VAR y: REAL) : REAL ;
PROCEDURE __BUILTIN__ modff (x: SHORTREAL;
                             VAR y: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ modfl (x: LONGREAL; VAR y: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ signbit (r: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ signbitf (s: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ signbitl (l: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ nextafter (x, y: REAL) : REAL ;
PROCEDURE __BUILTIN__ nextafterf (x, y: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ nextafterl (x, y: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ nexttoward (x: REAL; y: LONGREAL) : REAL ;
PROCEDURE __BUILTIN__ nexttowardf (x: SHORTREAL; y: LONGREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ nexttowardl (x, y: LONGREAL) : LONGREAL ;

PROCEDURE __BUILTIN__ scalbln (x: REAL; n: LONGINT) : REAL ;
PROCEDURE __BUILTIN__ scalblnf (x: SHORTREAL; n: LONGINT) : SHORTREAL ;
PROCEDURE __BUILTIN__ scalblnl (x: LONGREAL; n: LONGINT) : LONGREAL ;

PROCEDURE __BUILTIN__ scalbn (x: REAL; n: INTEGER) : REAL ;
PROCEDURE __BUILTIN__ scalbnf (x: SHORTREAL; n: INTEGER) : SHORTREAL ;
PROCEDURE __BUILTIN__ scalbnl (x: LONGREAL; n: INTEGER) : LONGREAL ;

PROCEDURE __BUILTIN__ isgreater (x, y: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ isgreaterf (x, y: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ isgreaterl (x, y: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ isgreaterequal (x, y: REAL) : INTEGER ;
PROCEDURE __BUILTIN__ isgreaterequalf (x, y: SHORTREAL) : INTEGER ;
PROCEDURE __BUILTIN__ isgreaterequall (x, y: LONGREAL) : INTEGER ;

PROCEDURE __BUILTIN__ isless (x, y: REAL) : INTEGER ;

```





```

PROCEDURE __BUILTIN__ memmove (s1, s2: ADDRESS;
                               nbytes: CARDINAL) : ADDRESS ;
PROCEDURE __BUILTIN__ strcat (dest, src: ADDRESS) : ADDRESS ;
PROCEDURE __BUILTIN__ strncat (dest, src: ADDRESS;
                               nbytes: CARDINAL) : ADDRESS ;
PROCEDURE __BUILTIN__ strcpy (dest, src: ADDRESS) : ADDRESS ;
PROCEDURE __BUILTIN__ strncpy (dest, src: ADDRESS;
                               nbytes: CARDINAL) : ADDRESS ;
PROCEDURE __BUILTIN__ strcmp (s1, s2: ADDRESS) : INTEGER ;
PROCEDURE __BUILTIN__ strncmp (s1, s2: ADDRESS;
                               nbytes: CARDINAL) : INTEGER ;
PROCEDURE __BUILTIN__ strlen (s: ADDRESS) : INTEGER ;
PROCEDURE __BUILTIN__ strstr (haystack, needle: ADDRESS) : ADDRESS ;
PROCEDURE __BUILTIN__ strpbrk (s, accept: ADDRESS) : ADDRESS ;
PROCEDURE __BUILTIN__ strspn (s, accept: ADDRESS) : CARDINAL ;
PROCEDURE __BUILTIN__ strcspn (s, accept: ADDRESS) : CARDINAL ;
PROCEDURE __BUILTIN__ strchr (s: ADDRESS; c: INTEGER) : ADDRESS ;
PROCEDURE __BUILTIN__ strrchr (s: ADDRESS; c: INTEGER) : ADDRESS ;

PROCEDURE __BUILTIN__ clz (value: CARDINAL) : INTEGER ;
PROCEDURE __BUILTIN__ clzll (value: LONGCARD) : INTEGER ;
PROCEDURE __BUILTIN__ ctz (value: CARDINAL) : INTEGER ;
PROCEDURE __BUILTIN__ ctzll (value: LONGCARD) : INTEGER ;

(*
  longjmp - this GCC builtin restricts the val to always 1.
*)
(* do not use these two builtins, as gcc, only really
   anticipates that the Ada front end should use them
   and it only uses them in its runtime exception handling.
   We leave them here in the hope that someday they will
   behave more like their libc counterparts. *)

PROCEDURE __BUILTIN__ longjmp (env: ADDRESS; val: INTEGER) ;
PROCEDURE __BUILTIN__ setjmp (env: ADDRESS) : INTEGER ;

(*
  frame_address - returns the address of the frame.
                  The current frame is obtained if level is 0,
                  the next level up if level is 1 etc.
*)

PROCEDURE __BUILTIN__ frame_address (level: CARDINAL) : ADDRESS ;

(*

```

```
    return_address - returns the return address of function.
                    The current function return address is
                    obtained if level is 0,
                    the next level up if level is 1 etc.
*)

PROCEDURE __BUILTIN__ return_address (level: CARDINAL) : ADDRESS ;

(*
    alloca_trace - this is a no-op which is used for internal debugging.
*)

PROCEDURE alloca_trace (returned: ADDRESS; nBytes: CARDINAL) : ADDRESS ;

END Builtins.
```

### 4.1.7 gm2-libs/CFileSysOp

```

DEFINITION MODULE CFileSysOp ;

FROM SYSTEM IMPORT ADDRESS ;

(*
  Description: provides access to filesystem operations.
               The implementation module is written in C
               and the parameters behave as their C
               counterparts.
*)

TYPE
  AccessMode = SET OF AccessStatus ;
  AccessStatus = (F_OK, R_OK, W_OK, X_OK, A_FAIL) ;

PROCEDURE Unlink (filename: ADDRESS) : INTEGER ;

(*
  Access - test access to a path or file. The behavior is
           the same as defined in access(2). Except that
           on A_FAIL is only used during the return result
           indicating the underlying C access has returned
           -1 (and errno can be checked).
*)

PROCEDURE Access (pathname: ADDRESS; mode: AccessMode) : AccessMode ;

(* Return TRUE if the caller can see the existence of the file or
   directory on the filesystem. *)

(*
  IsDir - return true if filename is a regular directory.
*)

PROCEDURE IsDir (dirname: ADDRESS) : BOOLEAN ;

(*
  IsFile - return true if filename is a regular file.
*)

```

```
PROCEDURE IsFile (filename: ADDRESS) : BOOLEAN ;

(*
  Exists - return true if pathname exists.
*)

PROCEDURE Exists (pathname: ADDRESS) : BOOLEAN ;

END CFileSysOp.
```



#### 4.1.8 gm2-libs/CHAR

```
DEFINITION MODULE CHAR ;

FROM FIO IMPORT File ;

(*
  Write a single character ch to file f.
*)

PROCEDURE Write (f: File; ch: CHAR) ;
PROCEDURE WriteLn (f: File) ;

END CHAR.
```

#### 4.1.9 gm2-libs/COROUTINES

```
DEFINITION MODULE FOR "C" COROUTINES ;

CONST
    UnassignedPriority = 0 ;

TYPE
    INTERRUPTSOURCE = CARDINAL ;
    PROTECTION = [UnassignedPriority..7] ;

END COROUTINES.
```

#### 4.1.10 gm2-libs/CmdArgs

```
DEFINITION MODULE CmdArgs ;

EXPORT QUALIFIED GetArg, Narg ;

(*
  GetArg - returns the nth argument from the command line, CmdLine
           the success of the operation is returned.
*)

PROCEDURE GetArg (CmdLine: ARRAY OF CHAR;
                  n: CARDINAL; VAR Argi: ARRAY OF CHAR) : BOOLEAN ;

(*
  Narg - returns the number of arguments available from
         command line, CmdLine.
*)

PROCEDURE Narg (CmdLine: ARRAY OF CHAR) : CARDINAL ;

END CmdArgs.
```

#### 4.1.11 gm2-libs/Debug

```
DEFINITION MODULE Debug ;

(*
  Description: provides some simple debugging routines.
*)

EXPORT QUALIFIED Halt, DebugString ;

(*
  Halt - writes a message in the format:
          Module:Function:Line:Message

          It then terminates by calling HALT.
*)

PROCEDURE Halt (Message,
               Module,
               Function: ARRAY OF CHAR ;
               LineNo  : CARDINAL) ;

(*
  DebugString - writes a string to the debugging device (Scn.Write).
               It interprets \n as carriage return, linefeed.
*)

PROCEDURE DebugString (a: ARRAY OF CHAR) ;

END Debug.
```

### 4.1.12 gm2-libs/DynamicStrings

```

DEFINITION MODULE DynamicStrings ;

FROM SYSTEM IMPORT ADDRESS ;
EXPORT QUALIFIED String,
    InitString, KillString, Fin, InitStringCharStar,
    InitStringChar, Index, RIndex, ReverseIndex,
    Mark, Length, ConCat, ConCatChar, Assign, Dup, Add,
    Equal, EqualCharStar, EqualArray, ToUpper, ToLower,
    CopyOut, Mult, Slice, ReplaceChar,
    RemoveWhitePrefix, RemoveWhitePostfix, RemoveComment,
    char, string,
    InitStringDB, InitStringCharStarDB, InitStringCharDB,
    MultDB, DupDB, SliceDB,
    PushAllocation, PopAllocation, PopAllocationExemption ;

TYPE
    String ;

(*
    InitString - creates and returns a String type object.
                  Initial contents are, a.
*)

PROCEDURE InitString (a: ARRAY OF CHAR) : String ;

(*
    KillString - frees String, s, and its contents.
                  NIL is returned.
*)

PROCEDURE KillString (s: String) : String ;

(*
    Fin - finishes with a string, it calls KillString with, s.
          The purpose of the procedure is to provide a short cut
          to calling KillString and then testing the return result.
*)

PROCEDURE Fin (s: String) ;

(*

```

```
    InitStringCharStar - initializes and returns a String to contain
                        the C string.
*)

PROCEDURE InitStringCharStar (a: ADDRESS) : String ;

(*
    InitStringChar - initializes and returns a String to contain the
                    single character, ch.
*)

PROCEDURE InitStringChar (ch: CHAR) : String ;

(*
    Mark - marks String, s, ready for garbage collection.
*)

PROCEDURE Mark (s: String) : String ;

(*
    Length - returns the length of the String, s.
*)

PROCEDURE Length (s: String) : CARDINAL ;

(*
    ConCat - returns String, a, after the contents of, b,
            have been appended.
*)

PROCEDURE ConCat (a, b: String) : String ;

(*
    ConCatChar - returns String, a, after character, ch,
                has been appended.
*)

PROCEDURE ConCatChar (a: String; ch: CHAR) : String ;

(*
    Assign - assigns the contents of, b, into, a.
```

```
String, a, is returned.
*)

PROCEDURE Assign (a, b: String) : String ;

(*
  ReplaceChar - returns string s after it has changed all
                occurrences of from to to.
*)

PROCEDURE ReplaceChar (s: String; from, to: CHAR) : String ;

(*
  Dup - duplicate a String, s, returning the copy of s.
*)

PROCEDURE Dup (s: String) : String ;

(*
  Add - returns a new String which contains the contents of a and b.
*)

PROCEDURE Add (a, b: String) : String ;

(*
  Equal - returns TRUE if String, a, and, b, are equal.
*)

PROCEDURE Equal (a, b: String) : BOOLEAN ;

(*
  EqualCharStar - returns TRUE if contents of String, s, is
                  the same as the string, a.
*)

PROCEDURE EqualCharStar (s: String; a: ADDRESS) : BOOLEAN ;

(*
  EqualArray - returns TRUE if contents of String, s, is the
               same as the string, a.
*)
```

```
PROCEDURE EqualArray (s: String; a: ARRAY OF CHAR) : BOOLEAN ;
```

```
(*
  Mult - returns a new string which is n concatenations of String, s.
         If n<=0 then an empty string is returned.
*)
```

```
PROCEDURE Mult (s: String; n: CARDINAL) : String ;
```

```
(*
  Slice - returns a new string which contains the elements
          low..high-1

          strings start at element 0
          Slice(s, 0, 2) will return elements 0, 1 but not 2
          Slice(s, 1, 3) will return elements 1, 2 but not 3
          Slice(s, 2, 0) will return elements 2..max
          Slice(s, 3, -1) will return elements 3..max-1
          Slice(s, 4, -2) will return elements 4..max-2
*)
```

```
PROCEDURE Slice (s: String; low, high: INTEGER) : String ;
```

```
(*
  Index - returns the indice of the first occurrence of, ch, in
          String, s. -1 is returned if, ch, does not exist.
          The search starts at position, o.
*)
```

```
PROCEDURE Index (s: String; ch: CHAR; o: CARDINAL) : INTEGER ;
```

```
(*
  RIndex - returns the indice of the last occurrence of, ch,
           in String, s. The search starts at position, o.
           -1 is returned if ch is not found. The search
           is performed left to right.
*)
```

```
PROCEDURE RIndex (s: String; ch: CHAR; o: CARDINAL) : INTEGER ;
```

```
(*
```



ReverseIndex - returns the indice of the last occurrence of ch in String s. The search starts at position o and searches from right to left. The start position may be indexed negatively from the right (-1 is the last index).  
The return value if ch is found will always be positive. ■  
-1 is returned if ch is not found.

\*)

PROCEDURE ReverseIndex (s: String; ch: CHAR; o: INTEGER) : INTEGER ;

(\*

RemoveComment - assuming that, comment, is a comment delimiter which indicates anything to its right is a comment then strip off the comment and also any white space on the remaining right hand side.  
It leaves any white space on the left hand side alone.

\*)

PROCEDURE RemoveComment (s: String; comment: CHAR) : String ;

(\*

RemoveWhitePrefix - removes any leading white space from String, s.  
A new string is returned.

\*)

PROCEDURE RemoveWhitePrefix (s: String) : String ;

(\*

RemoveWhitePostfix - removes any leading white space from String, s.  
A new string is returned.

\*)

PROCEDURE RemoveWhitePostfix (s: String) : String ;

(\*

ToUpper - returns string, s, after it has had its lower case characters replaced by upper case characters.  
The string, s, is not duplicated.

\*)

PROCEDURE ToUpper (s: String) : String ;

```

(*)
    ToLower - returns string, s, after it has had its upper case
              characters replaced by lower case characters.
              The string, s, is not duplicated.
*)

PROCEDURE ToLower (s: String) : String ;

(*)
    CopyOut - copies string, s, to a.
*)

PROCEDURE CopyOut (VAR a: ARRAY OF CHAR; s: String) ;

(*)
    char - returns the character, ch, at position, i, in String, s.
           As Slice the index can be negative so:

           char(s, 0) will return the first character
           char(s, 1) will return the second character
           char(s, -1) will return the last character
           char(s, -2) will return the penultimate character

           a nul character is returned if the index is out of range.
*)

PROCEDURE char (s: String; i: INTEGER) : CHAR ;

(*)
    string - returns the C style char * of String, s.
*)

PROCEDURE string (s: String) : ADDRESS ;

(*)
    to easily debug an application using this library one could use
    use the following macro processing defines:

#define InitString(X) InitStringDB(X, __FILE__, __LINE__)
#define InitStringCharStar(X) InitStringCharStarDB(X, \
    __FILE__, __LINE__)

```

```

#define InitStringChar(X) InitStringCharDB(X, __FILE__, __LINE__)
#define Mult(X,Y) MultDB(X, Y, __FILE__, __LINE__)
#define Dup(X) DupDB(X, __FILE__, __LINE__)
#define Slice(X,Y,Z) SliceDB(X, Y, Z, __FILE__, __LINE__)

    and then invoke gm2 with the -fcpp flag.
*)

(*
    InitStringDB - the debug version of InitString.
*)

PROCEDURE InitStringDB (a: ARRAY OF CHAR;
                        file: ARRAY OF CHAR; line: CARDINAL) : String ;

(*
    InitStringCharStarDB - the debug version of InitStringCharStar.
*)

PROCEDURE InitStringCharStarDB (a: ADDRESS;
                                file: ARRAY OF CHAR;
                                line: CARDINAL) : String ;

(*
    InitStringCharDB - the debug version of InitStringChar.
*)

PROCEDURE InitStringCharDB (ch: CHAR;
                            file: ARRAY OF CHAR;
                            line: CARDINAL) : String ;

(*
    MultDB - the debug version of MultDB.
*)

PROCEDURE MultDB (s: String; n: CARDINAL;
                  file: ARRAY OF CHAR; line: CARDINAL) : String ;

(*
    DupDB - the debug version of Dup.
*)

```

```

PROCEDURE DupDB (s: String;
                 file: ARRAY OF CHAR; line: CARDINAL) : String ;

(*
  SliceDB - debug version of Slice.
*)

PROCEDURE SliceDB (s: String; low, high: INTEGER;
                  file: ARRAY OF CHAR; line: CARDINAL) : String ;

(*
  PushAllocation - pushes the current allocation/deallocation lists.
*)

PROCEDURE PushAllocation ;

(*
  PopAllocation - test to see that all strings are deallocated since
                  the last push. Then it pops to the previous
                  allocation/deallocation lists.

                  If halt is true then the application terminates
                  with an exit code of 1.
*)

PROCEDURE PopAllocation (halt: BOOLEAN) ;

(*
  PopAllocationExemption - test to see that all strings are
                          deallocated, except string e since
                          the last push.
                          Post-condition: it pops to the previous
                          allocation/deallocation lists.

                          If halt is true then the application
                          terminates with an exit code of 1.

                          The string, e, is returned unmodified,
*)

PROCEDURE PopAllocationExemption (halt: BOOLEAN; e: String) : String ;

END DynamicStrings.

```

#### 4.1.13 gm2-libs/Environment

```
DEFINITION MODULE Environment ;

EXPORT QUALIFIED GetEnvironment, PutEnvironment ;

(*
  GetEnvironment - gets the environment variable Env and places
                  a copy of its value into string, dest.
                  It returns TRUE if the string Env was found in
                  the processes environment.
*)

PROCEDURE GetEnvironment (Env: ARRAY OF CHAR;
                        VAR dest: ARRAY OF CHAR) : BOOLEAN ;

(*
  PutEnvironment - change or add an environment variable definition
                  EnvDef.
                  TRUE is returned if the environment variable was
                  set or changed successfully.
*)

PROCEDURE PutEnvironment (EnvDef: ARRAY OF CHAR) : BOOLEAN ;

END Environment.
```

## 4.1.14 gm2-libs/FIO

```

DEFINITION MODULE FIO ;

(* Provides a simple buffered file input/output library. *)

FROM SYSTEM IMPORT ADDRESS, BYTE ;

EXPORT QUALIFIED (* types *)
    File,
    (* procedures *)
    OpenToRead, OpenToWrite, OpenForRandom, Close,
    EOF, EOLN, WasEOLN, IsNoError, Exists, IsActive,
    exists, openToRead, openToWrite, openForRandom,
    SetPositionFromBeginning,
    SetPositionFromEnd,
    FindPosition,
    ReadChar, ReadString,
    WriteChar, WriteString, WriteLine,
    WriteCardinal, ReadCardinal,
    UnReadChar,
    WriteNBytes, ReadNBytes,
    FlushBuffer,
    GetUnixFileDescriptor,
    GetFileName, getFileName, getFileNameLength,
    FlushOutErr,
    (* variables *)
    StdIn, StdOut, StdErr ;

TYPE
    File = CARDINAL ;

(* the following variables are initialized to their UNIX equivalents *)
VAR
    StdIn, StdOut, StdErr: File ;

(*
    IsNoError - returns a TRUE if no error has occurred on file, f.
*)

PROCEDURE IsNoError (f: File) : BOOLEAN ;

(*

```

```
    IsActive - returns TRUE if the file, f, is still active.
*)

PROCEDURE IsActive (f: File) : BOOLEAN ;

(*
    Exists - returns TRUE if a file named, fname exists for reading.
*)

PROCEDURE Exists (fname: ARRAY OF CHAR) : BOOLEAN ;

(*
    OpenToRead - attempts to open a file, fname, for reading and
                  it returns this file.
                  The success of this operation can be checked by
                  calling IsNoError.
*)

PROCEDURE OpenToRead (fname: ARRAY OF CHAR) : File ;

(*
    OpenToWrite - attempts to open a file, fname, for write and
                  it returns this file.
                  The success of this operation can be checked by
                  calling IsNoError.
*)

PROCEDURE OpenToWrite (fname: ARRAY OF CHAR) : File ;

(*
    OpenForRandom - attempts to open a file, fname, for random access
                    read or write and it returns this file.
                    The success of this operation can be checked by
                    calling IsNoError.
                    towrite, determines whether the file should be
                    opened for writing or reading.
                    newfile, determines whether a file should be
                    created if towrite is TRUE or whether the
                    previous file should be left alone,
                    allowing this descriptor to seek
                    and modify an existing file.
*)
```

```

PROCEDURE OpenForRandom (fname: ARRAY OF CHAR;
                        towrite, newfile: BOOLEAN) : File ;

(*
  Close - close a file which has been previously opened using:
          OpenToRead, OpenToWrite, OpenForRandom.
          It is correct to close a file which has an error status.
*)

PROCEDURE Close (f: File) ;

(* the following functions are functionally equivalent to the above
   except they allow C style names.
*)

PROCEDURE exists      (fname: ADDRESS; flength: CARDINAL) : BOOLEAN ;
PROCEDURE openToRead  (fname: ADDRESS; flength: CARDINAL) : File ;
PROCEDURE openToWrite (fname: ADDRESS; flength: CARDINAL) : File ;
PROCEDURE openForRandom (fname: ADDRESS; flength: CARDINAL;
                        towrite, newfile: BOOLEAN) : File ;

(*
  FlushBuffer - flush contents of the FIO file, f, to libc.
*)

PROCEDURE FlushBuffer (f: File) ;

(*
  ReadNBytes - reads nBytes of a file into memory area, dest, returning
               the number of bytes actually read.
               This function will consume from the buffer and then
               perform direct libc reads. It is ideal for large reads.
*)

PROCEDURE ReadNBytes (f: File; nBytes: CARDINAL;
                    dest: ADDRESS) : CARDINAL ;

(*
  ReadAny - reads HIGH (a) + 1 bytes into, a. All input
            is fully buffered, unlike ReadNBytes and thus is more
            suited to small reads.
*)

```



```
PROCEDURE ReadAny (f: File; VAR a: ARRAY OF BYTE) ;
```

```
(*
  WriteNBytes - writes nBytes from memory area src to a file
                returning the number of bytes actually written.
                This function will flush the buffer and then
                write the nBytes using a direct write from libc.
                It is ideal for large writes.
*)
```

```
PROCEDURE WriteNBytes (f: File; nBytes: CARDINAL;
                      src: ADDRESS) : CARDINAL ;
```

```
(*
  WriteAny - writes HIGH (a) + 1 bytes onto, file, f. All output
             is fully buffered, unlike WriteNBytes and thus is more
             suited to small writes.
*)
```

```
PROCEDURE WriteAny (f: File; VAR a: ARRAY OF BYTE) ;
```

```
(*
  WriteChar - writes a single character to file, f.
*)
```

```
PROCEDURE WriteChar (f: File; ch: CHAR) ;
```

```
(*
  EOF - tests to see whether a file, f, has reached end of file.
*)
```

```
PROCEDURE EOF (f: File) : BOOLEAN ;
```

```
(*
  EOLN - tests to see whether a file, f, is about to read a newline.
         It does NOT consume the newline. It reads the next character
         and then immediately unreads the character.
*)
```

```
PROCEDURE EOLN (f: File) : BOOLEAN ;
```

```
(*
  WasEOLN - tests to see whether a file, f, has just read a newline
            character.
*)
```

```
PROCEDURE WasEOLN (f: File) : BOOLEAN ;
```

```
(*
  ReadChar - returns a character read from file, f.
             Sensible to check with IsNoError or EOF after calling
             this function.
*)
```

```
PROCEDURE ReadChar (f: File) : CHAR ;
```

```
(*
  UnReadChar - replaces a character, ch, back into file, f.
               This character must have been read by ReadChar
               and it does not allow successive calls. It may
               only be called if the previous read was successful,
               end of file or end of line seen.
*)
```

```
PROCEDURE UnReadChar (f: File ; ch: CHAR) ;
```

```
(*
  WriteLine - writes out a linefeed to file, f.
*)
```

```
PROCEDURE WriteLine (f: File) ;
```

```
(*
  WriteString - writes a string to file, f.
*)
```

```
PROCEDURE WriteString (f: File; a: ARRAY OF CHAR) ;
```

```
(*
  ReadString - reads a string from file, f, into string, a.
               It terminates the string if HIGH is reached or
               if a newline is seen or an error occurs.
*)
```

```
*)

PROCEDURE ReadString (f: File; VAR a: ARRAY OF CHAR) ;

(*
  WriteCardinal - writes a CARDINAL to file, f.
                  It writes the binary image of the CARDINAL.
                  to file, f.
*)

PROCEDURE WriteCardinal (f: File; c: CARDINAL) ;

(*
  ReadCardinal - reads a CARDINAL from file, f.
                  It reads a bit image of a CARDINAL
                  from file, f.
*)

PROCEDURE ReadCardinal (f: File) : CARDINAL ;

(*
  GetUnixFileDescriptor - returns the UNIX file descriptor of a file.
                          Useful when combining FIO.mod with select
                          (in Selective.def - but note the comments in
                          Selective about using read/write primitives)
*)

PROCEDURE GetUnixFileDescriptor (f: File) : INTEGER ;

(*
  SetPositionFromBeginning - sets the position from the beginning
                           of the file.
*)

PROCEDURE SetPositionFromBeginning (f: File; pos: LONGINT) ;

(*
  SetPositionFromEnd - sets the position from the end of the file.
*)

PROCEDURE SetPositionFromEnd (f: File; pos: LONGINT) ;
```

```
(*
  FindPosition - returns the current absolute position in file, f.
*)

PROCEDURE FindPosition (f: File) : LONGINT ;

(*
  GetFileName - assigns, a, with the filename associated with, f.
*)

PROCEDURE GetFileName (f: File; VAR a: ARRAY OF CHAR) ;

(*
  getFileName - returns the address of the filename associated with, f.
*)

PROCEDURE getFileName (f: File) : ADDRESS ;

(*
  getFileNameLength - returns the number of characters associated with
                      filename, f.
*)

PROCEDURE getFileNameLength (f: File) : CARDINAL ;

(*
  FlushOutErr - flushes, StdOut, and, StdErr.
*)

PROCEDURE FlushOutErr ;

END FIO.
```

#### 4.1.15 gm2-libs/FileSysOp

```
DEFINITION MODULE FileSysOp ;

FROM CFileSysOp IMPORT AccessMode ;

(*
  Description: provides access to filesystem operations using
              Modula-2 base types.
*)

PROCEDURE Exists (filename: ARRAY OF CHAR) : BOOLEAN ;
PROCEDURE IsDir (dirname: ARRAY OF CHAR) : BOOLEAN ;
PROCEDURE IsFile (filename: ARRAY OF CHAR) : BOOLEAN ;
PROCEDURE Unlink (filename: ARRAY OF CHAR) : BOOLEAN ;
PROCEDURE Access (pathname: ARRAY OF CHAR; mode: AccessMode) : AccessMode ;

END FileSysOp.
```

#### 4.1.16 gm2-libs/FormatStrings

```
DEFINITION MODULE FormatStrings ;

FROM SYSTEM IMPORT BYTE ;
FROM DynamicStrings IMPORT String ;
EXPORT QUALIFIED Sprintf0, Sprintf1, Sprintf2, Sprintf3, Sprintf4,
    HandleEscape ;

(*
    Sprintf0 - returns a String containing, fmt, after it has had its
               escape sequences translated.
*)

PROCEDURE Sprintf0 (fmt: String) : String ;

(*
    Sprintf1 - returns a String containing, fmt, together with
               encapsulated entity, w. It only formats the
               first %s or %d with n.
*)

PROCEDURE Sprintf1 (fmt: String; w: ARRAY OF BYTE) : String ;

(*
    Sprintf2 - returns a string, fmt, which has been formatted.
*)

PROCEDURE Sprintf2 (fmt: String; w1, w2: ARRAY OF BYTE) : String ;

(*
    Sprintf3 - returns a string, fmt, which has been formatted.
*)

PROCEDURE Sprintf3 (fmt: String; w1, w2, w3: ARRAY OF BYTE) : String ;

(*
    Sprintf4 - returns a string, fmt, which has been formatted.
*)

PROCEDURE Sprintf4 (fmt: String;
    w1, w2, w3, w4: ARRAY OF BYTE) : String ;
```

```
(*
  HandleEscape - translates \a, \b, \e, \f, \n, \r, \x[hex] \[octal]
                  into their respective ascii codes. It also converts
                  \[any] into a single [any] character.
*)

PROCEDURE HandleEscape (s: String) : String ;

END FormatStrings.
```

#### 4.1.17 gm2-libs/FpuIO

```

DEFINITION MODULE FpuIO ;

EXPORT QUALIFIED ReadReal, WriteReal, StrToReal, RealToStr,
                  ReadLongReal, WriteLongReal, StrToLongReal,
                  LongRealToStr,
                  ReadLongInt, WriteLongInt, StrToLongInt,
                  LongIntToStr ;

PROCEDURE ReadReal (VAR x: REAL) ;
PROCEDURE WriteReal (x: REAL; TotalWidth, FractionWidth: CARDINAL) ;
PROCEDURE StrToReal (a: ARRAY OF CHAR ; VAR x: REAL) ;
PROCEDURE RealToStr (x: REAL; TotalWidth, FractionWidth: CARDINAL;
                    VAR a: ARRAY OF CHAR) ;

PROCEDURE ReadLongReal (VAR x: LONGREAL) ;
PROCEDURE WriteLongReal (x: LONGREAL;
                        TotalWidth, FractionWidth: CARDINAL) ;
PROCEDURE StrToLongReal (a: ARRAY OF CHAR ; VAR x: LONGREAL) ;
PROCEDURE LongRealToStr (x: LONGREAL;
                        TotalWidth, FractionWidth: CARDINAL;
                        VAR a: ARRAY OF CHAR) ;

PROCEDURE ReadLongInt (VAR x: LONGINT) ;
PROCEDURE WriteLongInt (x: LONGINT; n: CARDINAL) ;
PROCEDURE StrToLongInt (a: ARRAY OF CHAR ; VAR x: LONGINT) ;
PROCEDURE LongIntToStr (x: LONGINT; n: CARDINAL; VAR a: ARRAY OF CHAR) ;

END FpuIO.

```



#### 4.1.18 gm2-libs/GetOpt

```

DEFINITION MODULE GetOpt ;

FROM SYSTEM IMPORT ADDRESS ;
FROM DynamicStrings IMPORT String ;

CONST
  no_argument = 0 ;
  required_argument = 1 ;
  optional_argument = 2 ;

TYPE
  LongOptions ;
  PtrToInteger = POINTER TO INTEGER ;

(*
  GetOpt - call C getopt and fill in the parameters:
           optarg, optind, opterr and optopt.
*)

PROCEDURE GetOpt (argc: INTEGER; argv: ADDRESS; optstring: String;
                 VAR optarg: String;
                 VAR optind, opterr, optopt: INTEGER) : CHAR ;

(*
  InitLongOptions - creates and returns a LongOptions empty array.
*)

PROCEDURE InitLongOptions () : LongOptions ;

(*
  AddLongOption - appends long option {name, has_arg, flag, val} to the
                  array of options and new long options array is
                  returned.
                  The old array, lo, should no longer be used.

  (from man 3 getopt)
  The meanings of the different fields are:

  name    is the name of the long option.

  has_arg
    is: no_argument (or 0) if the option does not take an
        argument; required_argument (or 1) if the option

```

requires an argument; or `optional_argument` (or 2) if the option takes an optional argument.

`flag` specifies how results are returned for a long option. If `flag` is `NULL`, then `getopt_long()` returns `val`. (For example, the calling program may set `val` to the equivalent short option character). Otherwise, `getopt_long()` returns 0, and `flag` points to a variable which is set to `val` if the option is found, but left unchanged if the option is not found.

`val` is the value to return, or to load into the variable pointed to by `flag`.

The last element of the array must be filled with zeros.

\*)

```
PROCEDURE AddLongOption (lo: LongOptions; index: CARDINAL;
                        name: String; has_arg: INTEGER;
                        VAR flag: INTEGER; val: INTEGER) : LongOptions ;
```

(\*

`KillLongOptions` - returns `NIL` and also frees up memory associated with, `lo`.

\*)

```
PROCEDURE KillLongOptions (lo: LongOptions) : LongOptions ;
```

(\*

`GetOptLong` - works like `GetOpt` but will accept long options (using two dashes). If the program only accepts long options then `optstring` should be an empty string, not `NIL`.

\*)

```
PROCEDURE GetOptLong (argc: INTEGER; argv: ADDRESS;
                    optstring: String; longopts: LongOptions;
                    VAR longindex: INTEGER) : INTEGER ;
```

(\*

`GetOptLongOnly` - works like `GetOptLong` except that a single dash can be used for a long option.

\*)

```
PROCEDURE GetOptLongOnly (argc: INTEGER; argv: ADDRESS;
```

```
    optstring: String; longopts: LongOptions;  
    VAR longindex: INTEGER) : INTEGER ;
```

```
END GetOpt.
```

#### 4.1.19 gm2-libs/IO

```
DEFINITION MODULE IO ;
```

```
(*
  Description: provides Read, Write, Errors procedures that map onto UNIX
               file descriptors 0, 1 and 2. This is achieved by using
               FIO if we are in buffered mode and using libc.write
               if not.
*)
```

```
EXPORT QUALIFIED Read, Write, Error,
                  UnBufferedMode, BufferedMode,
                  EchoOn, EchoOff ;
```

```
PROCEDURE Read (VAR ch: CHAR) ;
PROCEDURE Write (ch: CHAR) ;
PROCEDURE Error (ch: CHAR) ;
```

```
(*
  UnBufferedMode - places file descriptor, fd, into an unbuffered mode.
*)
```

```
PROCEDURE UnBufferedMode (fd: INTEGER; input: BOOLEAN) ;
```

```
(*
  BufferedMode - places file descriptor, fd, into a buffered mode.
*)
```

```
PROCEDURE BufferedMode (fd: INTEGER; input: BOOLEAN) ;
```

```
(*
  EchoOn - turns on echoing for file descriptor, fd. This
           only really makes sence for a file descriptor opened
           for terminal input or maybe some specific file descriptor
           which is attached to a particular piece of hardware.
*)
```

```
PROCEDURE EchoOn (fd: INTEGER; input: BOOLEAN) ;
```

```
(*
  EchoOff - turns off echoing for file descriptor, fd. This
```

only really makes sence for a file descriptor opened  
for terminal input or maybe some specific file descriptor  
which is attached to a particular piece of hardware.

\*)

PROCEDURE EchoOff (fd: INTEGER; input: BOOLEAN) ;

END IO.

#### 4.1.20 gm2-libs/Indexing

```

DEFINITION MODULE Indexing ;

FROM SYSTEM IMPORT ADDRESS ;

TYPE
  Index ;
  IndexProcedure = PROCEDURE (ADDRESS) ;

(*
  InitIndexTuned - creates a dynamic array with low indice.
                  minsize is the initial number of elements the
                  array is allocated and growfactor determines how
                  it will be resized once it becomes full.
*)

PROCEDURE InitIndexTuned (low, minsize, growfactor: CARDINAL) : Index ;

(*
  InitIndex - creates and returns an Index.
*)

PROCEDURE InitIndex (low: CARDINAL) : Index ;

(*
  KillIndex - returns Index to free storage.
*)

PROCEDURE KillIndex (i: Index) : Index ;

(*
  DebugIndex - turns on debugging within an index.
*)

PROCEDURE DebugIndex (i: Index) : Index ;

(*
  InBounds - returns TRUE if indice, n, is within the bounds
             of the dynamic array.
*)

```

```
PROCEDURE InBounds (i: Index; n: CARDINAL) : BOOLEAN ;

(*
  HighIndice - returns the last legally accessible indice of this array.■
*)

PROCEDURE HighIndice (i: Index) : CARDINAL ;

(*
  LowIndice - returns the first legally accessible indice of this array.■
*)

PROCEDURE LowIndice (i: Index) : CARDINAL ;

(*
  PutIndice - places, a, into the dynamic array at position i[n]
*)

PROCEDURE PutIndice (i: Index; n: CARDINAL; a: ADDRESS) ;

(*
  GetIndice - retrieves, element i[n] from the dynamic array.
*)

PROCEDURE GetIndice (i: Index; n: CARDINAL) : ADDRESS ;

(*
  IsIndiceInIndex - returns TRUE if, a, is in the index, i.
*)

PROCEDURE IsIndiceInIndex (i: Index; a: ADDRESS) : BOOLEAN ;

(*
  RemoveIndiceFromIndex - removes, a, from Index, i.
*)

PROCEDURE RemoveIndiceFromIndex (i: Index; a: ADDRESS) ;

(*
```

```

    DeleteIndice - delete i[j] from the array.
*)

PROCEDURE DeleteIndice (i: Index; j: CARDINAL) ;

(*
    IncludeIndiceIntoIndex - if the indice is not in the index, then
                           add it at the end.
*)

PROCEDURE IncludeIndiceIntoIndex (i: Index; a: ADDRESS) ;

(*
    ForeachIndiceInIndexDo - for each j indice of i, call procedure p(i[j])
*)

PROCEDURE ForeachIndiceInIndexDo (i: Index; p: IndexProcedure) ;

(*
    IsEmpty - return TRUE if the array has no entries it.
*)

PROCEDURE IsEmpty (i: Index) : BOOLEAN ;

(*
    FindIndice - returns the indice containing a.
                It returns zero if a is not found in array i.
*)

PROCEDURE FindIndice (i: Index; a: ADDRESS) : CARDINAL ;

END Indexing.
```



#### 4.1.21 gm2-libs/LMathLib0

```
DEFINITION MODULE LMathLib0 ;

CONST
  pi    = 3.1415926535897932384626433832795028841972;
  exp1  = 2.7182818284590452353602874713526624977572;

PROCEDURE __BUILTIN__ sqrt (x: LONGREAL) : LONGREAL ;
PROCEDURE exp (x: LONGREAL) : LONGREAL ;
PROCEDURE ln (x: LONGREAL) : LONGREAL ;
PROCEDURE __BUILTIN__ sin (x: LONGREAL) : LONGREAL ;
PROCEDURE __BUILTIN__ cos (x: LONGREAL) : LONGREAL ;
PROCEDURE tan (x: LONGREAL) : LONGREAL ;
PROCEDURE arctan (x: LONGREAL) : LONGREAL ;
PROCEDURE entier (x: LONGREAL) : INTEGER ;

END LMathLib0.
```

#### 4.1.22 gm2-libs/LegacyReal

```
DEFINITION MODULE LegacyReal ;
```

```
TYPE
```

```
  REAL = SHORTREAL ;
```

```
END LegacyReal.
```



```
PROCEDURE InstallTerminationProcedure (p: PROC) : BOOLEAN ;

(*
  ExecuteInitialProcedures - executes the initial procedures installed
                           by InstallInitialProcedure.
*)

PROCEDURE ExecuteInitialProcedures ;

(*
  InstallInitialProcedure - installs a procedure to be executed just
                           before the BEGIN code section of the main
                           program module.
*)

PROCEDURE InstallInitialProcedure (p: PROC) : BOOLEAN ;

(*
  ExecuteTerminationProcedures - calls each installed termination procedure
                               in reverse order.
*)

PROCEDURE ExecuteTerminationProcedures ;

END M2Dependent.
```

## 4.1.24 gm2-libs/M2EXCEPTION

```
DEFINITION MODULE M2EXCEPTION;
```

```
(* This enumerated list of exceptions must match the exceptions in gm2-libs-iso to
   allow mixed module dialect projects. *)
```

```
TYPE
```

```
  M2Exceptions =
```

```
    (indexException,      rangeException,      caseSelectException,  invalidLocation
     functionException,   wholeValueException, wholeDivException,   realValueExcept
     realDivException,   complexValueException, complexDivException, protException,
     sysException,       coException,          exException
    );
```

```
(* If the program or coroutine is in the exception state then return the enumeration
   value representing the exception cause. If it is not in the exception state then
   raises and exception (exException). *)
```

```
PROCEDURE M2Exception () : M2Exceptions;
```

```
(* Returns TRUE if the program or coroutine is in the exception state.
   Returns FALSE if the program or coroutine is not in the exception state. *)
```

```
PROCEDURE IsM2Exception () : BOOLEAN;
```

```
END M2EXCEPTION.
```



```

PROCEDURE InstallTerminationProcedure (p: PROC) : BOOLEAN ;

(*
    ExecuteInitialProcedures - executes the initial procedures installed
                               by InstallInitialProcedure.
*)

PROCEDURE ExecuteInitialProcedures ;

(*
    InstallInitialProcedure - installs a procedure to be executed just
                             before the BEGIN code section of the main
                             program module.
*)

PROCEDURE InstallInitialProcedure (p: PROC) : BOOLEAN ;

(*
    ExecuteTerminationProcedures - calls each installed termination procedure
                                   in reverse order.
*)

PROCEDURE ExecuteTerminationProcedures ;

(*
    Terminate - provides compatibility for pim. It call exit with
                the exitcode provided in a prior call to ExitOnHalt
                (or zero if ExitOnHalt was never called). It does
                not call ExecuteTerminationProcedures.
*)

PROCEDURE Terminate <* noreturn *> ;

(*
    HALT - terminate the current program. The procedure Terminate
           is called before the program is stopped. The parameter
           exitcode is optional. If the parameter is not supplied
           HALT will call libc 'abort', otherwise it will exit with
           the code supplied. Supplying a parameter to HALT has the
           same effect as calling ExitOnHalt with the same code and
           then calling HALT with no parameter.
*)

```

```

PROCEDURE HALT ([exitcode: INTEGER = -1]) <* noreturn *> ;

(*
  Halt - provides a more user friendly version of HALT, which takes
         four parameters to aid debugging.  It writes an error message
         to stderr and calls exit (1).
*)

PROCEDURE Halt (description, filename, function: ARRAY OF CHAR;
               line: CARDINAL) <* noreturn *> ;

(*
  HaltC - provides a more user friendly version of HALT, which takes
          four parameters to aid debugging.  It writes an error message
          to stderr and calls exit (1).
*)

PROCEDURE HaltC (description, filename, function: ADDRESS;
                line: CARDINAL) <* noreturn *> ;

(*
  ExitOnHalt - if HALT is executed then call exit with the exit code, e.
*)

PROCEDURE ExitOnHalt (e: INTEGER) ;

(*
  ErrorMessage - emits an error message to stderr and then calls exit (1).
*)

PROCEDURE ErrorMessage (message: ARRAY OF CHAR;
                       filename: ARRAY OF CHAR;
                       line: CARDINAL;
                       function: ARRAY OF CHAR) <* noreturn *> ;

(*
  Length - returns the length of a string, a. This is called whenever
           the user calls LENGTH and the parameter cannot be calculated
           at compile time.
*)

```



```
PROCEDURE Length (a: ARRAY OF CHAR) : CARDINAL ;
```

```
(*
```

```
  The following are the runtime exception handler routines.
```

```
*)
```

```
PROCEDURE AssignmentException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE ReturnException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE IncException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE DecException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE InclException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE ExclException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE ShiftException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE RotateException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE StaticArraySubscriptException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE DynamicArraySubscriptException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE ForLoopBeginException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE ForLoopToException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE ForLoopEndException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE PointerNilException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE NoReturnException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE CaseException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE WholeNonPosDivException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE WholeNonPosModException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE WholeZeroDivException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE WholeZeroRemException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE WholeValueException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE RealValueException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE ParameterException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
PROCEDURE NoException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS;
```

```
END M2RTS.
```

#### 4.1.26 gm2-libs/MathLib0

```
DEFINITION MODULE MathLib0 ;

CONST
  pi    = 3.1415926535897932384626433832795028841972;
  exp1  = 2.7182818284590452353602874713526624977572;

PROCEDURE __BUILTIN__ sqrt (x: REAL) : REAL ;
PROCEDURE exp (x: REAL) : REAL ;
PROCEDURE ln (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ sin (x: REAL) : REAL ;
PROCEDURE __BUILTIN__ cos (x: REAL) : REAL ;
PROCEDURE tan (x: REAL) : REAL ;
PROCEDURE arctan (x: REAL) : REAL ;
PROCEDURE entier (x: REAL) : INTEGER ;

END MathLib0.
```

#### 4.1.27 gm2-libs/MemUtils

```
DEFINITION MODULE MemUtils ;

FROM SYSTEM IMPORT ADDRESS ;
EXPORT QUALIFIED MemCopy, MemZero ;

(*
  MemCopy - copys a region of memory to the required destination.
*)

PROCEDURE MemCopy (from: ADDRESS; length: CARDINAL; to: ADDRESS) ;

(*
  MemZero - sets a region of memory: a..a+length to zero.
*)

PROCEDURE MemZero (a: ADDRESS; length: CARDINAL) ;

END MemUtils.
```

#### 4.1.28 gm2-libs/NumberIO

```

DEFINITION MODULE NumberIO ;

EXPORT QUALIFIED ReadCard, WriteCard, ReadHex, WriteHex, ReadInt, WriteInt,
    CardToStr, StrToCard, StrToHex, HexToStr, StrToInt, IntToStr,
    ReadOct, WriteOct, OctToStr, StrToOct,
    ReadBin, WriteBin, BinToStr, StrToBin,
    StrToBinInt, StrToHexInt, StrToOctInt ;

PROCEDURE ReadCard (VAR x: CARDINAL) ;

PROCEDURE WriteCard (x, n: CARDINAL) ;

PROCEDURE ReadHex (VAR x: CARDINAL) ;

PROCEDURE WriteHex (x, n: CARDINAL) ;

PROCEDURE ReadInt (VAR x: INTEGER) ;

PROCEDURE WriteInt (x: INTEGER ; n: CARDINAL) ;

PROCEDURE CardToStr (x, n: CARDINAL ; VAR a: ARRAY OF CHAR) ;

PROCEDURE StrToCard (a: ARRAY OF CHAR ; VAR x: CARDINAL) ;

PROCEDURE HexToStr (x, n: CARDINAL ; VAR a: ARRAY OF CHAR) ;

PROCEDURE StrToHex (a: ARRAY OF CHAR ; VAR x: CARDINAL) ;

PROCEDURE IntToStr (x: INTEGER ; n: CARDINAL ; VAR a: ARRAY OF CHAR) ;

PROCEDURE StrToInt (a: ARRAY OF CHAR ; VAR x: INTEGER) ;

PROCEDURE ReadOct (VAR x: CARDINAL) ;

PROCEDURE WriteOct (x, n: CARDINAL) ;

PROCEDURE OctToStr (x, n: CARDINAL ; VAR a: ARRAY OF CHAR) ;

PROCEDURE StrToOct (a: ARRAY OF CHAR ; VAR x: CARDINAL) ;

PROCEDURE ReadBin (VAR x: CARDINAL) ;

PROCEDURE WriteBin (x, n: CARDINAL) ;

```

```
PROCEDURE BinToStr (x, n: CARDINAL ; VAR a: ARRAY OF CHAR) ;  
  
PROCEDURE StrToBin (a: ARRAY OF CHAR ; VAR x: CARDINAL) ;  
  
PROCEDURE StrToBinInt (a: ARRAY OF CHAR ; VAR x: INTEGER) ;  
  
PROCEDURE StrToHexInt (a: ARRAY OF CHAR ; VAR x: INTEGER) ;  
  
PROCEDURE StrToOctInt (a: ARRAY OF CHAR ; VAR x: INTEGER) ;  
  
END NumberIO.
```

### 4.1.29 gm2-libs/OptLib

```

DEFINITION MODULE OptLib ;

FROM SYSTEM IMPORT ADDRESS ;
FROM DynamicStrings IMPORT String ;

TYPE
    Option ;

(*
    InitOption - constructor for Option.
*)

PROCEDURE InitOption (argc: INTEGER; argv: ADDRESS) : Option ;

(*
    KillOption - deconstructor for Option.
*)

PROCEDURE KillOption (o: Option) : Option ;

(*
    Dup - duplicate the option array inside, o.
        Notice that this does not duplicate all the contents
        (strings) of argv.
        Shallow copy of the top level indices.
*)

PROCEDURE Dup (o: Option) : Option ;

(*
    Slice - return a new option which has elements [low:high] from the
        options, o.
*)

PROCEDURE Slice (o: Option; low, high: INTEGER) : Option ;

(*
    IndexStrCmp - returns the index in the argv array which matches
        string, s. -1 is returned if the string is not found.
*)

```

```
PROCEDURE IndexStrCmp (o: Option; s: String) : INTEGER ;

(*
  IndexStrNCmp - returns the index in the argv array where the first
                  characters are matched by string, s.
                  -1 is returned if the string is not found.
*)

PROCEDURE IndexStrNCmp (o: Option; s: String) : INTEGER ;

(*
  ConCat - returns the concatenation of a and b.
*)

PROCEDURE ConCat (a, b: Option) : Option ;

(*
  GetArgv - return the argv component of option.
*)

PROCEDURE GetArgv (o: Option) : ADDRESS ;

(*
  GetArgc - return the argc component of option.
*)

PROCEDURE GetArgc (o: Option) : INTEGER ;

END OptLib.
```

### 4.1.30 gm2-libs/PushBackInput

```
DEFINITION MODULE PushBackInput ;

FROM FIO IMPORT File ;
FROM DynamicStrings IMPORT String ;

EXPORT QUALIFIED Open, PutCh, GetCh, Error, WarnError, WarnString,
                  Close, SetDebug, GetExitStatus, PutStr,
                  PutString, GetColumnPosition, GetCurrentLine ;

(*
  Open - opens a file for reading.
*)

PROCEDURE Open (a: ARRAY OF CHAR) : File ;

(*
  GetCh - gets a character from either the push back stack or
          from file, f.
*)

PROCEDURE GetCh (f: File) : CHAR ;

(*
  PutCh - pushes a character onto the push back stack, it also
          returns the character which has been pushed.
*)

PROCEDURE PutCh (ch: CHAR) : CHAR ;

(*
  PutString - pushes a string onto the push back stack.
*)

PROCEDURE PutString (a: ARRAY OF CHAR) ;

(*
  PutStr - pushes a dynamic string onto the push back stack.
           The string, s, is not deallocated.
*)
```



```
PROCEDURE PutStr (s: String) ;
```

```
(*  
    Error - emits an error message with the appropriate file, line combination.█  
*)
```

```
PROCEDURE Error (a: ARRAY OF CHAR) ;
```

```
(*  
    WarnError - emits an error message with the appropriate file, line combination.█  
                It does not terminate but when the program finishes an exit status of█  
                1 will be issued.  
*)
```

```
PROCEDURE WarnError (a: ARRAY OF CHAR) ;
```

```
(*  
    WarnString - emits an error message with the appropriate file, line combination.█  
                It does not terminate but when the program finishes an exit status of█  
                1 will be issued.  
*)
```

```
PROCEDURE WarnString (s: String) ;
```

```
(*  
    Close - closes the opened file.  
*)
```

```
PROCEDURE Close (f: File) ;
```

```
(*  
    GetExitStatus - returns the exit status which will be 1 if any warnings were issued█  
*)
```

```
PROCEDURE GetExitStatus () : CARDINAL ;
```

```
(*  
    SetDebug - sets the debug flag on or off.  
*)
```

```
PROCEDURE SetDebug (d: BOOLEAN) ;
```

```
(*
  GetColumnPosition - returns the column position of the current character.■
*)

PROCEDURE GetColumnPosition () : CARDINAL ;

(*
  GetCurrentLine - returns the current line number.
*)

PROCEDURE GetCurrentLine () : CARDINAL ;

END PushBackInput.
```

### 4.1.31 gm2-libs/RTExceptions

```

DEFINITION MODULE RTExceptions ;

(* Runtime exception handler routines.  This should
   be considered as a system module for GNU Modula-2
   and allow the compiler to interface with exception
   handling.  *)

FROM SYSTEM IMPORT ADDRESS ;
EXPORT QUALIFIED EHBlock,
    Raise, SetExceptionBlock, GetExceptionBlock,
    GetTextBuffer, GetTextBufferSize, GetNumber,
    InitExceptionBlock, KillExceptionBlock,
    PushHandler, PopHandler,
    BaseExceptionsThrow, DefaultErrorCatch,
    IsInExceptionState, SetExceptionState,
    SwitchExceptionState, GetBaseExceptionBlock,
    SetExceptionSource, GetExceptionSource ;

TYPE
    EHBlock ;
    ProcedureHandler = PROCEDURE ;

(*
   Raise - invoke the exception handler associated with, number,
           in the active EHBlock.  It keeps a record of the number
           and message in the EHBlock for later use.
   *)

PROCEDURE Raise (number: CARDINAL;
                file: ADDRESS; line: CARDINAL;
                column: CARDINAL; function: ADDRESS;
                message: ADDRESS) <* noreturn *> ;

(*
   SetExceptionBlock - sets, source, as the active EHB.
   *)

PROCEDURE SetExceptionBlock (source: EHBlock) ;

(*
   GetExceptionBlock - returns the active EHB.
   *)

```

```
PROCEDURE GetExceptionBlock () : EHBlock ;
```

```
(*  
  GetTextBuffer - returns the address of the EHB buffer.  
*)
```

```
PROCEDURE GetTextBuffer (e: EHBlock) : ADDRESS ;
```

```
(*  
  GetTextBufferSize - return the size of the EHB text buffer.  
*)
```

```
PROCEDURE GetTextBufferSize (e: EHBlock) : CARDINAL ;
```

```
(*  
  GetNumber - return the exception number associated with,  
              source.  
*)
```

```
PROCEDURE GetNumber (source: EHBlock) : CARDINAL ;
```

```
(*  
  InitExceptionBlock - creates and returns a new exception block.  
*)
```

```
PROCEDURE InitExceptionBlock () : EHBlock ;
```

```
(*  
  KillExceptionBlock - destroys the EHB, e, and all its handlers.  
*)
```

```
PROCEDURE KillExceptionBlock (e: EHBlock) : EHBlock ;
```

```
(*  
  PushHandler - install a handler in EHB, e.  
*)
```

```
PROCEDURE PushHandler (e: EHBlock; number: CARDINAL; p: ProcedureHandler) ;■
```

```
(*
  PopHandler - removes the handler associated with, number, from
               EHB, e.
*)

PROCEDURE PopHandler (e: EHBlock; number: CARDINAL) ;

(*
  DefaultErrorCatch - displays the current error message in
                     the current exception block and then
                     calls HALT.
*)

PROCEDURE DefaultErrorCatch ;

(*
  BaseExceptionsThrow - configures the Modula-2 exceptions to call
                       THROW which in turn can be caught by an
                       exception block. If this is not called then
                       a Modula-2 exception will simply call an
                       error message routine and then HALT.
*)

PROCEDURE BaseExceptionsThrow ;

(*
  IsInExceptionState - returns TRUE if the program is currently
                     in the exception state.
*)

PROCEDURE IsInExceptionState () : BOOLEAN ;

(*
  SetExceptionState - returns the current exception state and
                    then sets the current exception state to,
                    to.
*)

PROCEDURE SetExceptionState (to: BOOLEAN) : BOOLEAN ;

(*
  SwitchExceptionState - assigns, from, with the current exception
```

```
                                state and then assigns the current exception
                                to, to.
*)

PROCEDURE SwitchExceptionState (VAR from: BOOLEAN; to: BOOLEAN) ;

(*
    GetBaseExceptionBlock - returns the initial language exception block
                           created.
*)

PROCEDURE GetBaseExceptionBlock () : EHBlock ;

(*
    SetExceptionSource - sets the current exception source to, source.
*)

PROCEDURE SetExceptionSource (source: ADDRESS) ;

(*
    GetExceptionSource - returns the current exception source.
*)

PROCEDURE GetExceptionSource () : ADDRESS ;

END RTEExceptions.
```

## 4.1.32 gm2-libs/RTint

```

DEFINITION MODULE RTint ;

(* Provides users of the COROUTINES library with the
   ability to create interrupt sources based on
   file descriptors and timeouts. *)

FROM SYSTEM IMPORT ADDRESS ;

TYPE
  DispatchVector = PROCEDURE (CARDINAL, CARDINAL, ADDRESS) ;

(*
   InitInputVector - returns an interrupt vector which is associated
                     with the file descriptor, fd.
   *)

PROCEDURE InitInputVector (fd: INTEGER; pri: CARDINAL) : CARDINAL ;

(*
   InitOutputVector - returns an interrupt vector which is associated
                     with the file descriptor, fd.
   *)

PROCEDURE InitOutputVector (fd: INTEGER; pri: CARDINAL) : CARDINAL ;

(*
   InitTimeVector - returns an interrupt vector associated with
                   the relative time.
   *)

PROCEDURE InitTimeVector (micro, secs: CARDINAL; pri: CARDINAL) : CARDINAL ;

(*
   ReArmTimeVector - reprimes the vector, vec, to deliver an interrupt
                   at the new relative time.
   *)

PROCEDURE ReArmTimeVector (vec: CARDINAL; micro, secs: CARDINAL) ;

(*

```

```

    GetTimeVector - assigns, micro, and, secs, with the remaining
                    time before this interrupt will expire.
                    This value is only updated when a Listen
                    occurs.
*)

PROCEDURE GetTimeVector (vec: CARDINAL; VAR micro, secs: CARDINAL) ;

(*
    AttachVector - adds the pointer, p, to be associated with the interrupt
                    vector. It returns the previous value attached to this
                    vector.
*)

PROCEDURE AttachVector (vec: CARDINAL; ptr: ADDRESS) : ADDRESS ;

(*
    IncludeVector - includes, vec, into the dispatcher list of
                    possible interrupt causes.
*)

PROCEDURE IncludeVector (vec: CARDINAL) ;

(*
    ExcludeVector - excludes, vec, from the dispatcher list of
                    possible interrupt causes.
*)

PROCEDURE ExcludeVector (vec: CARDINAL) ;

(*
    Listen - will either block indefinitely (until an interrupt)
             or alternatively will test to see whether any interrupts
             are pending.
             If a pending interrupt was found then, call, is called
             and then this procedure returns.
             It only listens for interrupts > pri.
*)

PROCEDURE Listen (untilInterrupt: BOOLEAN;
                  call: DispatchVector;
                  pri: CARDINAL) ;

```



```
(*  
  Init - allows the user to force the initialize order.  
*)  
  
PROCEDURE Init ;  
  
END RTint.
```

### 4.1.33 gm2-libs/SArgs

```
DEFINITION MODULE SArgs ;

FROM DynamicStrings IMPORT String ;
EXPORT QUALIFIED GetArg, Narg ;

(*
  GetArg - returns the nth argument from the command line.
           The success of the operation is returned.
           If TRUE is returned then the string, s, contains a
           new string, otherwise s is set to NIL.
*)

PROCEDURE GetArg (VAR s: String ; n: CARDINAL) : BOOLEAN ;

(*
  Narg - returns the number of arguments available from
         command line.
*)

PROCEDURE Narg() : CARDINAL ;

END SArgs.
```

#### 4.1.34 gm2-libs/SCmdArgs

```
DEFINITION MODULE SCmdArgs ;

FROM DynamicStrings IMPORT String ;

EXPORT QUALIFIED GetArg, Narg ;

(*
  GetArg - returns the nth argument from the command line, CmdLine
           the success of the operation is returned.
*)

PROCEDURE GetArg (CmdLine: String;
                  n: CARDINAL; VAR Argi: String) : BOOLEAN ;

(*
  Narg - returns the number of arguments available from
         command line, CmdLine.
*)

PROCEDURE Narg (CmdLine: String) : CARDINAL ;

END SCmdArgs.
```

#### 4.1.35 gm2-libs/SEnvironment

```
DEFINITION MODULE SEnvironment ;

FROM DynamicStrings IMPORT String ;
EXPORT QUALIFIED GetEnvironment ;

(*
  GetEnvironment - gets the environment variable Env and places
                  a copy of its value into String, dest.
                  It returns TRUE if the string Env was found in
                  the processes environment.
*)

PROCEDURE GetEnvironment (Env: String;
                        VAR dest: String) : BOOLEAN ;

(*
  PutEnvironment - change or add an environment variable definition EnvDef.
                  TRUE is returned if the environment variable was
                  set or changed successfully.
*)

PROCEDURE PutEnvironment (EnvDef: String) : BOOLEAN ;

END SEnvironment.
```

### 4.1.36 gm2-libs/SFIO

```

DEFINITION MODULE SFIO ;

FROM DynamicStrings IMPORT String ;
FROM FIO IMPORT File ;

EXPORT QUALIFIED OpenToRead, OpenToWrite, OpenForRandom, Exists, WriteS, ReadS ;

(*
  Exists - returns TRUE if a file named, fname exists for reading.
*)

PROCEDURE Exists (fname: String) : BOOLEAN ;

(*
  OpenToRead - attempts to open a file, fname, for reading and
               it returns this file.
               The success of this operation can be checked by
               calling IsNoError.
*)

PROCEDURE OpenToRead (fname: String) : File ;

(*
  OpenToWrite - attempts to open a file, fname, for write and
                it returns this file.
                The success of this operation can be checked by
                calling IsNoError.
*)

PROCEDURE OpenToWrite (fname: String) : File ;

(*
  OpenForRandom - attempts to open a file, fname, for random access
                  read or write and it returns this file.
                  The success of this operation can be checked by
                  calling IsNoError.
                  towrite, determines whether the file should be
                  opened for writing or reading.
                  if towrite is TRUE or whether the previous file should
                  be left alone, allowing this descriptor to seek
                  and modify an existing file.
*)

```

\*)

PROCEDURE OpenForRandom (fname: String; towrite, newfile: BOOLEAN) : File ;

(\*

WriteS - writes a string, s, to, file. It returns the String, s.

\*)

PROCEDURE WriteS (file: File; s: String) : String ;

(\*

ReadS - reads a string, s, from, file. It returns the String, s.

It stops reading the string at the end of line or end of file.

It consumes the newline at the end of line but does not place  
this into the returned string.

\*)

PROCEDURE ReadS (file: File) : String ;

END SFIO.

#### 4.1.37 gm2-libs/SMathLib0

```
DEFINITION MODULE SMathLib0 ;

CONST
  pi    = 3.1415926535897932384626433832795028841972;
  exp1  = 2.7182818284590452353602874713526624977572;

PROCEDURE __BUILTIN__ sqrt (x: SHORTREAL) : SHORTREAL ;
PROCEDURE exp (x: SHORTREAL) : SHORTREAL ;
PROCEDURE ln (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ sin (x: SHORTREAL) : SHORTREAL ;
PROCEDURE __BUILTIN__ cos (x: SHORTREAL) : SHORTREAL ;
PROCEDURE tan (x: SHORTREAL) : SHORTREAL ;
PROCEDURE arctan (x: SHORTREAL) : SHORTREAL ;
PROCEDURE entier (x: SHORTREAL) : INTEGER ;

END SMathLib0.
```

### 4.1.38 gm2-libs/SYSTEM

```

DEFINITION MODULE SYSTEM ;

EXPORT QUALIFIED BITS_PER_BYTE, BYTES_PER_WORD,
    ADDRESS, WORD, BYTE, C_SIZE_T, C_SIZE_T, COFF_T, CARDINAL64, (*
    Target specific data types. *)
    ADR, T_SIZE, ROTATE, SHIFT, THROW, T_BIT_SIZE ;
    (* SIZE is also exported if -fpim2 is used. *)

CONST
    BITS_PER_BYTE = __ATTRIBUTE__ __BUILTIN__ ((BITS_PER_UNIT)) ;
    BYTES_PER_WORD = __ATTRIBUTE__ __BUILTIN__ ((UNITS_PER_WORD)) ;

(* Note that the full list of system and sized datatypes include:
    LOC, WORD, BYTE, ADDRESS,

    (and the non language standard target types)

    INTEGER8, INTEGER16, INTEGER32, INTEGER64,
    CARDINAL8, CARDINAL16, CARDINAL32, CARDINAL64,
    WORD16, WORD32, WORD64, BITSET8, BITSET16,
    BITSET32, REAL32, REAL64, REAL128, COMPLEX32,
    COMPLEX64, COMPLEX128, C_SIZE_T, C_SIZE_T.

    Also note that the non-standard data types will
    move into another module in the future. *)

(* The following types are supported on this target:
TYPE
    (* Target specific data types. *)
*)

(*
    all the functions below are declared internally to gm2
    =====

PROCEDURE ADR (VAR v: <anytype>): ADDRESS;
    (* Returns the address of variable v. *)

PROCEDURE SIZE (v: <type>) : ZType;
    (* Returns the number of BYTES used to store a v of
    any specified <type>. Only available if -fpim2 is used.
    *)

```



```

PROCEDURE TSIZE (<type>) : CARDINAL;
  (* Returns the number of BYTES used to store a value of the
     specified <type>.
  *)

PROCEDURE ROTATE (val: <a set type>;
                  num: INTEGER): <type of first parameter>;
  (* Returns a bit sequence obtained from val by rotating up/right
     or down/right by the absolute value of num. The direction is
     down/right if the sign of num is negative, otherwise the direction
     is up/left.
  *)

PROCEDURE SHIFT (val: <a set type>;
                 num: INTEGER): <type of first parameter>;
  (* Returns a bit sequence obtained from val by shifting up/left
     or down/right by the absolute value of num, introducing
     zeros as necessary. The direction is down/right if the sign of
     num is negative, otherwise the direction is up/left.
  *)

PROCEDURE THROW (i: INTEGER) < * noreturn * > ;
  (*
     THROW is a GNU extension and was not part of the PIM or ISO
     standards. It throws an exception which will be caught by the
     EXCEPT block (assuming it exists). This is a compiler builtin
     function which interfaces to the GCC exception handling runtime
     system.
     GCC uses the term throw, hence the naming distinction between
     the GCC builtin and the Modula-2 runtime library procedure Raise.
     The later library procedure Raise will call SYSTEM.THROW after
     performing various housekeeping activities.
  *)

PROCEDURE TBITSIZE (<type>) : CARDINAL ;
  (* Returns the minimum number of bits necessary to represent
     <type>. This procedure function is only useful for determining
     the number of bits used for any type field within a packed RECORD.
     It is not particularly useful elsewhere since <type> might be
     optimized for speed, for example a BOOLEAN could occupy a WORD.
  *)

(* The following procedures are invoked by GNU Modula-2 to
   shift non word sized set types. They are not strictly part
   of the core PIM Modula-2, however they are used
   to implement the SHIFT procedure defined above,

```

which are in turn used by the Logitech compatible libraries.

Users will access these procedures by using the procedure SHIFT above and GNU Modula-2 will map SHIFT onto one of the following procedures.

\*)

(\*

ShiftVal - is a runtime procedure whose job is to implement the SHIFT procedure of ISO SYSTEM. GNU Modula-2 will inline a SHIFT of a single WORD sized set and will only call this routine for larger sets.

\*)

```
PROCEDURE ShiftVal (VAR s, d: ARRAY OF BITSET;
                   SetSizeInBits: CARDINAL;
                   ShiftCount: INTEGER) ;
```

(\*

ShiftLeft - performs the shift left for a multi word set. This procedure might be called by the back end of GNU Modula-2 depending whether amount is known at compile time.

\*)

```
PROCEDURE ShiftLeft (VAR s, d: ARRAY OF BITSET;
                   SetSizeInBits: CARDINAL;
                   ShiftCount: CARDINAL) ;
```

(\*

ShiftRight - performs the shift left for a multi word set. This procedure might be called by the back end of GNU Modula-2 depending whether amount is known at compile time.

\*)

```
PROCEDURE ShiftRight (VAR s, d: ARRAY OF BITSET;
                    SetSizeInBits: CARDINAL;
                    ShiftCount: CARDINAL) ;
```

(\*

RotateVal - is a runtime procedure whose job is to implement the ROTATE procedure of ISO SYSTEM. GNU Modula-2 will inline a ROTATE of a single WORD (or less) sized set and will only call this routine for larger



### 4.1.39 gm2-libs/Scan

```
DEFINITION MODULE Scan ;

(* Provides a primitive symbol fetching from input.
   Symbols are delimited by spaces and tabs.
   Limitation only allows one source file at
   a time to deliver symbols.  *)

EXPORT QUALIFIED GetNextSymbol, WriteError,
                  OpenSource, CloseSource,
                  TerminateOnError, DefineComments ;

(* OpenSource - opens a source file for reading. *)

PROCEDURE OpenSource (a: ARRAY OF CHAR) : BOOLEAN ;

(* CloseSource - closes the current source file from reading. *)

PROCEDURE CloseSource ;

(* GetNextSymbol gets the next source symbol and returns it in a. *)

PROCEDURE GetNextSymbol (VAR a: ARRAY OF CHAR) ;

(* WriteError writes a message, a, under the source line, which
   attempts to pinpoint the Symbol at fault. *)

PROCEDURE WriteError (a: ARRAY OF CHAR) ;

(*
   TerminateOnError - exits with status 1 if we call WriteError.
   *)

PROCEDURE TerminateOnError ;

(*
   DefineComments - defines the start of comments within the source
   file.
```

The characters in Start define the comment start and characters in End define the end.

The BOOLEAN eoln determine whether the comment is terminated by end of line. If eoln is TRUE then End is ignored.

If this procedure is never called then no comments are allowed.

\*)

PROCEDURE DefineComments (Start, End: ARRAY OF CHAR; eoln: BOOLEAN) ;

END Scan.

## 4.1.40 gm2-libs/Selective

```

DEFINITION MODULE Selective ;

FROM SYSTEM IMPORT ADDRESS ;

EXPORT QUALIFIED SetOfFd, Timeval,
    InitSet, KillSet, InitTime, KillTime,
    GetTime, SetTime,
    FdZero, FdSet, FdClr, FdIsSet, Select,
    MaxFdsPlusOne, WriteCharRaw, ReadCharRaw,
    GetTimeOfDay ;

TYPE
    SetOfFd = ADDRESS ;      (* Hidden type in Selective.c *)
    Timeval = ADDRESS ;      (* Hidden type in Selective.c *)

PROCEDURE Select (nooffds: CARDINAL;
    readfds, writefds, exceptfds: SetOfFd;
    timeout: Timeval) : INTEGER ;

PROCEDURE InitTime (sec, usec: CARDINAL) : Timeval ;
PROCEDURE KillTime (t: Timeval) : Timeval ;
PROCEDURE GetTime (t: Timeval; VAR sec, usec: CARDINAL) ;
PROCEDURE SetTime (t: Timeval; sec, usec: CARDINAL) ;
PROCEDURE InitSet () : SetOfFd ;
PROCEDURE KillSet (s: SetOfFd) : SetOfFd ;
PROCEDURE FdZero (s: SetOfFd) ;
PROCEDURE FdSet (fd: INTEGER; s: SetOfFd) ;
PROCEDURE FdClr (fd: INTEGER; s: SetOfFd) ;
PROCEDURE FdIsSet (fd: INTEGER; s: SetOfFd) : BOOLEAN ;
PROCEDURE MaxFdsPlusOne (a, b: INTEGER) : INTEGER ;

(* you must use the raw routines with select - not the FIO buffered routines *)
PROCEDURE WriteCharRaw (fd: INTEGER; ch: CHAR) ;
PROCEDURE ReadCharRaw (fd: INTEGER) : CHAR ;

(*
    GetTimeOfDay - fills in a record, Timeval, filled in with the
                    current system time in seconds and microseconds.
                    It returns zero (see man 3p gettimeofday)
*)

PROCEDURE GetTimeOfDay (tv: Timeval) : INTEGER ;

```

END Selective.

#### 4.1.41 gm2-libs/StdIO

```
DEFINITION MODULE StdIO ;

EXPORT QUALIFIED ProcRead, ProcWrite,
                  Read, Write,
                  PushOutput, PopOutput, GetCurrentOutput,
                  PushInput, PopInput, GetCurrentInput ;

TYPE
  ProcWrite = PROCEDURE (CHAR) ;
  ProcRead  = PROCEDURE (VAR CHAR) ;

(*
  Read - is the generic procedure that all higher application layers
         should use to receive a character.
*)

PROCEDURE Read (VAR ch: CHAR) ;

(*
  Write - is the generic procedure that all higher application layers
         should use to emit a character.
*)

PROCEDURE Write (ch: CHAR) ;

(*
  PushOutput - pushes the current Write procedure onto a stack,
              any future references to Write will actually invoke
              procedure, p.
*)

PROCEDURE PushOutput (p: ProcWrite) ;

(*
  PopOutput - restores Write to use the previous output procedure.
*)

PROCEDURE PopOutput ;
```



```
(*
  GetCurrentOutput - returns the current output procedure.
*)

PROCEDURE GetCurrentOutput () : ProcWrite ;

(*
  PushInput - pushes the current Read procedure onto a stack,
              any future references to Read will actually invoke
              procedure, p.
*)

PROCEDURE PushInput (p: ProcRead) ;

(*
  PopInput - restores Write to use the previous output procedure.
*)

PROCEDURE PopInput ;

(*
  GetCurrentInput - returns the current input procedure.
*)

PROCEDURE GetCurrentInput () : ProcRead ;

END StdIO.
```

#### 4.1.42 gm2-libs/Storage

```
DEFINITION MODULE Storage ;

FROM SYSTEM IMPORT ADDRESS ;

EXPORT QUALIFIED ALLOCATE, DEALLOCATE, REALLOCATE, Available ;


(*
  ALLOCATE - attempt to allocate memory from the heap.
             NIL is returned in, a, if ALLOCATE fails.
*)

PROCEDURE ALLOCATE (VAR a: ADDRESS ; Size: CARDINAL) ;


(*
  DEALLOCATE - return, Size, bytes to the heap.
              The variable, a, is set to NIL.
*)

PROCEDURE DEALLOCATE (VAR a: ADDRESS ; Size: CARDINAL) ;


(*
  REALLOCATE - attempts to reallocate storage. The address,
              a, should either be NIL in which case ALLOCATE
              is called, or alternatively it should have already
              been initialized by ALLOCATE. The allocated storage
              is resized accordingly.
*)

PROCEDURE REALLOCATE (VAR a: ADDRESS; Size: CARDINAL) ;


(*
  Available - returns TRUE if, Size, bytes can be allocated.
*)

PROCEDURE Available (Size: CARDINAL) : BOOLEAN ;

END Storage.
```

#### 4.1.43 gm2-libs/StrCase

```
DEFINITION MODULE StrCase ;

EXPORT QUALIFIED StrToUpperCase, StrToLowerCase, Cap, Lower ;

(*
  StrToUpperCase - converts string, a, to uppercase returning the
                  result in, b.
*)

PROCEDURE StrToUpperCase (a: ARRAY OF CHAR ; VAR b: ARRAY OF CHAR) ;

(*
  StrToLowerCase - converts string, a, to lowercase returning the
                  result in, b.
*)

PROCEDURE StrToLowerCase (a: ARRAY OF CHAR ; VAR b: ARRAY OF CHAR) ;

(*
  Cap - converts a lower case character into a capital character.
        If the character is not a lower case character 'a'..'z'
        then the character is simply returned unaltered.
*)

PROCEDURE Cap (ch: CHAR) : CHAR ;

(*
  Lower - converts an upper case character into a lower case character.
          If the character is not an upper case character 'A'..'Z'
          then the character is simply returned unaltered.
*)

PROCEDURE Lower (ch: CHAR) : CHAR ;

END StrCase.
```

#### 4.1.44 gm2-libs/StrIO

```
DEFINITION MODULE StrIO ;

EXPORT QUALIFIED ReadString, WriteString,
                  WriteLn ;

(*
   WriteLn - writes a carriage return and a newline
             character.
*)

PROCEDURE WriteLn ;

(*
   ReadString - reads a sequence of characters into a string.
                Line editing accepts Del, Ctrl H, Ctrl W and
                Ctrl U.
*)

PROCEDURE ReadString (VAR a: ARRAY OF CHAR) ;

(*
   WriteString - writes a string to the default output.
*)

PROCEDURE WriteString (a: ARRAY OF CHAR) ;

END StrIO.
```

**4.1.45 gm2-libs/StrLib**

```
DEFINITION MODULE StrLib ;
```

```
EXPORT QUALIFIED StrConCat, StrLen, StrCopy, StrEqual, StrLess,  
                  IsSubString, StrRemoveWhitePrefix ;
```

```
(*  
  StrConCat - combines a and b into c.  
*)
```

```
PROCEDURE StrConCat (a, b: ARRAY OF CHAR; VAR c: ARRAY OF CHAR) ;
```

```
(*  
  StrLess - returns TRUE if string, a, alphabetically occurs before  
            string, b.  
*)
```

```
PROCEDURE StrLess (a, b: ARRAY OF CHAR) : BOOLEAN ;
```

```
(*  
  StrEqual - performs a = b on two strings.  
*)
```

```
PROCEDURE StrEqual (a, b: ARRAY OF CHAR) : BOOLEAN ;
```

```
(*  
  StrLen - returns the length of string, a.  
*)
```

```
PROCEDURE StrLen (a: ARRAY OF CHAR) : CARDINAL ;
```

```
(*  
  StrCopy - copy string src into string dest providing dest is large enough.■  
            If dest is smaller than a then src then the string is truncated when■  
            dest is full. Add a nul character if there is room in dest.■  
*)
```

```
PROCEDURE StrCopy (src: ARRAY OF CHAR ; VAR dest: ARRAY OF CHAR) ;
```

```
(*
```

```
    IsSubString - returns true if b is a subcomponent of a.
*)

PROCEDURE IsSubString (a, b: ARRAY OF CHAR) : BOOLEAN ;

(*
    StrRemoveWhitePrefix - copies string, into string, b, excluding any white
                           space in front of a.
*)

PROCEDURE StrRemoveWhitePrefix (a: ARRAY OF CHAR; VAR b: ARRAY OF CHAR) ;

END StrLib.
```

#### 4.1.46 gm2-libs/String

```
DEFINITION MODULE String ;

FROM DynamicStrings IMPORT String ;
FROM FIO IMPORT File ;

PROCEDURE Write (f: File; str: String) ;
PROCEDURE WriteLn (f: File) ;

END String.
```

## 4.1.47 gm2-libs/StringConvert

```
DEFINITION MODULE StringConvert ;
```

```
FROM DynamicStrings IMPORT String ;
EXPORT QUALIFIED IntegerToString, StringToInteger,
                  StringToLongInteger, LongIntegerToString,
                  StringToCardinal, CardinalToString,
                  StringToLongCardinal, LongCardinalToString,
                  StringToShortCardinal, ShortCardinalToString,
                  StringToLongreal, LongrealToString,
                  ToSigFig,
                  stoi, itos, ctos, stoc, hstoi, ostoi, bstoi,
                  hstoc, ostoc, bstoc,
                  stor, stolr ;
```

```
(*
  IntegerToString - converts INTEGER, i, into a String. The field with
                   can be specified if non zero. Leading characters
                   are defined by padding and this function will
                   prepend a + if sign is set to TRUE.
                   The base allows the caller to generate binary,
                   octal, decimal, hexadecimal numbers.
                   The value of lower is only used when hexadecimal
                   numbers are generated and if TRUE then digits
                   abcdef are used, and if FALSE then ABCDEF are used.
*)
```

```
PROCEDURE IntegerToString (i: INTEGER; width: CARDINAL; padding: CHAR; sign: BOOLEAN;
                          base: CARDINAL; lower: BOOLEAN) : String ;
```

```
(*
  CardinalToString - converts CARDINAL, c, into a String. The field
                    width can be specified if non zero. Leading
                    characters are defined by padding.
                    The base allows the caller to generate binary,
                    octal, decimal, hexadecimal numbers.
                    The value of lower is only used when hexadecimal
                    numbers are generated and if TRUE then digits
                    abcdef are used, and if FALSE then ABCDEF are used.
*)
```

```
PROCEDURE CardinalToString (c: CARDINAL; width: CARDINAL; padding: CHAR;
                           base: CARDINAL; lower: BOOLEAN) : String ;
```



```

(*)
    StringToInteger - converts a string, s, of, base, into an INTEGER.
                     Leading white space is ignored. It stops converting
                     when either the string is exhausted or if an illegal
                     numeral is found.
                     The parameter found is set TRUE if a number was found.
*)

PROCEDURE StringToInteger (s: String; base: CARDINAL; VAR found: BOOLEAN) : INTEGER ;

(*)
    StringToCardinal - converts a string, s, of, base, into a CARDINAL.
                     Leading white space is ignored. It stops converting
                     when either the string is exhausted or if an illegal
                     numeral is found.
                     The parameter found is set TRUE if a number was found.
*)

PROCEDURE StringToCardinal (s: String; base: CARDINAL; VAR found: BOOLEAN) : CARDINAL

(*)
    LongIntegerToString - converts LONGINT, i, into a String. The field width
                     can be specified if non zero. Leading characters
                     are defined by padding and this function will
                     prepend a + if sign is set to TRUE.
                     The base allows the caller to generate binary,
                     octal, decimal, hexadecimal numbers.
                     The value of lower is only used when hexadecimal
                     numbers are generated and if TRUE then digits
                     abcdef are used, and if FALSE then ABCDEF are used.
*)

PROCEDURE LongIntegerToString (i: LONGINT; width: CARDINAL; padding: CHAR;
                               sign: BOOLEAN; base: CARDINAL; lower: BOOLEAN) : String

(*)
    StringToLongInteger - converts a string, s, of, base, into an LONGINT.
                     Leading white space is ignored. It stops converting
                     when either the string is exhausted or if an illegal
                     numeral is found.
                     The parameter found is set TRUE if a number was found.
*)

```

```
PROCEDURE StringToLongInteger (s: String; base: CARDINAL; VAR found: BOOLEAN) : LONGIN
```

```
(*
  LongCardinalToString - converts LONGCARD, c, into a String. The field
                        width can be specified if non zero. Leading
                        characters are defined by padding.
                        The base allows the caller to generate binary,
                        octal, decimal, hexadecimal numbers.
                        The value of lower is only used when hexadecimal
                        numbers are generated and if TRUE then digits
                        abcdef are used, and if FALSE then ABCDEF are used.
*)
```

```
PROCEDURE LongCardinalToString (c: LONGCARD; width: CARDINAL; padding: CHAR;
                               base: CARDINAL; lower: BOOLEAN) : String ;
```

```
(*
  StringToLongCardinal - converts a string, s, of, base, into a LONGCARD.
                        Leading white space is ignored. It stops converting
                        when either the string is exhausted or if an illegal
                        numeral is found.
                        The parameter found is set TRUE if a number was found.
*)
```

```
PROCEDURE StringToLongCardinal (s: String; base: CARDINAL; VAR found: BOOLEAN) : LONGC
```

```
(*
  ShortCardinalToString - converts SHORTCARD, c, into a String. The field
                        width can be specified if non zero. Leading
                        characters are defined by padding.
                        The base allows the caller to generate binary,
                        octal, decimal, hexadecimal numbers.
                        The value of lower is only used when hexadecimal
                        numbers are generated and if TRUE then digits
                        abcdef are used, and if FALSE then ABCDEF are used.
*)
```

```
PROCEDURE ShortCardinalToString (c: SHORTCARD; width: CARDINAL; padding: CHAR;
                                base: CARDINAL; lower: BOOLEAN) : String ;
```

```
(*
  StringToShortCardinal - converts a string, s, of, base, into a SHORTCARD.
*)
```

Leading white space is ignored. It stops converting when either the string is exhausted or if an illegal numeral is found.  
The parameter found is set TRUE if a number was found.

\*)

```
PROCEDURE StringToShortCardinal (s: String; base: CARDINAL;
                                VAR found: BOOLEAN) : SHORTCARD ;
```

(\*  
  stoi - decimal string to INTEGER  
\*)

```
PROCEDURE stoi (s: String) : INTEGER ;
```

(\*  
  itos - integer to decimal string.  
\*)

```
PROCEDURE itos (i: INTEGER; width: CARDINAL; padding: CHAR; sign: BOOLEAN) : String ;
```

(\*  
  ctos - cardinal to decimal string.  
\*)

```
PROCEDURE ctos (c: CARDINAL; width: CARDINAL; padding: CHAR) : String ;
```

(\*  
  stoc - decimal string to CARDINAL  
\*)

```
PROCEDURE stoc (s: String) : CARDINAL ;
```

(\*  
  hstoi - hexadecimal string to INTEGER  
\*)

```
PROCEDURE hstoi (s: String) : INTEGER ;
```

(\*  
  ostoi - octal string to INTEGER

\*)

PROCEDURE ostoi (s: String) : INTEGER ;

(\*

    bstoi - binary string to INTEGER

\*)

PROCEDURE bstoi (s: String) : INTEGER ;

(\*

    hstoc - hexadecimal string to CARDINAL

\*)

PROCEDURE hstoc (s: String) : CARDINAL ;

(\*

    ostoc - octal string to CARDINAL

\*)

PROCEDURE ostoc (s: String) : CARDINAL ;

(\*

    bstoc - binary string to CARDINAL

\*)

PROCEDURE bstoc (s: String) : CARDINAL ;

(\*

    StringToLongreal - returns a LONGREAL and sets found to TRUE  
                          if a legal number is seen.

\*)

PROCEDURE StringToLongreal (s: String; VAR found: BOOLEAN) : LONGREAL ;

(\*

    LongrealToString - converts a LONGREAL number, Real, which has,  
                          TotalWidth, and FractionWidth into a string.

So for example:

```

LongrealToString(1.0, 4, 2) -> '1.00'
LongrealToString(12.3, 5, 2) -> '12.30'
LongrealToString(12.3, 6, 2) -> ' 12.30'
LongrealToString(12.3, 6, 3) -> '12.300'

```

if total width is too small then the fraction becomes truncated.

```
LongrealToString(12.3, 5, 3) -> '12.30'
```

If TotalWidth is 0 then the function will return the value of x which is converted into as a fixed point number with exhaustive precision.

\*)

```

PROCEDURE LongrealToString (x: LONGREAL;
                           TotalWidth, FractionWidth: CARDINAL) : String ;

```

```

(*)
  stor - returns a REAL given a string.
*)

```

```
PROCEDURE stor (s: String) : REAL ;
```

```

(*)
  stolr - returns a LONGREAL given a string.
*)

```

```
PROCEDURE stolr (s: String) : LONGREAL ;
```

```

(*)
  ToSigFig - returns a floating point or base 10 integer
             string which is accurate to, n, significant
             figures. It will return a new String
             and, s, will be destroyed.

```

So: 12.345

rounded to the following significant figures yields

5	12.345
4	12.34

```

        3      12.3
        2      12
        1      10
*)

PROCEDURE ToSigFig (s: String; n: CARDINAL) : String ;

(*
    ToDecimalPlaces - returns a floating point or base 10 integer
                      string which is accurate to, n, decimal
                      places. It will return a new String
                      and, s, will be destroyed.
                      Decimal places yields, n, digits after
                      the .

                      So: 12.345

                      rounded to the following decimal places yields

                      5      12.34500
                      4      12.3450
                      3      12.345
                      2      12.34
                      1      12.3
*)

PROCEDURE ToDecimalPlaces (s: String; n: CARDINAL) : String ;

END StringConvert.
```

#### 4.1.48 gm2-libs/StringFileSysOp

```
DEFINITION MODULE StringFileSysOp ;

FROM DynamicStrings IMPORT String ;
FROM CFileSysOp IMPORT AccessMode ;


PROCEDURE Exists (filename: String) : BOOLEAN ;
PROCEDURE IsDir (dirname: String) : BOOLEAN ;
PROCEDURE IsFile (filename: String) : BOOLEAN ;
PROCEDURE Unlink (filename: String) : BOOLEAN ;
PROCEDURE Access (pathname: String; mode: AccessMode) : AccessMode ;


END StringFileSysOp.
```

#### 4.1.49 gm2-libs/SysExceptions

```
DEFINITION MODULE SysExceptions ;

(* Provides a mechanism for the underlying libraries to
   configure the exception routines. This mechanism
   is used by both the ISO and PIM libraries.
   It is written to be ISO compliant and this also
   allows for mixed dialect projects. *)

FROM SYSTEM IMPORT ADDRESS ;

TYPE
  PROCEXCEPTION = PROCEDURE (ADDRESS) ;

PROCEDURE InitExceptionHandler (indexf, range, casef, invalidloc,
                                function, wholevalue, wholediv,
                                realvalue, realdiv, complexvalue,
                                complexdiv, protection, systemf,
                                coroutine, exception: PROCEXCEPTION) ;

END SysExceptions.
```



### 4.1.50 gm2-libs/SysStorage

```

DEFINITION MODULE SysStorage ;

(* Provides dynamic allocation for the system components.
   This allows the application to use the traditional Storage module
   which can be handled differently. *)

FROM SYSTEM IMPORT ADDRESS ;
EXPORT QUALIFIED ALLOCATE, DEALLOCATE, REALLOCATE, Available, Init ;

(*
   ALLOCATE - attempt to allocate memory from the heap.
               NIL is returned in, a, if ALLOCATE fails.
*)

PROCEDURE ALLOCATE (VAR a: ADDRESS ; size: CARDINAL) ;

(*
   DEALLOCATE - return, size, bytes to the heap.
               The variable, a, is set to NIL.
*)

PROCEDURE DEALLOCATE (VAR a: ADDRESS ; size: CARDINAL) ;

(*
   REALLOCATE - attempts to reallocate storage. The address,
               a, should either be NIL in which case ALLOCATE
               is called, or alternatively it should have already
               been initialized by ALLOCATE. The allocated storage
               is resized accordingly.
*)

PROCEDURE REALLOCATE (VAR a: ADDRESS; size: CARDINAL) ;

(*
   Available - returns TRUE if, size, bytes can be allocated.
*)

PROCEDURE Available (size: CARDINAL) : BOOLEAN;

(*

```

```
    Init - initializes the heap.  
          This does nothing on a GNU/Linux system.  
          But it remains here since it might be used in an  
          embedded system.  
*)  
  
PROCEDURE Init ;  
  
END SysStorage.
```

#### 4.1.51 gm2-libs/TimeString

```
DEFINITION MODULE TimeString ;
```

```
EXPORT QUALIFIED GetTimeString ;
```

```
(*  
  GetTimeString - places the time in ascii format into array, a.
```

```
*)
```

```
PROCEDURE GetTimeString (VAR a: ARRAY OF CHAR) ;
```

```
END TimeString.
```

#### 4.1.52 gm2-libs/UnixArgs

```
DEFINITION MODULE UnixArgs ;

FROM SYSTEM IMPORT ADDRESS ;

EXPORT QUALIFIED GetArgC, GetArgV, GetEnvV ;

PROCEDURE GetArgC () : INTEGER ;
PROCEDURE GetArgV () : ADDRESS ;
PROCEDURE GetEnvV () : ADDRESS ;

END UnixArgs.
```

### 4.1.53 gm2-libs/cbuiltin

```

DEFINITION MODULE FOR "C" cbuiltin ;

FROM SYSTEM IMPORT ADDRESS ;
EXPORT UNQUALIFIED alloca, memcpy,
    isfinite, isfinitef, isfinitel,
    isinf_sign, isinf_signf, isinf_signl,
        sinf, sinl, sin,
        cosf, cosl, cos,
        atan2f, atan2l, atan2,
        sqrtf, sqrtl, sqrt,
        fabsf, fabsl, fabs,
        logf, logl, log,
        expf, expl, exp,
        log10f, log10l, log10,
        exp10f, exp10l, exp10,
        ilogbf, ilogbl, ilogb,
        significand, significandf, significandl,
        modf, modff, modfl,
        nextafter, nextafterf, nextafterl,
        nexttoward, nexttowardf, nexttowardl,
        scalb, scalbf, scalbl,
        scalbn, scalbnf, scalbnl,
        scalbln, scalblnf, scalblnl,

        cabsf, cabsl, cabs,
        cargf, carg, cargl,
        conjf, conj, conjl,
        cpowf, cpow, cpowl,
        csqrtf, csqrt, csqrtl,
        cexpf, cexp, cexpl,
        clogf, clog, clogl,
        csinf, csin, csinl,
        ccosf, ccos, ccosl,
        ctanf, ctan, ctanl,
        casinf, casin, casinl,
        cacosf, cacos, cacosl,
        catanf, catan, catanl,

        index, rindex,
        memcmp, memset, memmove,
        strcat, strncat, strcpy, strncpy, strcmp, strncmp,
        strlen, strstr, strpbrk, strspn, strcspn, strchr, strrchr,

        clz, clzll,
        ctz, ctzll ;

```

```

PROCEDURE alloca (i: CARDINAL) : ADDRESS ;
PROCEDURE memcpy (dest, src: ADDRESS; n: CARDINAL) : ADDRESS ;
PROCEDURE isfinite (x: REAL) : BOOLEAN ;
PROCEDURE isfinitel (x: LONGREAL) : BOOLEAN ;
PROCEDURE isfinitef (x: SHORTREAL) : BOOLEAN ;
PROCEDURE isinf_sign (x: REAL) : BOOLEAN ;
PROCEDURE isinf_signl (x: LONGREAL) : BOOLEAN ;
PROCEDURE isinf_signf (x: SHORTREAL) : BOOLEAN ;
PROCEDURE sinf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE sin (x: REAL) : REAL ;
PROCEDURE sinl (x: LONGREAL) : LONGREAL ;
PROCEDURE cosf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE cos (x: REAL) : REAL ;
PROCEDURE cosl (x: LONGREAL) : LONGREAL ;
PROCEDURE atan2f (x, y: SHORTREAL) : SHORTREAL ;
PROCEDURE atan2 (x, y: REAL) : REAL ;
PROCEDURE atan2l (x, y: LONGREAL) : LONGREAL ;
PROCEDURE sqrtf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE sqrt (x: REAL) : REAL ;
PROCEDURE sqrtl (x: LONGREAL) : LONGREAL ;
PROCEDURE fabsf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE fabs (x: REAL) : REAL ;
PROCEDURE fabsl (x: LONGREAL) : LONGREAL ;
PROCEDURE logf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE log (x: REAL) : REAL ;
PROCEDURE logl (x: LONGREAL) : LONGREAL ;
PROCEDURE expf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE exp (x: REAL) : REAL ;
PROCEDURE expl (x: LONGREAL) : LONGREAL ;
PROCEDURE log10f (x: SHORTREAL) : SHORTREAL ;
PROCEDURE log10 (x: REAL) : REAL ;
PROCEDURE log10l (x: LONGREAL) : LONGREAL ;
PROCEDURE exp10f (x: SHORTREAL) : SHORTREAL ;
PROCEDURE exp10 (x: REAL) : REAL ;
PROCEDURE exp10l (x: LONGREAL) : LONGREAL ;
PROCEDURE ilogbf (x: SHORTREAL) : INTEGER ;
PROCEDURE ilogb (x: REAL) : INTEGER ;
PROCEDURE ilogbl (x: LONGREAL) : INTEGER ;

PROCEDURE significand (r: REAL) : REAL ;
PROCEDURE significandf (s: SHORTREAL) : SHORTREAL ;
PROCEDURE significandl (l: LONGREAL) : LONGREAL ;

PROCEDURE modf (x: REAL; VAR y: REAL) : REAL ;
PROCEDURE modff (x: SHORTREAL; VAR y: SHORTREAL) : SHORTREAL ;
PROCEDURE modfl (x: LONGREAL; VAR y: LONGREAL) : LONGREAL ;

```

```
PROCEDURE nextafter (x, y: REAL) : REAL ;
PROCEDURE nextafterf (x, y: SHORTREAL) : SHORTREAL ;
PROCEDURE nextafterl (x, y: LONGREAL) : LONGREAL ;

PROCEDURE nexttoward (x: REAL; y: LONGREAL) : REAL ;
PROCEDURE nexttowardf (x: SHORTREAL; y: LONGREAL) : SHORTREAL ;
PROCEDURE nexttowardl (x, y: LONGREAL) : LONGREAL ;

PROCEDURE scalb (x, n: REAL) : REAL ;
PROCEDURE scalbf (x, n: SHORTREAL) : SHORTREAL ;
PROCEDURE scalbl (x, n: LONGREAL) : LONGREAL ;

PROCEDURE scalbn (x: REAL; n: INTEGER) : REAL ;
PROCEDURE scalbnf (x: SHORTREAL; n: INTEGER) : SHORTREAL ;
PROCEDURE scalbnl (x: LONGREAL; n: INTEGER) : LONGREAL ;

PROCEDURE scalbln (x: REAL; n: LONGINT) : REAL ;
PROCEDURE scalblnf (x: SHORTREAL; n: LONGINT) : SHORTREAL ;
PROCEDURE scalblnl (x: LONGREAL; n: LONGINT) : LONGREAL ;

PROCEDURE cabsf (z: SHORTCOMPLEX) : SHORTREAL ;
PROCEDURE cabs (z: COMPLEX) : REAL ;
PROCEDURE cabsl (z: LONGCOMPLEX) : LONGREAL ;

PROCEDURE cargf (z: SHORTCOMPLEX) : SHORTREAL ;
PROCEDURE carg (z: COMPLEX) : REAL ;
PROCEDURE cargl (z: LONGCOMPLEX) : LONGREAL ;

PROCEDURE conjf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE conj (z: COMPLEX) : COMPLEX ;
PROCEDURE conjl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE cpowf (base: SHORTCOMPLEX; exp: SHORTREAL) : SHORTCOMPLEX ;
PROCEDURE cpow (base: COMPLEX; exp: REAL) : COMPLEX ;
PROCEDURE cpowl (base: LONGCOMPLEX; exp: LONGREAL) : LONGCOMPLEX ;

PROCEDURE csqrtf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE csqrt (z: COMPLEX) : COMPLEX ;
PROCEDURE csqrtl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE cexpf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE cexp (z: COMPLEX) : COMPLEX ;
PROCEDURE cexpl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE clogf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE clog (z: COMPLEX) : COMPLEX ;
```

```

PROCEDURE clogl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE csinf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE csin (z: COMPLEX) : COMPLEX ;
PROCEDURE csinl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE ccosf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE ccos (z: COMPLEX) : COMPLEX ;
PROCEDURE ccosl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE ctanf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE ctan (z: COMPLEX) : COMPLEX ;
PROCEDURE ctanl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE casinf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE casin (z: COMPLEX) : COMPLEX ;
PROCEDURE casinl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE cacosf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE cacos (z: COMPLEX) : COMPLEX ;
PROCEDURE cacosl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE catanf (z: SHORTCOMPLEX) : SHORTCOMPLEX ;
PROCEDURE catan (z: COMPLEX) : COMPLEX ;
PROCEDURE catanl (z: LONGCOMPLEX) : LONGCOMPLEX ;

PROCEDURE index (s: ADDRESS; c: INTEGER) : ADDRESS ;
PROCEDURE rindex (s: ADDRESS; c: INTEGER) : ADDRESS ;
PROCEDURE memcmp (s1, s2: ADDRESS; n: CARDINAL) : INTEGER ;
PROCEDURE memmove (s1, s2: ADDRESS; n: CARDINAL) : ADDRESS ;
PROCEDURE memset (s: ADDRESS; c: INTEGER; n: CARDINAL) : ADDRESS ;
PROCEDURE strcat (dest, src: ADDRESS) : ADDRESS ;
PROCEDURE strncat (dest, src: ADDRESS; n: CARDINAL) : ADDRESS ;
PROCEDURE strcpy (dest, src: ADDRESS) : ADDRESS ;
PROCEDURE strncpy (dest, src: ADDRESS; n: CARDINAL) : ADDRESS ;
PROCEDURE strcmp (s1, s2: ADDRESS) : INTEGER ;
PROCEDURE strncmp (s1, s2: ADDRESS; n: CARDINAL) : INTEGER ;
PROCEDURE strlen (s: ADDRESS) : INTEGER ;
PROCEDURE strstr (haystack, needle: ADDRESS) : ADDRESS ;
PROCEDURE strpbrk (s, accept: ADDRESS) : ADDRESS ;
PROCEDURE strspn (s, accept: ADDRESS) : CARDINAL ;
PROCEDURE strcspn (s, accept: ADDRESS) : CARDINAL ;
PROCEDURE strchr (s: ADDRESS; c: INTEGER) : ADDRESS ;
PROCEDURE strrchr (s: ADDRESS; c: INTEGER) : ADDRESS ;

PROCEDURE clz (value: CARDINAL) : INTEGER ;
PROCEDURE clzll (value: CARDINAL) : INTEGER ;

```



```
PROCEDURE ctz (value: CARDINAL) : INTEGER ;  
PROCEDURE ctzll (value: CARDINAL) : INTEGER ;  
  
END cbuiltin.
```

## 4.1.54 gm2-libs/cgetopt

```
DEFINITION MODULE cgetopt ;
```

```
FROM SYSTEM IMPORT ADDRESS ;
```

```
TYPE
```

```
  Options = ADDRESS ;
```

```
VAR
```

```
  optarg          : ADDRESS ;
```

```
  optind, opterr, optopt: INTEGER ;
```

```
(*
```

```
  getopt - the getopt() function parses the command-line arguments.
```

```
  Its arguments argc and argv are the argument count and array as
  passed to the main() function on program invocation. An element of
  argv that starts with '-' (and is not exactly "-" or "--") is an
  option element. The characters of this element (aside from the
  initial '-') are option characters. If getopt() is called
  repeatedly, it returns successively each of the option characters
  from each of the option elements.
```

```
*)
```

```
PROCEDURE getopt (argc: INTEGER; argv: ADDRESS; optstring: ADDRESS) : CHAR ;
```

```
(*
```

```
  getopt_long - works like getopt() except that it also accepts long options,
  started with two dashes. (If the program accepts only long
  options, then optstring should be specified as an empty string (""),
  not NULL.) Long option names may be abbreviated if the abbreviation
  is unique or is an exact match for some defined option. A
  long option may take a parameter, of the form --arg=param or
  --arg param.
```

```
*)
```

```
PROCEDURE getopt_long (argc: INTEGER; argv: ADDRESS; optstring: ADDRESS;
  longopts: ADDRESS; VAR longindex: INTEGER) : INTEGER ;
```

```
(*
```

```
  getopt_long_only - a wrapper for the C getopt_long_only.
```

```
*)
```

```
PROCEDURE getopt_long_only (argc: INTEGER; argv: ADDRESS; optstring: ADDRESS;
```

```
                                longopts: ADDRESS; VAR longindex: INTEGER) : INTEGER ;■

(*
  InitOptions - constructor for empty Options.
*)

PROCEDURE InitOptions () : Options ;

(*
  KillOptions - deconstructor for empty Options.
*)

PROCEDURE KillOptions (o: Options) : Options ;

(*
  SetOption - set option[index] with {name, has_arg, flag, val}.
*)

PROCEDURE SetOption (o: Options; index: CARDINAL;
                    name: ADDRESS; has_arg: INTEGER;
                    VAR flag: INTEGER; val: INTEGER) ;

(*
  GetLongOptionArray - return a pointer to the C array containing all
                      long options.
*)

PROCEDURE GetLongOptionArray (o: Options) : ADDRESS ;

END cgetopt.
```

#### 4.1.55 gm2-libs/cxxabi

```
DEFINITION MODULE FOR "C" cxxabi ;

(* This should only be used by the compiler and it matches the
   g++ implementation. *)

FROM SYSTEM IMPORT ADDRESS ;
EXPORT UNQUALIFIED __cxa_begin_catch, __cxa_end_catch, __cxa_rethrow ;

PROCEDURE __cxa_begin_catch (a: ADDRESS) : ADDRESS ;
PROCEDURE __cxa_end_catch ;
PROCEDURE __cxa_rethrow ;

END cxxabi.
```

## 4.1.56 gm2-libs/dtoa

```

DEFINITION MODULE dtoa ;

FROM SYSTEM IMPORT ADDRESS ;

TYPE
  Mode = (maxsignificant, decimaldigits) ;

(*
  strtod - returns a REAL given a string, s.  It will set
           error to TRUE if the number is too large.
*)

PROCEDURE strtod (s: ADDRESS; VAR error: BOOLEAN) : REAL ;

(*
  dtoa - converts a REAL, d, into a string.  The address of the
         string is returned.
         mode      indicates the type of conversion required.
         ndigits   determines the number of digits according to mode.
         decpt     the position of the decimal point.
         sign      does the string have a sign?
*)

PROCEDURE dtoa (d          : REAL;
               mode       : INTEGER;
               ndigits    : INTEGER;
               VAR decpt: INTEGER;
               VAR sign : BOOLEAN) : ADDRESS ;

END dtoa.

```

#### 4.1.57 gm2-libs/errno

```
DEFINITION MODULE errno ;

CONST
    EINTR  = 4 ;    (* system call interrupted *)
    ERANGE = 34 ;   (* result is too large    *)
    EAGAIN = 11 ;   (* retry the system call  *)

PROCEDURE geterrno () : INTEGER ;

END errno.
```

#### 4.1.58 gm2-libs/gdbif

```
DEFINITION MODULE gdbif ;

(* Provides interactive connectivity with gdb useful for debugging
   Modula-2 shared libraries. *)

EXPORT UNQUALIFIED sleepSpin, finishSpin, connectSpin ;

(*
   finishSpin - sets boolean mustWait to FALSE.
*)

PROCEDURE finishSpin ;

(*
   sleepSpin - waits for the boolean variable mustWait to become FALSE.
               It sleeps for a second between each test of the variable.
*)

PROCEDURE sleepSpin ;

(*
   connectSpin - breakpoint placeholder. Its only purpose is to allow users
                 to set a breakpoint. This procedure is called once
                 sleepSpin is released from its spin (via a call from
                 finishSpin).
*)

PROCEDURE connectSpin ;

END gdbif.
```

## 4.1.59 gm2-libs/ldtoa

```

DEFINITION MODULE ldtoa ;

FROM SYSTEM IMPORT ADDRESS ;

TYPE
  Mode = (maxsignificant, decimaldigits) ;

(*
  strtold - returns a LONGREAL given a C string, s. It will set
            error to TRUE if the number is too large or badly formed.
*)

PROCEDURE strtold (s: ADDRESS; VAR error: BOOLEAN) : LONGREAL ;

(*
  ldtoa - converts a LONGREAL, d, into a string. The address of the
          string is returned.
          mode      indicates the type of conversion required.
          ndigits   determines the number of digits according to mode.
          decpt     the position of the decimal point.
          sign      does the string have a sign?
*)

PROCEDURE ldtoa (d          : LONGREAL;
                 mode       : INTEGER;
                 ndigits    : INTEGER;
                 VAR decpt  : INTEGER;
                 VAR sign   : BOOLEAN) : ADDRESS ;

END ldtoa.

```



## 4.1.60 gm2-libs/libc

```

DEFINITION MODULE FOR "C" libc ;

FROM SYSTEM IMPORT ADDRESS, CSIZE_T, CSSIZE_T, COFF_T ;

EXPORT UNQUALIFIED time_t, timeb, tm, ptrToTM,
                    atof, atoi, atol, atoll,
                    strtod, strtof, strtold, strtol, strtoll, strtoul, strtoull,
                    write, read,
                    system, abort,
                    malloc, free,
                    exit, isatty,
                    getenv, putenv, getpid,
                    dup, close, open, lseek,
                    readv, writev,
                    perror, creat,
                    getcwd, chown, strlen, strcpy, strncpy,
                    unlink, setenv,
                    memcpy, memset, memmove, printf, realloc,
                    rand, srand,
                    time, localtime, ftime,
                    shutdown, snprintf,
                    rename, setjmp, longjmp, atexit,
                    ttyname, sleep, execv ;

TYPE
    time_t = LONGINT ;

    ptrToTM = POINTER TO tm ;
    tm = RECORD
        tm_sec: INTEGER ;      (* Seconds.      [0-60] (1 leap second) *)
        tm_min: INTEGER ;      (* Minutes.     [0-59]  *)
        tm_hour: INTEGER ;     (* Hours.      [0-23]  *)
        tm_mday: INTEGER ;     (* Day.        [1-31]  *)
        tm_mon: INTEGER ;      (* Month.      [0-11]  *)
        tm_year: INTEGER ;     (* Year - 1900. *)
        tm_wday: INTEGER ;     (* Day of week. [0-6]   *)
        tm_yday: INTEGER ;     (* Days in year.[0-365] *)
        tm_isdst: INTEGER ;    (* DST.        [-1/0/1] *)
        tm_gmtoff: LONGINT ;   (* Seconds east of UTC. *)
        tm_zone: ADDRESS ;     (* char * zone name   *)
    END ;

    timeb = RECORD
        time      : time_t ;

```

```

        millitm : SHORTCARD ;
        timezone: SHORTCARD ;
        dstflag : SHORTCARD ;
    END ;

    exitP = PROCEDURE () : INTEGER ;

(*
    double atof(const char *nptr)
*)
PROCEDURE atof (nptr: ADDRESS) : REAL ;

(*
    int atoi(const char *nptr)
*)
PROCEDURE atoi (nptr: ADDRESS) : INTEGER ;

(*
    long atol(const char *nptr);
*)
PROCEDURE atol (nptr: ADDRESS) : CSSIZE_T ;

(*
    long long atoll(const char *nptr);
*)
PROCEDURE atoll (nptr: ADDRESS) : LONGINT ;

(*
    double strtod(const char *restrict nptr, char **_Nullable restrict endptr)■
*)
PROCEDURE strtod (nptr, endptr: ADDRESS) : REAL ;

(*
    float strtodf(const char *restrict nptr, char **_Nullable restrict endptr)■
*)

```

```

PROCEDURE strtouf (nptr, endptr: ADDRESS) : SHORTREAL ;

(*
    long double strtold(const char *restrict nptr,
                        char **_Nullable restrict endptr)
*)

PROCEDURE strtold (nptr, endptr: ADDRESS) : LONGREAL ;

(*
    long strtol(const char *restrict nptr, char **_Nullable restrict endptr,
                int base)
*)

PROCEDURE strtol (nptr, endptr: ADDRESS; base: INTEGER) : CSSIZE_T ;

(*
    long long strtoll(const char *restrict nptr,
                     char **_Nullable restrict endptr, int base)
*)

PROCEDURE strtoll (nptr, endptr: ADDRESS; base: INTEGER) : LONGINT ;

(*
    unsigned long strtoul(const char *restrict nptr,
                         char **_Nullable restrict endptr, int base)
*)

PROCEDURE strtoul (nptr, endptr: ADDRESS; base: INTEGER) : CSIZE_T ;

(*
    unsigned long long strtoull(const char *restrict nptr,
                              char **_Nullable restrict endptr, int base)
*)

PROCEDURE strtoull (nptr, endptr: ADDRESS; base: INTEGER) : LONGCARD ;

(*
    ssize_t write (int d, void *buf, size_t nbytes)
*)

```

```
PROCEDURE write (d: INTEGER; buf: ADDRESS; nbytes: CSIZE_T) : [ CSSIZE_T ] ;■
```

```
(*
    ssize_t read (int d, void *buf, size_t nbytes)
*)
```

```
PROCEDURE read (d: INTEGER; buf: ADDRESS; nbytes: CSIZE_T) : [ CSSIZE_T ] ;■
```

```
(*
    int system(string)
    char *string;
*)
```

```
PROCEDURE system (a: ADDRESS) : [ INTEGER ] ;
```

```
(*
    abort - generate a fault

    abort() first closes all open files if possible, then sends
    an IOT signal to the process. This signal usually results
    in termination with a core dump, which may be used for
    debugging.

    It is possible for abort() to return control if is caught or
    ignored, in which case the value returned is that of the
    kill(2V) system call.
*)
```

```
PROCEDURE abort <* noreturn *> ;
```

```
(*
    malloc - memory allocator.

    void *malloc(size_t size);

    malloc() returns a pointer to a block of at least size
    bytes, which is appropriately aligned. If size is zero,
    malloc() returns a non-NULL pointer, but this pointer should
    not be dereferenced.
*)
```

```
PROCEDURE malloc (size: CSIZE_T) : ADDRESS ;
```

```
(*
    free - memory deallocator.

    free (void *ptr);

    free() releases a previously allocated block. Its argument
    is a pointer to a block previously allocated by malloc,
    calloc, realloc, malloc, or memalign.
*)

PROCEDURE free (ptr: ADDRESS) ;

(*
    void *realloc (void *ptr, size_t size);

    realloc changes the size of the memory block pointed to
    by ptr to size bytes. The contents will be unchanged to
    the minimum of the old and new sizes; newly allocated memory
    will be uninitialized. If ptr is NIL, the call is
    equivalent to malloc(size); if size is equal to zero, the
    call is equivalent to free(ptr). Unless ptr is NIL, it
    must have been returned by an earlier call to malloc(),
    realloc.
*)

PROCEDURE realloc (ptr: ADDRESS; size: CSIZE_T) : ADDRESS ;

(*
    isatty - does this descriptor refer to a terminal.
*)

PROCEDURE isatty (fd: INTEGER) : INTEGER ;

(*
    exit - returns control to the invoking process. Result, r, is
    returned.
*)

PROCEDURE exit (r: INTEGER) <* noreturn *> ;

(*
    getenv - returns the C string for the equivalent C environment
```

```
        variable.
*)

PROCEDURE getenv (s: ADDRESS) : ADDRESS ;

(*
    putenv - change or add an environment variable.
*)

PROCEDURE putenv (s: ADDRESS) : INTEGER ;

(*
    getpid - returns the UNIX process identification number.
*)

PROCEDURE getpid () : INTEGER ;

(*
    dup - duplicates the file descriptor, d.
*)

PROCEDURE dup (d: INTEGER) : INTEGER ;

(*
    close - closes the file descriptor, d.
*)

PROCEDURE close (d: INTEGER) : [ INTEGER ] ;

(*
    open - open the file, filename with flag and mode.
*)

PROCEDURE open (filename: ADDRESS; oflag: INTEGER; mode: INTEGER) : INTEGER ;■

(*
    creat - creates a new file
*)

PROCEDURE creat (filename: ADDRESS; mode: CARDINAL) : INTEGER;
```

```

(*)
    lseek - calls unix lseek:

            off_t lseek(int fildes, off_t offset, int whence);
*)

PROCEDURE lseek (fd: INTEGER; offset: COFF_T; whence: INTEGER) : [ COFF_T ] ;■

(*)
    perror - writes errno and string. (ARRAY OF CHAR is translated onto ADDRESS).■
*)

PROCEDURE perror (string: ARRAY OF CHAR);

(*)
    readv - reads an io vector of bytes.
*)

PROCEDURE readv (fd: INTEGER; v: ADDRESS; n: INTEGER) : [ INTEGER ] ;

(*)
    writev - writes an io vector of bytes.
*)

PROCEDURE writev (fd: INTEGER; v: ADDRESS; n: INTEGER) : [ INTEGER ] ;

(*)
    getcwd - copies the absolute pathname of the
             current working directory to the array pointed to by buf,
             which is of length size.

             If the current absolute path name would require a buffer
             longer than size elements, NULL is returned, and errno is
             set to ERANGE; an application should check for this error,
             and allocate a larger buffer if necessary.
*)

PROCEDURE getcwd (buf: ADDRESS; size: CSIZE_T) : ADDRESS ;

(*)
    chown - The owner of the file specified by path or by fd is

```

changed. Only the super-user may change the owner of a file. The owner of a file may change the group of the file to any group of which that owner is a member. The super-user may change the group arbitrarily.

If the owner or group is specified as -1, then that ID is not changed.

On success, zero is returned. On error, -1 is returned, and errno is set appropriately.

\*)

```
PROCEDURE chown (filename: ADDRESS; uid, gid: INTEGER) : [ INTEGER ] ;
```

(\*

strlen - returns the length of string, a.

\*)

```
PROCEDURE strlen (a: ADDRESS) : CSIZE_T ;
```

(\*

strcpy - copies string, src, into, dest.  
It returns dest.

\*)

```
PROCEDURE strcpy (dest, src: ADDRESS) : [ ADDRESS ] ;
```

(\*

strncpy - copies string, src, into, dest, copying at most, n, bytes.  
It returns dest.

\*)

```
PROCEDURE strncpy (dest, src: ADDRESS; n: CARDINAL) : [ ADDRESS ] ;
```

(\*

unlink - removes file and returns 0 if successful.

\*)

```
PROCEDURE unlink (file: ADDRESS) : [ INTEGER ] ;
```

(\*

memcpy - copy memory area



## SYNOPSIS

```
#include <string.h>
```

```
void *memcpy(void *dest, const void *src, size_t n);
It returns dest.
```

```
*)
```

```
PROCEDURE memcpy (dest, src: ADDRESS; size: CSIZE_T) : [ ADDRESS ] ;
```

```
(*
```

```
memset - fill memory with a constant byte
```

## SYNOPSIS

```
#include <string.h>
```

```
void *memset(void *s, int c, size_t n);
It returns s.
```

```
*)
```

```
PROCEDURE memset (s: ADDRESS; c: INTEGER; size: CSIZE_T) : [ ADDRESS ] ;
```

```
(*
```

```
memmove - copy memory areas which may overlap
```

## SYNOPSIS

```
#include <string.h>
```

```
void *memmove(void *dest, const void *src, size_t n);
It returns dest.
```

```
*)
```

```
PROCEDURE memmove (dest, src: ADDRESS; size: CSIZE_T) : [ ADDRESS ] ;
```

```
(*
```

```
int printf(const char *format, ...);
```

```
*)
```

```
PROCEDURE printf (format: ARRAY OF CHAR; ...) : [ INTEGER ] ;
```

```

(*)
    int snprintf(char *str, size_t size, const char *format, ...);
*)

PROCEDURE snprintf (dest: ADDRESS; size: CSIZE_T;
                    format: ARRAY OF CHAR; ...) : [ INTEGER ] ;

(*)
    setenv - sets environment variable, name, to value.
            It will overwrite an existing value if, overwrite,
            is true. It returns 0 on success and -1 for an error.
*)

PROCEDURE setenv (name: ADDRESS; value: ADDRESS; overwrite: INTEGER) : [ INTEGER ] ;■

(*)
    srand - initialize the random number seed.
*)

PROCEDURE srand (seed: INTEGER) ;

(*)
    rand - return a random integer.
*)

PROCEDURE rand () : INTEGER ;

(*)
    time - returns a pointer to the time_t value. If, a,
           is not NIL then the libc value is copied into
           memory at address, a.
*)

PROCEDURE time (a: ADDRESS) : time_t ;

(*)
    localtime - returns a pointer to the libc copy of the tm
               structure.
*)

PROCEDURE localtime (VAR t: time_t) : ADDRESS ;

```

```
(*
    ftime - return date and time.
*)

PROCEDURE ftime (VAR t: timeb) : [ INTEGER ] ;

(*
    shutdown - shutdown a socket, s.
                if how = 0, then no more reads are allowed.
                if how = 1, then no more writes are allowed.
                if how = 2, then no more reads or writes are allowed.
*)

PROCEDURE shutdown (s: INTEGER; how: INTEGER) : [ INTEGER ] ;

(*
    rename - change the name or location of a file
*)

PROCEDURE rename (oldpath, newpath: ADDRESS) : [ INTEGER ] ;

(*
    setjmp - returns 0 if returning directly, and non-zero
              when returning from longjmp using the saved
              context.
*)

PROCEDURE setjmp (env: ADDRESS) : INTEGER ;

(*
    longjmp - restores the environment saved by the last call
              of setjmp with the corresponding env argument.
              After longjmp is completed, program execution
              continues as if the corresponding call of setjmp
              had just returned the value val. The value of
              val must not be zero.
*)

PROCEDURE longjmp (env: ADDRESS; val: INTEGER) ;

(*
    atexit - execute, proc, when the function exit is called.
```

```
*)

PROCEDURE atexit (proc: exitP) : [ INTEGER ] ;

(*
  ttyname - returns a pointer to a string determining the ttyname.
*)

PROCEDURE ttyname (filedes: INTEGER) : ADDRESS ;

(*
  sleep - calling thread sleeps for seconds.
*)

PROCEDURE sleep (seconds: CARDINAL) : [ CARDINAL ] ;

(*
  execv - execute a file.
*)

PROCEDURE execv (pathname: ADDRESS; argv: ADDRESS) : [ INTEGER ] ;

END libc.
```

### 4.1.61 gm2-libs/libm

```
DEFINITION MODULE FOR "C" libm ;
```

```
(* Users are strongly advised to use MathLib0 or RealMath as calls
   to functions within these modules will generate inline code.
   This module is used by MathLib0 and RealMath when inline code cannot
   be generated. *)
```

```
EXPORT UNQUALIFIED sin, sinl, sinf,
                    cos, cosl, cosf,
                    tan, tanl, tanf,
                    sqrt, sqrtl, sqrtf,
                    asin, asinl, asinf,
                    acos, acosl, acosf,
                    atan, atanl, atanf,
                    atan2, atan2l, atan2f,
                    exp, expl, expf,
                    log, logl, logf,
                    exp10, exp10l, exp10f,
                    pow, powl, powf,
                    floor, floorl, floorf,
                    ceil, ceill, ceilf ;
```

```
PROCEDURE sin (x: REAL) : REAL ;
PROCEDURE sinl (x: LONGREAL) : LONGREAL ;
PROCEDURE sinf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE cos (x: REAL) : REAL ;
PROCEDURE cosl (x: LONGREAL) : LONGREAL ;
PROCEDURE cosf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE tan (x: REAL) : REAL ;
PROCEDURE tanl (x: LONGREAL) : LONGREAL ;
PROCEDURE tanf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE sqrt (x: REAL) : REAL ;
PROCEDURE sqrtl (x: LONGREAL) : LONGREAL ;
PROCEDURE sqrtf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE asin (x: REAL) : REAL ;
PROCEDURE asinl (x: LONGREAL) : LONGREAL ;
PROCEDURE asinf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE acos (x: REAL) : REAL ;
PROCEDURE acosl (x: LONGREAL) : LONGREAL ;
PROCEDURE acosf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE atan (x: REAL) : REAL ;
PROCEDURE atanl (x: LONGREAL) : LONGREAL ;
PROCEDURE atanf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE atan2 (x, y: REAL) : REAL ;
PROCEDURE atan2l (x, y: LONGREAL) : LONGREAL ;
```

```
PROCEDURE atan2f (x, y: SHORTREAL) : SHORTREAL ;
PROCEDURE exp (x: REAL) : REAL ;
PROCEDURE expl (x: LONGREAL) : LONGREAL ;
PROCEDURE expf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE log (x: REAL) : REAL ;
PROCEDURE logl (x: LONGREAL) : LONGREAL ;
PROCEDURE logf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE exp10 (x: REAL) : REAL ;
PROCEDURE exp10l (x: LONGREAL) : LONGREAL ;
PROCEDURE exp10f (x: SHORTREAL) : SHORTREAL ;
PROCEDURE pow (x, y: REAL) : REAL ;
PROCEDURE powl (x, y: LONGREAL) : LONGREAL ;
PROCEDURE powf (x, y: SHORTREAL) : SHORTREAL ;
PROCEDURE floor (x: REAL) : REAL ;
PROCEDURE floorl (x: LONGREAL) : LONGREAL ;
PROCEDURE floorf (x: SHORTREAL) : SHORTREAL ;
PROCEDURE ceil (x: REAL) : REAL ;
PROCEDURE ceill (x: LONGREAL) : LONGREAL ;
PROCEDURE ceilf (x: SHORTREAL) : SHORTREAL ;

END libm.
```

## 4.1.62 gm2-libs/sckt

```

DEFINITION MODULE sckt ;

FROM SYSTEM IMPORT ADDRESS ;
EXPORT QUALIFIED tcpServerState,
                 tcpServerEstablish, tcpServerEstablishPort,
                 tcpServerAccept, getLocalIP,
                 tcpServerPortNo, tcpServerIP, tcpServerSocketFd,
                 tcpServerClientIP, tcpServerClientPortNo,
                 tcpClientState,
                 tcpClientSocket, tcpClientSocketIP, tcpClientConnect,
                 tcpClientPortNo, tcpClientIP, tcpClientSocketFd ;

TYPE
  tcpServerState = ADDRESS ;
  tcpClientState = ADDRESS ;

(*
  tcpServerEstablish - returns a tcpState containing the relevant
                      information about a socket declared to receive
                      tcp connections.
*)

PROCEDURE tcpServerEstablish () : tcpServerState ;

(*
  tcpServerEstablishPort - returns a tcpState containing the relevant
                          information about a socket declared to receive
                          tcp connections. This method attempts to use
                          the port specified by the parameter.
*)

PROCEDURE tcpServerEstablishPort (port: CARDINAL) : tcpServerState ;

(*
  tcpServerAccept - returns a file descriptor once a client has connected and
                   been accepted.
*)

PROCEDURE tcpServerAccept (s: tcpServerState) : INTEGER ;

(*

```

```

tcpServerPortNo - returns the portNo from structure, s.
*)

PROCEDURE tcpServerPortNo (s: tcpServerState) : CARDINAL ;

(*
tcpSocketFd - returns the sockFd from structure, s.
*)

PROCEDURE tcpServerSocketFd (s: tcpServerState) : INTEGER ;

(*
getLocalIP - returns the IP address of this machine.
*)

PROCEDURE getLocalIP (s: tcpServerState) : CARDINAL ;

(*
tcpServerIP - returns the IP address from structure, s.
*)

PROCEDURE tcpServerIP (s: tcpServerState) : CARDINAL ;

(*
tcpServerClientIP - returns the IP address of the client who
                    has connected to server, s.
*)

PROCEDURE tcpServerClientIP (s: tcpServerState) : CARDINAL ;

(*
tcpServerClientPortNo - returns the port number of the client who
                        has connected to server, s.
*)

PROCEDURE tcpServerClientPortNo (s: tcpServerState) : CARDINAL ;

(*
tcpClientSocket - returns a file descriptor (socket) which has
                  connected to, serverName:portNo.
*)

```



```
PROCEDURE tcpClientSocket (serverName: ADDRESS; portNo: CARDINAL) : tcpClientState ;■

(*
  tcpClientSocketIP - returns a file descriptor (socket) which has
                    connected to, ip:portNo.
*)

PROCEDURE tcpClientSocketIP (ip: CARDINAL; portNo: CARDINAL) : tcpClientState ;■

(*
  tcpClientConnect - returns the file descriptor associated with, s,
                    once a connect has been performed.
*)

PROCEDURE tcpClientConnect (s: tcpClientState) : INTEGER ;

(*
  tcpClientPortNo - returns the portNo from structure, s.
*)

PROCEDURE tcpClientPortNo (s: tcpClientState) : INTEGER ;

(*
  tcpClientSocketFd - returns the sockFd from structure, s.
*)

PROCEDURE tcpClientSocketFd (s: tcpClientState) : INTEGER ;

(*
  tcpClientIP - returns the IP address from structure, s.
*)

PROCEDURE tcpClientIP (s: tcpClientState) : CARDINAL ;

END sckt.
```

## 4.1.63 gm2-libs/termios

```

DEFINITION MODULE termios ;

FROM SYSTEM IMPORT ADDRESS ;

TYPE
  TERMIOS = ADDRESS ;

  ControlChar = (vintr, vquit, verase, vkill, veof, vtime, vmin,
                 vswtc, vstart, vstop, vsusp, veol, vreprint, vdiscard,
                 vwerase, vlnext, veol2) ;

  Flag = (
    (* input flag bits *)
    ignbrk, ibrkint, ignpar, iparmrk, inpck, istrip, inlcr,
    igncr, icrnl, iuclc, ixon, ixany, ixoff, imaxbel,
    (* output flag bits *)
    opost, olcuc, onlcr, ocrnl, onocr, onlret, ofill, ofdel,
    onl0, onl1, ocr0, ocr1, ocr2, ocr3,
    otab0, otab1, otab2, otab3, obs0, obs1, off0, off1, ovt0, ovt1,
    (* baud rate *)
    b0, b50, b75, b110, b135, b150, b200, b300, b600, b1200,
    b1800, b2400, b4800, b9600, b19200, b38400,
    b57600, b115200, b240400, b460800, b500000, b576000,
    b921600, b1000000, b1152000, b1500000, b2000000, b2500000,
    b3000000, b3500000, b4000000, maxbaud, crtscts,
    (* character size *)
    cs5, cs6, cs7, cs8, cstopb, cread, parenb, parodd, hupcl, clocal,
    (* local flags *)
    lisig, licanon, lxcase, lecho, lechoe, lechok, lechonl, lnoflsh,
    ltopstop, lechoctl, lechopr, lechoke, lflusho, lpendin, liexten) ;

  (*
    InitTermios - new data structure.
  *)

PROCEDURE InitTermios () : TERMIOS ;

  (*
    KillTermios - delete data structure.
  *)

PROCEDURE KillTermios (t: TERMIOS) : TERMIOS ;

```

```
(*
  cfgetospeed - return output baud rate.
*)

PROCEDURE cfgetospeed (t: TERMIOS) : INTEGER ;

(*
  cfgetispeed - return input baud rate.
*)

PROCEDURE cfgetispeed (t: TERMIOS) : INTEGER ;

(*
  cfsetospeed - set output baud rate.
*)

PROCEDURE cfsetospeed (t: TERMIOS; b: CARDINAL) : INTEGER ;

(*
  cfsetispeed - set input baud rate.
*)

PROCEDURE cfsetispeed (t: TERMIOS; b: CARDINAL) : INTEGER ;

(*
  cfsetspeed - set input and output baud rate.
*)

PROCEDURE cfsetspeed (t: TERMIOS; b: CARDINAL) : INTEGER ;

(*
  tcgetattr - get state of, fd, into, t.
*)

PROCEDURE tcgetattr (fd: INTEGER; t: TERMIOS) : INTEGER ;

(*
  The following three functions return the different option values.
*)
```

```
PROCEDURE tcsnow () : INTEGER ;    (* alter fd now *)
PROCEDURE tcsdrain () : INTEGER ; (* alter when all output has been sent *)
PROCEDURE tcsflush () : INTEGER ; (* like drain, except discard any pending input *)

(*
    tcsetattr - set state of, fd, to, t, using option.
*)

PROCEDURE tcsetattr (fd: INTEGER; option: INTEGER; t: TERMIOS) : INTEGER ;

(*
    cfmakeraw - sets, t, to raw mode.
*)

PROCEDURE cfmakeraw (t: TERMIOS) ;

(*
    tcsendbreak - send zero bits for duration.
*)

PROCEDURE tcsendbreak (fd: INTEGER; duration: INTEGER) : INTEGER ;

(*
    tcdrain - waits for pending output to be written on, fd.
*)

PROCEDURE tcdrain (fd: INTEGER) : INTEGER ;

(*
    tcflushi - flush input.
*)

PROCEDURE tcflushi (fd: INTEGER) : INTEGER ;

(*
    tcflusho - flush output.
*)

PROCEDURE tcflusho (fd: INTEGER) : INTEGER ;
```

```
(*
    tcflushio - flush input and output.
*)

PROCEDURE tcflushio (fd: INTEGER) : INTEGER ;

(*
    tcflowoni - restart input on, fd.
*)

PROCEDURE tcflowoni (fd: INTEGER) : INTEGER ;

(*
    tcflowoffi - stop input on, fd.
*)

PROCEDURE tcflowoffi (fd: INTEGER) : INTEGER ;

(*
    tcflowono - restart output on, fd.
*)

PROCEDURE tcflowono (fd: INTEGER) : INTEGER ;

(*
    tcflowoffo - stop output on, fd.
*)

PROCEDURE tcflowoffo (fd: INTEGER) : INTEGER ;

(*
    GetFlag - sets a flag value from, t, in, b, and returns TRUE
              if, t, supports, f.
*)

PROCEDURE GetFlag (t: TERMIOS; f: Flag; VAR b: BOOLEAN) : BOOLEAN ;

(*
    SetFlag - sets a flag value in, t, to, b, and returns TRUE if
              this flag value is supported.
*)
```

```
PROCEDURE SetFlag (t: TERMIOS; f: Flag; b: BOOLEAN) : BOOLEAN ;

(*
  GetChar - sets a CHAR, ch, value from, t, and returns TRUE if
            this value is supported.
*)

PROCEDURE GetChar (t: TERMIOS; c: ControlChar; VAR ch: CHAR) : BOOLEAN ;

(*
  SetChar - sets a CHAR value in, t, and returns TRUE if, c,
            is supported.
*)

PROCEDURE SetChar (t: TERMIOS; c: ControlChar; ch: CHAR) : BOOLEAN ;

END termios.
```

#### 4.1.64 gm2-libs/wrapc

```
DEFINITION MODULE wrapc ;

FROM SYSTEM IMPORT ADDRESS ;

(*
    strftime - returns the C string for the equivalent C asctime
               function.
*)

PROCEDURE strftime () : ADDRESS ;

(*
    filesize - assigns the size of a file, f, into low, high and
               returns zero if successful.
*)

PROCEDURE filesize (f: INTEGER; VAR low, high: CARDINAL) : INTEGER ;

(*
    fileinode - return the inode associated with file, f.
*)

PROCEDURE fileinode (f: INTEGER; VAR low, high: CARDINAL) : INTEGER ;

(*
    filemtime - returns the mtime of a file, f.
*)

PROCEDURE filemtime (f: INTEGER) : INTEGER ;

(*
    getrand - returns a random number between 0..n-1
*)

PROCEDURE getrand (n: INTEGER) : INTEGER ;

(*
    getusername - returns a C string describing the current user.
*)
```

```
PROCEDURE getusername () : ADDRESS ;
```

```
(*
  getnameuidgid - fills in the, uid, and, gid, which represents
                  user, name.
*)
```

```
PROCEDURE getnameuidgid (name: ADDRESS; VAR uid, gid: INTEGER) ;
```

```
(*
  in C these procedure functions are really macros, so we provide
  real C functions and let gm2 call these if the builtins
  are unavailable.
*)
```

```
PROCEDURE signbit (r: REAL) : INTEGER ;
PROCEDURE signbitf (s: SHORTREAL) : INTEGER ;
PROCEDURE signbitl (l: LONGREAL) : INTEGER ;
```

```
(*
  isfinite - provide non builtin alternative to the gcc builtin isfinite.■
             Returns 1 if x is finite and 0 if it is not.
*)
```

```
PROCEDURE isfinite (x: REAL) : INTEGER ;
```

```
(*
  isfinitef - provide non builtin alternative to the gcc builtin isfinite.■
             Returns 1 if x is finite and 0 if it is not.
*)
```

```
PROCEDURE isfinitef (x: SHORTREAL) : INTEGER ;
```

```
(*
  isfinitel - provide non builtin alternative to the gcc builtin isfinite.■
             Returns 1 if x is finite and 0 if it is not.
*)
```

```
PROCEDURE isfinitel (x: LONGREAL) : INTEGER ;
```



```
(*
  isnan - provide non builtin alternative to the gcc builtin isnan.
         Returns 1 if x is a NaN otherwise return 0.
*)

PROCEDURE isnan (x: REAL) : INTEGER ;

(*
  isnanf - provide non builtin alternative to the gcc builtin isnanf.
         Returns 1 if x is a NaN otherwise return 0.
*)

PROCEDURE isnanf (x: SHORTREAL) : INTEGER ;

(*
  isnanl - provide non builtin alternative to the gcc builtin isnanl.
         Returns 1 if x is a NaN otherwise return 0.
*)

PROCEDURE isnanl (x: LONGREAL) : INTEGER ;

(*
  SeekSet - return the system libc SEEK_SET value.
*)

PROCEDURE SeekSet () : INTEGER ;

(*
  SeekEnd - return the system libc SEEK_END value.
*)

PROCEDURE SeekEnd () : INTEGER ;

(*
  ReadOnly - return the system value of O_RDONLY.
*)

PROCEDURE ReadOnly () : BITSET ;

(*
  WriteOnly - return the system value of O_WRONLY.
```

\*)

```
PROCEDURE WriteOnly () : BITSET ;
```

```
END wrapc.
```

## 4.2 PIM and Logitech 3.0 Compatible

These modules are provided to enable legacy Modula-2 applications to build with GNU Modula-2. It is advised that these module should not be used for new projects, maybe the ISO libraries or the native compiler PIM libraries (FIO) should be used instead.

Here is an outline of the module layering:



Above the line are user level PIM [234] and Logitech 3.0 compatible modules. Below the line Logitech 3.0 advised that these modules should be considered part of the runtime system. The libraries do not provide all the features found in the Logitech libraries as a number of these features were MS-DOS related. Essentially the basic input/output, file system, string manipulation and conversion routines are provided. Access to DOSCALL, graphics, time and date are not as these were constrained by the limitations of MS-DOS.

The following libraries are contained within the base GNU Modula-2 libraries and are also Logitech-3.0 compatible: See Section 4.1.2 [gm2-libs/ASCII], page 85, See Section 4.1.42 [gm2-libs/Storage], page 170, and See Section 4.1.26 [gm2-libs/MathLib0], page 138. These libraries are always available for any dialect of the language (although their implementation and behaviour might differ, for example Storage ISO and PIM).

The following libraries are Logitech-3.0 compatible but fall outside the base GNU Modula-2 libraries.

### 4.2.1 gm2-libs-log/BitBlockOps

```
DEFINITION MODULE BitBlockOps ;
```

```
FROM SYSTEM IMPORT ADDRESS ;
```

```
(*
  BlockAnd - performs a bitwise AND on blocks
              [dest..dest+size-1] := [dest..dest+size-1] AND
                                      [src..src+size-1]
*)
```

```
PROCEDURE BlockAnd (dest, src: ADDRESS; size: CARDINAL) ;
```

```

(*)
    BlockOr - performs a bitwise OR on blocks
              [dest..dest+size-1] := [dest..dest+size-1] OR
                                      [src..src+size-1]
*)

PROCEDURE BlockOr (dest, src: ADDRESS; size: CARDINAL) ;

(*)
    BlockXor - performs a bitwise XOR on blocks
              [dest..dest+size-1] := [dest..dest+size-1] XOR
                                      [src..src+size-1]
*)

PROCEDURE BlockXor (dest, src: ADDRESS; size: CARDINAL) ;

(*)
    BlockNot - performs a bitsize NOT on the block as defined
              by: [dest..dest+size-1]
*)

PROCEDURE BlockNot (dest: ADDRESS; size: CARDINAL) ;

(*)
    BlockShr - performs a block shift right of, count, bits.
              Where the block is defined as:
              [dest..dest+size-1].
              The block is considered to be an ARRAY OF BYTES
              which is shifted, bit at a time over each byte in
              turn. The left most byte is considered the byte
              located at the lowest address.
              If you require an endianness SHIFT use
              the SYSTEM.SHIFT procedure and declare the
              block as a POINTER TO set type.
*)

PROCEDURE BlockShr (dest: ADDRESS; size, count: CARDINAL) ;

(*)
    BlockShl - performs a block shift left of, count, bits.
              Where the block is defined as:
              [dest..dest+size-1].
              The block is considered to be an ARRAY OF BYTES

```

which is shifted, bit at a time over each byte in turn. The left most byte is considered the byte located at the lowest address.

If you require an endianness SHIFT use the SYSTEM.SHIFT procedure and declare the block as a POINTER TO set type.

\*)

```
PROCEDURE BlockShl (dest: ADDRESS; size, count: CARDINAL) ;
```

(\*

BlockRor - performs a block rotate right of, count, bits.

Where the block is defined as:

[dest..dest+size-1].

The block is considered to be an ARRAY OF BYTES which is rotated, bit at a time over each byte in turn. The left most byte is considered the byte located at the lowest address.

If you require an endianness ROTATE use the SYSTEM.ROTATE procedure and declare the block as a POINTER TO set type.

\*)

```
PROCEDURE BlockRor (dest: ADDRESS; size, count: CARDINAL) ;
```

(\*

BlockRol - performs a block rotate left of, count, bits.

Where the block is defined as:

[dest..dest+size-1].

The block is considered to be an ARRAY OF BYTES which is rotated, bit at a time over each byte in turn. The left most byte is considered the byte located at the lowest address.

If you require an endianness ROTATE use the SYSTEM.ROTATE procedure and declare the block as a POINTER TO set type.

\*)

```
PROCEDURE BlockRol (dest: ADDRESS; size, count: CARDINAL) ;
```

```
END BitBlockOps.
```

### 4.2.2 gm2-libs-log/BitByteOps

```
DEFINITION MODULE BitByteOps ;
```

```
FROM SYSTEM IMPORT BYTE ;
```

```
(*
  GetBits - returns the bits firstBit..lastBit from source.
            Bit 0 of byte maps onto the firstBit of source.
*)
```

```
PROCEDURE GetBits (source: BYTE; firstBit, lastBit: CARDINAL) : BYTE ;
```

```
(*
  SetBits - sets bits in, byte, starting at, firstBit, and ending at,
            lastBit, with, pattern. The bit zero of, pattern, will
            be placed into, byte, at position, firstBit.
*)
```

```
PROCEDURE SetBits (VAR byte: BYTE; firstBit, lastBit: CARDINAL;
                  pattern: BYTE) ;
```

```
(*
  ByteAnd - returns a bitwise (left AND right)
*)
```

```
PROCEDURE ByteAnd (left, right: BYTE) : BYTE ;
```

```
(*
  ByteOr - returns a bitwise (left OR right)
*)
```

```
PROCEDURE ByteOr (left, right: BYTE) : BYTE ;
```

```
(*
  ByteXor - returns a bitwise (left XOR right)
*)
```

```
PROCEDURE ByteXor (left, right: BYTE) : BYTE ;
```

```
(*
```

```
    ByteNot - returns a byte with all bits inverted.
*)

PROCEDURE ByteNot (byte: BYTE) : BYTE ;

(*
    ByteShr - returns a, byte, which has been shifted, count
              bits to the right.
*)

PROCEDURE ByteShr (byte: BYTE; count: CARDINAL) : BYTE ;

(*
    ByteShl - returns a, byte, which has been shifted, count
              bits to the left.
*)

PROCEDURE ByteShl (byte: BYTE; count: CARDINAL) : BYTE ;

(*
    ByteSar - shift byte arithmetic right. Preserves the top
              end bit and as the value is shifted right.
*)

PROCEDURE ByteSar (byte: BYTE; count: CARDINAL) : BYTE ;

(*
    ByteRor - returns a, byte, which has been rotated, count
              bits to the right.
*)

PROCEDURE ByteRor (byte: BYTE; count: CARDINAL) : BYTE ;

(*
    ByteRol - returns a, byte, which has been rotated, count
              bits to the left.
*)

PROCEDURE ByteRol (byte: BYTE; count: CARDINAL) : BYTE ;

(*
```

```
    HighNibble - returns the top nibble only from, byte.
                The top nibble of, byte, is extracted and
                returned in the bottom nibble of the return
                value.
*)

PROCEDURE HighNibble (byte: BYTE) : BYTE ;

(*
    LowNibble - returns the low nibble only from, byte.
                The top nibble is replaced by zeros.
*)

PROCEDURE LowNibble (byte: BYTE) : BYTE ;

(*
    Swap - swaps the low and high nibbles in the, byte.
*)

PROCEDURE Swap (byte: BYTE) : BYTE ;

END BitByteOps.
```



### 4.2.3 gm2-libs-log/BitWordOps

```

DEFINITION MODULE BitWordOps ;

FROM SYSTEM IMPORT WORD ;

(*
  GetBits - returns the bits firstBit..lastBit from source.
            Bit 0 of word maps onto the firstBit of source.
*)

PROCEDURE GetBits (source: WORD; firstBit, lastBit: CARDINAL) : WORD ;

(*
  SetBits - sets bits in, word, starting at, firstBit, and ending at,
            lastBit, with, pattern.  The bit zero of, pattern, will
            be placed into, word, at position, firstBit.
*)

PROCEDURE SetBits (VAR word: WORD; firstBit, lastBit: CARDINAL;
                  pattern: WORD) ;

(*
  WordAnd - returns a bitwise (left AND right)
*)

PROCEDURE WordAnd (left, right: WORD) : WORD ;

(*
  WordOr - returns a bitwise (left OR right)
*)

PROCEDURE WordOr (left, right: WORD) : WORD ;

(*
  WordXor - returns a bitwise (left XOR right)
*)

PROCEDURE WordXor (left, right: WORD) : WORD ;

(*

```

```
    WordNot - returns a word with all bits inverted.
*)

PROCEDURE WordNot (word: WORD) : WORD ;

(*
    WordShr - returns a, word, which has been shifted, count
              bits to the right.
*)

PROCEDURE WordShr (word: WORD; count: CARDINAL) : WORD ;

(*
    WordShl - returns a, word, which has been shifted, count
              bits to the left.
*)

PROCEDURE WordShl (word: WORD; count: CARDINAL) : WORD ;

(*
    WordSar - shift word arithmetic right. Preserves the top
              end bit and as the value is shifted right.
*)

PROCEDURE WordSar (word: WORD; count: CARDINAL) : WORD ;

(*
    WordRor - returns a, word, which has been rotated, count
              bits to the right.
*)

PROCEDURE WordRor (word: WORD; count: CARDINAL) : WORD ;

(*
    WordRol - returns a, word, which has been rotated, count
              bits to the left.
*)

PROCEDURE WordRol (word: WORD; count: CARDINAL) : WORD ;

(*
```

```
    HighByte - returns the top byte only from, word.
               The byte is returned in the bottom byte
               in the return value.
*)

PROCEDURE HighByte (word: WORD) : WORD ;

(*
    LowByte - returns the low byte only from, word.
               The byte is returned in the bottom byte
               in the return value.
*)

PROCEDURE LowByte (word: WORD) : WORD ;

(*
    Swap - byte flips the contents of word.
*)

PROCEDURE Swap (word: WORD) : WORD ;

END BitWordOps.
```

#### 4.2.4 gm2-libs-log/BlockOps

```

DEFINITION MODULE BlockOps ;

FROM SYSTEM IMPORT ADDRESS ;

(*
  MoveBlockForward - moves, n, bytes from, src, to, dest.
                    Starts copying from src and keep copying
                    until, n, bytes have been copied.
*)

PROCEDURE BlockMoveForward (dest, src: ADDRESS; n: CARDINAL) ;

(*
  MoveBlockBackward - moves, n, bytes from, src, to, dest.
                    Starts copying from src+n and keeps copying
                    until, n, bytes have been copied.
                    The last datum to be copied will be the byte
                    at address, src.
*)

PROCEDURE BlockMoveBackward (dest, src: ADDRESS; n: CARDINAL) ;

(*
  BlockClear - fills, block..block+n-1, with zeros.
*)

PROCEDURE BlockClear (block: ADDRESS; n: CARDINAL) ;

(*
  BlockSet - fills, n, bytes starting at, block, with a pattern
            defined at address pattern..pattern+patternSize-1.
*)

PROCEDURE BlockSet (block: ADDRESS; n: CARDINAL;
                  pattern: ADDRESS; patternSize: CARDINAL) ;

(*
  BlockEqual - returns TRUE if the blocks defined, a..a+n-1, and,
              b..b+n-1 contain the same bytes.
*)

```

```
PROCEDURE BlockEqual (a, b: ADDRESS; n: CARDINAL) : BOOLEAN ;
```

```
(*
```

```
    BlockPosition - searches for a pattern as defined by  
                    pattern..patternSize-1 in the block,  
                    block..block+blockSize-1. It returns  
                    the offset from block indicating the  
                    first occurrence of, pattern.  
                    MAX(CARDINAL) is returned if no match  
                    is detected.
```

```
*)
```

```
PROCEDURE BlockPosition (block: ADDRESS; blockSize: CARDINAL;  
                        pattern: ADDRESS; patternSize: CARDINAL) : CARDINAL ;■
```

```
END BlockOps.
```

### 4.2.5 gm2-libs-log/Break

```
DEFINITION MODULE Break ;
```

```
EXPORT QUALIFIED EnableBreak, DisableBreak, InstallBreak, UnInstallBreak ;■
```

```
(*  
  EnableBreak - enable the current break handler.  
*)
```

```
PROCEDURE EnableBreak ;
```

```
(*  
  DisableBreak - disable the current break handler (and all  
                 installed handlers).  
*)
```

```
PROCEDURE DisableBreak ;
```

```
(*  
  InstallBreak - installs a procedure, p, to be invoked when  
                 a ctrl-c is caught. Any number of these  
                 procedures may be stacked. Only the top  
                 procedure is run when ctrl-c is caught.  
*)
```

```
PROCEDURE InstallBreak (p: PROC) ;
```

```
(*  
  UnInstallBreak - pops the break handler stack.  
*)
```

```
PROCEDURE UnInstallBreak ;
```

```
END Break.
```

### 4.2.6 gm2-libs-log/CardinalIO

```

DEFINITION MODULE CardinalIO ;

EXPORT QUALIFIED Done,
    ReadCardinal, WriteCardinal, ReadHex, WriteHex,
    ReadLongCardinal, WriteLongCardinal, ReadLongHex,
    WriteLongHex,
    ReadShortCardinal, WriteShortCardinal, ReadShortHex,
    WriteShortHex ;

VAR
    Done: BOOLEAN ;

(*
    ReadCardinal - read an unsigned decimal number from the terminal.
                  The read continues until a space, newline, esc or
                  end of file is reached.
*)

PROCEDURE ReadCardinal (VAR c: CARDINAL) ;

(*
    WriteCardinal - writes the value, c, to the terminal and ensures
                  that at least, n, characters are written. The number
                  will be padded out by preceeding spaces if necessary.
*)

PROCEDURE WriteCardinal (c: CARDINAL; n: CARDINAL) ;

(*
    ReadHex - reads in an unsigned hexadecimal number from the terminal.
             The read continues until a space, newline, esc or
             end of file is reached.
*)

PROCEDURE ReadHex (VAR c: CARDINAL) ;

(*
    WriteHex - writes out a CARDINAL, c, in hexadecimal format padding
             with, n, characters (leading with '0')
*)

```

```
PROCEDURE WriteHex (c: CARDINAL; n: CARDINAL) ;

(*
  ReadLongCardinal - read an unsigned decimal number from the terminal.
                    The read continues until a space, newline, esc or
                    end of file is reached.
*)

PROCEDURE ReadLongCardinal (VAR c: LONGCARD) ;

(*
  WriteLongCardinal - writes the value, c, to the terminal and ensures
                    that at least, n, characters are written. The number
                    will be padded out by preceeding spaces if necessary.
*)

PROCEDURE WriteLongCardinal (c: LONGCARD; n: CARDINAL) ;

(*
  ReadLongHex - reads in an unsigned hexadecimal number from the terminal.
               The read continues until a space, newline, esc or
               end of file is reached.
*)

PROCEDURE ReadLongHex (VAR c: LONGCARD) ;

(*
  WriteLongHex - writes out a LONGCARD, c, in hexadecimal format padding
               with, n, characters (leading with '0')
*)

PROCEDURE WriteLongHex (c: LONGCARD; n: CARDINAL) ;

(*
  WriteShortCardinal - writes the value, c, to the terminal and ensures
                    that at least, n, characters are written. The number
                    will be padded out by preceeding spaces if necessary.
*)

PROCEDURE WriteShortCardinal (c: SHORTCARD; n: CARDINAL) ;
```



```
(*
  ReadShortCardinal - read an unsigned decimal number from the terminal.
                      The read continues until a space, newline, esc or
                      end of file is reached.
*)

PROCEDURE ReadShortCardinal (VAR c: SHORTCARD) ;

(*
  ReadShortHex - reads in an unsigned hexadecimal number from the terminal.
                The read continues until a space, newline, esc or
                end of file is reached.
*)

PROCEDURE ReadShortHex (VAR c: SHORTCARD) ;

(*
  WriteShortHex - writes out a SHORTCARD, c, in hexadecimal format padding
                  with, n, characters (leading with '0')
*)

PROCEDURE WriteShortHex (c: SHORTCARD; n: CARDINAL) ;

END CardinalIO.
```

### 4.2.7 gm2-libs-log/Conversions

```

DEFINITION MODULE Conversions ;

EXPORT QUALIFIED ConvertOctal, ConvertHex, ConvertCardinal,
                  ConvertInteger, ConvertLongInt, ConvertShortInt ;

(*
   ConvertOctal - converts a CARDINAL, num, into an octal/hex/decimal
                  string and right justifies the string. It adds
                  spaces rather than '0' to pad out the string
                  to len characters.

                  If the length of str is < num then the number is
                  truncated on the right.
*)

PROCEDURE ConvertOctal (num, len: CARDINAL; VAR str: ARRAY OF CHAR) ;
PROCEDURE ConvertHex   (num, len: CARDINAL; VAR str: ARRAY OF CHAR) ;
PROCEDURE ConvertCardinal (num, len: CARDINAL; VAR str: ARRAY OF CHAR) ;

(*
   The INTEGER counterparts will add a '-' if, num, is <0
*)

PROCEDURE ConvertInteger (num: INTEGER; len: CARDINAL; VAR str: ARRAY OF CHAR) ;■
PROCEDURE ConvertLongInt (num: LONGINT; len: CARDINAL; VAR str: ARRAY OF CHAR) ;■
PROCEDURE ConvertShortInt (num: SHORTINT; len: CARDINAL; VAR str: ARRAY OF CHAR) ;■

END Conversions.

```

### 4.2.8 gm2-libs-log/DebugPMD

```
DEFINITION MODULE DebugPMD ;
```

```
END DebugPMD.
```

### 4.2.9 gm2-libs-log/DebugTrace

```
DEFINITION MODULE DebugTrace ;
```

```
END DebugTrace.
```

#### 4.2.10 gm2-libs-log/Delay

```
DEFINITION MODULE Delay ;
```

```
EXPORT QUALIFIED Delay ;
```

```
(*  
  milliSec - delays the program by approximately, milliSec, milliseconds.■  
*)
```

```
PROCEDURE Delay (milliSec: INTEGER) ;
```

```
END Delay.
```

#### 4.2.11 gm2-libs-log/Display

```
DEFINITION MODULE Display ;
```

```
EXPORT QUALIFIED Write ;
```

```
(*  
  Write - display a character to the stdout.  
          ASCII.EOL moves to the beginning of the next line.  
          ASCII.del erases the character to the left of the cursor.  
*)
```

```
PROCEDURE Write (ch: CHAR) ;
```

```
END Display.
```

#### 4.2.12 gm2-libs-log/ErrorCode

```
DEFINITION MODULE ErrorCode ;

EXPORT QUALIFIED SetErrorCode, GetErrorCode, ExitToOS ;

(*
  SetErrorCode - sets the exit value which will be used if
                 the application terminates normally.
*)

PROCEDURE SetErrorCode (value: INTEGER) ;

(*
  GetErrorCode - returns the current value to be used upon
                 application termination.
*)

PROCEDURE GetErrorCode (VAR value: INTEGER) ;

(*
  ExitToOS - terminate the application and exit returning
             the last value set by SetErrorCode to the OS.
*)

PROCEDURE ExitToOS ;

END ErrorCode.
```

### 4.2.13 gm2-libs-log/FileSystem

```

DEFINITION MODULE FileSystem ;

(* Use this module sparingly, FIO or the ISO file modules have a
   much cleaner interface. *)

FROM SYSTEM IMPORT WORD, BYTE, ADDRESS ;
IMPORT FIO ;
FROM DynamicStrings IMPORT String ;

EXPORT QUALIFIED File, Response, Flag, FlagSet,

    Create, Close, Lookup, Rename, Delete,
    SetRead, SetWrite, SetModify, SetOpen,
    Doio, SetPos, GetPos, Length, Reset,

    ReadWord, ReadChar, ReadByte, ReadNBytes,
    WriteWord, WriteChar, WriteByte, WriteNBytes ;

TYPE
  File = RECORD
    res      : Response ;
    flags    : FlagSet ;
    eof      : BOOLEAN ;
    lastWord: WORD ;
    lastByte: BYTE ;
    fio      : FIO.File ;
    highpos,
    lowpos   : CARDINAL ;
    name     : String ;
  END ;

  Flag = (
    read,      (* read access mode *)
    write,     (* write access mode *)
    modify,
    truncate,  (* truncate file when closed *)
    again,     (* reread the last character *)
    temporary, (* file is temporary *)
    opened     (* file has been opened *)
  );

  FlagSet = SET OF Flag;

  Response = (done, notdone, notsupported, callerror,
              unknownfile, paramerror, toomanyfiles,

```



```

        userdeverror) ;

    Command = (create, close, lookup, rename, delete,
               setread, setwrite, setmodify, setopen,
               doio, setpos, getpos, length) ;

    (*
       Create - creates a temporary file. To make the file perminant
               the file must be renamed.
    *)

    PROCEDURE Create (VAR f: File) ;

    (*
       Close - closes an open file.
    *)

    PROCEDURE Close (f: File) ;

    (*
       Lookup - looks for a file, filename. If the file is found
               then, f, is opened. If it is not found and, newFile,
               is TRUE then a new file is created and attached to, f.
               If, newFile, is FALSE and no file was found then f.res
               is set to notdone.
    *)

    PROCEDURE Lookup (VAR f: File; filename: ARRAY OF CHAR; newFile: BOOLEAN) ;■

    (*
       Rename - rename a file and change a temporary file to a permanent
               file. f.res is set appropriately.
    *)

    PROCEDURE Rename (VAR f: File; newname: ARRAY OF CHAR) ;

    (*
       Delete - deletes a file, name, and sets the f.res field.
               f.res is set appropriately.
    *)

    PROCEDURE Delete (name: ARRAY OF CHAR; VAR f: File) ;

```

```
(*
  ReadWord - reads a WORD, w, from file, f.
             f.res is set appropriately.
*)

PROCEDURE ReadWord (VAR f: File; VAR w: WORD) ;

(*
  WriteWord - writes one word to a file, f.
             f.res is set appropriately.
*)

PROCEDURE WriteWord (VAR f: File; w: WORD) ;

(*
  ReadChar - reads one character from a file, f.
*)

PROCEDURE ReadChar (VAR f: File; VAR ch: CHAR) ;

(*
  WriteChar - writes a character, ch, to a file, f.
             f.res is set appropriately.
*)

PROCEDURE WriteChar (VAR f: File; ch: CHAR) ;

(*
  ReadByte - reads a BYTE, b, from file, f.
            f.res is set appropriately.
*)

PROCEDURE ReadByte (VAR f: File; VAR b: BYTE) ;

(*
  WriteByte - writes one BYTE, b, to a file, f.
            f.res is set appropriately.
*)

PROCEDURE WriteByte (VAR f: File; b: BYTE) ;
```

```
(*
  ReadNBytes - reads a sequence of bytes from a file, f.
*)

PROCEDURE ReadNBytes (VAR f: File; a: ADDRESS; amount: CARDINAL;
                     VAR actuallyRead: CARDINAL) ;

(*
  WriteNBytes - writes a sequence of bytes to file, f.
*)

PROCEDURE WriteNBytes (VAR f: File; a: ADDRESS; amount: CARDINAL;
                     VAR actuallyWritten: CARDINAL) ;

(*
  Again - returns the last character read to the internal buffer
          so that it can be read again.
*)

PROCEDURE Again (VAR f: File) ;

(*
  SetRead - puts the file, f, into the read state.
            The file position is unchanged.
*)

PROCEDURE SetRead (VAR f: File) ;

(*
  SetWrite - puts the file, f, into the write state.
             The file position is unchanged.
*)

PROCEDURE SetWrite (VAR f: File) ;

(*
  SetModify - puts the file, f, into the modify state.
              The file position is unchanged but the file can be
              read and written.
*)
```

```
PROCEDURE SetModify (VAR f: File) ;

(*
  SetOpen - places a file, f, into the open state. The file may
            have been in the read/write/modify state before and
            in which case the previous buffer contents are flushed
            and the file state is reset to open. The position is
            unaltered.
*)

PROCEDURE SetOpen (VAR f: File) ;

(*
  Reset - places a file, f, into the open state and reset the
          position to the start of the file.
*)

PROCEDURE Reset (VAR f: File) ;

(*
  SetPos - lseek to a position within a file.
*)

PROCEDURE SetPos (VAR f: File; high, low: CARDINAL) ;

(*
  GetPos - return the position within a file.
*)

PROCEDURE GetPos (VAR f: File; VAR high, low: CARDINAL) ;

(*
  Length - returns the length of file, in, high, and, low.
*)

PROCEDURE Length (VAR f: File; VAR high, low: CARDINAL) ;

(*
  Doio - effectively flushes a file in write mode, rereads the
         current buffer from disk if in read mode and writes
```

```
        and rereads the buffer if in modify mode.
*)

PROCEDURE Doio (VAR f: File) ;

(*
  FileNameChar - checks to see whether the character, ch, is
                  legal in a filename. nul is returned if the
                  character was illegal.
*)

PROCEDURE FileNameChar (ch: CHAR) : CHAR ;

END FileSystem.
```

#### 4.2.14 gm2-libs-log/FloatingUtilities

```
DEFINITION MODULE FloatingUtilities ;
```

```
EXPORT QUALIFIED Frac, Round, Float, Trunc,  
                  Fracl, Roundl, Floatl, Truncl ;
```

```
(*  
  Frac - returns the fractional component of, r.  
*)
```

```
PROCEDURE Frac (r: REAL) : REAL ;
```

```
(*  
  Int - returns the integer part of r. It rounds the value towards zero.■  
*)
```

```
PROCEDURE Int (r: REAL) : INTEGER ;
```

```
(*  
  Round - returns the number rounded to the nearest integer.  
*)
```

```
PROCEDURE Round (r: REAL) : INTEGER ;
```

```
(*  
  Float - returns a REAL value corresponding to, i.  
*)
```

```
PROCEDURE Float (i: INTEGER) : REAL ;
```

```
(*  
  Trunc - round to the nearest integer not larger in absolute  
          value.  
*)
```

```
PROCEDURE Trunc (r: REAL) : INTEGER ;
```

```
(*  
  Fracl - returns the fractional component of, r.  
*)
```

```
PROCEDURE Fracl (r: LONGREAL) : LONGREAL ;
```

```
(*  
  Intl - returns the integer part of r. It rounds the value towards zero.■  
*)
```

```
PROCEDURE Intl (r: LONGREAL) : LONGINT ;
```

```
(*  
  Roundl - returns the number rounded to the nearest integer.  
*)
```

```
PROCEDURE Roundl (r: LONGREAL) : LONGINT ;
```

```
(*  
  Floatl - returns a REAL value corresponding to, i.  
*)
```

```
PROCEDURE Floatl (i: INTEGER) : LONGREAL ;
```

```
(*  
  Trunc1 - round to the nearest integer not larger in absolute  
           value.  
*)
```

```
PROCEDURE Trunc1 (r: LONGREAL) : LONGINT ;
```

```
END FloatingUtilities.
```

### 4.2.15 gm2-libs-log/InOut

```

DEFINITION MODULE InOut ;

IMPORT ASCII ;
FROM DynamicStrings IMPORT String ;
EXPORT QUALIFIED EOL, Done, termCH, OpenInput, OpenOutput,
                CloseInput, CloseOutput,
                Read, ReadString, ReadInt, ReadCard,
                Write, WriteLn, WriteString, WriteInt, WriteCard,
                WriteOct, WriteHex,
                ReadS, WriteS ;

CONST
    EOL = ASCII.EOL ;

VAR
    Done   : BOOLEAN ;
    termCH: CHAR ;

(*
    OpenInput - reads a string from stdin as the filename for reading.
                If the filename ends with '.' then it appends the defext
                extension. The global variable Done is set if all
                was successful.
*)

PROCEDURE OpenInput (defext: ARRAY OF CHAR) ;

(*
    CloseInput - closes an opened input file and returns input back to
                StdIn.
*)

PROCEDURE CloseInput ;

(*
    OpenOutput - reads a string from stdin as the filename for writing.
                If the filename ends with '.' then it appends the defext
                extension. The global variable Done is set if all
                was successful.
*)

PROCEDURE OpenOutput (defext: ARRAY OF CHAR) ;

```



```
(*
  CloseOutput - closes an opened output file and returns output back to
                StdOut.
*)
```

```
PROCEDURE CloseOutput ;
```

```
(*
  Read - reads a single character from the current input file.
        Done is set to FALSE if end of file is reached or an
        error occurs.
*)
```

```
PROCEDURE Read (VAR ch: CHAR) ;
```

```
(*
  ReadString - reads a sequence of characters. Leading white space
               is ignored and the string is terminated with a character
               <= ' '
*)
```

```
PROCEDURE ReadString (VAR s: ARRAY OF CHAR) ;
```

```
(*
  WriteString - writes a string to the output file.
*)
```

```
PROCEDURE WriteString (s: ARRAY OF CHAR) ;
```

```
(*
  Write - writes out a single character, ch, to the current output file.
*)
```

```
PROCEDURE Write (ch: CHAR) ;
```

```
(*
  WriteLn - writes a newline to the output file.
*)
```

```
PROCEDURE WriteLn ;
```

```
(*
  ReadInt - reads a string and converts it into an INTEGER, x.
           Done is set if an INTEGER is read.
*)

PROCEDURE ReadInt (VAR x: INTEGER) ;

(*
  ReadInt - reads a string and converts it into an INTEGER, x.
           Done is set if an INTEGER is read.
*)

PROCEDURE ReadCard (VAR x: CARDINAL) ;

(*
  WriteCard - writes the CARDINAL, x, to the output file. It ensures
              that the number occupies, n, characters. Leading spaces
              are added if required.
*)

PROCEDURE WriteCard (x, n: CARDINAL) ;

(*
  WriteInt - writes the INTEGER, x, to the output file. It ensures
              that the number occupies, n, characters. Leading spaces
              are added if required.
*)

PROCEDURE WriteInt (x: INTEGER; n: CARDINAL) ;

(*
  WriteOct - writes the CARDINAL, x, to the output file in octal.
             It ensures that the number occupies, n, characters.
             Leading spaces are added if required.
*)

PROCEDURE WriteOct (x, n: CARDINAL) ;

(*
  WriteHex - writes the CARDINAL, x, to the output file in hexadecimal.
```

```
        It ensures that the number occupies, n, characters.
        Leading spaces are added if required.
*)

PROCEDURE WriteHex (x, n: CARDINAL) ;

(*
    ReadS - returns a string which has is a sequence of characters.
           Leading white space is ignored and string is terminated
           with a character <= ' '.
*)

PROCEDURE ReadS () : String ;

(*
    WriteS - writes a String to the output device.
            It returns the string, s.
*)

PROCEDURE WriteS (s: String) : String ;

END InOut.
```

#### 4.2.16 gm2-libs-log/Keyboard

```
DEFINITION MODULE Keyboard ;

EXPORT QUALIFIED Read, KeyPressed ;

(*
  Read - reads a character from StdIn. If necessary it will wait
         for a key to become present on StdIn.
*)

PROCEDURE Read (VAR ch: CHAR) ;

(*
  KeyPressed - returns TRUE if a character can be read from StdIn
               without blocking the caller.
*)

PROCEDURE KeyPressed () : BOOLEAN ;

END Keyboard.
```

#### 4.2.17 gm2-libs-log/LongIO

```
DEFINITION MODULE LongIO ;

EXPORT QUALIFIED Done, ReadLongInt, WriteLongInt ;

VAR
    Done: BOOLEAN ;

PROCEDURE ReadLongInt (VAR i: LONGINT) ;
PROCEDURE WriteLongInt (i: LONGINT; n: CARDINAL) ;

END LongIO.
```

#### 4.2.18 gm2-libs-log/NumberConversion

```
DEFINITION MODULE NumberConversion ;
```

```
(* --fixme-- finish this. *)
```

```
END NumberConversion.
```

#### 4.2.19 gm2-libs-log/Random

```
DEFINITION MODULE Random ;
```

```
FROM SYSTEM IMPORT BYTE ;
```

```
EXPORT QUALIFIED Randomize, RandomInit, RandomBytes, RandomCard, RandomInt, RandomReal
```

```
(*  
  Randomize - initialize the random number generator with a seed  
              based on the microseconds.  
*)
```

```
PROCEDURE Randomize ;
```

```
(*  
  RandomInit - initialize the random number generator with value, seed.  
*)
```

```
PROCEDURE RandomInit (seed: CARDINAL) ;
```

```
(*  
  RandomBytes - fills in an array with random values.  
*)
```

```
PROCEDURE RandomBytes (VAR a: ARRAY OF BYTE) ;
```

```
(*  
  RandomInt - return an INTEGER in the range 0..bound-1  
*)
```

```
PROCEDURE RandomInt (bound: INTEGER) : INTEGER ;
```

```
(*  
  RandomCard - return a CARDINAL in the range 0..bound-1  
*)
```

```
PROCEDURE RandomCard (bound: CARDINAL) : CARDINAL ;
```

```
(*  
  RandomReal - return a REAL number in the range 0.0..1.0  
*)
```

```
PROCEDURE RandomReal ( ) : REAL ;

(*
  RandomLongReal - return a LONGREAL number in the range 0.0..1.0
*)

PROCEDURE RandomLongReal ( ) : LONGREAL ;

END Random.
```



#### 4.2.20 gm2-libs-log/RealConversions

```
DEFINITION MODULE RealConversions ;
```

```
EXPORT QUALIFIED SetNoOfExponentDigits,
                  RealToString, StringToReal,
                  LongRealToString, StringToLongReal ;
```

```
(*
  SetNoOfExponentDigits - sets the number of exponent digits to be
                        used during future calls of LongRealToString
                        and RealToString providing that the width
                        is sufficient.
                        If this value is set to 0 (the default) then
                        the number digits used is the minimum necessary.
*)
```

```
PROCEDURE SetNoOfExponentDigits (places: CARDINAL) ;
```

```
(*
  RealToString - converts a real, r, into a right justified string, str.
                The number of digits to the right of the decimal point
                is given in, digits. The value, width, represents the
                maximum number of characters to be used in the string,
                str.

                If digits is negative then exponent notation is used
                whereas if digits is positive then fixed point notation
                is used.

                If, r, is less than 0.0 then a '-' preceeds the value,
                str. However, if, r, is >= 0.0 a '+' is not added.

                If the conversion of, r, to a string requires more
                than, width, characters then the string, str, is set
                to a nul string and, ok is assigned FALSE.

                For fixed point notation the minimum width required is
                ABS(width)+8

                For exponent notation the minimum width required is
                ABS(digits)+2+log10(magnitude).

                if r is a NaN then the string 'nan' is returned formatted and
                ok will be FALSE.
```

\*)

```
PROCEDURE RealToString (r: REAL; digits, width: INTEGER;
    VAR str: ARRAY OF CHAR; VAR ok: BOOLEAN) ;
```

(\*

LongRealToString - converts a real, r, into a right justified string, str. The number of digits to the right of the decimal point is given in, digits. The value, width, represents the maximum number of characters to be used in the string, str.

If digits is negative then exponent notation is used whereas if digits is positive then fixed point notation is used.

If, r, is less than 0.0 then a '-' preceeds the value, str. However, if, r, is  $\geq 0.0$  a '+' is not added.

If the conversion of, r, to a string requires more than, width, characters then the string, str, is set to a nul string and, ok is assigned FALSE.

For fixed point notation the minimum width required is  $ABS(width)+8$

For exponent notation the minimum width required is  $ABS(digits)+2+\log_{10}(\text{magnitude})$ .

Examples:

```
RealToString(100.0, 10, 10, a, ok)      -> '100.000000'
```

```
RealToString(100.0, -5, 12, a, ok)      -> ' 1.00000E+2'
```

```
RealToString(123.456789, 10, 10, a, ok) -> '123.456789'
```

```
RealToString(123.456789, -5, 13, a, ok) -> ' 1.23456E+2'
```

```
RealToString(123.456789, -2, 15, a, ok) -> '          1.23E+2'
```

if r is a NaN then the string 'nan' is returned formatted and ok will be FALSE.

\*)

```
PROCEDURE LongRealToString (r: LONGREAL; digits, width: INTEGER;
    VAR str: ARRAY OF CHAR; VAR ok: BOOLEAN) ;
```

```
(*
  StringToReal - converts, str, into a REAL, r. The parameter, ok, is
                  set to TRUE if the conversion was successful.
*)

PROCEDURE StringToReal (str: ARRAY OF CHAR; VAR r: REAL; VAR ok: BOOLEAN) ;■

(*
  StringToLongReal - converts, str, into a LONGREAL, r. The parameter, ok, is■
                  set to TRUE if the conversion was successful.
*)

PROCEDURE StringToLongReal (str: ARRAY OF CHAR; VAR r: LONGREAL; VAR ok: BOOLEAN) ;■

END RealConversions.
```

#### 4.2.21 gm2-libs-log/RealInOut

```

DEFINITION MODULE RealInOut ;

EXPORT QUALIFIED SetNoOfDecimalPlaces,
                  ReadReal, WriteReal, WriteRealOct,
                  ReadLongReal, WriteLongReal, WriteLongRealOct,
                  ReadShortReal, WriteShortReal, WriteShortRealOct,
                  Done ;

CONST
  DefaultDecimalPlaces = 6 ;

VAR
  Done: BOOLEAN ;

(*
  SetNoOfDecimalPlaces - number of decimal places WriteReal and
                        WriteLongReal should emit. This procedure
                        can be used to override the default
                        DefaultDecimalPlaces constant.
*)

PROCEDURE SetNoOfDecimalPlaces (places: CARDINAL) ;

(*
  ReadReal - reads a real number, legal syntaxes include:
              100, 100.0, 100e0, 100E0, 100E-1, E2, +1E+2, 1e+2
*)

PROCEDURE ReadReal (VAR x: REAL) ;

(*
  WriteReal - writes a real to the terminal. The real number
              is right justified and, n, is the minimum field
              width.
*)

PROCEDURE WriteReal (x: REAL; n: CARDINAL) ;

(*
  WriteRealOct - writes the real to terminal in octal words.
*)

```

```
PROCEDURE WriteRealOct (x: REAL) ;

(*
  ReadLongReal - reads a LONGREAL number, legal syntaxes include:
                  100, 100.0, 100e0, 100E0, 100E-1, E2, +1E+2, 1e+2
*)

PROCEDURE ReadLongReal (VAR x: LONGREAL) ;

(*
  WriteLongReal - writes a LONGREAL to the terminal. The real number
                  is right justified and, n, is the minimum field
                  width.
*)

PROCEDURE WriteLongReal (x: LONGREAL; n: CARDINAL) ;

(*
  WriteLongRealOct - writes the LONGREAL to terminal in octal words.
*)

PROCEDURE WriteLongRealOct (x: LONGREAL) ;

(*
  ReadShortReal - reads a SHORTREAL number, legal syntaxes include:
                  100, 100.0, 100e0, 100E0, 100E-1, E2, +1E+2, 1e+2
*)

PROCEDURE ReadShortReal (VAR x: SHORTREAL) ;

(*
  WriteShortReal - writes a SHORTREAL to the terminal. The real number
                  is right justified and, n, is the minimum field
                  width.
*)

PROCEDURE WriteShortReal (x: SHORTREAL; n: CARDINAL) ;

(*
  WriteShortRealOct - writes the SHORTREAL to terminal in octal words.
```

\*)

```
PROCEDURE WriteShortRealOct (x: SHORTREAL) ;
```

```
END RealInOut.
```

### 4.2.22 gm2-libs-log/Strings

```

DEFINITION MODULE Strings ;

EXPORT QUALIFIED Assign, Insert, Delete, Pos, Copy, ConCat, Length,
                  CompareStr ;

(*
  Assign - dest := source.
*)

PROCEDURE Assign (VAR dest: ARRAY OF CHAR; source: ARRAY OF CHAR) ;

(*
  Insert - insert the string, substr, into str at position, index.
           substr, is added to the end of, str, if, index >= length(str)
*)

PROCEDURE Insert (substr: ARRAY OF CHAR; VAR str: ARRAY OF CHAR;
                  index: CARDINAL) ;

(*
  Delete - delete len characters from, str, starting at, index.
*)

PROCEDURE Delete (VAR str: ARRAY OF CHAR; index: CARDINAL; length: CARDINAL) ;

(*
  Pos - return the first position of, substr, in, str.
*)

PROCEDURE Pos (substr, str: ARRAY OF CHAR) : CARDINAL ;

(*
  Copy - copy at most, length, characters in, substr, to, str,
         starting at position, index.
*)

PROCEDURE Copy (str: ARRAY OF CHAR;
                index, length: CARDINAL; VAR result: ARRAY OF CHAR) ;

(*
  ConCat - concatenates two strings, s1, and, s2

```

```
        and places the result into, dest.
*)

PROCEDURE ConCat (s1, s2: ARRAY OF CHAR; VAR dest: ARRAY OF CHAR) ;

(*
  Length - return the length of string, s.
*)

PROCEDURE Length (s: ARRAY OF CHAR) : CARDINAL ;

(*
  CompareStr - compare two strings, left, and, right.
*)

PROCEDURE CompareStr (left, right: ARRAY OF CHAR) : INTEGER ;

END Strings.
```



### 4.2.23 gm2-libs-log/Termbase

```
DEFINITION MODULE Termbase ;
```

```
(*
```

```
Initially the read routines from Keyboard and the
write routine from Display is assigned to the Read,
KeyPressed and Write procedures.
```

```
*)
```

```
EXPORT QUALIFIED ReadProcedure, StatusProcedure, WriteProcedure,
                  AssignRead, AssignWrite, UnAssignRead, UnAssignWrite,
                  Read, KeyPressed, Write ;
```

```
TYPE
```

```
ReadProcedure = PROCEDURE (VAR CHAR) ;
```

```
WriteProcedure = PROCEDURE (CHAR) ;
```

```
StatusProcedure = PROCEDURE () : BOOLEAN ;
```

```
(*
```

```
AssignRead - assigns a read procedure and status procedure for terminal
input. Done is set to TRUE if successful. Subsequent
Read and KeyPressed calls are mapped onto the user supplied
procedures. The previous read and status procedures are
uncovered and reused after UnAssignRead is called.
```

```
*)
```

```
PROCEDURE AssignRead (rp: ReadProcedure; sp: StatusProcedure;
                     VAR Done: BOOLEAN) ;
```

```
(*
```

```
UnAssignRead - undo the last call to AssignRead and set Done to TRUE
on success.
```

```
*)
```

```
PROCEDURE UnAssignRead (VAR Done: BOOLEAN) ;
```

```
(*
```

```
Read - reads a single character using the currently active read
procedure.
```

```
*)
```

```
PROCEDURE Read (VAR ch: CHAR) ;
```

```
(*
  KeyPressed - returns TRUE if a character is available to be read.
*)
```

```
PROCEDURE KeyPressed () : BOOLEAN ;
```

```
(*
  AssignWrite - assigns a write procedure for terminal output.
                Done is set to TRUE if successful. Subsequent
                Write calls are mapped onto the user supplied
                procedure. The previous write procedure is
                uncovered and reused after UnAssignWrite is called.
*)
```

```
PROCEDURE AssignWrite (wp: WriteProcedure; VAR Done: BOOLEAN) ;
```

```
(*
  UnAssignWrite - undo the last call to AssignWrite and set Done to TRUE
                  on success.
*)
```

```
PROCEDURE UnAssignWrite (VAR Done: BOOLEAN) ;
```

```
(*
  Write - writes a single character using the currently active write
          procedure.
*)
```

```
PROCEDURE Write (VAR ch: CHAR) ;
```

```
END Termbase.
```

#### 4.2.24 gm2-libs-log/Terminal

```
DEFINITION MODULE Terminal ;
```

```
(*  
  It provides simple terminal input output  
  routines which all utilize the TermBase module.  
*)
```

```
EXPORT QUALIFIED Read, KeyPressed, ReadAgain, ReadString, Write,  
                  WriteString, WriteLn ;
```

```
(*  
  Read - reads a single character.  
*)
```

```
PROCEDURE Read (VAR ch: CHAR) ;
```

```
(*  
  KeyPressed - returns TRUE if a character can be read without blocking  
               the caller.  
*)
```

```
PROCEDURE KeyPressed () : BOOLEAN ;
```

```
(*  
  ReadString - reads a sequence of characters.  
               Tabs are expanded into 8 spaces and <cr> or <lf> terminates  
               the string.  
*)
```

```
PROCEDURE ReadString (VAR s: ARRAY OF CHAR) ;
```

```
(*  
  ReadAgain - makes the last character readable again.  
*)
```

```
PROCEDURE ReadAgain ;
```

```
(*  
  Write - writes a single character to the Termbase module.  
*)
```

```
PROCEDURE Write (ch: CHAR) ;

(*
  WriteString - writes out a string which is terminated by a <nul>
                character or the end of string HIGH(s).
*)

PROCEDURE WriteString (s: ARRAY OF CHAR) ;

(*
  WriteLn - writes a lf character.
*)

PROCEDURE WriteLn ;

END Terminal.
```

### 4.2.25 gm2-libs-log/TimeDate

```

DEFINITION MODULE TimeDate ;

(*
  Legacy compatibility - you are advised to use cleaner
  designed modules based on 'man 3 strptime'
  and friends for new projects as the day value here is ugly.
  [it was mapped onto MSDOS pre 2000].
*)

EXPORT QUALIFIED Time, GetTime, SetTime, CompareTime, TimeToZero,
                  TimeToString ;

TYPE
(*
  day holds:  bits 0..4 = day of month (1..31)
               5..8 = month of year (1..12)
               9..  = year - 1900
  minute holds:  hours * 60 + minutes
  millisec holds: seconds * 1000 + millisec
                  which is reset to 0 every minute
*)

  Time = RECORD
    day, minute, millisec: CARDINAL ;
  END ;

(*
  GetTime - returns the current date and time.
*)

PROCEDURE GetTime (VAR curTime: Time) ;

(*
  SetTime - does nothing, but provides compatibility with
            the Logitech-3.0 library.
*)

PROCEDURE SetTime (curTime: Time) ;

(*
  CompareTime - compare two dates and time which returns:

```

```
        -1  if t1 < t2
         0  if t1 = t2
         1  if t1 > t2
*)

PROCEDURE CompareTime (t1, t2: Time) : INTEGER ;

(*
  TimeToZero - initializes, t, to zero.
*)

PROCEDURE TimeToZero (VAR t: Time) ;

(*
  TimeToString - convert time, t, to a string.
                 The string, s, should be at least 19 characters
                 long and the returned string will be

                 yyyy-mm-dd hh:mm:ss
*)

PROCEDURE TimeToString (t: Time; VAR s: ARRAY OF CHAR) ;

END TimeDate.
```

### 4.3 PIM coroutine support

This directory contains a PIM SYSTEM containing the PROCESS primitives built on top of gthreads.

#### 4.3.1 gm2-libs-coroutines/Executive

```
DEFINITION MODULE Executive ;
```

```
EXPORT QUALIFIED SEMAPHORE, DESCRIPTOR,
    InitProcess, KillProcess, Resume, Suspend, InitSemaphore,
    Wait, Signal, WaitForIO, Ps, GetCurrentProcess,
    RotateRunQueue, ProcessName, DebugProcess ;
```

```
TYPE
```

```
    SEMAPHORE ;          (* defines Dijkstras semaphores *)
    DESCRIPTOR ;         (* handle onto a process      *)
```

```
(*
    InitProcess - initializes a process which is held in the suspended
                  state. When the process is resumed it will start executing
                  procedure, p. The process has a maximum stack size of,
                  StackSize, bytes and its textual name is, Name.
                  The StackSize should be at least 5000 bytes.
*)
```

```
PROCEDURE InitProcess (p: PROC; StackSize: CARDINAL;
                      Name: ARRAY OF CHAR) : DESCRIPTOR ;
```

```
(*
    KillProcess - kills the current process. Notice that if InitProcess
                  is called again, it might reuse the DESCRIPTOR of the
                  killed process. It is the responsibility of the caller
                  to ensure all other processes understand this process
                  is different.
*)
```

```
PROCEDURE KillProcess ;
```

```
(*
    Resume - resumes a suspended process. If all is successful then the process, p,
             is returned. If it fails then NIL is returned.
*)
```

```
PROCEDURE Resume (d: DESCRIPTOR) : DESCRIPTOR ;
```

```
(*
  Suspend - suspend the calling process.
            The process can only continue running if another process
            Resumes it.
*)
```

```
PROCEDURE Suspend ;
```

```
(*
  InitSemaphore - creates a semaphore whose initial value is, v, and
                  whose name is, Name.
*)
```

```
PROCEDURE InitSemaphore (v: CARDINAL; Name: ARRAY OF CHAR) : SEMAPHORE ;
```

```
(*
  Wait - performs dijkstras P operation on a semaphore.
         A process which calls this procedure will
         wait until the value of the semaphore is > 0
         and then it will decrement this value.
*)
```

```
PROCEDURE Wait (s: SEMAPHORE) ;
```

```
(*
  Signal - performs dijkstras V operation on a semaphore.
           A process which calls the procedure will increment
           the semaphores value.
*)
```

```
PROCEDURE Signal (s: SEMAPHORE) ;
```

```
(*
  WaitForIO - waits for an interrupt to occur on vector, VectorNo.
*)
```

```
PROCEDURE WaitForIO (VectorNo: CARDINAL) ;
```

```
(*
  Ps - displays a process list together with process status.
*)
```



```
*)

PROCEDURE Ps ;

(*
    GetCurrentProcess - returns the descriptor of the current running
                      process.
*)

PROCEDURE GetCurrentProcess () : DESCRIPTOR ;

(*
    RotateRunQueue - rotates the process run queue.
                   It does not call the scheduler.
*)

PROCEDURE RotateRunQueue ;

(*
    ProcessName - displays the name of process, d, through
                 DebugString.
*)

PROCEDURE ProcessName (d: DESCRIPTOR) ;

(*
    DebugProcess - gdb debug handle to enable users to debug deadlocked
                  semaphore processes.
*)

PROCEDURE DebugProcess (d: DESCRIPTOR) ;

END Executive.
```

### 4.3.2 gm2-libs-coroutines/KeyBoardLEDs

```
DEFINITION MODULE KeyBoardLEDs ;

EXPORT QUALIFIED SwitchLeds,
                  SwitchScroll, SwitchNum, SwitchCaps ;

(*
  SwitchLeds - switch the keyboard LEDs to the state defined
               by the BOOLEAN variables. TRUE = ON.
*)

PROCEDURE SwitchLeds (NumLock, CapsLock, ScrollLock: BOOLEAN) ;

(*
  SwitchScroll - switches the scroll LED on or off.
*)

PROCEDURE SwitchScroll (Scroll: BOOLEAN) ;

(*
  SwitchNum - switches the Num LED on or off.
*)

PROCEDURE SwitchNum (Num: BOOLEAN) ;

(*
  SwitchCaps - switches the Caps LED on or off.
*)

PROCEDURE SwitchCaps (Caps: BOOLEAN) ;

END KeyBoardLEDs.
```

### 4.3.3 gm2-libs-coroutines/SYSTEM

```

DEFINITION MODULE SYSTEM ;

(* This module is designed to be used on a native operating system
   rather than an embedded system as it implements the coroutine
   primitives TRANSFER, IOTRANSFER and
   NEWPROCESS through the GNU Pthread library.  *)

FROM COROUTINES IMPORT PROTECTION ;

EXPORT QUALIFIED (* the following are built into the compiler: *)
    ADDRESS, WORD, BYTE, CSIZE_T, CSSIZE_T, COFF_T, (*
    Target specific data types. *)
    ADR, TSIZE, ROTATE, SHIFT, THROW, TBITSIZE,
    (* SIZE is exported depending upon -fpim2 and
       -fpedantic.  *)
    (* The rest are implemented in SYSTEM.mod.  *)
    PROCESS, TRANSFER, NEWPROCESS, IOTRANSFER,
    LISTEN,
    ListenLoop, TurnInterrupts,
    (* Internal GM2 compiler functions.  *)
    ShiftVal, ShiftLeft, ShiftRight,
    RotateVal, RotateLeft, RotateRight ;

TYPE
    PROCESS = RECORD
        context: INTEGER ;
    END ;

(* Note that the full list of system and sized datatypes include:
   LOC, WORD, BYTE, ADDRESS,

   (and the non language standard target types)

   INTEGER8, INTEGER16, INTEGER32, INTEGER64,
   CARDINAL8, CARDINAL16, CARDINAL32, CARDINAL64,
   WORD16, WORD32, WORD64, BITSET8, BITSET16,
   BITSET32, REAL32, REAL64, REAL128, COMPLEX32,
   COMPLEX64, COMPLEX128, CSIZE_T, CSSIZE_T.

   Also note that the non-standard data types will
   move into another module in the future.  *)

(* The following types are supported on this target:
   (* Target specific data types.  *)

```

\*)

(\*

TRANSFER - save the current volatile environment into, p1.  
Restore the volatile environment from, p2.

\*)

PROCEDURE TRANSFER (VAR p1: PROCESS; p2: PROCESS) ;

(\*

NEWPROCESS - p is a parameterless procedure, a, is the origin of  
the workspace used for the process stack and containing  
the volatile environment of the process. StackSize, is  
the maximum size of the stack in bytes which can be used  
by this process. new, is the new process.

\*)

PROCEDURE NEWPROCESS (p: PROC; a: ADDRESS; StackSize: CARDINAL; VAR new: PROCESS) ;■

(\*

IOTRANSFER - saves the current volatile environment into, First,  
and restores volatile environment, Second.  
When an interrupt, InterruptNo, is encountered then  
the reverse takes place. (The then current volatile  
environment is shelved onto Second and First is resumed).■

NOTE: that upon interrupt the Second might not be the  
same process as that before the original call to  
IOTRANSFER.

\*)

PROCEDURE IOTRANSFER (VAR First, Second: PROCESS; InterruptNo: CARDINAL) ;■

(\*

LISTEN - briefly listen for any interrupts.

\*)

PROCEDURE LISTEN ;

(\*

ListenLoop - should be called instead of users writing:

```

LOOP
    LISTEN
END

```

It performs the same function but yields control back to the underlying operating system via a call to pth\_select. It also checks for deadlock. This function returns when an interrupt occurs ie a file descriptor becomes ready or a time event expires. See the module RTint.

```
*)
```

```
PROCEDURE ListenLoop ;
```

```

(*)
    TurnInterrupts - switches processor interrupts to the protection
                    level, to. It returns the old value.
*)

```

```
PROCEDURE TurnInterrupts (to: PROTECTION) : PROTECTION ;
```

```

(*)
    all the functions below are declared internally to gm2
    =====

```

```

PROCEDURE ADR (VAR v: <anytype>): ADDRESS;
    (* Returns the address of variable v. *)

```

```

PROCEDURE SIZE (v: <type>) : ZType;
    (* Returns the number of BYTES used to store a v of
       any specified <type>. Only available if -fpim2 is used.
    *)

```

```

PROCEDURE TSIZE (<type>) : CARDINAL;
    (* Returns the number of BYTES used to store a value of the
       specified <type>.
    *)

```

```

PROCEDURE ROTATE (val: <a set type>;
                  num: INTEGER): <type of first parameter>;
    (* Returns a bit sequence obtained from val by rotating up or down
       (left or right) by the absolute value of num. The direction is
       down if the sign of num is negative, otherwise the direction is up.
    *)

```

```

PROCEDURE SHIFT (val: <a set type>;
                 num: INTEGER): <type of first parameter>;
(* Returns a bit sequence obtained from val by shifting up or down
   (left or right) by the absolute value of num, introducing
   zeros as necessary. The direction is down if the sign of
   num is negative, otherwise the direction is up.
*)

PROCEDURE THROW (i: INTEGER) <* noreturn *> ;
(*
   THROW is a GNU extension and was not part of the PIM or ISO
   standards. It throws an exception which will be caught by the EXCEPT
   block (assuming it exists). This is a compiler builtin function which
   interfaces to the GCC exception handling runtime system.
   GCC uses the term throw, hence the naming distinction between
   the GCC builtin and the Modula-2 runtime library procedure Raise.
   The later library procedure Raise will call SYSTEM.THROW after
   performing various housekeeping activities.
*)

PROCEDURE TBITSIZE (<type>) : CARDINAL ;
(* Returns the minimum number of bits necessary to represent
   <type>. This procedure function is only useful for determining
   the number of bits used for any type field within a packed RECORD.
   It is not particularly useful elsewhere since <type> might be
   optimized for speed, for example a BOOLEAN could occupy a WORD.
*)

(* The following procedures are invoked by GNU Modula-2 to
   shift non word sized set types. They are not strictly part
   of the core PIM Modula-2, however they are used
   to implement the SHIFT procedure defined above,
   which are in turn used by the Logitech compatible libraries.

   Users will access these procedures by using the procedure
   SHIFT above and GNU Modula-2 will map SHIFT onto one of
   the following procedures.

   ShiftVal - is a runtime procedure whose job is to implement
   the SHIFT procedure of ISO SYSTEM. GNU Modula-2 will
   inline a SHIFT of a single WORD sized set and will
   only call this routine for larger sets.
*)

```

```
PROCEDURE ShiftVal (VAR s, d: ARRAY OF BITSET;
                   SetSizeInBits: CARDINAL;
                   ShiftCount: INTEGER) ;

(*
  ShiftLeft - performs the shift left for a multi word set.
              This procedure might be called by the back end of
              GNU Modula-2 depending whether amount is known at
              compile time.
*)

PROCEDURE ShiftLeft (VAR s, d: ARRAY OF BITSET;
                    SetSizeInBits: CARDINAL;
                    ShiftCount: CARDINAL) ;

(*
  ShiftRight - performs the shift left for a multi word set.
               This procedure might be called by the back end of
               GNU Modula-2 depending whether amount is known at
               compile time.
*)

PROCEDURE ShiftRight (VAR s, d: ARRAY OF BITSET;
                     SetSizeInBits: CARDINAL;
                     ShiftCount: CARDINAL) ;

(*
  RotateVal - is a runtime procedure whose job is to implement
              the ROTATE procedure of ISO SYSTEM. GNU Modula-2 will
              inline a ROTATE of a single WORD (or less)
              sized set and will only call this routine for
              larger sets.
*)

PROCEDURE RotateVal (VAR s, d: ARRAY OF BITSET;
                    SetSizeInBits: CARDINAL;
                    RotateCount: INTEGER) ;

(*
  RotateLeft - performs the rotate left for a multi word set.
               This procedure might be called by the back end of
               GNU Modula-2 depending whether amount is known
               at compile time.
```

\*)

```
PROCEDURE RotateLeft (VAR s, d: ARRAY OF BITSET;  
                      SetSizeInBits: CARDINAL;  
                      RotateCount: CARDINAL) ;
```

(\*

RotateRight - performs the rotate right for a multi word set.  
This procedure might be called by the back end of  
GNU Modula-2 depending whether amount is known at  
compile time.

\*)

```
PROCEDURE RotateRight (VAR s, d: ARRAY OF BITSET;  
                      SetSizeInBits: CARDINAL;  
                      RotateCount: CARDINAL) ;
```

END SYSTEM.



#### 4.3.4 gm2-libs-coroutines/TimerHandler

```

DEFINITION MODULE TimerHandler ;

(* It also provides the Executive with a basic round robin scheduler. *)

EXPORT QUALIFIED TicksPerSecond, GetTicks,
                  EVENT,
                  Sleep, ArmEvent, WaitOn, Cancel, ReArmEvent ;

CONST
  TicksPerSecond = 25 ; (* Number of ticks per second. *)

TYPE
  EVENT ;

(*
  GetTicks - returns the number of ticks since boottime.
*)

PROCEDURE GetTicks () : CARDINAL ;

(*
  Sleep - suspends the current process for a time, t.
          The time is measured in ticks.
*)

PROCEDURE Sleep (t: CARDINAL) ;

(*
  ArmEvent - initializes an event, e, to occur at time, t.
             The time, t, is measured in ticks.
             The event is NOT placed onto the event queue.
*)

PROCEDURE ArmEvent (t: CARDINAL) : EVENT ;

(*
  WaitOn - places event, e, onto the event queue and then the calling
           process suspends. It is resumed up by either the event
           expiring or the event, e, being cancelled.
           TRUE is returned if the event was cancelled

```

```
FALSE is returned if the event expires.
The event, e, is always assigned to NIL when the function
finishes.

*)

PROCEDURE WaitOn (VAR e: EVENT) : BOOLEAN ;

(*
  Cancel - cancels the event, e, on the event queue and makes
           the appropriate process runnable again.
           TRUE is returned if the event was cancelled and
           FALSE is returned if the event was not found or
           no process was waiting on this event.
*)

PROCEDURE Cancel (e: EVENT) : BOOLEAN ;

(*
  ReArmEvent - removes an event, e, from the event queue. A new time
              is given to this event and it is then re-inserted onto the
              event queue in the correct place.
              TRUE is returned if this occurred
              FALSE is returned if the event was not found.
*)

PROCEDURE ReArmEvent (e: EVENT; t: CARDINAL) : BOOLEAN ;

END TimerHandler.
```

## 4.4 M2 ISO Libraries

This directory contains the ISO definition modules and some corresponding implementation modules. The definition files: `ChanConsts.def`, `CharClass.def`, `ComplexMath.def`, `ConvStringLong.def`, `ConvStringReal.def`, `ConvTypes.def`, `COROUTINES.def`, `EXCEPTIONS.def`, `GeneralUserExceptions.def`, `IOChan.def`, `IOConsts.def`, `IOLink.def`, `IOLink.def`, `IOResult.def`, `LongComplexMath.def`, `LongConv.def`, `LongIO.def`, `LongMath.def`, `LongStr.def`, `LowLong.def`, `LowReal.def`, `M2EXCEPTION.def`, `Processes.def`, `ProgramArgs.def`, `RawIO.def`, `RealConv.def`, `RealIO.def`, `RealMath.def`, `RealStr.def`, `RndFile.def`, `Semaphores.def`, `SeqFile.def`, `SIOResult.def`, `SLongIO.def`, `SRawIO.def`, `SRealIO.def`, `StdChans.def`, `STextIO.def`, `Storage.def`, `StreamFile.def`, `Strings.def`, `SWholeIO.def`, `SysClock.def`, `SYSTEM.def`, `TERMINATION.def`, `TextIO.def`, `WholeConv.def`, `WholeIO.def` and `WholeStr.def` were defined by the International Standard Information technology - programming languages BS ISO/IEC 10514-1:1996E Part 1: Modula-2, Base Language.

The Copyright to the definition files `ChanConsts.def`, `CharClass.def`, `ComplexMath.def`, `ConvStringLong.def`, `ConvStringReal.def`, `ConvTypes.def`, `COROUTINES.def`, `EXCEPTIONS.def`, `GeneralUserExceptions.def`, `IOChan.def`, `IOConsts.def`, `IOLink.def`, `IOLink.def`, `IOResult.def`, `LongComplexMath.def`, `LongConv.def`, `LongIO.def`, `LongMath.def`, `LongStr.def`, `LowLong.def`, `LowReal.def`, `M2EXCEPTION.def`, `Processes.def`, `ProgramArgs.def`, `RawIO.def`, `RealConv.def`, `RealIO.def`, `RealMath.def`, `RealStr.def`, `RndFile.def`, `Semaphores.def`, `SeqFile.def`, `SIOResult.def`, `SLongIO.def`, `SRawIO.def`, `SRealIO.def`, `StdChans.def`, `STextIO.def`, `Storage.def`, `StreamFile.def`, `Strings.def`, `SWholeIO.def`, `SysClock.def`, `SYSTEM.def`, `TERMINATION.def`, `TextIO.def`, `WholeConv.def`, `WholeIO.def` and `WholeStr.def` belong to ISO/IEC (International Organization for Standardization and International Electrotechnical Commission). The licence allows them to be distributed with the compiler (as described on page 707 of the Information technology - Programming languages Part 1: Modula-2, Base Language. BS ISO/IEC 10514-1:1996).

All implementation modules and `ClientSocket.def`, `LongWholeIO.def`, `M2RTS.def`, `MemStream.def`, `pth.def`, `RandomNumber.def`, `RTdata.def`, `RTentity.def`, `RTfio.def`, `RTio.def`, `ShortComplexMath.def`, `ShortIO.def`, `ShortWholeIO.def`, `SimpleCipher.def`, `SLongWholeIO.def`, `SShortIO.def`, `SShortWholeIO.def`, `StringChan.def` and `wraptime.def` are Copyright of the FSF and are held under the GPLv3 with runtime exceptions.

Under Section 7 of GPL version 3, you are granted additional permissions described in the GCC Runtime Library Exception, version 3.1, as published by the Free Software Foundation.

You should have received a copy of the GNU General Public License and a copy of the GCC Runtime Library Exception along with this program; see the files `COPYING3` and `COPYING.RUNTIME` respectively. If not, see <http://www.gnu.org/licenses/>.

Notice that GNU Modula-2 contains additional libraries for input/output of `SHORTREAL`, `SHORTCARD`, `SHORTINT`, `LONGCARD`, `LONGINT` data types. It also provides a `RandomNumber`, `SimpleCipher` and `ClientSocket` modules as well as low level modules which allow the IO libraries to coexist with their PIM counterparts.

### 4.4.1 gm2-libs-iso/COROUTINES

```

DEFINITION MODULE COROUTINES;

(* Facilities for coroutines and the handling of interrupts *)

IMPORT SYSTEM ;

CONST
    UnassignedPriority = 0 ;

TYPE
    COROUTINE ; (* Values of this type are created dynamically by NEWCOROUTINE
                  and identify the coroutine in subsequent operations *)
    INTERRUPTSOURCE = CARDINAL ;
    PROTECTION = [UnassignedPriority..7] ;

PROCEDURE NEWCOROUTINE (procBody: PROC;
                        workspace: SYSTEM.ADDRESS;
                        size: CARDINAL;
                        VAR cr: COROUTINE;
                        [initProtection: PROTECTION = UnassignedPriority]);
(* Creates a new coroutine whose body is given by procBody, and
   returns the identity of the coroutine in cr. workspace is a
   pointer to the work space allocated to the coroutine; size
   specifies the size of this workspace in terms of SYSTEM.LOC.

   The optarg, initProtection, may contain a single parameter which
   specifies the initial protection level of the coroutine.
*)

PROCEDURE TRANSFER (VAR from: COROUTINE; to: COROUTINE);
(* Returns the identity of the calling coroutine in from, and
   transfers control to the coroutine specified by to.
*)

PROCEDURE IOTRANSFER (VAR from: COROUTINE; to: COROUTINE);
(* Returns the identity of the calling coroutine in from and
   transfers control to the coroutine specified by to. On
   occurrence of an interrupt, associated with the caller, control
   is transferred back to the caller, and the identity of the
   interrupted coroutine is returned in from. The calling coroutine
   must be associated with a source of interrupts.
*)

```

```

PROCEDURE ATTACH (source: INTERRUPTSOURCE);
  (* Associates the specified source of interrupts with the calling
     coroutine. *)

PROCEDURE DETACH (source: INTERRUPTSOURCE);
  (* Dissociates the specified source of interrupts from the calling
     coroutine. *)

PROCEDURE IsATTACHED (source: INTERRUPTSOURCE): BOOLEAN;
  (* Returns TRUE if and only if the specified source of interrupts is
     currently associated with a coroutine; otherwise returns FALSE.
     *)

PROCEDURE HANDLER (source: INTERRUPTSOURCE): COROUTINE;
  (* Returns the coroutine, if any, that is associated with the source
     of interrupts. The result is undefined if IsATTACHED(source) =
     FALSE.
     *)

PROCEDURE CURRENT (): COROUTINE;
  (* Returns the identity of the calling coroutine. *)

PROCEDURE LISTEN (p: PROTECTION);
  (* Momentarily changes the protection of the calling coroutine to
     p. *)

PROCEDURE PROT (): PROTECTION;
  (* Returns the protection of the calling coroutine. *)

(*
   TurnInterrupts - switches processor interrupts to the protection
                    level, to. It returns the old value.
   *)

PROCEDURE TurnInterrupts (to: PROTECTION) : PROTECTION ;

(*
   ListenLoop - should be called instead of users writing:

       LOOP
         LISTEN
       END

   It performs the same function but yields
   control back to the underlying operating system.

```

It also checks for deadlock.

Note that this function does return when an interrupt occurs.■

(File descriptor becomes ready or time event expires).

\*)

PROCEDURE ListenLoop ;

END COROUTINES.

### 4.4.2 gm2-libs-iso/ChanConsts

DEFINITION MODULE ChanConsts;

(\* Common types and values for channel open requests and results \*)

TYPE

```
ChanFlags =          (* Request flags possibly given when a channel is opened *)
( readFlag,          (* input operations are requested/available *)
  writeFlag,          (* output operations are requested/available *)
  oldFlag,            (* a file may/must/did exist before the channel is opened *)
  textFlag,           (* text operations are requested/available *)
  rawFlag,            (* raw operations are requested/available *)
  interactiveFlag,    (* interactive use is requested/applies *)
  echoFlag            (* echoing by interactive device on removal of characters from in
                      stream requested/applies *)
);
```

FlagSet = SET OF ChanFlags;

(\* Singleton values of FlagSet, to allow for example, read + write \*)

CONST

```
read = FlagSet{readFlag};  (* input operations are requested/available *)
write = FlagSet{writeFlag}; (* output operations are requested/available *)
old = FlagSet{oldFlag};    (* a file may/must/did exist before the channel is opened *)
text = FlagSet{textFlag};  (* text operations are requested/available *)
raw = FlagSet{rawFlag};    (* raw operations are requested/available *)
interactive = FlagSet{interactiveFlag}; (* interactive use is requested/applies *)
echo = FlagSet{echoFlag};  (* echoing by interactive device on removal of character
                      input stream requested/applies *)
```

TYPE

```
OpenResults =          (* Possible results of open requests *)
( opened,              (* the open succeeded as requested *)
  wrongNameFormat,     (* given name is in the wrong format for the implementation *)
  wrongFlags,          (* given flags include a value that does not apply to the device *)
  tooManyOpen,         (* this device cannot support any more open channels *)
  outOfChans,          (* no more channels can be allocated *)
  wrongPermissions,    (* file or directory permissions do not allow request *)
  noRoomOnDevice,      (* storage limits on the device prevent the open *)
  noSuchFile,          (* a needed file does not exist *)
  fileExists,          (* a file of the given name already exists when a new one is requested *)
  wrongFileType,       (* the file is of the wrong type to support the required operations *)
  noTextOperations,    (* text operations have been requested, but are not supported *)
  noRawOperations,     (* raw operations have been requested, but are not supported *)
  noMixedOperations,   (* text and raw operations have been requested, but they are not supported *)
```

```
                                are not supported in combination *)
alreadyOpen,                  (* the source/destination is already open for operations not su
                                in combination with the requested operations *)■
otherProblem                  (* open failed for some other reason *)
);

END ChanConsts.
```



### 4.4.3 gm2-libs-iso/CharClass

```
DEFINITION MODULE CharClass;

    (* Classification of values of the type CHAR *)

PROCEDURE IsNumeric (ch: CHAR): BOOLEAN;
    (* Returns TRUE if and only if ch is classified as a numeric character *)■

PROCEDURE IsLetter (ch: CHAR): BOOLEAN;
    (* Returns TRUE if and only if ch is classified as a letter *)

PROCEDURE IsUpper (ch: CHAR): BOOLEAN;
    (* Returns TRUE if and only if ch is classified as an upper case letter *)■

PROCEDURE IsLower (ch: CHAR): BOOLEAN;
    (* Returns TRUE if and only if ch is classified as a lower case letter *)■

PROCEDURE IsControl (ch: CHAR): BOOLEAN;
    (* Returns TRUE if and only if ch represents a control function *)

PROCEDURE IsWhiteSpace (ch: CHAR): BOOLEAN;
    (* Returns TRUE if and only if ch represents a space character or a format effector *)

END CharClass.
```

#### 4.4.4 gm2-libs-iso/ClientSocket

```
DEFINITION MODULE ClientSocket ;

FROM IOChan IMPORT ChanId ;
FROM ChanConsts IMPORT FlagSet, OpenResults ;

(*
  OpenSocket - opens a TCP client connection to host:port.
*)

PROCEDURE OpenSocket (VAR cid: ChanId;
                     host: ARRAY OF CHAR; port: CARDINAL;
                     f: FlagSet; VAR res: OpenResults) ;

(*
  Close - if the channel identified by cid is not open to
          a socket stream, the exception wrongDevice is
          raised; otherwise closes the channel, and assigns
          the value identifying the invalid channel to cid.
*)

PROCEDURE Close (VAR cid: ChanId) ;

(*
  IsSocket - tests if the channel identified by cid is open as
             a client socket stream.
*)

PROCEDURE IsSocket (cid: ChanId) : BOOLEAN ;

END ClientSocket.
```

#### 4.4.5 gm2-libs-iso/ComplexMath

```

DEFINITION MODULE ComplexMath;

  (* Mathematical functions for the type COMPLEX *)

CONST
  i =      CMPLX (0.0, 1.0);
  one =    CMPLX (1.0, 0.0);
  zero =   CMPLX (0.0, 0.0);

PROCEDURE __BUILTIN__ abs (z: COMPLEX): REAL;
  (* Returns the length of z *)

PROCEDURE __BUILTIN__ arg (z: COMPLEX): REAL;
  (* Returns the angle that z subtends to the positive real axis *)

PROCEDURE __BUILTIN__ conj (z: COMPLEX): COMPLEX;
  (* Returns the complex conjugate of z *)

PROCEDURE __BUILTIN__ power (base: COMPLEX; exponent: REAL): COMPLEX;
  (* Returns the value of the number base raised to the power exponent *)

PROCEDURE __BUILTIN__ sqrt (z: COMPLEX): COMPLEX;
  (* Returns the principal square root of z *)

PROCEDURE __BUILTIN__ exp (z: COMPLEX): COMPLEX;
  (* Returns the complex exponential of z *)

PROCEDURE __BUILTIN__ ln (z: COMPLEX): COMPLEX;
  (* Returns the principal value of the natural logarithm of z *)

PROCEDURE __BUILTIN__ sin (z: COMPLEX): COMPLEX;
  (* Returns the sine of z *)

PROCEDURE __BUILTIN__ cos (z: COMPLEX): COMPLEX;
  (* Returns the cosine of z *)

PROCEDURE __BUILTIN__ tan (z: COMPLEX): COMPLEX;
  (* Returns the tangent of z *)

PROCEDURE __BUILTIN__ arcsin (z: COMPLEX): COMPLEX;
  (* Returns the arcsine of z *)

PROCEDURE __BUILTIN__ arccos (z: COMPLEX): COMPLEX;
  (* Returns the arccosine of z *)

```

```
PROCEDURE __BUILTIN__ arctan (z: COMPLEX): COMPLEX;  
    (* Returns the arctangent of z *)  
  
PROCEDURE polarToComplex (abs, arg: REAL): COMPLEX;  
    (* Returns the complex number with the specified polar coordinates *)  
  
PROCEDURE scalarMult (scalar: REAL; z: COMPLEX): COMPLEX;  
    (* Returns the scalar product of scalar with z *)  
  
PROCEDURE IsCMathException (): BOOLEAN;  
    (* Returns TRUE if the current coroutine is in the exceptional  
       execution state because of the raising of an exception in a  
       routine from this module; otherwise returns FALSE.  
    *)  
  
END ComplexMath.
```

#### 4.4.6 gm2-libs-iso/ConvStringLong

```
DEFINITION MODULE ConvStringLong ;
```

```
FROM DynamicStrings IMPORT String ;
```

```
(*
  RealToFloatString - converts a real with, sigFigs, into a string
                      and returns the result as a string.
*)
```

```
PROCEDURE RealToFloatString (real: LONGREAL; sigFigs: CARDINAL) : String ;■
```

```
(*
  RealToEngString - converts the value of real to floating-point
                   string form, with sigFigs significant figures.
                   The number is scaled with one to three digits
                   in the whole number part and with an exponent
                   that is a multiple of three.
*)
```

```
PROCEDURE RealToEngString (real: LONGREAL; sigFigs: CARDINAL) : String ;
```

```
(*
  RealToFixedString - returns the number of characters in the fixed-point■
                    string representation of real rounded to the given■
                    place relative to the decimal point.
*)
```

```
PROCEDURE RealToFixedString (real: LONGREAL; place: INTEGER) : String ;
```

```
END ConvStringLong.
```

#### 4.4.7 gm2-libs-iso/ConvStringReal

```
DEFINITION MODULE ConvStringReal ;
```

```
FROM DynamicStrings IMPORT String ;
```

```
(*
  RealToFloatString - converts a real with, sigFigs, into a string
                      and returns the result as a string.
*)
```

```
PROCEDURE RealToFloatString (real: REAL; sigFigs: CARDINAL) : String ;
```

```
(*
  RealToEngString - converts the value of real to floating-point
                   string form, with sigFigs significant figures.
                   The number is scaled with one to three digits
                   in the whole number part and with an exponent
                   that is a multiple of three.
*)
```

```
PROCEDURE RealToEngString (real: REAL; sigFigs: CARDINAL) : String ;
```

```
(*
  RealToFixedString - returns the number of characters in the fixed-point
                     string representation of real rounded to the given
                     place relative to the decimal point.
*)
```

```
PROCEDURE RealToFixedString (real: REAL; place: INTEGER) : String ;
```

```
END ConvStringReal.
```

#### 4.4.8 gm2-libs-iso/ConvStringShort

```

DEFINITION MODULE ConvStringShort ;

FROM DynamicStrings IMPORT String ;

(*
  RealToFloatString - converts a real with, sigFigs, into a string
                    and returns the result as a string.
*)

PROCEDURE RealToFloatString (real: SHORTREAL; sigFigs: CARDINAL) : String ;■

(*
  RealToEngString - converts the value of real to floating-point
                  string form, with sigFigs significant figures.
                  The number is scaled with one to three digits
                  in the whole number part and with an exponent
                  that is a multiple of three.
*)

PROCEDURE RealToEngString (real: SHORTREAL; sigFigs: CARDINAL) : String ;■

(*
  RealToFixedString - returns the number of characters in the fixed-point
                    string representation of real rounded to the given
                    place relative to the decimal point.
*)

PROCEDURE RealToFixedString (real: SHORTREAL; place: INTEGER) : String ;

END ConvStringShort.

```

#### 4.4.9 gm2-libs-iso/ConvTypes

```
DEFINITION MODULE ConvTypes;
```

```
  (* Common types used in the string conversion modules *)
```

```
TYPE
```

```
  ConvResults =      (* Values of this type are used to express the format of a string
  (
    strAllRight,      (* the string format is correct for the corresponding conversion *)
    strOutOfRange,    (* the string is well-formed but the value cannot be represented *)
    strWrongFormat,    (* the string is in the wrong format for the conversion *)
    strEmpty          (* the given string is empty *)
  );
```

```
  ScanClass = (* Values of this type are used to classify input to finite state scanner
  (
    padding, (* a leading or padding character at this point in the scan - ignore it *)
    valid,   (* a valid character at this point in the scan - accept it *)
    invalid, (* an invalid character at this point in the scan - reject it *)
    terminator (* a terminating character at this point in the scan (not part of token) *)
  );
```

```
  ScanState = (* The type of lexical scanning control procedures *)
    PROCEDURE (CHAR, VAR ScanClass, VAR ScanState);
```

```
END ConvTypes.
```



#### 4.4.10 gm2-libs-iso/EXCEPTIONS

```
DEFINITION MODULE EXCEPTIONS;

(* Provides facilities for raising user exceptions
   and for making enquiries concerning the current execution state.
*)

TYPE
  ExceptionSource;    (* values of this type are used within library
                        modules to identify the source of raised
                        exceptions *)
  ExceptionNumber = CARDINAL;

PROCEDURE AllocateSource(VAR newSource: ExceptionSource);
  (* Allocates a unique value of type ExceptionSource *)

PROCEDURE RAISE (source: ExceptionSource;
                 number: ExceptionNumber; message: ARRAY OF CHAR)
  <* noreturn *> ;
  (* Associates the given values of source, number and message with
     the current context and raises an exception.
  *)

PROCEDURE CurrentNumber (source: ExceptionSource): ExceptionNumber;
  (* If the current coroutine is in the exceptional execution state
     because of the raising of an exception from source, returns
     the corresponding number, and otherwise raises an exception.
  *)

PROCEDURE GetMessage (VAR text: ARRAY OF CHAR);
  (* If the current coroutine is in the exceptional execution state,
     returns the possibly truncated string associated with the
     current context. Otherwise, in normal execution state,
     returns the empty string.
  *)

PROCEDURE IsCurrentSource (source: ExceptionSource): BOOLEAN;
  (* If the current coroutine is in the exceptional execution state
     because of the raising of an exception from source, returns
     TRUE, and otherwise returns FALSE.
  *)

PROCEDURE IsExceptionalExecution (): BOOLEAN;
  (* If the current coroutine is in the exceptional execution state
     because of the raising of an exception, returns TRUE, and
     otherwise returns FALSE.
```

\*)

END EXCEPTIONS.

#### 4.4.11 gm2-libs-iso/ErrnoCategory

```
DEFINITION MODULE ErrnoCategory ;
```

```
(*  
  provides an interface to errno (if the system  
  supports it) which determines whether the current  
  errno is a hard or soft error.  These distinctions  
  are needed by the ISO Modula-2 libraries.  Not all  
  errno values are tested, only those which could be  
  related to a device.  
*)
```

```
IMPORT ChanConsts ;
```

```
(*  
  IsErrnoHard - returns TRUE if the value of errno is associated with  
                a hard device error.  
*)
```

```
PROCEDURE IsErrnoHard (e: INTEGER) : BOOLEAN ;
```

```
(*  
  IsErrnoSoft - returns TRUE if the value of errno is associated with  
                a soft device error.  
*)
```

```
PROCEDURE IsErrnoSoft (e: INTEGER) : BOOLEAN ;
```

```
(*  
  UnAvailable - returns TRUE if the value of errno indicates that  
                the resource or device is unavailable for some  
                reason.  
*)
```

```
PROCEDURE UnAvailable (e: INTEGER) : BOOLEAN ;
```

```
(*  
  GetOpenResults - maps errno onto the ISO Modula-2 enumerated  
                  type, OpenResults.  
*)
```

```
PROCEDURE GetOpenResults (e: INTEGER) : ChanConsts.OpenResults ;
```

```
END ErrnoCategory.
```

#### 4.4.12 gm2-libs-iso/GeneralUserExceptions

```
DEFINITION MODULE GeneralUserExceptions;

(* Provides facilities for general user-defined exceptions *)

TYPE
  GeneralExceptions = (problem, disaster);

PROCEDURE RaiseGeneralException (exception: GeneralExceptions;
                                text: ARRAY OF CHAR);
  (* Raises exception using text as the associated message *)

PROCEDURE IsGeneralException (): BOOLEAN;
  (* Returns TRUE if the current coroutine is in the exceptional
     execution state because of the raising of an exception from
     GeneralExceptions; otherwise returns FALSE.
  *)

PROCEDURE GeneralException(): GeneralExceptions;
  (* If the current coroutine is in the exceptional execution
     state because of the raising of an exception from
     GeneralExceptions, returns the corresponding enumeration value,
     and otherwise raises an exception.
  *)

END GeneralUserExceptions.
```

#### 4.4.13 gm2-libs-iso/IOChan

```
DEFINITION MODULE IOChan;
```

```
  (* Types and procedures forming the interface to channels for
     device-independent data transfer modules
  *)
```

```
IMPORT IOConsts, ChanConsts, SYSTEM;
```

```
TYPE
```

```
  ChanId; (* Values of this type are used to identify channels *)
```

```
  (* There is one pre-defined value identifying an invalid channel
     on which no data transfer operations are available. It may
     be used to initialize variables of type ChanId.
  *)
```

```
PROCEDURE InvalidChan (): ChanId;
```

```
  (* Returns the value identifying the invalid channel. *)
```

```
  (* For each of the following operations, if the device supports
     the operation on the channel, the behaviour of the procedure
     conforms with the description below. The full behaviour is
     defined for each device module. If the device does not
     support the operation on the channel, the behaviour of the
     procedure is to raise the exception notAvailable.
  *)
```

```
  (* Text operations - these perform any required translation between the
     internal and external representation of text.
  *)
```

```
PROCEDURE Look (cid: ChanId; VAR ch: CHAR; VAR res: IOConsts.ReadResults);
```

```
  (* If there is a character as the next item in the input stream
     cid, assigns its value to ch without removing it from the stream;
     otherwise the value of ch is not defined. res (and the stored
     read result) are set to the value allRight, endOfLine, or endOfInput.
  *)
```

```
PROCEDURE Skip (cid: ChanId);
```

```
  (* If the input stream cid has ended, the exception skipAtEnd
     is raised; otherwise the next character or line mark in cid is
     removed, and the stored read result is set to the value
     allRight.
  *)
```

```

PROCEDURE SkipLook (cid: ChanId; VAR ch: CHAR; VAR res: IOConsts.ReadResults);
(* If the input stream cid has ended, the exception skipAtEnd is
   raised; otherwise the next character or line mark in cid is
   removed. If there is a character as the next item in cid
   stream, assigns its value to ch without removing it from the
   stream. Otherwise, the value of ch is not defined. res
   (and the stored read result) are set to the value allRight,
   endOfLine, or endOfInput.
*)

PROCEDURE WriteLn (cid: ChanId);
(* Writes a line mark over the channel cid. *)

PROCEDURE TextRead (cid: ChanId; to: SYSTEM.ADDRESS; maxChars: CARDINAL;
                   VAR charsRead: CARDINAL);
(* Reads at most maxChars characters from the current line in cid,
   and assigns corresponding values to successive components of
   an ARRAY OF CHAR variable for which the address of the first
   component is to. The number of characters read is assigned to charsRead.
   The stored read result is set to allRight, endOfLine, or endOfInput.
*)

PROCEDURE TextWrite (cid: ChanId; from: SYSTEM.ADDRESS;
                   charsToWrite: CARDINAL);
(* Writes a number of characters given by the value of charsToWrite,
   from successive components of an ARRAY OF CHAR variable for which
   the address of the first component is from, to the channel cid.
*)

(* Direct raw operations - these do not effect translation between
   the internal and external representation of data
*)

PROCEDURE RawRead (cid: ChanId; to: SYSTEM.ADDRESS; maxLocs: CARDINAL;
                  VAR locsRead: CARDINAL);
(* Reads at most maxLocs items from cid, and assigns corresponding
   values to successive components of an ARRAY OF LOC variable for
   which the address of the first component is to. The number of
   characters read is assigned to charsRead. The stored read result
   is set to the value allRight, or endOfInput.
*)

PROCEDURE RawWrite (cid: ChanId; from: SYSTEM.ADDRESS; locsToWrite: CARDINAL);
(* Writes a number of items given by the value of charsToWrite,
   from successive components of an ARRAY OF LOC variable for
   which the address of the first component is from, to the channel cid.
*)

```

```

(* Common operations *)

PROCEDURE GetName (cid: ChanId; VAR s: ARRAY OF CHAR);
  (* Copies to s a name associated with the channel cid, possibly truncated
  (depending on the capacity of s).
  *)

PROCEDURE Reset (cid: ChanId);
  (* Resets the channel cid to a state defined by the device module. *)

PROCEDURE Flush (cid: ChanId);
  (* Flushes any data buffered by the device module out to the channel cid. *)

(* Access to read results *)

PROCEDURE SetReadResult (cid: ChanId; res: IOConsts.ReadResults);
  (* Sets the read result value for the channel cid to the value res. *)

PROCEDURE ReadResult (cid: ChanId): IOConsts.ReadResults;
  (* Returns the stored read result value for the channel cid.
  (This is initially the value notKnown).
  *)

(* Users can discover which flags actually apply to a channel *)

PROCEDURE CurrentFlags (cid: ChanId): ChanConsts.FlagSet;
  (* Returns the set of flags that currently apply to the channel cid. *)

(* The following exceptions are defined for this module and its clients *)

TYPE
  ChanExceptions =
    (wrongDevice,      (* device specific operation on wrong device *)
     notAvailable,     (* operation attempted that is not available on that
                        channel *)
     skipAtEnd,        (* attempt to skip data from a stream that has ended *)
     softDeviceError,  (* device specific recoverable error *)
     hardDeviceError,  (* device specific non-recoverable error *)
     textParseError,   (* input data does not correspond to a character or
                        line mark - optional detection *)
     notAChannel       (* given value does not identify a channel -
                        optional detection *)
    );

PROCEDURE IsChanException (): BOOLEAN;
  (* Returns TRUE if the current coroutine is in the exceptional

```



```
        execution state because of the raising of an exception from
        ChanExceptions; otherwise returns FALSE.
    *)

PROCEDURE ChanException (): ChanExceptions;
    (* If the current coroutine is in the exceptional execution state
       because of the raising of an exception from ChanExceptions,
       returns the corresponding enumeration value, and otherwise
       raises an exception.
    *)

    (* When a device procedure detects a device error, it raises the
       exception softDeviceError or hardDeviceError. If these
       exceptions are handled, the following facilities may be
       used to discover an implementation-defined error number for
       the channel.
    *)

TYPE
    DeviceErrNum = INTEGER;

PROCEDURE DeviceError (cid: ChanId): DeviceErrNum;
    (* If a device error exception has been raised for the channel cid,
       returns the error number stored by the device module.
    *)

END IOChan.
```

#### 4.4.14 gm2-libs-iso/IOConsts

```
DEFINITION MODULE IOConsts;
```

```
    (* Types and constants for input/output modules *)
```

```
TYPE
```

```
    ReadResults = (* This type is used to classify the result of an input operation *)
```

```
    (
```

```
        notKnown,      (* no read result is set *)
```

```
        allRight,      (* data is as expected or as required *)
```

```
        outOfRange,    (* data cannot be represented *)
```

```
        wrongFormat,   (* data not in expected format *)
```

```
        endOfLine,     (* end of line seen before expected data *)
```

```
        endOfInput     (* end of input seen before expected data *)
```

```
    );
```

```
END IOConsts.
```

#### 4.4.15 gm2-libs-iso/IOLink

```
DEFINITION MODULE IOLink;
```

```
(* Types and procedures for the standard implementation of channels *)
```

```
IMPORT IOChan, IOConsts, ChanConsts, SYSTEM;
```

```
TYPE
```

```
  DeviceId;
```

```
    (* Values of this type are used to identify new device modules,
       and are normally obtained by them during their initialization.
    *)
```

```
PROCEDURE AllocateDeviceId (VAR did: DeviceId);
```

```
    (* Allocates a unique value of type DeviceId, and assigns this
       value to did. *)
```

```
PROCEDURE MakeChan (did: DeviceId; VAR cid: IOChan.ChanId);
```

```
    (* Attempts to make a new channel for the device module identified
       by did. If no more channels can be made, the identity of
       the invalid channel is assigned to cid. Otherwise, the identity
       of a new channel is assigned to cid.
    *)
```

```
PROCEDURE UnMakeChan (did: DeviceId; VAR cid: IOChan.ChanId);
```

```
    (* If the device module identified by did is not the module that
       made the channel identified by cid, the exception wrongDevice is
       raised; otherwise the channel is deallocated, and the value
       identifying the invalid channel is assigned to cid.
    *)
```

```
TYPE
```

```
  DeviceTablePtr = POINTER TO DeviceTable;
```

```
    (* Values of this type are used to refer to device tables *)
```

```
TYPE
```

```
  LookProc      = PROCEDURE (DeviceTablePtr, VAR CHAR, VAR IOConsts.ReadResults) ;
  SkipProc      = PROCEDURE (DeviceTablePtr) ;
  SkipLookProc  = PROCEDURE (DeviceTablePtr, VAR CHAR, VAR IOConsts.ReadResults) ;
  WriteLnProc   = PROCEDURE (DeviceTablePtr) ;
  TextReadProc  = PROCEDURE (DeviceTablePtr, SYSTEM.ADDRESS, CARDINAL, VAR CARDINAL) ;
  TextWriteProc = PROCEDURE (DeviceTablePtr, SYSTEM.ADDRESS, CARDINAL) ;
  RawReadProc   = PROCEDURE (DeviceTablePtr, SYSTEM.ADDRESS, CARDINAL, VAR CARDINAL) ;
  RawWriteProc  = PROCEDURE (DeviceTablePtr, SYSTEM.ADDRESS, CARDINAL) ;
  GetNameProc   = PROCEDURE (DeviceTablePtr, VAR ARRAY OF CHAR) ;
  ResetProc     = PROCEDURE (DeviceTablePtr) ;
```

```

FlushProc      = PROCEDURE (DeviceTablePtr) ;
FreeProc       = PROCEDURE (DeviceTablePtr) ;
    (* Carry out the operations involved in closing the corresponding
       channel, including flushing buffers, but do not unmake the
       channel.
    *)

TYPE
    DeviceData = SYSTEM.ADDRESS;

    DeviceTable =
        RECORD
            (* Initialized by MakeChan to: *)
            cd: DeviceData;          (* the value NIL *)
            did: DeviceId;           (* the value given in the call of MakeChan *)
            cid: IOChan.ChanId;      (* the identity of the channel *)
            result: IOConsts.ReadResults; (* the value notKnown *)
            errNum: IOChan.DeviceErrNum; (* undefined *)
            flags: ChanConsts.FlagSet; (* ChanConsts.FlagSet{} *)
            doLook: LookProc;        (* raise exception notAvailable *)
            doSkip: SkipProc;        (* raise exception notAvailable *)
            doSkipLook: SkipLookProc; (* raise exception notAvailable *)
            doLnWrite: WriteLnProc;  (* raise exception notAvailable *)
            doTextRead: TextReadProc; (* raise exception notAvailable *)
            doTextWrite: TextWriteProc; (* raise exception notAvailable *)
            doRawRead: RawReadProc;  (* raise exception notAvailable *)
            doRawWrite: RawWriteProc; (* raise exception notAvailable *)
            doGetName: GetNameProc;  (* return the empty string *)
            doReset: ResetProc;      (* do nothing *)
            doFlush: FlushProc;      (* do nothing *)
            doFree: FreeProc;        (* do nothing *)
        END;

    (* The pointer to the device table for a channel is obtained using the
       following procedure: *)

    (*
       If the device module identified by did is not the module that made
       the channel identified by cid, the exception wrongDevice is raised.
    *)

    PROCEDURE DeviceTablePtrValue (cid: IOChan.ChanId; did: DeviceId): DeviceTablePtr;

    (*
       Tests if the device module identified by did is the module

```

```

        that made the channel identified by cid.
    *)

PROCEDURE IsDevice (cid: IOChan.ChanId; did: DeviceId) : BOOLEAN;

TYPE
    DevExceptionRange = IOChan.ChanExceptions;

    (*
        ISO standard states defines

        DevExceptionRange = [IOChan.notAvailable .. IOChan.textParseError];

        however this must be a bug as other modules need to raise
        IOChan.wrongDevice exceptions.
    *)

PROCEDURE RAISEdevException (cid: IOChan.ChanId; did: DeviceId;
                             x: DevExceptionRange; s: ARRAY OF CHAR) <* noreturn *> ;

    (* If the device module identified by did is not the module that made the channel
       identified by cid, the exception wrongDevice is raised; otherwise the given excep
       is raised, and the string value in s is included in the exception message.
    *)

PROCEDURE IsIOException () : BOOLEAN;
    (* Returns TRUE if the current coroutine is in the exceptional execution state
       because of the raising af an exception from ChanExceptions;
       otherwise FALSE.
    *)

PROCEDURE IOException () : IOChan.ChanExceptions;
    (* If the current coroutine is in the exceptional execution state because of the
       raising af an exception from ChanExceptions, returns the corresponding
       enumeration value, and otherwise raises an exception.
    *)

END IOLink.
```

**4.4.16 gm2-libs-iso/IOResult**

```
DEFINITION MODULE IOResult;
```

```
    (* Read results for specified channels *)
```

```
IMPORT IOConsts, IOChan;
```

```
TYPE
```

```
    ReadResults = IOConsts.ReadResults;
```

```
    (*
```

```
    ReadResults = (* This type is used to classify the result of an input operation *
```

```
    (
```

```
        notKnown,    (* no read result is set *)
```

```
        allRight,    (* data is as expected or as required *)
```

```
        outOfRange,  (* data cannot be represented *)
```

```
        wrongFormat, (* data not in expected format *)
```

```
        endOfLine,   (* end of line seen before expected data *)
```

```
        endOfInput   (* end of input seen before expected data *)
```

```
    );
```

```
    *)
```

```
PROCEDURE ReadResult (cid: IOChan.ChanId): ReadResults;
```

```
    (* Returns the result for the last read operation on the channel cid. *)■
```

```
END IOResult.
```

#### 4.4.17 gm2-libs-iso/LongComplexMath

```

DEFINITION MODULE LongComplexMath;

  (* Mathematical functions for the type LONGCOMPLEX *)

CONST
  i =      CMLX (0.0, 1.0);
  one =    CMLX (1.0, 0.0);
  zero =   CMLX (0.0, 0.0);

PROCEDURE abs (z: LONGCOMPLEX): LONGREAL;
  (* Returns the length of z *)

PROCEDURE arg (z: LONGCOMPLEX): LONGREAL;
  (* Returns the angle that z subtends to the positive real axis *)

PROCEDURE conj (z: LONGCOMPLEX): LONGCOMPLEX;
  (* Returns the complex conjugate of z *)

PROCEDURE power (base: LONGCOMPLEX; exponent: LONGREAL): LONGCOMPLEX;
  (* Returns the value of the number base raised to the power exponent *)

PROCEDURE sqrt (z: LONGCOMPLEX): LONGCOMPLEX;
  (* Returns the principal square root of z *)

PROCEDURE exp (z: LONGCOMPLEX): LONGCOMPLEX;
  (* Returns the complex exponential of z *)

PROCEDURE ln (z: LONGCOMPLEX): LONGCOMPLEX;
  (* Returns the principal value of the natural logarithm of z *)

PROCEDURE sin (z: LONGCOMPLEX): LONGCOMPLEX;
  (* Returns the sine of z *)

PROCEDURE cos (z: LONGCOMPLEX): LONGCOMPLEX;
  (* Returns the cosine of z *)

PROCEDURE tan (z: LONGCOMPLEX): LONGCOMPLEX;
  (* Returns the tangent of z *)

PROCEDURE arcsin (z: LONGCOMPLEX): LONGCOMPLEX;
  (* Returns the arcsine of z *)

PROCEDURE arccos (z: LONGCOMPLEX): LONGCOMPLEX;
  (* Returns the arccosine of z *)

```

```
PROCEDURE arctan (z: LONGCOMPLEX): LONGCOMPLEX;
    (* Returns the arctangent of z *)

PROCEDURE polarToComplex (abs, arg: LONGREAL): LONGCOMPLEX;
    (* Returns the complex number with the specified polar coordinates *)

PROCEDURE scalarMult (scalar: LONGREAL; z: LONGCOMPLEX): LONGCOMPLEX;
    (* Returns the scalar product of scalar with z *)

PROCEDURE IsCMathException (): BOOLEAN;
    (* Returns TRUE if the current coroutine is in the exceptional execution state
       because of the raising of an exception in a routine from this module; otherwise
       returns FALSE.
    *)

END LongComplexMath.
```



#### 4.4.18 gm2-libs-iso/LongConv

```

DEFINITION MODULE LongConv;

    (* Low-level LONGREAL/string conversions *)

IMPORT
    ConvTypes;

TYPE
    ConvResults = ConvTypes.ConvResults; (* strAllRight, strOutOfRange,
                                           strWrongFormat, strEmpty *)

PROCEDURE ScanReal (inputCh: CHAR; VAR chClass: ConvTypes.ScanClass;
                   VAR nextState: ConvTypes.ScanState);
    (* Represents the start state of a finite state scanner for real
       numbers - assigns class of inputCh to chClass and a procedure
       representing the next state to nextState.
    *)

PROCEDURE FormatReal (str: ARRAY OF CHAR): ConvResults;
    (* Returns the format of the string value for conversion to LONGREAL. *)

PROCEDURE ValueReal (str: ARRAY OF CHAR): LONGREAL;
    (* Returns the value corresponding to the real number string value
       str if str is well-formed; otherwise raises the LongConv exception.
    *)

PROCEDURE LengthFloatReal (real: LONGREAL; sigFigs: CARDINAL): CARDINAL;
    (* Returns the number of characters in the floating-point string
       representation of real with sigFigs significant figures.
    *)

PROCEDURE LengthEngReal (real: LONGREAL; sigFigs: CARDINAL): CARDINAL;
    (* Returns the number of characters in the floating-point engineering
       string representation of real with sigFigs significant figures.
    *)

PROCEDURE LengthFixedReal (real: LONGREAL; place: INTEGER): CARDINAL;
    (* Returns the number of characters in the fixed-point string
       representation of real rounded to the given place relative to the
       decimal point.
    *)

PROCEDURE IsRConvException (): BOOLEAN;
    (* Returns TRUE if the current coroutine is in the exceptional
       execution state because of the raising of an exception in a

```

```
        routine from this module; otherwise returns FALSE.  
*)  
  
END LongConv.
```

#### 4.4.19 gm2-libs-iso/LongIO

```
DEFINITION MODULE LongIO;
```

```
  (* Input and output of long real numbers in decimal text form
     over specified channels. The read result is of the type
     IOConsts.ReadResults.
  *)
```

```
IMPORT IOChan;
```

```
  (* The text form of a signed fixed-point real number is
     ["+" | "-"], decimal digit, {decimal digit}, [".",
     {decimal digit}]
```

```

     The text form of a signed floating-point real number is
     signed fixed-point real number,
     "E", ["+" | "-"], decimal digit, {decimal digit}
  *)
```

```
PROCEDURE ReadReal (cid: IOChan.ChanId; VAR real: LONGREAL);
```

```
  (* Skips leading spaces, and removes any remaining characters
     from cid that form part of a signed fixed or floating
     point number. The value of this number is assigned to real.
     The read result is set to the value allRight, outOfRange,
     wrongFormat, endOfLine, or endOfInput.
  *)
```

```
PROCEDURE WriteFloat (cid: IOChan.ChanId; real: LONGREAL;
                     sigFigs: CARDINAL; width: CARDINAL);
```

```
  (* Writes the value of real to cid in floating-point text form,
     with sigFigs significant figures, in a field of the given
     minimum width.
  *)
```

```
PROCEDURE WriteEng (cid: IOChan.ChanId; real: LONGREAL;
                   sigFigs: CARDINAL; width: CARDINAL);
```

```
  (* As for WriteFloat, except that the number is scaled with
     one to three digits in the whole number part, and with an
     exponent that is a multiple of three.
  *)
```

```
PROCEDURE WriteFixed (cid: IOChan.ChanId; real: LONGREAL;
                    place: INTEGER; width: CARDINAL);
```

```
  (* Writes the value of real to cid in fixed-point text form,
     rounded to the given place relative to the decimal point,
     in a field of the given minimum width.
```

```
*)  
  
PROCEDURE WriteReal (cid: IOChan.ChanId; real: LONGREAL;  
                    width: CARDINAL);  
  (* Writes the value of real to cid, as WriteFixed if the  
    sign and magnitude can be shown in the given width, or  
    otherwise as WriteFloat. The number of places or  
    significant digits depends on the given width.  
  *)  
  
END LongIO.
```

#### 4.4.20 gm2-libs-iso/LongMath

```

DEFINITION MODULE LongMath;

  (* Mathematical functions for the type LONGREAL *)

CONST
  pi    = 3.1415926535897932384626433832795028841972;
  exp1  = 2.7182818284590452353602874713526624977572;

PROCEDURE __BUILTIN__ sqrt (x: LONGREAL): LONGREAL;
  (* Returns the positive square root of x *)

PROCEDURE __BUILTIN__ exp (x: LONGREAL): LONGREAL;
  (* Returns the exponential of x *)

PROCEDURE __BUILTIN__ ln (x: LONGREAL): LONGREAL;
  (* Returns the natural logarithm of x *)

  (* The angle in all trigonometric functions is measured in radians *)

PROCEDURE __BUILTIN__ sin (x: LONGREAL): LONGREAL;
  (* Returns the sine of x *)

PROCEDURE __BUILTIN__ cos (x: LONGREAL): LONGREAL;
  (* Returns the cosine of x *)

PROCEDURE tan (x: LONGREAL): LONGREAL;
  (* Returns the tangent of x *)

PROCEDURE arcsin (x: LONGREAL): LONGREAL;
  (* Returns the arcsine of x *)

PROCEDURE arccos (x: LONGREAL): LONGREAL;
  (* Returns the arccosine of x *)

PROCEDURE arctan (x: LONGREAL): LONGREAL;
  (* Returns the arctangent of x *)

PROCEDURE power (base, exponent: LONGREAL): LONGREAL;
  (* Returns the value of the number base raised to the power exponent *)■

PROCEDURE round (x: LONGREAL): INTEGER;
  (* Returns the value of x rounded to the nearest integer *)

PROCEDURE IsRMathException (): BOOLEAN;
  (* Returns TRUE if the current coroutine is in the exceptional

```

```
        execution state because of the raising of an exception in a  
        routine from this module; otherwise returns FALSE.  
*)
```

```
END LongMath.
```

## 4.4.21 gm2-libs-iso/LongStr

```

DEFINITION MODULE LongStr;

  (* LONGREAL/string conversions *)

IMPORT
  ConvTypes;

TYPE
  (* strAllRight, strOutOfRange, strWrongFormat, strEmpty *)
  ConvResults = ConvTypes.ConvResults;

  (* the string form of a signed fixed-point real number is
     ["+" | "-"], decimal digit, {decimal digit}, [".",
     {decimal digit}]
  *)

  (* the string form of a signed floating-point real number is
     signed fixed-point real number, "E", ["+" | "-"],
     decimal digit, {decimal digit}
  *)

PROCEDURE StrToReal (str: ARRAY OF CHAR; VAR real: LONGREAL;
  VAR res: ConvResults);
  (* Ignores any leading spaces in str. If the subsequent characters
     in str are in the format of a signed real number, assigns a
     corresponding value to real. Assigns a value indicating the
     format of str to res.
  *)

PROCEDURE RealToFloat (real: LONGREAL; sigFigs: CARDINAL;
  VAR str: ARRAY OF CHAR);
  (* Converts the value of real to floating-point string form, with
     sigFigs significant figures, and copies the possibly truncated
     result to str.
  *)

PROCEDURE RealToEng (real: LONGREAL; sigFigs: CARDINAL;
  VAR str: ARRAY OF CHAR);
  (* Converts the value of real to floating-point string form, with
     sigFigs significant figures, and copies the possibly truncated
     result to str. The number is scaled with one to three digits
     in the whole number part and with an exponent that is a
     multiple of three.
  *)

```

```
PROCEDURE RealToFixed (real: LONGREAL; place: INTEGER;
                      VAR str: ARRAY OF CHAR);
  (* Converts the value of real to fixed-point string form, rounded
     to the given place relative to the decimal point, and copies
     the possibly truncated result to str.
  *)

PROCEDURE RealToStr (real: LONGREAL; VAR str: ARRAY OF CHAR);
  (* Converts the value of real as RealToFixed if the sign and
     magnitude can be shown within the capacity of str, or
     otherwise as RealToFloat, and copies the possibly truncated
     result to str. The number of places or significant digits
     depend on the capacity of str.
  *)

END LongStr.
```



#### 4.4.22 gm2-libs-iso/LongWholeIO

```

DEFINITION MODULE LongWholeIO;

  (* Input and output of whole numbers in decimal text form
     over specified channels. The read result is of the
     type IOConsts.ReadResults.
  *)

IMPORT IOChan;

  (* The text form of a signed whole number is
     ["+" | "-"], decimal digit, {decimal digit}

     The text form of an unsigned whole number is
     decimal digit, {decimal digit}
  *)

PROCEDURE ReadInt (cid: IOChan.ChanId; VAR int: LONGINT);
  (* Skips leading spaces, and removes any remaining characters
     from cid that form part of a signed whole number. The
     value of this number is assigned to int. The read result
     is set to the value allRight, outOfRange, wrongFormat,
     endOfLine, or endOfInput.
  *)

PROCEDURE WriteInt (cid: IOChan.ChanId; int: LONGINT;
                   width: CARDINAL);
  (* Writes the value of int to cid in text form, in a field of
     the given minimum width. *)

PROCEDURE ReadCard (cid: IOChan.ChanId; VAR card: LONGCARD);
  (* Skips leading spaces, and removes any remaining characters
     from cid that form part of an unsigned whole number. The
     value of this number is assigned to card. The read result
     is set to the value allRight, outOfRange, wrongFormat,
     endOfLine, or endOfInput.
  *)

PROCEDURE WriteCard (cid: IOChan.ChanId; card: LONGCARD;
                    width: CARDINAL);
  (* Writes the value of card to cid in text form, in a field
     of the given minimum width. *)

END LongWholeIO.

```

### 4.4.23 gm2-libs-iso/LowLong

DEFINITION MODULE LowLong;

(\* Access to underlying properties of the type LONGREAL \*)

CONST

```

radix      = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, radix> )) ;      (* ZType *)
places     = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, places> )) ;      (* ZType *)
expoMin    = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, expoMin> )) ;      (* ZType *)
expoMax    = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, expoMax> )) ;      (* ZType *)
large      = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, large> )) ;      (* RType *)
small      = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, small> )) ;      (* RType *)
IEC559     = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, IEC559> )) ;      (* BOOLEAN *)
LIA1       = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, LIA1> )) ;      (* BOOLEAN *)
ISO        = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, ISO> )) ;      (* BOOLEAN *)
IEEE       = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, IEEE> )) ;      (* BOOLEAN *)
rounds     = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, rounds> )) ;      (* BOOLEAN *)
gUnderflow = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, gUnderflow> )) ; (* BOOLEAN *)
exception  = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, exception> )) ; (* BOOLEAN *)
extend     = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, extend> )) ;      (* BOOLEAN *)
nModes     = __ATTRIBUTE__ __BUILTIN__ (( <LONGREAL, nModes> )) ;      (* ZType *)

```

TYPE

Modes = PACKEDSET OF [0 .. nModes-1];

PROCEDURE exponent (x: LONGREAL): INTEGER;

(\* Returns the exponent value of x \*)

PROCEDURE fraction (x: LONGREAL): LONGREAL;

(\* Returns the significand (or significant part) of x \*)

PROCEDURE sign (x: LONGREAL): LONGREAL;

(\* Returns the signum of x \*)

PROCEDURE succ (x: LONGREAL): LONGREAL;

(\* Returns the next value of the type LONGREAL greater than x \*)

PROCEDURE ulp (x: LONGREAL): LONGREAL;

(\* Returns the value of a unit in the last place of x \*)

PROCEDURE pred (x: LONGREAL): LONGREAL;

(\* Returns the previous value of the type LONGREAL less than x \*)

PROCEDURE intpart (x: LONGREAL): LONGREAL;

(\* Returns the integer part of x \*)

```
PROCEDURE fractpart (x: LONGREAL): LONGREAL;
  (* Returns the fractional part of x *)

PROCEDURE scale (x: LONGREAL; n: INTEGER): LONGREAL;
  (* Returns the value of x * radix ** n *)

PROCEDURE trunc (x: LONGREAL; n: INTEGER): LONGREAL;
  (* Returns the value of the first n places of x *)

PROCEDURE round (x: LONGREAL; n: INTEGER): LONGREAL;
  (* Returns the value of x rounded to the first n places *)

PROCEDURE synthesize (expart: INTEGER; frapart: LONGREAL): LONGREAL;
  (* Returns a value of the type LONGREAL constructed from the given expart and frapart *)

PROCEDURE setMode (m: Modes);
  (* Sets status flags appropriate to the underlying implementation of the type LONGREAL *)

PROCEDURE currentMode (): Modes;
  (* Returns the current status flags in the form set by setMode *)

PROCEDURE IsLowException (): BOOLEAN;
  (* Returns TRUE if the current coroutine is in the exceptional execution state
    because of the raising of an exception in a routine from this module; otherwise
    returns FALSE.
  *)

END LowLong.
```

#### 4.4.24 gm2-libs-iso/LowReal

```
DEFINITION MODULE LowReal;
```

```
    (* Access to underlying properties of the type REAL *)
```

```
CONST
```

```
    radix      = __ATTRIBUTE__ __BUILTIN__ (( <REAL, radix> )) ;      (* ZType *)
    places     = __ATTRIBUTE__ __BUILTIN__ (( <REAL, places> )) ;      (* ZType *)
    expoMin    = __ATTRIBUTE__ __BUILTIN__ (( <REAL, expoMin> )) ;      (* ZType *)
    expoMax    = __ATTRIBUTE__ __BUILTIN__ (( <REAL, expoMax> )) ;      (* ZType *)
    large      = __ATTRIBUTE__ __BUILTIN__ (( <REAL, large> )) ;      (* RType *)
    small      = __ATTRIBUTE__ __BUILTIN__ (( <REAL, small> )) ;      (* RType *)
    IEC559     = __ATTRIBUTE__ __BUILTIN__ (( <REAL, IEC559> )) ;      (* BOOLEAN *)
    LIA1       = __ATTRIBUTE__ __BUILTIN__ (( <REAL, LIA1> )) ;      (* BOOLEAN *)
    ISO        = __ATTRIBUTE__ __BUILTIN__ (( <REAL, ISO> )) ;      (* BOOLEAN *)
    IEEE       = __ATTRIBUTE__ __BUILTIN__ (( <REAL, IEEE> )) ;      (* BOOLEAN *)
    rounds     = __ATTRIBUTE__ __BUILTIN__ (( <REAL, rounds> )) ;      (* BOOLEAN *)
    gUnderflow = __ATTRIBUTE__ __BUILTIN__ (( <REAL, gUnderflow> )) ;  (* BOOLEAN *)
    exception  = __ATTRIBUTE__ __BUILTIN__ (( <REAL, exception> )) ;  (* BOOLEAN *)
    extend     = __ATTRIBUTE__ __BUILTIN__ (( <REAL, extend> )) ;      (* BOOLEAN *)
    nModes     = __ATTRIBUTE__ __BUILTIN__ (( <REAL, nModes> )) ;      (* ZType *)
```

```
TYPE
```

```
    Modes = PACKEDSET OF [0..nModes-1];
```

```
PROCEDURE exponent (x: REAL): INTEGER;
```

```
    (* Returns the exponent value of x *)
```

```
PROCEDURE fraction (x: REAL): REAL;
```

```
    (* Returns the significand (or significant part) of x *)
```

```
PROCEDURE sign (x: REAL): REAL;
```

```
    (* Returns the signum of x *)
```

```
PROCEDURE succ (x: REAL): REAL;
```

```
    (* Returns the next value of the type REAL greater than x *)
```

```
PROCEDURE ulp (x: REAL): REAL;
```

```
    (* Returns the value of a unit in the last place of x *)
```

```
PROCEDURE pred (x: REAL): REAL;
```

```
    (* Returns the previous value of the type REAL less than x *)
```

```
PROCEDURE intpart (x: REAL): REAL;
```

```
    (* Returns the integer part of x *)
```

```
PROCEDURE fractpart (x: REAL): REAL;
  (* Returns the fractional part of x *)

PROCEDURE scale (x: REAL; n: INTEGER): REAL;
  (* Returns the value of x * radix ** n *)

PROCEDURE trunc (x: REAL; n: INTEGER): REAL;
  (* Returns the value of the first n places of x *)

PROCEDURE round (x: REAL; n: INTEGER): REAL;
  (* Returns the value of x rounded to the first n places *)

PROCEDURE synthesize (expart: INTEGER; frapart: REAL): REAL;
  (* Returns a value of the type REAL constructed from the given expart and frapart *)

PROCEDURE setMode (m: Modes);
  (* Sets status flags appropriate to the underlying implementation of the type REAL *)

PROCEDURE currentMode (): Modes;
  (* Returns the current status flags in the form set by setMode *)

PROCEDURE IsLowException (): BOOLEAN;
  (* Returns TRUE if the current coroutine is in the exceptional execution state
    because of the raising of an exception in a routine from this module; otherwise
    returns FALSE.
  *)

END LowReal.
```

## 4.4.25 gm2-libs-iso/LowShort

```
DEFINITION MODULE LowShort;
```

```
    (* Access to underlying properties of the type SHORTREAL *)
```

```
CONST
```

```

    radix      = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, radix> )) ;      (* ZType *)
    places     = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, places> )) ;      (* ZType *)
    expoMin    = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, expoMin> )) ;      (* ZType *)
    expoMax    = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, expoMax> )) ;      (* ZType *)
    large      = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, large> )) ;      (* RType *)
    small      = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, small> )) ;      (* RType *)
    IEC559     = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, IEC559> )) ;      (* BOOLEAN *)
    LIA1       = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, LIA1> )) ;      (* BOOLEAN *)
    ISO        = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, ISO> )) ;      (* BOOLEAN *)
    IEEE       = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, IEEE> )) ;      (* BOOLEAN *)
    rounds     = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, rounds> )) ;      (* BOOLEAN *)
    gUnderflow = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, gUnderflow> )) ;  (* BOOLEAN *)
    exception  = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, exception> )) ;  (* BOOLEAN *)
    extend     = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, extend> )) ;      (* BOOLEAN *)
    nModes     = __ATTRIBUTE__ __BUILTIN__ (( <SHORTREAL, nModes> )) ;      (* ZType *)
```

```
TYPE
```

```
    Modes = PACKEDSET OF [0 .. nModes-1];
```

```
PROCEDURE exponent (x: SHORTREAL): INTEGER;
```

```
    (* Returns the exponent value of x *)
```

```
PROCEDURE fraction (x: SHORTREAL): SHORTREAL;
```

```
    (* Returns the significand (or significant part) of x *)
```

```
PROCEDURE sign (x: SHORTREAL): SHORTREAL;
```

```
    (* Returns the signum of x *)
```

```
PROCEDURE succ (x: SHORTREAL): SHORTREAL;
```

```
    (* Returns the next value of the type SHORTREAL greater than x *)
```

```
PROCEDURE ulp (x: SHORTREAL): SHORTREAL;
```

```
    (* Returns the value of a unit in the last place of x *)
```

```
PROCEDURE pred (x: SHORTREAL): SHORTREAL;
```

```
    (* Returns the previous value of the type SHORTREAL less than x *)
```

```
PROCEDURE intpart (x: SHORTREAL): SHORTREAL;
```

```
    (* Returns the integer part of x *)
```

```
PROCEDURE fractpart (x: SHORTREAL): SHORTREAL;
  (* Returns the fractional part of x *)

PROCEDURE scale (x: SHORTREAL; n: INTEGER): SHORTREAL;
  (* Returns the value of x * radix ** n *)

PROCEDURE trunc (x: SHORTREAL; n: INTEGER): SHORTREAL;
  (* Returns the value of the first n places of x *)

PROCEDURE round (x: SHORTREAL; n: INTEGER): SHORTREAL;
  (* Returns the value of x rounded to the first n places *)

PROCEDURE synthesize (expart: INTEGER; frapart: SHORTREAL): SHORTREAL;
  (* Returns a value of the type SHORTREAL constructed from the given expart and frapart *)

PROCEDURE setMode (m: Modes);
  (* Sets status flags appropriate to the underlying implementation of the type SHORTREAL *)

PROCEDURE currentMode (): Modes;
  (* Returns the current status flags in the form set by setMode *)

PROCEDURE IsLowException (): BOOLEAN;
  (* Returns TRUE if the current coroutine is in the exceptional execution state
     because of the raising of an exception in a routine from this module; otherwise
     returns FALSE.
  *)

END LowShort.
```

## 4.4.26 gm2-libs-iso/M2EXCEPTION

```
DEFINITION MODULE M2EXCEPTION;
```

```
(* Provides facilities for identifying language exceptions *)
```

```
TYPE
```

```
  M2Exceptions =
```

```
    (indexException,      rangeException,      caseSelectException,  invalidLocation
     functionException,   wholeValueException, wholeDivException,  realValueExcept
     realDivException,   complexValueException, complexDivException,  protException,
     sysException,       coException,          exException
    );
```

```
PROCEDURE M2Exception (): M2Exceptions;
```

```
(* If the current coroutine is in the exceptional execution state because of the raising
   of a language exception, returns the corresponding enumeration value, and otherwise
   raises an exception.
*)
```

```
PROCEDURE IsM2Exception (): BOOLEAN;
```

```
(* If the current coroutine is in the exceptional execution state because of the raising
   of a language exception, returns TRUE, and otherwise returns FALSE.
*)
```

```
END M2EXCEPTION.
```



#### 4.4.27 gm2-libs-iso/M2RTS

```

DEFINITION MODULE M2RTS ;

FROM SYSTEM IMPORT ADDRESS ;

TYPE
  ArgCEnvP = PROCEDURE (INTEGER, ADDRESS, ADDRESS) ;

PROCEDURE ConstructModules (applicationmodule, libname: ADDRESS;
                           overridesborder: ADDRESS;
                           argc: INTEGER; argv, envp: ADDRESS) ;

PROCEDURE DeconstructModules (applicationmodule, libname: ADDRESS;
                              argc: INTEGER; argv, envp: ADDRESS) ;

(*
  RegisterModule - adds module name to the list of outstanding
                  modules which need to have their dependencies
                  explored to determine initialization order.
*)

PROCEDURE RegisterModule (name, libname: ADDRESS;
                          init, fini: ArgCEnvP;
                          dependencies: PROC) ;

(*
  RequestDependant - used to specify that modulename is dependant upon
                    module dependantmodule.
*)

PROCEDURE RequestDependant (modulename, libname,
                            dependantmodule, dependantlibname: ADDRESS) ;■

(*
  ExecuteTerminationProcedures - calls each installed termination
                                procedure in reverse order.
*)

PROCEDURE ExecuteTerminationProcedures ;

```

```
(*
  InstallTerminationProcedure - installs a procedure, p, which will
                              be called when the procedure
                              ExecuteTerminationProcedures
                              is invoked. It returns TRUE if the
                              procedure is installed.
*)

PROCEDURE InstallTerminationProcedure (p: PROC) : BOOLEAN ;

(*
  ExecuteInitialProcedures - executes the initial procedures installed
                              by InstallInitialProcedure.
*)

PROCEDURE ExecuteInitialProcedures ;

(*
  InstallInitialProcedure - installs a procedure to be executed just
                              before the BEGIN code section of the main
                              program module.
*)

PROCEDURE InstallInitialProcedure (p: PROC) : BOOLEAN ;

(*
  HALT - terminate the current program. The procedure
         ExecuteTerminationProcedures
         is called before the program is stopped. The parameter
         exitcode is optional. If the parameter is not supplied
         HALT will call libc 'abort', otherwise it will exit with
         the code supplied. Supplying a parameter to HALT has the
         same effect as calling ExitOnHalt with the same code and
         then calling HALT with no parameter.
*)

PROCEDURE HALT ([exitcode: INTEGER = -1]) <* noreturn *> ;

(*
  Halt - provides a more user friendly version of HALT, which takes
         four parameters to aid debugging. It writes an error message
         to stderr and calls exit (1).
*)
```

```

PROCEDURE Halt (description, filename, function: ARRAY OF CHAR;
               line: CARDINAL) <* noreturn *> ;

(*
  HaltC - provides a more user friendly version of HALT, which takes
          four parameters to aid debugging. It writes an error message
          to stderr and calls exit (1).
*)

PROCEDURE HaltC (description, filename, function: ADDRESS;
               line: CARDINAL) <* noreturn *> ;

(*
  ExitOnHalt - if HALT is executed then call exit with the exit code, e.
*)

PROCEDURE ExitOnHalt (e: INTEGER) ;

(*
  ErrorMessage - emits an error message to stderr and then calls exit (1).
*)

PROCEDURE ErrorMessage (message: ARRAY OF CHAR;
                      filename: ARRAY OF CHAR;
                      line: CARDINAL;
                      function: ARRAY OF CHAR) <* noreturn *> ;

(*
  IsTerminating - Returns true if any coroutine has started program termination
                  and false otherwise.
*)

PROCEDURE IsTerminating () : BOOLEAN ;

(*
  HasHalted - Returns true if a call to HALT has been made and false
              otherwise.
*)

PROCEDURE HasHalted () : BOOLEAN ;

```

```
(*
  Length - returns the length of a string, a. This is called whenever
           the user calls LENGTH and the parameter cannot be calculated
           at compile time.
*)
```

```
PROCEDURE Length (a: ARRAY OF CHAR) : CARDINAL ;
```

```
(*
  The following are the runtime exception handler routines.
*)
```

```
PROCEDURE AssignmentException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE ReturnException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE IncException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE DecException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE InclException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE ExclException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE ShiftException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE RotateException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE StaticArraySubscriptException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE DynamicArraySubscriptException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE ForLoopBeginException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE ForLoopToException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE ForLoopEndException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE PointerNilException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE NoReturnException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE CaseException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE WholeNonPosDivException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE WholeNonPosModException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE WholeZeroDivException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE WholeZeroRemException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE WholeValueException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE RealValueException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE ParameterException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
PROCEDURE NoException (filename: ADDRESS; line, column: CARDINAL; scope, message: ADDRESS) ;
```

```
END M2RTS.
```

#### 4.4.28 gm2-libs-iso/MemStream

```
DEFINITION MODULE MemStream ;
```

```
(*
```

```
    Description: provides an ISO module which can write to a memory
                  buffer or read from a memory buffer.
```

```
*)
```

```
FROM IOChan IMPORT ChanId ;
```

```
FROM ChanConsts IMPORT FlagSet, OpenResults ;
```

```
FROM SYSTEM IMPORT ADDRESS, LOC ;
```

```
(*
```

```
    Attempts to obtain and open a channel connected to a contiguous
    buffer in memory. The write flag is implied; without the raw
    flag, text is implied. If successful, assigns to cid the identity of
    the opened channel, assigns the value opened to res.
```

```
    If a channel cannot be opened as required,
    the value of res indicates the reason, and cid identifies the
    invalid channel.
```

```
    The parameters, buffer, length and used maybe updated as
    data is written. The buffer maybe reallocated
    and its address might alter, however the parameters will
    always reflect the current active buffer. When this
    channel is closed the buffer is deallocated and
    buffer will be set to NIL, length and used will be set to
    zero.
```

```
*)
```

```
PROCEDURE OpenWrite (VAR cid: ChanId; flags: FlagSet;
```

```
    VAR res: OpenResults;
```

```
    VAR buffer: ADDRESS;
```

```
    VAR length: CARDINAL;
```

```
    VAR used: CARDINAL;
```

```
    deallocOnClose: BOOLEAN) ;
```

```
(*
```

```
    Attempts to obtain and open a channel connected to a contiguous
    buffer in memory. The read and old flags are implied; without
    the raw flag, text is implied. If successful, assigns to cid the
    identity of the opened channel, assigns the value opened to res, and
    selects input mode, with the read position corresponding to the start
    of the buffer. If a channel cannot be opened as required, the value of
```

```
    res indicates the reason, and cid identifies the invalid channel.  
*)
```

```
PROCEDURE OpenRead (VAR cid: ChanId; flags: FlagSet;  
    VAR res: OpenResults;  
    buffer: ADDRESS; length: CARDINAL;  
    deallocOnClose: BOOLEAN) ;
```

```
(*  
    Close - if the channel identified by cid is not open to  
            a memory stream, the exception wrongDevice is  
            raised; otherwise closes the channel, and assigns  
            the value identifying the invalid channel to cid.  
*)
```

```
PROCEDURE Close (VAR cid: ChanId) ;
```

```
(*  
    Rewrite - assigns the buffer index to zero. Subsequent  
              writes will overwrite the previous buffer contents.  
*)
```

```
PROCEDURE Rewrite (cid: ChanId) ;
```

```
(*  
    Reread - assigns the buffer index to zero. Subsequent  
             reads will read the previous buffer contents.  
*)
```

```
PROCEDURE Reread (cid: ChanId) ;
```

```
(*  
    IsMem - tests if the channel identified by cid is open as  
            a memory stream.  
*)
```

```
PROCEDURE IsMem (cid: ChanId) : BOOLEAN ;
```

```
END MemStream.
```

#### 4.4.29 gm2-libs-iso/Preemptive

```
DEFINITION MODULE Preemptive ;
```

```
(*  
  initPreemptive - if microsecs > 0 then turn on preemptive scheduling.  
                  if microsecs = 0 then preemptive scheduling is turned off.■  
*)
```

```
PROCEDURE initPreemptive (seconds, microsecs: CARDINAL) ;
```

```
END Preemptive.
```

#### 4.4.30 gm2-libs-iso/Processes

```
DEFINITION MODULE Processes;
```

```
  (* This module allows concurrent algorithms to be expressed using
     processes. A process is a unit of a program that has the
     potential to run in parallel with other processes.
  *)
```

```
IMPORT SYSTEM;
```

```
TYPE
```

```
  ProcessId;                (* Used to identify processes *)
  Parameter    = SYSTEM.ADDRESS; (* Used to pass data between processes *)
  Body         = PROC;        (* Used as the type of a process body *)
  Urgency      = INTEGER;     (* Used by the internal scheduler *)
  Sources      = CARDINAL;    (* Used to identify event sources *)
  ProcessesExceptions =      (* Exceptions raised by this module *)
    (passiveProgram, processError);
```

```
  (* The following procedures create processes and switch control between
     them. *)
```

```
PROCEDURE Create (procBody: Body; extraSpace: CARDINAL; procUrg: Urgency;
                 procParams: Parameter; VAR procId: ProcessId);
```

```
  (* Creates a new process with procBody as its body, and with urgency
     and parameters given by procUrg and procParams. At least as
     much workspace (in units of SYSTEM.LOC) as is specified by
     extraSpace is allocated to the process.
     An identity for the new process is returned in procId.
     The process is created in the passive state; it will not run
     until activated.
  *)
```

```
PROCEDURE Start (procBody: Body; extraSpace: CARDINAL; procUrg: Urgency;
                procParams: Parameter; VAR procId: ProcessId);
```

```
  (* Creates a new process, with parameters as for Create.
     The process is created in the ready state; it is eligible to
     run immediately.
  *)
```

```
PROCEDURE StopMe ();
```

```
  (* Terminates the calling process.
     The process must not be associated with a source of events.
  *)
```

```
PROCEDURE SuspendMe ();
```



```
(* Causes the calling process to enter the passive state. The
  procedure only returns when the calling process is again
  activated by another process.
*)

PROCEDURE Activate (procId: ProcessId);
  (* Causes the process identified by procId to enter the ready
    state, and thus to become eligible to run again.
  *)

PROCEDURE SuspendMeAndActivate (procId: ProcessId);
  (* Executes an atomic sequence of SuspendMe() and
    Activate(procId). *)

PROCEDURE Switch (procId: ProcessId; VAR info: Parameter);
  (* Causes the calling process to enter the passive state; the
    process identified by procId becomes the currently executing
    process. info is used to pass parameter information from the
    calling to the activated process. On return, info will
    contain information from the process that chooses to switch
    back to this one (or will be NIL if Activate or
    SuspendMeAndActivate are used instead of Switch).
  *)

PROCEDURE Wait ();
  (* Causes the calling process to enter the waiting state.
    The procedure will return when the calling process is
    activated by another process, or when one of its associated
    eventSources has generated an event.
  *)

(* The following procedures allow the association of processes
  with sources of external events.
  *)

PROCEDURE Attach (eventSource: Sources);
  (* Associates the specified eventSource with the calling
    process. *)

PROCEDURE Detach (eventSource: Sources);
  (* Dissociates the specified eventSource from the program. *)

PROCEDURE IsAttached (eventSource: Sources): BOOLEAN;
  (* Returns TRUE if and only if the specified eventSource is
    currently associated with one of the processes of the
    program.
  *)
```

```
PROCEDURE Handler (eventSource: Sources): ProcessId;
    (* Returns the identity of the process, if any, that is
       associated with the specified eventSource.
    *)

(* The following procedures allow processes to obtain their
   identity, parameters, and urgency.
*)

PROCEDURE Me (): ProcessId;
    (* Returns the identity of the calling process (as assigned
       when the process was first created).
    *)

PROCEDURE MyParam (): Parameter;
    (* Returns the value specified as procParams when the calling
       process was created. *)

PROCEDURE UrgencyOf (procId: ProcessId): Urgency;
    (* Returns the urgency established when the process identified
       by procId was first created.
    *)

(* The following procedure provides facilities for exception
   handlers. *)

PROCEDURE ProcessesException (): ProcessesExceptions;
    (* If the current coroutine is in the exceptional execution state
       because of the raising of a language exception, returns the
       corresponding enumeration value, and otherwise raises an
       exception.
    *)

PROCEDURE IsProcessesException (): BOOLEAN;
    (* Returns TRUE if the current coroutine is in the exceptional
       execution state because of the raising of an exception in
       a routine from this module; otherwise returns FALSE.
    *)

(*
   Reschedule - rotates the ready queue and transfers to the process
                 with the highest run priority.
*)

PROCEDURE Reschedule ;
```

```
(*  
    displayProcesses -  
*)  
  
PROCEDURE displayProcesses (message: ARRAY OF CHAR) ;  
  
END Processes.
```

#### 4.4.31 gm2-libs-iso/ProgramArgs

```
DEFINITION MODULE ProgramArgs;

    (* Access to program arguments *)

IMPORT IOChan;

TYPE
    ChanId = IOChan.ChanId;

PROCEDURE ArgChan (): ChanId;
    (* Returns a value that identifies a channel for reading
       program arguments *)

PROCEDURE IsArgPresent (): BOOLEAN;
    (* Tests if there is a current argument to read from.  If not,
       read <= IOChan.CurrentFlags() will be FALSE, and attempting
       to read from the argument channel will raise the exception
       notAvailable.
    *)

PROCEDURE NextArg ();
    (* If there is another argument, causes subsequent input from the
       argument device to come from the start of the next argument.
       Otherwise there is no argument to read from, and a call of
       IsArgPresent will return FALSE.
    *)

END ProgramArgs.
```

## 4.4.32 gm2-libs-iso/RTco

```

DEFINITION MODULE FOR "C" RTco ;

FROM SYSTEM IMPORT ADDRESS ;

IMPORT RTentity ;  (* Imported so the initialization call graph
                    understands that RTco.cc depends upon RTentity.  *)■

(* init initializes the module and allows the application to lazily invoke threads.  *)

PROCEDURE init () : INTEGER ;

PROCEDURE initThread (p: PROC; stackSize: CARDINAL; interruptLevel: CARDINAL) : INTEGER ;

PROCEDURE initSemaphore (value: CARDINAL) : INTEGER ;

PROCEDURE wait (semaphore: INTEGER) ;

PROCEDURE signal (semaphore: INTEGER) ;

PROCEDURE transfer (VAR p1: INTEGER; p2: INTEGER) ;

PROCEDURE waitThread (tid: INTEGER) ;

PROCEDURE signalThread (tid: INTEGER) ;

PROCEDURE currentThread () : INTEGER ;

(* currentInterruptLevel returns the interrupt level of the current thread.  *)■

PROCEDURE currentInterruptLevel () : CARDINAL ;

(* turninterrupts returns the old interrupt level and assigns the interrupt level
   to newLevel.  *)

PROCEDURE turnInterrupts (newLevel: CARDINAL) : CARDINAL ;

(*
   select access to the select system call which will be thread safe.
   This is typically called from the idle process to wait for an interrupt.■
*)

PROCEDURE select (p1: INTEGER;

```

```
p2: ADDRESS;  
p3: ADDRESS;  
p4: ADDRESS;  
p5: ADDRESS) : INTEGER ;
```

```
END RTco.
```

#### 4.4.33 gm2-libs-iso/RTdata

```

DEFINITION MODULE RTdata ;

  (*
    Description: provides a mechanism whereby devices can store
                data attached to a device.
  *)

  FROM SYSTEM IMPORT ADDRESS ;
  FROM IOLink IMPORT DeviceTablePtr ;

  TYPE
    ModuleId ;
    FreeProcedure = PROCEDURE (ADDRESS) ;

  (*
    MakeModuleId - creates a unique module Id.
  *)

  PROCEDURE MakeModuleId (VAR m: ModuleId) ;

  (*
    InitData - adds, datum, to the device, d. The datum
              is associated with ModuleID, m.
  *)

  PROCEDURE InitData (d: DeviceTablePtr; m: ModuleId;
                    datum: ADDRESS; f: FreeProcedure) ;

  (*
    GetData - returns the datum associated with ModuleId, m.
  *)

  PROCEDURE GetData (d: DeviceTablePtr; m: ModuleId) : ADDRESS ;

  (*
    KillData - destroys the datum associated with ModuleId, m,
              in device, d. It invokes the free procedure
              given during InitData.
  *)

  PROCEDURE KillData (d: DeviceTablePtr; m: ModuleId) ;

```

```
END RTdata.
```



#### 4.4.34 gm2-libs-iso/RTentity

```
DEFINITION MODULE RTentity ;
```

```
(*
```

```
  Description: provides a set of routines for maintaining an
               efficient mechanism to group opaque (or pointer)
               data structures together.  Internally the
               entities are grouped together using a binary
               tree.  It does not use Storage - and instead
               uses malloc, free from libc as Storage uses the
               module to detect erroneous deallocations.
```

```
*)
```

```
IMPORT SYSTEM ;
```

```
TYPE
```

```
  Group ;
```

```
PROCEDURE InitGroup () : Group ;
```

```
PROCEDURE KillGroup (g: Group) : Group ;
```

```
PROCEDURE GetKey (g: Group; a: SYSTEM.ADDRESS) : CARDINAL ;
```

```
PROCEDURE PutKey (g: Group; a: SYSTEM.ADDRESS; key: CARDINAL) ;
```

```
PROCEDURE DelKey (g: Group; a: SYSTEM.ADDRESS) ;
```

```
PROCEDURE IsIn (g: Group; a: SYSTEM.ADDRESS) : BOOLEAN ;
```

```
END RTentity.
```

#### 4.4.35 gm2-libs-iso/RTfio

```
DEFINITION MODULE RTfio ;
```

```
(*
  Description: provides default FIO based methods for the RTgenif
               procedures. These will be used by StreamFile,
               SeqFile, StdChans, TermFile and RndFile.
*)
```

```
FROM SYSTEM IMPORT ADDRESS ;
FROM IOLink IMPORT DeviceTablePtr;
FROM RTgenif IMPORT GenDevIF ;
```

```
(*
  doreadchar - returns a CHAR from the file associated with, g.
*)
```

```
PROCEDURE doreadchar (g: GenDevIF; d: DeviceTablePtr) : CHAR ;
```

```
(*
  dounreadchar - pushes a CHAR back onto the file associated
                 with, g.
*)
```

```
PROCEDURE dounreadchar (g: GenDevIF; d: DeviceTablePtr; ch: CHAR) : CHAR ;■
```

```
(*
  dogeterrno - returns the errno relating to the generic device.
*)
```

```
PROCEDURE dogeterrno (g: GenDevIF; d: DeviceTablePtr) : INTEGER ;
```

```
(*
  dorbytes - reads upto, max, bytes setting, actual, and
             returning FALSE if an error (not due to eof)
             occurred.
*)
```

```
PROCEDURE dorbytes (g: GenDevIF;
                   d: DeviceTablePtr;
                   to: ADDRESS;
                   max: CARDINAL;
```

```
        VAR actual: CARDINAL) : BOOLEAN ;

(*
  dowbytes - writes up to, nBytes.  It returns FALSE
            if an error occurred and it sets actual
            to the amount of data written.
*)

PROCEDURE dowbytes (g: GenDevIF;
                   d: DeviceTablePtr;
                   from: ADDRESS;
                   nBytes: CARDINAL;
                   VAR actual: CARDINAL) : BOOLEAN ;

(*
  dowriteln - attempt to write an end of line marker to the
            file and returns TRUE if successful.
*)

PROCEDURE dowriteln (g: GenDevIF; d: DeviceTablePtr) : BOOLEAN ;

(*
  iseof - returns TRUE if end of file has been seen.
*)

PROCEDURE iseof (g: GenDevIF; d: DeviceTablePtr) : BOOLEAN ;

(*
  iseoln - returns TRUE if end of line has been seen.
*)

PROCEDURE iseoln (g: GenDevIF; d: DeviceTablePtr) : BOOLEAN ;

(*
  iserror - returns TRUE if an error was seen on the device.
            Note that reaching EOF is not classified as an
            error.
*)

PROCEDURE iserror (g: GenDevIF; d: DeviceTablePtr) : BOOLEAN ;

END RTfio.
```

#### 4.4.36 gm2-libs-iso/RTgen

```
DEFINITION MODULE RTgen ;
```

```
  (*
    Description: provides a generic device interface between
                ISO channels and the underlying PIM style
                FIO procedure calls.
```

```
  *)
```

```
FROM RTgenif IMPORT GenDevIF ;
FROM IOLink IMPORT DeviceId, DeviceTablePtr;
FROM IOConsts IMPORT ReadResults ;
FROM SYSTEM IMPORT ADDRESS ;
```

```
TYPE
```

```
  ChanDev ;
```

```
  DeviceType = (seqfile, streamfile, programargs, stdchans, term, socket, rndfile) ;
```

```
  (*
    InitChanDev - initialize and return a ChanDev.
```

```
  *)
```

```
PROCEDURE InitChanDev (t: DeviceType; d: DeviceId; g: GenDevIF) : ChanDev ;
```

```
  (*
    KillChanDev - deallocates, g.
```

```
  *)
```

```
PROCEDURE KillChanDev (g: GenDevIF) : GenDevIF ;
```

```
  (*
    RaiseEOFInLook - returns TRUE if the Look procedure
                    should raise an exception if it
                    sees end of file.
```

```
  *)
```

```
PROCEDURE RaiseEOFInLook (g: ChanDev) : BOOLEAN ;
```

```
  (*
    RaiseEOFInSkip - returns TRUE if the Skip procedure
                    should raise an exception if it
```

```
                sees end of file.

*)

PROCEDURE RaiseEOFInSkip (g: ChanDev) : BOOLEAN ;

PROCEDURE doLook (g: ChanDev;
                  d: DeviceTablePtr;
                  VAR ch: CHAR;
                  VAR r: ReadResults) ;

PROCEDURE doSkip (g: ChanDev;
                  d: DeviceTablePtr) ;

PROCEDURE doSkipLook (g: ChanDev;
                      d: DeviceTablePtr;
                      VAR ch: CHAR;
                      VAR r: ReadResults) ;

PROCEDURE doWriteLn (g: ChanDev;
                     d: DeviceTablePtr) ;

PROCEDURE doReadText (g: ChanDev;
                      d: DeviceTablePtr;
                      to: ADDRESS;
                      maxChars: CARDINAL;
                      VAR charsRead: CARDINAL) ;

PROCEDURE doWriteText (g: ChanDev;
                       d: DeviceTablePtr;
                       from: ADDRESS;
                       charsToWrite: CARDINAL) ;

PROCEDURE doReadLocs (g: ChanDev;
                      d: DeviceTablePtr;
                      to: ADDRESS;
                      maxLocs: CARDINAL;
                      VAR locsRead: CARDINAL) ;

PROCEDURE doWriteLocs (g: ChanDev;
                       d: DeviceTablePtr;
                       from: ADDRESS;
                       locsToWrite: CARDINAL) ;

(*
    checkErrno - checks a number of errno conditions and raises
                  appropriate ISO exceptions if they occur.
```

\*)

```
PROCEDURE checkErrno (g: ChanDev; d: DeviceTablePtr) ;
```

```
END RTgen.
```

## 4.4.37 gm2-libs-iso/RTgenif

```
DEFINITION MODULE RTgenif ;
```

```
(*
   Description: provides a generic interface mechanism used
                by RTgen. This is not an ISO module but rather
                a runtime support module.
```

```
*)
```

```
FROM SYSTEM IMPORT ADDRESS ;
```

```
FROM IOLink IMPORT DeviceId, DeviceTablePtr ;
```

```
TYPE
```

```
  GenDevIF ;
```

```
  readchar  = PROCEDURE (GenDevIF, DeviceTablePtr) : CHAR ;
```

```
  unreadchar = PROCEDURE (GenDevIF, DeviceTablePtr, CHAR) : CHAR ;
```

```
  geterrno  = PROCEDURE (GenDevIF, DeviceTablePtr) : INTEGER ;
```

```
  readbytes = PROCEDURE (GenDevIF, DeviceTablePtr, ADDRESS, CARDINAL, VAR CARDINAL)
```

```
  writebytes = PROCEDURE (GenDevIF, DeviceTablePtr, ADDRESS, CARDINAL, VAR CARDINAL)
```

```
  writeln   = PROCEDURE (GenDevIF, DeviceTablePtr) : BOOLEAN ;
```

```
  iseof     = PROCEDURE (GenDevIF, DeviceTablePtr) : BOOLEAN ;
```

```
  iseoln    = PROCEDURE (GenDevIF, DeviceTablePtr) : BOOLEAN ;
```

```
  iserror   = PROCEDURE (GenDevIF, DeviceTablePtr) : BOOLEAN ;
```

```
(*
   InitGenDevIF - initializes a generic device.
```

```
*)
```

```
PROCEDURE InitGenDevIF (d      : DeviceId;
```

```
                      rc      : readchar;
```

```
                      urc     : unreadchar;
```

```
                      geterr: geterrno;
```

```
                      rbytes: readbytes;
```

```
                      wbytes: writebytes;
```

```
                      wl      : writeln;
```

```
                      eof     : iseof;
```

```
                      eoln    : iseoln;
```

```
                      iserr   : iserror) : GenDevIF ;
```

```
(*
   getDID - returns the device id this generic interface.
```

```
*)
```

```
PROCEDURE getDID (g: GenDevIF) : DeviceId ;
```

```
(*
  doReadChar - returns the next character from the generic
                device.
*)
```

```
PROCEDURE doReadChar (g: GenDevIF; d: DeviceTablePtr) : CHAR ;
```

```
(*
  doUnReadChar - pushes back a character to the generic device.
*)
```

```
PROCEDURE doUnReadChar (g: GenDevIF; d: DeviceTablePtr; ch: CHAR) : CHAR ;■
```

```
(*
  doGetErrno - returns the errno relating to the generic device.
*)
```

```
PROCEDURE doGetErrno (g: GenDevIF; d: DeviceTablePtr) : INTEGER ;
```

```
(*
  doRBytes - attempts to read, n, bytes from the generic device.
             It set the actual amount read and returns a boolean
             to determine whether an error occurred.
*)
```

```
PROCEDURE doRBytes (g: GenDevIF; d: DeviceTablePtr;
                   to: ADDRESS; max: CARDINAL;
                   VAR actual: CARDINAL) : BOOLEAN ;
```

```
(*
  doWBytes - attempts to write, n, bytes to the generic device.
             It sets the actual amount written and returns a
             boolean to determine whether an error occurred.
*)
```

```
PROCEDURE doWBytes (g: GenDevIF; d: DeviceTablePtr;
                   from: ADDRESS; max: CARDINAL;
                   VAR actual: CARDINAL) : BOOLEAN ;
```

```
(*
```



```
        doWrLn - writes an end of line marker and returns
                  TRUE if successful.
    *)

PROCEDURE doWrLn (g: GenDevIF; d: DeviceTablePtr) : BOOLEAN ;

(*
    isEOF - returns true if the end of file was reached.
    *)

PROCEDURE isEOF (g: GenDevIF; d: DeviceTablePtr) : BOOLEAN ;

(*
    isEOLN - returns true if the end of line was reached.
    *)

PROCEDURE isEOLN (g: GenDevIF; d: DeviceTablePtr) : BOOLEAN ;

(*
    isError - returns true if an error was seen in the device.
    *)

PROCEDURE isError (g: GenDevIF; d: DeviceTablePtr) : BOOLEAN ;

(*
    KillGenDevIF - deallocates a generic device.
    *)

PROCEDURE KillGenDevIF (g: GenDevIF) : GenDevIF ;

END RTgenif.
```

**4.4.38 gm2-libs-iso/RTio**

```
DEFINITION MODULE RTio ;
```

```

(*
  Description: provides low level routines for creating and destroying
               ChanIds. This is necessary to allow multiple modules
               to create, ChanId values, where ChanId is an opaque
               type.
*)
```

```
IMPORT FIO, IOLink ;
```

```

TYPE
  ChanId ;
```

```

(*
  InitChanId - return a new ChanId.
*)
```

```
PROCEDURE InitChanId () : ChanId ;
```

```

(*
  KillChanId - deallocate a ChanId.
*)
```

```
PROCEDURE KillChanId (c: ChanId) : ChanId ;
```

```

(*
  NilChanId - return a NIL pointer.
*)
```

```
PROCEDURE NilChanId () : ChanId ;
```

```

(*
  GetDeviceId - returns the device id, from, c.
*)
```

```
PROCEDURE GetDeviceId (c: ChanId) : IOLink.DeviceId ;
```

```

(*
  SetDeviceId - sets the device id in, c.
*)
```

```
*)

PROCEDURE SetDeviceId (c: ChanId; d: IOLink.DeviceId) ;

(*
  GetDevicePtr - returns the device table ptr, from, c.
*)

PROCEDURE GetDevicePtr (c: ChanId) : IOLink.DeviceTablePtr ;

(*
  SetDevicePtr - sets the device table ptr in, c.
*)

PROCEDURE SetDevicePtr (c: ChanId; p: IOLink.DeviceTablePtr) ;

(*
  GetFile - returns the file field from, c.
*)

PROCEDURE GetFile (c: ChanId) : FIO.File ;

(*
  SetFile - sets the file field in, c.
*)

PROCEDURE SetFile (c: ChanId; f: FIO.File) ;

END RTio.
```

#### 4.4.39 gm2-libs-iso/RandomNumber

```

DEFINITION MODULE RandomNumber ;

  (*
    Description: provides primitives for obtaining random numbers on
                pervasive data types.
  *)

  FROM SYSTEM IMPORT BYTE ;
  EXPORT QUALIFIED Randomize, RandomInit, RandomBytes,
                  RandomCard, RandomShortCard, RandomLongCard,
                  RandomInt, RandomShortInt, RandomLongInt,
                  RandomReal, RandomLongReal, RandomShortReal ;

  (*
    Randomize - initialize the random number generator with a seed
                based on the microseconds.
  *)

  PROCEDURE Randomize ;

  (*
    RandomInit - initialize the random number generator with value, seed.
  *)

  PROCEDURE RandomInit (seed: CARDINAL) ;

  (*
    RandomBytes - fills in an array with random values.
  *)

  PROCEDURE RandomBytes (VAR a: ARRAY OF BYTE) ;

  (*
    RandomInt - return an INTEGER in the range [low .. high].
  *)

  PROCEDURE RandomInt (low, high: INTEGER) : INTEGER ;

  (*
    RandomShortInt - return an SHORTINT in the range [low..high].
  *)

```

\*)

PROCEDURE RandomShortInt (low, high: SHORTINT) : SHORTINT ;

(\*

RandomLongInt - return an LONGINT in the range [low..high].

\*)

PROCEDURE RandomLongInt (low, high: LONGINT) : LONGINT ;

(\*

RandomShortCard - return a SHORTCARD in the range [low..high].

\*)

PROCEDURE RandomShortCard (low, high: CARDINAL) : CARDINAL ;

(\*

RandomCard - return a CARDINAL in the range [low..high].

\*)

PROCEDURE RandomCard (low, high: CARDINAL) : CARDINAL ;

(\*

RandomLongCard - return an LONGCARD in the range [low..high].

\*)

PROCEDURE RandomLongCard (low, high: LONGCARD) : LONGCARD ;

(\*

RandomReal - return a REAL number in the range 0.0..1.0

\*)

PROCEDURE RandomReal () : REAL ;

(\*

RandomShortReal - return a SHORTREAL number in the range 0.0..1.0

\*)

PROCEDURE RandomShortReal () : SHORTREAL ;

```
(*  
  RandomLongReal - return a LONGREAL number in the range 0.0..1.0  
*)  
  
PROCEDURE RandomLongReal () : LONGREAL ;  
  
END RandomNumber.
```

#### 4.4.40 gm2-libs-iso/RawIO

```
DEFINITION MODULE RawIO;
```

```
    (* Reading and writing data over specified channels using raw
       operations, that is, with no conversion or interpretation.
       The read result is of the type IOConsts.ReadResults.
    *)
```

```
IMPORT IOChan, SYSTEM;
```

```
PROCEDURE Read (cid: IOChan.ChanId; VAR to: ARRAY OF SYSTEM.LOC);
```

```
    (* Reads storage units from cid, and assigns them to
       successive components of to. The read result is set
       to the value allRight, wrongFormat, or endOfInput.
    *)
```

```
PROCEDURE Write (cid: IOChan.ChanId; from: ARRAY OF SYSTEM.LOC);
```

```
    (* Writes storage units to cid from successive components
       of from. *)
```

```
END RawIO.
```

## 4.4.41 gm2-libs-iso/RealConv

```

DEFINITION MODULE RealConv;

    (* Low-level REAL/string conversions *)

IMPORT
    ConvTypes;

TYPE
    (* strAllRight, strOutOfRange, strWrongFormat, strEmpty *)
    ConvResults = ConvTypes.ConvResults;

PROCEDURE ScanReal (inputCh: CHAR; VAR chClass: ConvTypes.ScanClass;
                    VAR nextState: ConvTypes.ScanState);
    (* Represents the start state of a finite state scanner for real
       numbers - assigns class of inputCh to chClass and a procedure
       representing the next state to nextState.
    *)

PROCEDURE FormatReal (str: ARRAY OF CHAR): ConvResults;
    (* Returns the format of the string value for conversion to REAL. *)

PROCEDURE ValueReal (str: ARRAY OF CHAR): REAL;
    (* Returns the value corresponding to the real number string value
       str if str is well-formed; otherwise raises the RealConv
       exception.
    *)

PROCEDURE LengthFloatReal (real: REAL; sigFigs: CARDINAL): CARDINAL;
    (* Returns the number of characters in the floating-point string
       representation of real with sigFigs significant figures.
    *)

PROCEDURE LengthEngReal (real: REAL; sigFigs: CARDINAL): CARDINAL;
    (* Returns the number of characters in the floating-point engineering
       string representation of real with sigFigs significant figures.
    *)

PROCEDURE LengthFixedReal (real: REAL; place: INTEGER): CARDINAL;
    (* Returns the number of characters in the fixed-point string
       representation of real rounded to the given place relative to the
       decimal point.
    *)

PROCEDURE IsRConvException (): BOOLEAN;
    (* Returns TRUE if the current coroutine is in the exceptional

```



```
        execution state because of the raising of an exception in a  
        routine from this module; otherwise returns FALSE.  
*)
```

```
END RealConv.
```

## 4.4.42 gm2-libs-iso/RealIO

```
DEFINITION MODULE RealIO;
```

```
  (* Input and output of real numbers in decimal text form
     over specified channels. The read result is of the
     type IOConsts.ReadResults.
  *)
```

```
IMPORT IOChan;
```

```
  (* The text form of a signed fixed-point real number is
     ["+" | "-"], decimal digit, {decimal digit},
     [".", {decimal digit}]
```

```
     The text form of a signed floating-point real number is
     signed fixed-point real number,
     "E", ["+" | "-"], decimal digit, {decimal digit}
  *)
```

```
PROCEDURE ReadReal (cid: IOChan.ChanId; VAR real: REAL);
```

```
  (* Skips leading spaces, and removes any remaining characters
     from cid that form part of a signed fixed or floating
     point number. The value of this number is assigned to real.
     The read result is set to the value allRight, outOfRange,
     wrongFormat, endOfLine, or endOfInput.
  *)
```

```
PROCEDURE WriteFloat (cid: IOChan.ChanId; real: REAL;
                     sigFigs: CARDINAL; width: CARDINAL);
```

```
  (* Writes the value of real to cid in floating-point text form,
     with sigFigs significant figures, in a field of the given
     minimum width.
  *)
```

```
PROCEDURE WriteEng (cid: IOChan.ChanId; real: REAL;
                   sigFigs: CARDINAL; width: CARDINAL);
```

```
  (* As for WriteFloat, except that the number is scaled with
     one to three digits in the whole number part, and with an
     exponent that is a multiple of three.
  *)
```

```
PROCEDURE WriteFixed (cid: IOChan.ChanId; real: REAL;
                     place: INTEGER; width: CARDINAL);
```

```
  (* Writes the value of real to cid in fixed-point text form,
     rounded to the given place relative to the decimal point,
     in a field of the given minimum width.
```

```
*)  
  
PROCEDURE WriteReal (cid: IOChan.ChanId;  
                    real: REAL; width: CARDINAL);  
  (* Writes the value of real to cid, as WriteFixed if the sign  
    and magnitude can be shown in the given width, or otherwise  
    as WriteFloat. The number of places or significant digits  
    depends on the given width.  
  *)  
  
END RealIO.
```

#### 4.4.43 gm2-libs-iso/RealMath

```

DEFINITION MODULE RealMath;

  (* Mathematical functions for the type REAL *)

CONST
  pi    = 3.1415926535897932384626433832795028841972;
  exp1  = 2.7182818284590452353602874713526624977572;

PROCEDURE __BUILTIN__ sqrt (x: REAL): REAL;
  (* Returns the positive square root of x *)

PROCEDURE __BUILTIN__ exp (x: REAL): REAL;
  (* Returns the exponential of x *)

PROCEDURE __BUILTIN__ ln (x: REAL): REAL;
  (* Returns the natural logarithm of x *)

  (* The angle in all trigonometric functions is measured in radians *)

PROCEDURE __BUILTIN__ sin (x: REAL): REAL;
  (* Returns the sine of x *)

PROCEDURE __BUILTIN__ cos (x: REAL): REAL;
  (* Returns the cosine of x *)

PROCEDURE tan (x: REAL): REAL;
  (* Returns the tangent of x *)

PROCEDURE arcsin (x: REAL): REAL;
  (* Returns the arcsine of x *)

PROCEDURE arccos (x: REAL): REAL;
  (* Returns the arccosine of x *)

PROCEDURE arctan (x: REAL): REAL;
  (* Returns the arctangent of x *)

PROCEDURE power (base, exponent: REAL) : REAL;
  (* Returns the value of the number base raised to the power exponent *)■

PROCEDURE round (x: REAL) : INTEGER;
  (* Returns the value of x rounded to the nearest integer *)

PROCEDURE IsRMathException () : BOOLEAN;
  (* Returns TRUE if the current coroutine is in the exceptional execution state■

```

```
because of the raising of an exception in a routine from this module; otherwise  
returns FALSE.
```

```
*)
```

```
END RealMath.
```

**4.4.44 gm2-libs-iso/RealStr**

```

DEFINITION MODULE RealStr;

    (* REAL/string conversions *)

IMPORT
    ConvTypes;

TYPE
    (* strAllRight, strOutOfRange, strWrongFormat, strEmpty *)
    ConvResults = ConvTypes.ConvResults;

    (* the string form of a signed fixed-point real number is
       ["+" | "-"], decimal digit, {decimal digit}, [".",
       {decimal digit}]
    *)

    (* the string form of a signed floating-point real number is
       signed fixed-point real number, "E", ["+" | "-"],
       decimal digit, {decimal digit}
    *)

PROCEDURE StrToReal (str: ARRAY OF CHAR; VAR real: REAL;
                    VAR res: ConvResults);
    (* Ignores any leading spaces in str. If the subsequent characters
       in str are in the format of a signed real number, assigns a
       corresponding value to real. Assigns a value indicating the
       format of str to res.
    *)

PROCEDURE RealToFloat (real: REAL; sigFigs: CARDINAL;
                      VAR str: ARRAY OF CHAR);
    (* Converts the value of real to floating-point string form, with
       sigFigs significant figures, and copies the possibly truncated
       result to str.
    *)

PROCEDURE RealToEng (real: REAL; sigFigs: CARDINAL;
                    VAR str: ARRAY OF CHAR);
    (* Converts the value of real to floating-point string form, with
       sigFigs significant figures, and copies the possibly truncated
       result to str. The number is scaled with one to three digits
       in the whole number part and with an exponent that is a multiple
       of three.
    *)

```

```
PROCEDURE RealToFixed (real: REAL; place: INTEGER;
                      VAR str: ARRAY OF CHAR);
  (* Converts the value of real to fixed-point string form, rounded
     to the given place relative to the decimal point, and copies
     the possibly truncated result to str.
  *)

PROCEDURE RealToStr (real: REAL; VAR str: ARRAY OF CHAR);
  (* Converts the value of real as RealToFixed if the sign and
     magnitude can be shown within the capacity of str, or
     otherwise as RealToFloat, and copies the possibly truncated
     result to str. The number of places or significant digits are
     implementation-defined.
  *)

END RealStr.
```

## 4.4.45 gm2-libs-iso/RndFile

```

DEFINITION MODULE RndFile;

  (* Random access files *)

IMPORT IOChan, ChanConsts, SYSTEM;

TYPE
  ChanId = IOChan.ChanId;
  FlagSet = ChanConsts.FlagSet;
  OpenResults = ChanConsts.OpenResults;

  (* Accepted singleton values of FlagSet *)

CONST
  (* input operations are requested/available *)
  read = FlagSet{ChanConsts.readFlag};
  (* output operations are requested/available *)
  write = FlagSet{ChanConsts.writeFlag};
  (* a file may/must/did exist before the channel is opened *)
  old = FlagSet{ChanConsts.oldFlag};
  (* text operations are requested/available *)
  text = FlagSet{ChanConsts.textFlag};
  (* raw operations are requested/available *)
  raw = FlagSet{ChanConsts.rawFlag};

PROCEDURE OpenOld (VAR cid: ChanId; name: ARRAY OF CHAR; flags: FlagSet;
                  VAR res: OpenResults);
  (* Attempts to obtain and open a channel connected to a stored random
   access file of the given name.
   The old flag is implied; without the write flag, read is implied;
   without the text flag, raw is implied.
   If successful, assigns to cid the identity of the opened channel,
   assigns the value opened to res, and sets the read/write position
   to the start of the file.
   If a channel cannot be opened as required, the value of res indicates
   the reason, and cid identifies the invalid channel.
  *)

PROCEDURE OpenClean (VAR cid: ChanId; name: ARRAY OF CHAR; flags: FlagSet;
                    VAR res: OpenResults);
  (* Attempts to obtain and open a channel connected to a stored random
   access file of the given name.
   The write flag is implied; without the text flag, raw is implied.
   If successful, assigns to cid the identity of the opened channel,
   assigns the value opened to res, and truncates the file to zero length.

```



If a channel cannot be opened as required, the value of res indicates the reason, and cid identifies the invalid channel.

\*)

```
PROCEDURE IsRndFile (cid: ChanId): BOOLEAN;
```

(\* Tests if the channel identified by cid is open to a random access file. \*)

```
PROCEDURE IsRndFileException (): BOOLEAN;
```

(\* Returns TRUE if the current coroutine is in the exceptional execution state because of the raising of a RndFile exception; otherwise returns FALSE.

\*)

```
CONST
```

```
FilePosSize = SIZE(LONGINT) ;
```

(\* <implementation-defined whole number greater than zero>; \*)

```
TYPE
```

```
FilePos = LONGINT ; (* ARRAY [1 .. FilePosSize] OF SYSTEM.LOC; *)
```

```
PROCEDURE StartPos (cid: ChanId): FilePos;
```

(\* If the channel identified by cid is not open to a random access file, the exception wrongDevice is raised; otherwise returns the position of the start of the file.

\*)

```
PROCEDURE CurrentPos (cid: ChanId): FilePos;
```

(\* If the channel identified by cid is not open to a random access file, the exception wrongDevice is raised; otherwise returns the position of the current read/write position.

\*)

```
PROCEDURE EndPos (cid: ChanId): FilePos;
```

(\* If the channel identified by cid is not open to a random access file, the exception wrongDevice is raised; otherwise returns the first position after which there have been no writes.

\*)

```
PROCEDURE NewPos (cid: ChanId; chunks: INTEGER; chunkSize: CARDINAL;
                  from: FilePos): FilePos;
```

(\* If the channel identified by cid is not open to a random access file, the exception wrongDevice is raised; otherwise returns the position (chunks \* chunkSize) relative to the position given by from, or raises the exception posRange if the required position cannot be represented as a value of type FilePos.

\*)

```
PROCEDURE SetPos (cid: ChanId; pos: FilePos);
  (* If the channel identified by cid is not open to a random access file,
    the exception wrongDevice is raised; otherwise sets the read/write
    position to the value given by pos.
  *)

PROCEDURE Close (VAR cid: ChanId);
  (* If the channel identified by cid is not open to a random access file,
    the exception wrongDevice is raised; otherwise closes the channel,
    and assigns the value identifying the invalid channel to cid.
  *)

END RndFile.
```

**4.4.46 gm2-libs-iso/SIOResult**

```
DEFINITION MODULE SIOResult;
```

```
    (* Read results for the default input channel *)
```

```
IMPORT IOConsts;
```

```
TYPE
```

```
    ReadResults = IOConsts.ReadResults;
```

```
    (*
```

```
    ReadResults =    (* This type is used to classify the result of an input operation
```

```
    (
```

```
        notKnown,      (* no read result is set *)
```

```
        allRight,      (* data is as expected or as required *)
```

```
        outOfRange,    (* data cannot be represented *)
```

```
        wrongFormat,   (* data not in expected format *)
```

```
        endOfLine,     (* end of line seen before expected data *)
```

```
        endOfInput     (* end of input seen before expected data *)
```

```
    );
```

```
    *)
```

```
PROCEDURE ReadResult (): ReadResults;
```

```
    (* Returns the result for the last read operation on the default input channel. *)■
```

```
END SIOResult.
```

## 4.4.47 gm2-libs-iso/SLongIO

```
DEFINITION MODULE SLongIO;
```

```
  (* Input and output of long real numbers in decimal text form
     using default channels. The read result is of the type
     IOConsts.ReadResults.
  *)
```

```
  (* The text form of a signed fixed-point real number is
     ["+" | "-"], decimal digit, {decimal digit},
     [".", {decimal digit}]
```

```
     The text form of a signed floating-point real number is
     signed fixed-point real number,
     "E", ["+" | "-"], decimal digit, {decimal digit}
  *)
```

```
PROCEDURE ReadReal (VAR real: LONGREAL);
```

```
  (* Skips leading spaces, and removes any remaining characters
     from the default input channel that form part of a signed
     fixed or floating point number. The value of this number
     is assigned to real. The read result is set to the value
     allRight, outOfRange, wrongFormat, endOfLine, or endOfInput.
  *)
```

```
PROCEDURE WriteFloat (real: LONGREAL; sigFigs: CARDINAL;
                     width: CARDINAL);
```

```
  (* Writes the value of real to the default output channel in
     floating-point text form, with sigFigs significant figures,
     in a field of the given minimum width.
  *)
```

```
PROCEDURE WriteEng (real: LONGREAL; sigFigs: CARDINAL;
                   width: CARDINAL);
```

```
  (* As for WriteFloat, except that the number is scaled with
     one to three digits in the whole number part, and with an
     exponent that is a multiple of three.
  *)
```

```
PROCEDURE WriteFixed (real: LONGREAL; place: INTEGER;
                     width: CARDINAL);
```

```
  (* Writes the value of real to the default output channel in
     fixed-point text form, rounded to the given place relative
     to the decimal point, in a field of the given minimum width.
  *)
```

```
PROCEDURE WriteReal (real: LONGREAL; width: CARDINAL);  
  (* Writes the value of real to the default output channel, as  
    WriteFixed if the sign and magnitude can be shown in the  
    given width, or otherwise as WriteFloat. The number of  
    places or significant digits depends on the given width.  
  *)  
  
END SLongIO.
```

#### 4.4.48 gm2-libs-iso/SLongWholeIO

DEFINITION MODULE SLongWholeIO;

(\* Input and output of whole numbers in decimal text form over  
default channels. The read result is of the type  
IOConsts.ReadResults.  
\*)

(\* The text form of a signed whole number is  
["+" | "-"], decimal digit, {decimal digit}

The text form of an unsigned whole number is  
decimal digit, {decimal digit}  
\*)

PROCEDURE ReadInt (VAR int: LONGINT);

(\* Skips leading spaces, and removes any remaining characters  
from the default input channel that form part of a signed  
whole number. The value of this number is assigned  
to int. The read result is set to the value allRight,  
outOfRange, wrongFormat, endOfLine, or endOfInput.  
\*)

PROCEDURE WriteInt (int: LONGINT; width: CARDINAL);

(\* Writes the value of int to the default output channel in  
text form, in a field of the given minimum width.  
\*)

PROCEDURE ReadCard (VAR card: LONGCARD);

(\* Skips leading spaces, and removes any remaining characters  
from the default input channel that form part of an  
unsigned whole number. The value of this number is  
assigned to card. The read result is set to the value  
allRight, outOfRange, wrongFormat, endOfLine, or endOfInput.  
\*)

PROCEDURE WriteCard (card: LONGCARD; width: CARDINAL);

(\* Writes the value of card to the default output channel in  
text form, in a field of the given minimum width.  
\*)

END SLongWholeIO.

#### 4.4.49 gm2-libs-iso/SRawIO

```
DEFINITION MODULE SRawIO;
```

```
    (* Reading and writing data over default channels using raw operations, that is, with  
       conversion or interpretation. The read result is of the type IOConsts.ReadResults.  
    *)
```

```
IMPORT SYSTEM;
```

```
PROCEDURE Read (VAR to: ARRAY OF SYSTEM.LOC);
```

```
    (* Reads storage units from the default input channel, and assigns them to successive  
       components of to. The read result is set to the value allRight, wrongFormat, or  
       endOfInput.  
    *)
```

```
PROCEDURE Write (from: ARRAY OF SYSTEM.LOC);
```

```
    (* Writes storage units to the default output channel from successive components of  
       from.  
    *)
```

```
END SRawIO.
```

#### 4.4.50 gm2-libs-iso/SRealIO

DEFINITION MODULE SRealIO;

(\* Input and output of real numbers in decimal text form over default channels. The read result is of the type IOConsts.ReadResults.  
\*)

(\* The text form of a signed fixed-point real number is  
["+" | "-"], decimal digit, {decimal digit},  
[".", {decimal digit}]

The text form of a signed floating-point real number is  
signed fixed-point real number,  
"E", ["+" | "-"], decimal digit, {decimal digit}  
\*)

PROCEDURE ReadReal (VAR real: REAL);

(\* Skips leading spaces, and removes any remaining characters from the default input channel that form part of a signed fixed or floating point number. The value of this number is assigned to real. The read result is set to the value allRight, outOfRange, wrongFormat, endOfLine, or endOfInput.  
\*)

PROCEDURE WriteFloat (real: REAL; sigFigs: CARDINAL; width: CARDINAL);

(\* Writes the value of real to the default output channel in floating-point text form, with sigFigs significant figures, in a field of the given minimum width.  
\*)

PROCEDURE WriteEng (real: REAL; sigFigs: CARDINAL; width: CARDINAL);

(\* As for WriteFloat, except that the number is scaled with one to three digits in the whole number part, and with an exponent that is a multiple of three.  
\*)

PROCEDURE WriteFixed (real: REAL; place: INTEGER; width: CARDINAL);

(\* Writes the value of real to the default output channel in fixed-point text form, rounded to the given place relative to the decimal point, in a field of the given minimum width.  
\*)

PROCEDURE WriteReal (real: REAL; width: CARDINAL);

(\* Writes the value of real to the default output channel, as WriteFixed if the sign and magnitude can be shown in the



```
        given width, or otherwise as WriteFloat. The number of  
        places or significant digits depends on the given width.  
*)
```

```
END SRealIO.
```

#### 4.4.51 gm2-libs-iso/SShortIO

DEFINITION MODULE SShortIO;

(\* Input and output of short real numbers in decimal text form using default channels. The read result is of the type IOConsts.ReadResults.  
\*)

(\* The text form of a signed fixed-point real number is  
["+" | "-"], decimal digit, {decimal digit},  
[".", {decimal digit}]

The text form of a signed floating-point real number is  
signed fixed-point real number,  
"E", ["+" | "-"], decimal digit, {decimal digit}  
\*)

PROCEDURE ReadReal (VAR real: SHORTREAL);

(\* Skips leading spaces, and removes any remaining characters from the default input channel that form part of a signed fixed or floating point number. The value of this number is assigned to real. The read result is set to the value allRight, outOfRange, wrongFormat, endOfLine, or endOfInput.  
\*)

PROCEDURE WriteFloat (real: SHORTREAL; sigFigs: CARDINAL;  
width: CARDINAL);

(\* Writes the value of real to the default output channel in floating-point text form, with sigFigs significant figures, in a field of the given minimum width.  
\*)

PROCEDURE WriteEng (real: SHORTREAL; sigFigs: CARDINAL;  
width: CARDINAL);

(\* As for WriteFloat, except that the number is scaled with one to three digits in the whole number part, and with an exponent that is a multiple of three.  
\*)

PROCEDURE WriteFixed (real: SHORTREAL; place: INTEGER;  
width: CARDINAL);

(\* Writes the value of real to the default output channel in fixed-point text form, rounded to the given place relative to the decimal point, in a field of the given minimum width.  
\*)

```
PROCEDURE WriteReal (real: SHORTREAL; width: CARDINAL);  
  (* Writes the value of real to the default output channel, as  
    WriteFixed if the sign and magnitude can be shown in the  
    given width, or otherwise as WriteFloat. The number of  
    places or significant digits depends on the given width.  
  *)  
  
END SShortIO.
```

#### 4.4.52 gm2-libs-iso/SShortWholeIO

DEFINITION MODULE SShortWholeIO;

(\* Input and output of whole numbers in decimal text form over default channels. The read result is of the type IOConsts.ReadResults.  
\*)

(\* The text form of a signed whole number is  
["+" | "-"], decimal digit, {decimal digit}

The text form of an unsigned whole number is  
decimal digit, {decimal digit}  
\*)

PROCEDURE ReadInt (VAR int: SHORTINT);

(\* Skips leading spaces, and removes any remaining characters from the default input channel that form part of a signed whole number. The value of this number is assigned to int. The read result is set to the value allRight, outOfRange, wrongFormat, endOfLine, or endOfInput.  
\*)

PROCEDURE WriteInt (int: SHORTINT; width: CARDINAL);

(\* Writes the value of int to the default output channel in text form, in a field of the given minimum width.  
\*)

PROCEDURE ReadCard (VAR card: SHORTCARD);

(\* Skips leading spaces, and removes any remaining characters from the default input channel that form part of an unsigned whole number. The value of this number is assigned to card. The read result is set to the value allRight, outOfRange, wrongFormat, endOfLine, or endOfInput.  
\*)

PROCEDURE WriteCard (card: SHORTCARD; width: CARDINAL);

(\* Writes the value of card to the default output channel in text form, in a field of the given minimum width.  
\*)

END SShortWholeIO.

#### 4.4.53 gm2-libs-iso/STextIO

DEFINITION MODULE STextIO;

(\* Input and output of character and string types over default channels. The read result is of the type IOConsts.ReadResults.  
\*)

(\* The following procedures do not read past line marks \*)

PROCEDURE ReadChar (VAR ch: CHAR);

(\* If possible, removes a character from the default input stream, and assigns the corresponding value to ch. The read result is set to allRight, endOfLine or endOfInput.  
\*)

PROCEDURE ReadRestLine (VAR s: ARRAY OF CHAR);

(\* Removes any remaining characters from the default input stream before the next line mark, copying to s as many as can be accommodated as a string value. The read result is set to the value allRight, outOfRange, endOfLine, or endOfInput.  
\*)

PROCEDURE ReadString (VAR s: ARRAY OF CHAR);

(\* Removes only those characters from the default input stream before the next line mark that can be accommodated in s as a string value, and copies them to s. The read result is set to the value allRight, endOfLine, or endOfInput.  
\*)

PROCEDURE ReadToken (VAR s: ARRAY OF CHAR);

(\* Skips leading spaces, and then removes characters from the default input stream before the next space or line mark, copying to s as many as can be accommodated as a string value. The read result is set to the value allRight, outOfRange, endOfLine, or endOfInput.  
\*)

(\* The following procedure reads past the next line mark \*)

PROCEDURE SkipLine;

(\* Removes successive items from the default input stream up to and including the next line mark or until the end of input is reached. The read result is set to the value allRight, or endOfInput.  
\*)

(\* Output procedures \*)

PROCEDURE WriteChar (ch: CHAR);

```
      (* Writes the value of ch to the default output stream. *)

PROCEDURE WriteLn;
  (* Writes a line mark to the default output stream. *)

PROCEDURE WriteString (s: ARRAY OF CHAR);
  (* Writes the string value of s to the default output stream. *)

END STextIO.
```

#### 4.4.54 gm2-libs-iso/SWholeIO

DEFINITION MODULE SWholeIO;

(\* Input and output of whole numbers in decimal text form over  
default channels. The read result is of the type  
IOConsts.ReadResults.  
\*)

(\* The text form of a signed whole number is  
["+" | "-"], decimal digit, {decimal digit}

The text form of an unsigned whole number is  
decimal digit, {decimal digit}  
\*)

PROCEDURE ReadInt (VAR int: INTEGER);

(\* Skips leading spaces, and removes any remaining characters  
from the default input channel that form part of a signed  
whole number. The value of this number is assigned  
to int. The read result is set to the value allRight,  
outOfRange, wrongFormat, endOfLine, or endOfInput.  
\*)

PROCEDURE WriteInt (int: INTEGER; width: CARDINAL);

(\* Writes the value of int to the default output channel in  
text form, in a field of the given minimum width.  
\*)

PROCEDURE ReadCard (VAR card: CARDINAL);

(\* Skips leading spaces, and removes any remaining characters  
from the default input channel that form part of an  
unsigned whole number. The value of this number is  
assigned to card. The read result is set to the value  
allRight, outOfRange, wrongFormat, endOfLine, or endOfInput.  
\*)

PROCEDURE WriteCard (card: CARDINAL; width: CARDINAL);

(\* Writes the value of card to the default output channel in  
text form, in a field of the given minimum width.  
\*)

END SWholeIO.

## 4.4.55 gm2-libs-iso/SYSTEM

```
DEFINITION MODULE SYSTEM;
```

```
    (* Gives access to system programming facilities that are probably
       non portable. *)
```

```
    (* The constants and types define underlying properties of storage *)
```

```
EXPORT QUALIFIED BITS_PER_LOC, LOC_SIZE_T,
    LOC, BYTE, WORD, ADDRESS, C_SIZE_T, C_SIZE_T, COFF_T, (*
       Target specific data types. *)
    ADD_ADDR, SUB_ADDR, DIF_ADDR, MAKE_ADDR, ADDR, ROTATE,
    SHIFT, CAST, T_SIZE,
```

```
    (* Internal GM2 compiler functions *)
    ShiftVal, ShiftLeft, ShiftRight,
    RotateVal, RotateLeft, RotateRight,
    THROW, T_BITS_SIZE ;
```

```
CONST
```

```
    (* <implementation-defined constant> ; *)
    BITS_PER_LOC = __ATTRIBUTE__ __BUILTIN__ ((BITS_PER_UNIT)) ;
    (* <implementation-defined constant> ; *)
    LOC_SIZE_T = __ATTRIBUTE__ __BUILTIN__ ((UNITS_PER_WORD)) ;
    (* <implementation-defined constant> ; *)
    LOC_SIZE_T = 8 DIV BITS_PER_LOC ;
```

```
(* Note that the full list of system and sized datatypes include:
    LOC, WORD, BYTE, ADDRESS,
```

```
(and the non language standard target types)
```

```
    INTEGER8, INTEGER16, INTEGER32, INTEGER64,
    CARDINAL8, CARDINAL16, CARDINAL32, CARDINAL64,
    WORD16, WORD32, WORD64, BITSET8, BITSET16,
    BITSET32, REAL32, REAL64, REAL128, COMPLEX32,
    COMPLEX64, COMPLEX128, C_SIZE_T, C_SIZE_T.
```

```
Also note that the non-standard data types will
move into another module in the future. *)
```

```
(*
    All the data types and procedures below are declared internally.
    =====
```

```
TYPE
```



(\* Target specific data types. \*)

TYPE

LOC; (\* A system basic type. Values are the uninterpreted  
contents of the smallest addressable unit of storage \*)  
ADDRESS = POINTER TO LOC;  
WORD = ARRAY [0 .. LOCSPERWORD-1] OF LOC;

(\* BYTE and LOCSPERBYTE are provided if appropriate for machine \*)

TYPE

BYTE = ARRAY [0 .. LOCSPERBYTE-1] OF LOC;

PROCEDURE ADDADR (addr: ADDRESS; offset: CARDINAL): ADDRESS;

(\* Returns address given by (addr + offset), or may raise  
an exception if this address is not valid.  
\*)

PROCEDURE SUBADR (addr: ADDRESS; offset: CARDINAL): ADDRESS;

(\* Returns address given by (addr - offset), or may raise an  
exception if this address is not valid.  
\*)

PROCEDURE DIFADR (addr1, addr2: ADDRESS): INTEGER;

(\* Returns the difference between addresses (addr1 - addr2),  
or may raise an exception if the arguments are invalid  
or address space is non-contiguous.  
\*)

PROCEDURE MAKEADR (high: <some type>; ...): ADDRESS;

(\* Returns an address constructed from a list of values whose  
types are implementation-defined, or may raise an  
exception if this address is not valid.

In GNU Modula-2, MAKEADR can take any number of arguments  
which are mapped onto the type ADDRESS. The first parameter  
maps onto the high address bits and subsequent parameters map  
onto lower address bits. For example:

```
a := MAKEADR(BYTE(OFEH), BYTE(ODCH), BYTE(OBAH), BYTE(O98H),
             BYTE(O76H), BYTE(O54H), BYTE(O32H), BYTE(O10H)) ;
```

then the value of, a, on a 64 bit machine is: 0FEDCBA9876543210H

The parameters do not have to be the same type, but constants  
\_must\_ be typed.

\*)

```

PROCEDURE ADR (VAR v: <anytype>): ADDRESS;
    (* Returns the address of variable v. *)

PROCEDURE ROTATE (val: <a packedset type>;
                  num: INTEGER): <type of first parameter>;
    (* Returns a bit sequence obtained from val by rotating up/right
       or down/right by the absolute value of num. The direction is
       down/right if the sign of num is negative, otherwise the direction
       is up/left.
    *)

PROCEDURE SHIFT (val: <a packedset type>;
                 num: INTEGER): <type of first parameter>;
    (* Returns a bit sequence obtained from val by shifting up/left
       or down/right by the absolute value of num, introducing
       zeros as necessary. The direction is down/right if the sign of
       num is negative, otherwise the direction is up/left.
    *)

PROCEDURE CAST (<targettype>; val: <anytype>): <targettype>;
    (* CAST is a type transfer function. Given the expression
       denoted by val, it returns a value of the type <targettype>.
       An invalid value for the target value or a
       physical address alignment problem may raise an exception.
    *)

PROCEDURE TSIZE (<type>; ... ): CARDINAL;
    (* Returns the number of LOCS used to store a value of the
       specified <type>. The extra parameters, if present,
       are used to distinguish variants in a variant record.
    *)

PROCEDURE THROW (i: INTEGER) <* noreturn *> ;
    (*
       THROW is a GNU extension and was not part of the PIM or ISO
       standards. It throws an exception which will be caught by the
       EXCEPT block (assuming it exists). This is a compiler builtin
       function which interfaces to the GCC exception handling runtime
       system.
       GCC uses the term throw, hence the naming distinction between
       the GCC builtin and the Modula-2 runtime library procedure Raise.
       The later library procedure Raise will call SYSTEM.THROW after
       performing various housekeeping activities.
    *)

PROCEDURE TBITSIZE (<type>) : CARDINAL ;

```

```

    (* Returns the minimum number of bits necessary to represent
       <type>. This procedure function is only useful for determining
       the number of bits used for any type field within a packed RECORD.
       It is not particularly useful elsewhere since <type> might be
       optimized for speed, for example a BOOLEAN could occupy a WORD.
    *)
*)

(* The following procedures are invoked by GNU Modula-2 to
   shift non word set types. They are not part of ISO Modula-2
   but are used to implement the SHIFT procedure defined above. *)

(*
   ShiftVal - is a runtime procedure whose job is to implement
               the SHIFT procedure of ISO SYSTEM. GNU Modula-2 will
               inline a SHIFT of a single WORD sized set and will only
               call this routine for larger sets.
*)

PROCEDURE ShiftVal (VAR s, d: ARRAY OF BITSET;
                   SetSizeInBits: CARDINAL;
                   ShiftCount: INTEGER) ;

(*
   ShiftLeft - performs the shift left for a multi word set.
               This procedure might be called by the back end of
               GNU Modula-2 depending whether amount is known at
               compile time.
*)

PROCEDURE ShiftLeft (VAR s, d: ARRAY OF BITSET;
                    SetSizeInBits: CARDINAL;
                    ShiftCount: CARDINAL) ;

(*
   ShiftRight - performs the shift left for a multi word set.
                This procedure might be called by the back end of
                GNU Modula-2 depending whether amount is known at
                compile time.
*)

PROCEDURE ShiftRight (VAR s, d: ARRAY OF BITSET;
                     SetSizeInBits: CARDINAL;
                     ShiftCount: CARDINAL) ;

```



#### 4.4.56 gm2-libs-iso/Semaphores

DEFINITION MODULE Semaphores;

(\* Provides mutual exclusion facilities for use by processes. \*)

TYPE

SEMAPHORE;

PROCEDURE Create (VAR s: SEMAPHORE; initialCount: CARDINAL );

(\* Creates and returns s as the identity of a new semaphore that has its associated count initialized to initialCount, and has no processes yet waiting on it.

\*)

PROCEDURE Destroy (VAR s: SEMAPHORE);

(\* Recovers the resources used to implement the semaphore s, provided that no process is waiting for s to become free.

\*)

PROCEDURE Claim (s: SEMAPHORE);

(\* If the count associated with the semaphore s is non-zero, decrements this count and allows the calling process to continue; otherwise suspends the calling process until s is released.

\*)

PROCEDURE Release (s: SEMAPHORE);

(\* If there are any processes waiting on the semaphore s, allows one of them to enter the ready state; otherwise increments the count associated with s.

\*)

PROCEDURE CondClaim (s: SEMAPHORE): BOOLEAN;

(\* Returns FALSE if the call Claim(s) would cause the calling process to be suspended; in this case the count associated with s is not changed. Otherwise returns TRUE and the associated count is decremented.

\*)

END Semaphores.

**4.4.57 gm2-libs-iso/SeqFile**

```
DEFINITION MODULE SeqFile;
```

```
    (* Rewindable sequential files *)
```

```
IMPORT IOChan, ChanConsts;
```

```
TYPE
```

```
    ChanId = IOChan.ChanId;
```

```
    FlagSet = ChanConsts.FlagSet;
```

```
    OpenResults = ChanConsts.OpenResults;
```

```
    (* Accepted singleton values of FlagSet *)
```

```
CONST
```

```
    (* input operations are requested/available *)
```

```
    read = FlagSet{ChanConsts.readFlag};
```

```
    (* output operations are requested/available *)
```

```
    write = FlagSet{ChanConsts.writeFlag};
```

```
    (* a file may/must/did exist before the channel is opened *)
```

```
    old = FlagSet{ChanConsts.oldFlag};
```

```
    (* text operations are requested/available *)
```

```
    text = FlagSet{ChanConsts.textFlag};
```

```
    (* raw operations are requested/available *)
```

```
    raw = FlagSet{ChanConsts.rawFlag};
```

```
PROCEDURE OpenWrite (VAR cid: ChanId; name: ARRAY OF CHAR;
                    flags: FlagSet; VAR res: OpenResults);
```

```
    (*
```

```
        Attempts to obtain and open a channel connected to a stored
        rewindable file of the given name.
```

```
        The write flag is implied; without the raw flag, text is
        implied. If successful, assigns to cid the identity of
        the opened channel, assigns the value opened to res, and
        selects output mode, with the write position at the start
        of the file (i.e. the file is of zero length).
```

```
        If a channel cannot be opened as required, the value of
        res indicates the reason, and cid identifies the invalid
        channel.
```

```
    *)
```

```
PROCEDURE OpenAppend (VAR cid: ChanId; name: ARRAY OF CHAR;
```

```
                                flags: FlagSet; VAR res: OpenResults);
(*
    Attempts to obtain and open a channel connected to a stored
    rewindable file of the given name. The write and old flags
    are implied; without the raw flag, text is implied. If
    successful, assigns to cid the identity of the opened channel,
    assigns the value opened to res, and selects output mode,
    with the write position corresponding to the length of the
    file. If a channel cannot be opened as required, the value
    of res indicates the reason, and cid identifies the invalid
    channel.
*)

PROCEDURE OpenRead (VAR cid: ChanId; name: ARRAY OF CHAR;
                    flags: FlagSet; VAR res: OpenResults);
(* Attempts to obtain and open a channel connected to a stored
    rewindable file of the given name.
    The read and old flags are implied; without the raw flag,
    text is implied. If successful, assigns to cid the
    identity of the opened channel, assigns the value opened to
    res, and selects input mode, with the read position
    corresponding to the start of the file.
    If a channel cannot be opened as required, the value of
    res indicates the reason, and cid identifies the invalid
    channel.
*)

PROCEDURE IsSeqFile (cid: ChanId): BOOLEAN;
(* Tests if the channel identified by cid is open to a
    rewindable sequential file. *)

PROCEDURE Reread (cid: ChanId);
(* If the channel identified by cid is not open to a rewindable
    sequential file, the exception wrongDevice is raised;
    otherwise attempts to set the read position to the
    start of the file, and to select input mode.
    If the operation cannot be performed (perhaps because of
    insufficient permissions) neither input mode nor output
    mode is selected.
*)

PROCEDURE Rewrite (cid: ChanId);
(* If the channel identified by cid is not open to a
    rewindable sequential file, the exception wrongDevice is
    raised; otherwise, attempts to truncate the file to zero
    length, and to select output mode. If the operation
    cannot be performed (perhaps because of insufficient
```

```
        permissions) neither input mode nor output mode is selected.
    *)

PROCEDURE Close (VAR cid: ChanId);
    (* If the channel identified by cid is not open to a rewindable
       sequential file, the exception wrongDevice is raised;
       otherwise closes the channel, and assigns the value
       identifying the invalid channel to cid.
    *)

END SeqFile.
```



#### 4.4.58 gm2-libs-iso/ShortComplexMath

```

DEFINITION MODULE ShortComplexMath;

  (* Mathematical functions for the type SHORTCOMPLEX *)

CONST
  i =      CMPLX (0.0, 1.0);
  one =    CMPLX (1.0, 0.0);
  zero =   CMPLX (0.0, 0.0);

PROCEDURE abs (z: SHORTCOMPLEX): SHORTREAL;
  (* Returns the length of z *)

PROCEDURE arg (z: SHORTCOMPLEX): SHORTREAL;
  (* Returns the angle that z subtends to the positive real axis *)

PROCEDURE conj (z: SHORTCOMPLEX): SHORTCOMPLEX;
  (* Returns the complex conjugate of z *)

PROCEDURE power (base: SHORTCOMPLEX; exponent: SHORTREAL): SHORTCOMPLEX;
  (* Returns the value of the number base raised to the power exponent *)

PROCEDURE sqrt (z: SHORTCOMPLEX): SHORTCOMPLEX;
  (* Returns the principal square root of z *)

PROCEDURE exp (z: SHORTCOMPLEX): SHORTCOMPLEX;
  (* Returns the complex exponential of z *)

PROCEDURE ln (z: SHORTCOMPLEX): SHORTCOMPLEX;
  (* Returns the principal value of the natural logarithm of z *)

PROCEDURE sin (z: SHORTCOMPLEX): SHORTCOMPLEX;
  (* Returns the sine of z *)

PROCEDURE cos (z: SHORTCOMPLEX): SHORTCOMPLEX;
  (* Returns the cosine of z *)

PROCEDURE tan (z: SHORTCOMPLEX): SHORTCOMPLEX;
  (* Returns the tangent of z *)

PROCEDURE arcsin (z: SHORTCOMPLEX): SHORTCOMPLEX;
  (* Returns the arcsine of z *)

PROCEDURE arccos (z: SHORTCOMPLEX): SHORTCOMPLEX;
  (* Returns the arccosine of z *)

```

```
PROCEDURE arctan (z: SHORTCOMPLEX): SHORTCOMPLEX;
    (* Returns the arctangent of z *)

PROCEDURE polarToComplex (abs, arg: SHORTREAL): SHORTCOMPLEX;
    (* Returns the complex number with the specified polar coordinates *)

PROCEDURE scalarMult (scalar: SHORTREAL; z: SHORTCOMPLEX): SHORTCOMPLEX;
    (* Returns the scalar product of scalar with z *)

PROCEDURE IsCMathException (): BOOLEAN;
    (* Returns TRUE if the current coroutine is in the exceptional execution state
       because of the raising of an exception in a routine from this module; otherwise
       returns FALSE.
    *)

END ShortComplexMath.
```

## 4.4.59 gm2-libs-iso/ShortConv

```

DEFINITION MODULE ShortConv;

IMPORT
    ConvTypes;

TYPE
    ConvResults = ConvTypes.ConvResults; (* strAllRight, strOutOfRange,
                                           strWrongFormat, strEmpty *)

PROCEDURE ScanReal (inputCh: CHAR; VAR chClass: ConvTypes.ScanClass;
                   VAR nextState: ConvTypes.ScanState);
    (* Represents the start state of a finite state scanner for real
       numbers - assigns class of inputCh to chClass and a procedure
       representing the next state to nextState.
    *)

PROCEDURE FormatReal (str: ARRAY OF CHAR): ConvResults;
    (* Returns the format of the string value for conversion to LONGREAL. *)

PROCEDURE ValueReal (str: ARRAY OF CHAR): SHORTREAL;
    (* Returns the value corresponding to the real number string value
       str if str is well-formed; otherwise raises the ShortConv exception.
    *)

PROCEDURE LengthFloatReal (real: SHORTREAL; sigFigs: CARDINAL): CARDINAL;
    (* Returns the number of characters in the floating-point string
       representation of real with sigFigs significant figures.
    *)

PROCEDURE LengthEngReal (real: SHORTREAL; sigFigs: CARDINAL): CARDINAL;
    (* Returns the number of characters in the floating-point engineering
       string representation of real with sigFigs significant figures.
    *)

PROCEDURE LengthFixedReal (real: SHORTREAL; place: INTEGER): CARDINAL;
    (* Returns the number of characters in the fixed-point string
       representation of real rounded to the given place relative to the
       decimal point.
    *)

PROCEDURE IsRConvException (): BOOLEAN;
    (* Returns TRUE if the current coroutine is in the exceptional
       execution state because of the raising of an exception in a
       routine from this module; otherwise returns FALSE.
    *)

```

END ShortConv.

#### 4.4.60 gm2-libs-iso/ShortIO

```
DEFINITION MODULE ShortIO;
```

```
  (* Input and output of short real numbers in decimal text form
     over specified channels. The read result is of the type
     IOConsts.ReadResults.
  *)
```

```
IMPORT IOChan;
```

```
  (* The text form of a signed fixed-point real number is
     ["+" | "-"], decimal digit, {decimal digit}, [".",
     {decimal digit}]
```

```

     The text form of a signed floating-point real number is
     signed fixed-point real number,
     "E", ["+" | "-"], decimal digit, {decimal digit}
  *)
```

```
PROCEDURE ReadReal (cid: IOChan.ChanId; VAR real: SHORTREAL);
```

```
  (* Skips leading spaces, and removes any remaining characters
     from cid that form part of a signed fixed or floating
     point number. The value of this number is assigned to real.
     The read result is set to the value allRight, outOfRange,
     wrongFormat, endOfLine, or endOfInput.
  *)
```

```
PROCEDURE WriteFloat (cid: IOChan.ChanId; real: SHORTREAL;
                     sigFigs: CARDINAL; width: CARDINAL);
```

```
  (* Writes the value of real to cid in floating-point text form,
     with sigFigs significant figures, in a field of the given
     minimum width.
  *)
```

```
PROCEDURE WriteEng (cid: IOChan.ChanId; real: SHORTREAL;
                   sigFigs: CARDINAL; width: CARDINAL);
```

```
  (* As for WriteFloat, except that the number is scaled with
     one to three digits in the whole number part, and with an
     exponent that is a multiple of three.
  *)
```

```
PROCEDURE WriteFixed (cid: IOChan.ChanId; real: SHORTREAL;
                     place: INTEGER; width: CARDINAL);
```

```
  (* Writes the value of real to cid in fixed-point text form,
     rounded to the given place relative to the decimal point,
     in a field of the given minimum width.
```

```
*)  
  
PROCEDURE WriteReal (cid: IOChan.ChanId; real: SHORTREAL;  
                    width: CARDINAL);  
  (* Writes the value of real to cid, as WriteFixed if the  
    sign and magnitude can be shown in the given width, or  
    otherwise as WriteFloat. The number of places or  
    significant digits depends on the given width.  
  *)  
  
END ShortIO.
```

#### 4.4.61 gm2-libs-iso/ShortMath

```

DEFINITION MODULE ShortMath;

    (* Mathematical functions for the type LONGREAL *)

CONST
    pi    = 3.1415926535897932384626433832795028841972;
    exp1  = 2.7182818284590452353602874713526624977572;

PROCEDURE __BUILTIN__ sqrt (x: SHORTREAL): SHORTREAL;
    (* Returns the positive square root of x *)

PROCEDURE __BUILTIN__ exp (x: SHORTREAL): SHORTREAL;
    (* Returns the exponential of x *)

PROCEDURE __BUILTIN__ ln (x: SHORTREAL): SHORTREAL;
    (* Returns the natural logarithm of x *)

    (* The angle in all trigonometric functions is measured in radians *)

PROCEDURE __BUILTIN__ sin (x: SHORTREAL): SHORTREAL;
    (* Returns the sine of x *)

PROCEDURE __BUILTIN__ cos (x: SHORTREAL): SHORTREAL;
    (* Returns the cosine of x *)

PROCEDURE tan (x: SHORTREAL): SHORTREAL;
    (* Returns the tangent of x *)

PROCEDURE arcsin (x: SHORTREAL): SHORTREAL;
    (* Returns the arcsine of x *)

PROCEDURE arccos (x: SHORTREAL): SHORTREAL;
    (* Returns the arccosine of x *)

PROCEDURE arctan (x: SHORTREAL): SHORTREAL;
    (* Returns the arctangent of x *)

PROCEDURE power (base, exponent: SHORTREAL): SHORTREAL;
    (* Returns the value of the number base raised to the power exponent *)■

PROCEDURE round (x: SHORTREAL): INTEGER;
    (* Returns the value of x rounded to the nearest integer *)

PROCEDURE IsRMathException (): BOOLEAN;
    (* Returns TRUE if the current coroutine is in the exceptional

```

```
        execution state because of the raising of an exception in a  
        routine from this module; otherwise returns FALSE.  
*)
```

```
END ShortMath.
```



## 4.4.62 gm2-libs-iso/ShortStr

```

DEFINITION MODULE ShortStr;

  (* SHORTREAL/string conversions *)

IMPORT
  ConvTypes;

TYPE
  (* strAllRight, strOutOfRange, strWrongFormat, strEmpty *)
  ConvResults = ConvTypes.ConvResults;

  (* the string form of a signed fixed-point real number is
     ["+" | "-"], decimal digit, {decimal digit}, [".",
     {decimal digit}]
  *)

  (* the string form of a signed floating-point real number is
     signed fixed-point real number, "E", ["+" | "-"],
     decimal digit, {decimal digit}
  *)

PROCEDURE StrToReal (str: ARRAY OF CHAR; VAR real: SHORTREAL;
  VAR res: ConvResults);
  (* Ignores any leading spaces in str. If the subsequent characters
     in str are in the format of a signed real number, assigns a
     corresponding value to real. Assigns a value indicating the
     format of str to res.
  *)

PROCEDURE RealToFloat (real: SHORTREAL; sigFigs: CARDINAL;
  VAR str: ARRAY OF CHAR);
  (* Converts the value of real to floating-point string form, with
     sigFigs significant figures, and copies the possibly truncated
     result to str.
  *)

PROCEDURE RealToEng (real: SHORTREAL; sigFigs: CARDINAL;
  VAR str: ARRAY OF CHAR);
  (* Converts the value of real to floating-point string form, with
     sigFigs significant figures, and copies the possibly truncated
     result to str. The number is scaled with one to three digits
     in the whole number part and with an exponent that is a
     multiple of three.
  *)

```

```
PROCEDURE RealToFixed (real: SHORTREAL; place: INTEGER;
                      VAR str: ARRAY OF CHAR);
  (* Converts the value of real to fixed-point string form, rounded
     to the given place relative to the decimal point, and copies
     the possibly truncated result to str.
  *)

PROCEDURE RealToStr (real: SHORTREAL; VAR str: ARRAY OF CHAR);
  (* Converts the value of real as RealToFixed if the sign and
     magnitude can be shown within the capacity of str, or
     otherwise as RealToFloat, and copies the possibly truncated
     result to str. The number of places or significant digits
     depend on the capacity of str.
  *)

END ShortStr.
```

#### 4.4.63 gm2-libs-iso/ShortWholeIO

```
DEFINITION MODULE ShortWholeIO;

  (* Input and output of whole numbers in decimal text form
     over specified channels. The read result is of the
     type IOConsts.ReadResults.
  *)

IMPORT IOChan;

  (* The text form of a signed whole number is
     ["+" | "-"], decimal digit, {decimal digit}

     The text form of an unsigned whole number is
     decimal digit, {decimal digit}
  *)

PROCEDURE ReadInt (cid: IOChan.ChanId; VAR int: SHORTINT);
  (* Skips leading spaces, and removes any remaining characters
     from cid that form part of a signed whole number. The
     value of this number is assigned to int. The read result
     is set to the value allRight, outOfRange, wrongFormat,
     endOfLine, or endOfInput.
  *)

PROCEDURE WriteInt (cid: IOChan.ChanId; int: SHORTINT;
                   width: CARDINAL);
  (* Writes the value of int to cid in text form, in a field of
     the given minimum width. *)

PROCEDURE ReadCard (cid: IOChan.ChanId; VAR card: SHORTCARD);
  (* Skips leading spaces, and removes any remaining characters
     from cid that form part of an unsigned whole number. The
     value of this number is assigned to card. The read result
     is set to the value allRight, outOfRange, wrongFormat,
     endOfLine, or endOfInput.
  *)

PROCEDURE WriteCard (cid: IOChan.ChanId; card: SHORTCARD;
                    width: CARDINAL);
  (* Writes the value of card to cid in text form, in a field
     of the given minimum width. *)

END ShortWholeIO.
```

#### 4.4.64 gm2-libs-iso/SimpleCipher

```
DEFINITION MODULE SimpleCipher ;

(*
  Description: provides a simple Caesar cipher layer which
               can be attached to any channel device.  This,
               pedagogical, module is designed to show how
               it is possible to add further layers underneath
               the channel devices.
*)

FROM IOChan IMPORT ChanId ;

(*
  InsertCipherLayer - inserts a caesar cipher below channel, cid.
                     The encryption, key, is specified.
*)

PROCEDURE InsertCipherLayer (cid: ChanId; key: INTEGER) ;

(*
  RemoveCipherLayer - removes a Caesar cipher below channel, cid.
*)

PROCEDURE RemoveCipherLayer (cid: ChanId) ;

END SimpleCipher.
```

#### 4.4.65 gm2-libs-iso/StdChans

```
DEFINITION MODULE StdChans;
```

```
    (* Access to standard and default channels *)
```

```
IMPORT IOChan;
```

```
TYPE
```

```
    ChanId = IOChan.ChanId;
```

```
    (* Values of this type are used to identify channels *)
```

```
    (* The following functions return the standard channel values.
       These channels cannot be closed.
```

```
    *)
```

```
PROCEDURE StdInChan (): ChanId;
```

```
    (* Returns the identity of the implementation-defined standard source for
       program
       input.
```

```
    *)
```

```
PROCEDURE StdOutChan (): ChanId;
```

```
    (* Returns the identity of the implementation-defined standard source for program
       output.
```

```
    *)
```

```
PROCEDURE StdErrChan (): ChanId;
```

```
    (* Returns the identity of the implementation-defined standard destination for program
       error messages.
```

```
    *)
```

```
PROCEDURE NullChan (): ChanId;
```

```
    (* Returns the identity of a channel open to the null device. *)
```

```
    (* The following functions return the default channel values *)
```

```
PROCEDURE InChan (): ChanId;
```

```
    (* Returns the identity of the current default input channel. *)
```

```
PROCEDURE OutChan (): ChanId;
```

```
    (* Returns the identity of the current default output channel. *)
```

```
PROCEDURE ErrChan (): ChanId;
```

```
    (* Returns the identity of the current default error message channel. *)
```

```
    (* The following procedures allow for redirection of the default channels *)
```

```
PROCEDURE SetInChan (cid: ChanId);  
    (* Sets the current default input channel to that identified by cid. *)  
  
PROCEDURE SetOutChan (cid: ChanId);  
    (* Sets the current default output channel to that identified by cid. *)  
  
PROCEDURE SetErrChan (cid: ChanId);  
    (* Sets the current default error channel to that identified by cid. *)  
  
END StdChans.
```

#### 4.4.66 gm2-libs-iso/Storage

```
DEFINITION MODULE Storage;
```

```
    (* Facilities for dynamically allocating and deallocating storage *)
```

```
IMPORT SYSTEM;
```

```
PROCEDURE ALLOCATE (VAR addr: SYSTEM.ADDRESS; amount: CARDINAL);
    (* Allocates storage for a variable of size amount and assigns
       the address of this variable to addr. If there is insufficient
       unallocated storage to do this, the value NIL is assigned to addr.
    *)
```

```
PROCEDURE DEALLOCATE (VAR addr: SYSTEM.ADDRESS; amount: CARDINAL);
    (* Deallocates amount locations allocated by ALLOCATE for
       the storage of the variable addressed by addr and assigns
       the value NIL to addr.
    *)
```

```
PROCEDURE REALLOCATE (VAR addr: SYSTEM.ADDRESS; amount: CARDINAL);
    (* Attempts to reallocate, amount of storage. Effectively it
       calls ALLOCATE, copies the amount of data pointed to by
       addr into the new space and DEALLOCATES the addr.
       This procedure is a GNU extension.
    *)
```

```
TYPE
```

```
    StorageExceptions = (
        nilDeallocation,           (* first argument to DEALLOCATE is NIL *)
        pointerToUnallocatedStorage, (* storage to deallocate not allocated by ALLOCATE *)
        wrongStorageToUnallocate    (* amount to deallocate is not amount allocated *)
    );
```

```
PROCEDURE IsStorageException (): BOOLEAN;
    (* Returns TRUE if the current coroutine is in the exceptional
       execution state because of the raising of an exception from
       StorageExceptions; otherwise returns FALSE.
    *)
```

```
PROCEDURE StorageException (): StorageExceptions;
    (* If the current coroutine is in the exceptional execution
       state because of the raising of an exception from
       StorageExceptions, returns the corresponding
       enumeration value, and otherwise raises an exception.
    *)
```

END Storage.



## 4.4.67 gm2-libs-iso/StreamFile

```
DEFINITION MODULE StreamFile;
```

```
    (* Independent sequential data streams *)
```

```
IMPORT IOChan, ChanConsts;
```

```
TYPE
```

```
    ChanId = IOChan.ChanId;
```

```
    FlagSet = ChanConsts.FlagSet;
```

```
    OpenResults = ChanConsts.OpenResults;
```

```
    (* Accepted singleton values of FlagSet *)
```

```
CONST
```

```
    read = FlagSet{ChanConsts.readFlag};    (* input operations are requested/available *)
    write = FlagSet{ChanConsts.writeFlag};    (* output operations are requested/available *)
    old = FlagSet{ChanConsts.oldFlag};    (* a file may/must/did exist before the channel
                                           opened *)
```

```
    text = FlagSet{ChanConsts.textFlag};    (* text operations are requested/available *)
```

```
    raw = FlagSet{ChanConsts.rawFlag};    (* raw operations are requested/available *)
```

```
PROCEDURE Open (VAR cid: ChanId; name: ARRAY OF CHAR;
```

```
                flags: FlagSet; VAR res: OpenResults);
```

```
    (* Attempts to obtain and open a channel connected to a
       sequential stream of the given name.
```

```
    The read flag implies old; without the raw flag, text is
    implied. If successful, assigns to cid the identity of
    the opened channel, and assigns the value opened to res.
    If a channel cannot be opened as required, the value of
    res indicates the reason, and cid identifies the invalid
    channel.
```

```
    *)
```

```
PROCEDURE IsStreamFile (cid: ChanId): BOOLEAN;
```

```
    (* Tests if the channel identified by cid is open to a sequential stream. *)
```

```
PROCEDURE Close (VAR cid: ChanId);
```

```
    (* If the channel identified by cid is not open to a sequential stream, the exception
       wrongDevice is raised; otherwise closes the channel, and assigns the value identified
       the invalid channel to cid.
```

```
    *)
```

```
END StreamFile.
```

#### 4.4.68 gm2-libs-iso/StringChan

```
DEFINITION MODULE StringChan ;

(*
   Description: provides a set of Channel and String
               input and output procedures.
*)

FROM DynamicStrings IMPORT String ;
IMPORT IOChan;

(*
   writeString - writes a string, s, to ChanId, cid.
                 The string, s, is not destroyed.
*)

PROCEDURE writeString (cid: IOChan.ChanId; s: String) ;

(*
   writeFieldWidth - writes a string, s, to ChanId, cid.
                     The string, s, is not destroyed and it
                     is prefixed by spaces so that at least,
                     width, characters are written. If the
                     string, s, is longer than width then
                     no spaces are prefixed to the output
                     and the entire string is written.
*)

PROCEDURE writeFieldWidth (cid: IOChan.ChanId;
                           s: String; width: CARDINAL) ;

END StringChan.
```

#### 4.4.69 gm2-libs-iso/Strings

DEFINITION MODULE Strings;

(\* Facilities for manipulating strings \*)

TYPE

String1 = ARRAY [0..0] OF CHAR;

(\* String1 is provided for constructing a value of a single-character string type. A single character value in order to pass CHAR values to ARRAY OF CHAR parameters \*)

PROCEDURE Length (stringVal: ARRAY OF CHAR): CARDINAL;

(\* Returns the length of stringVal (the same value as would be returned by the pervasive function LENGTH). \*)

(\* The following seven procedures construct a string value, and attempt to assign it to a variable parameter. They all have the property that if the length of the constructed value exceeds the capacity of the variable parameter, a truncated value is assigned. If the length of the constructed string value is less than the capacity of the variable parameter, a string terminator is appended before assignment is performed. \*)

PROCEDURE Assign (source: ARRAY OF CHAR; VAR destination: ARRAY OF CHAR);

(\* Copies source to destination \*)

PROCEDURE Extract (source: ARRAY OF CHAR; startIndex, numberToExtract: CARDINAL; VAR destination: ARRAY OF CHAR);

(\* Copies at most numberToExtract characters from source to destination, starting at startIndex in source. \*)

PROCEDURE Delete (VAR stringVar: ARRAY OF CHAR; startIndex, numberToDelete: CARDINAL);

(\* Deletes at most numberToDelete characters from stringVar, starting at position startIndex. \*)

PROCEDURE Insert (source: ARRAY OF CHAR; startIndex: CARDINAL; VAR destination: ARRAY OF CHAR);

(\* Inserts source into destination at position startIndex \*)

PROCEDURE Replace (source: ARRAY OF CHAR; startIndex: CARDINAL; VAR destination: ARRAY OF CHAR);

(\* Copies source into destination, starting at position startIndex. Copying stops when

all of source has been copied, or when the last character of the string value in destination has been replaced.

\*)

```
PROCEDURE Append (source: ARRAY OF CHAR; VAR destination: ARRAY OF CHAR);
  (* Appends source to destination. *)
```

```
PROCEDURE Concat (source1, source2: ARRAY OF CHAR; VAR destination: ARRAY OF CHAR);
  (* Concatenates source2 onto source1 and copies the result into destination. *)
```

(\* The following predicates provide for pre-testing of the operation-completion conditions for the procedures above.

\*)

```
PROCEDURE CanAssignAll (sourceLength: CARDINAL; VAR destination: ARRAY OF CHAR): BOOLEAN;
  (* Returns TRUE if a number of characters, indicated by sourceLength, will fit into destination; otherwise returns FALSE.
  *)
```

```
PROCEDURE CanExtractAll (sourceLength, startIndex, numberToExtract: CARDINAL;
  VAR destination: ARRAY OF CHAR): BOOLEAN;
  (* Returns TRUE if there are numberToExtract characters starting at startIndex and within the sourceLength of some string, and if the capacity of destination is sufficient to hold numberToExtract characters; otherwise returns FALSE.
  *)
```

```
PROCEDURE CanDeleteAll (stringLength, startIndex, numberToDelete: CARDINAL): BOOLEAN;
  (* Returns TRUE if there are numberToDelete characters starting at startIndex and within the stringLength of some string; otherwise returns FALSE.
  *)
```

```
PROCEDURE CanInsertAll (sourceLength, startIndex: CARDINAL;
  VAR destination: ARRAY OF CHAR): BOOLEAN;
  (* Returns TRUE if there is room for the insertion of sourceLength characters from some string into destination starting at startIndex; otherwise returns FALSE.
  *)
```

```
PROCEDURE CanReplaceAll (sourceLength, startIndex: CARDINAL;
  VAR destination: ARRAY OF CHAR): BOOLEAN;
  (* Returns TRUE if there is room for the replacement of sourceLength characters in destination starting at startIndex; otherwise returns FALSE.
  *)
```

```
PROCEDURE CanAppendAll (sourceLength: CARDINAL; VAR destination: ARRAY OF CHAR): BOOLEAN;
  (* Returns TRUE if there is sufficient room in destination to append a string of length sourceLength to the string in destination; otherwise returns FALSE.
  *)
```

```

PROCEDURE CanConcatAll (source1Length, source2Length: CARDINAL;
                        VAR destination: ARRAY OF CHAR): BOOLEAN;
    (* Returns TRUE if there is sufficient room in destination for a two strings of
       lengths source1Length and source2Length; otherwise returns FALSE.
    *)

(* The following type and procedures provide for the comparison of string values, and
   location of substrings within strings.
*)

TYPE
    CompareResults = (less, equal, greater);

PROCEDURE Compare (stringVal1, stringVal2: ARRAY OF CHAR): CompareResults;
    (* Returns less, equal, or greater, according as stringVal1 is lexically less than,
       equal to, or greater than stringVal2.
    *)

PROCEDURE Equal (stringVal1, stringVal2: ARRAY OF CHAR): BOOLEAN;
    (* Returns Strings.Compare(stringVal1, stringVal2) = Strings.equal *)

PROCEDURE FindNext (pattern, stringToSearch: ARRAY OF CHAR; startIndex: CARDINAL;
                   VAR patternFound: BOOLEAN; VAR posOfPattern: CARDINAL);
    (* Looks forward for next occurrence of pattern in stringToSearch, starting the search
       position startIndex. If startIndex < LENGTH(stringToSearch) and pattern is found,
       patternFound is returned as TRUE, and posOfPattern contains the start position in
       stringToSearch of pattern. Otherwise patternFound is returned as FALSE, and posOfPattern
       is unchanged.
    *)

PROCEDURE FindPrev (pattern, stringToSearch: ARRAY OF CHAR; startIndex: CARDINAL;
                   VAR patternFound: BOOLEAN; VAR posOfPattern: CARDINAL);
    (* Looks backward for the previous occurrence of pattern in stringToSearch and returns
       position of the first character of the pattern if found. The search for the pattern
       begins at startIndex. If pattern is found, patternFound is returned as TRUE, and
       posOfPattern contains the start position in stringToSearch of pattern in the range
       [0..startIndex]. Otherwise patternFound is returned as FALSE, and posOfPattern is
       unchanged.
    *)

PROCEDURE FindDiff (stringVal1, stringVal2: ARRAY OF CHAR;
                   VAR differenceFound: BOOLEAN; VAR posOfDifference: CARDINAL);
    (* Compares the string values in stringVal1 and stringVal2 for differences. If they
       are equal, differenceFound is returned as FALSE, and TRUE otherwise. If
       differenceFound is TRUE, posOfDifference is set to the position of the first
       difference; otherwise posOfDifference is unchanged.
    *)

```

```
PROCEDURE Capitalize (VAR stringVar: ARRAY OF CHAR);  
    (* Applies the function CAP to each character of the string value in stringVar. *)  
  
END Strings.
```

#### 4.4.70 gm2-libs-iso/SysClock

```
DEFINITION MODULE SysClock;
```

```
(* Facilities for accessing a system clock that records the date
   and time of day *)
```

```
CONST
```

```
    maxSecondParts = 1000000 ;
```

```
TYPE
```

```
    Month      = [1 .. 12];
```

```
    Day        = [1 .. 31];
```

```
    Hour       = [0 .. 23];
```

```
    Min        = [0 .. 59];
```

```
    Sec        = [0 .. 59];
```

```
    Fraction   = [0 .. maxSecondParts];
```

```
    UTCDiff    = [-780 .. 720];
```

```
    DateTime =
```

```
        RECORD
```

```
            year:      CARDINAL;
```

```
            month:     Month;
```

```
            day:       Day;
```

```
            hour:      Hour;
```

```
            minute:    Min;
```

```
            second:    Sec;
```

```
            fractions: Fraction;      (* parts of a second *)
```

```
            zone:      UTCDiff;      (* Time zone differential
                                       factor which is the number
                                       of minutes to add to local
                                       time to obtain UTC. *)
```

```
            summerTimeFlag: BOOLEAN; (* Interpretation of flag
                                       depends on local usage. *)
```

```
        END;
```

```
PROCEDURE CanGetClock(): BOOLEAN;
```

```
(* Tests if the clock can be read *)
```

```
PROCEDURE CanSetClock(): BOOLEAN;
```

```
(* Tests if the clock can be set *)
```

```
PROCEDURE IsValidDateTime(userData: DateTime): BOOLEAN;
```

```
(* Tests if the value of userData is a valid *)
```

```
PROCEDURE GetClock(VAR userData: DateTime);
```

```
(* Assigns local date and time of the day to userData *)
```

```
PROCEDURE SetClock(userData: DateTime);  
(* Sets the system time clock to the given local date and  
   time *)  
  
END SysClock.
```



#### 4.4.71 gm2-libs-iso/TERMINATION

```
DEFINITION MODULE TERMINATION;
```

```
  (* Provides facilities for enquiries concerning the occurrence of termination events.
```

```
PROCEDURE IsTerminating (): BOOLEAN ;
```

```
  (* Returns true if any coroutine has started program termination and false otherwise.
```

```
PROCEDURE HasHalted (): BOOLEAN ;
```

```
  (* Returns true if a call to HALT has been made and false otherwise. *)■
```

```
END TERMINATION.
```

## 4.4.72 gm2-libs-iso/TermFile

```
DEFINITION MODULE TermFile;
```

```
  (* Access to the terminal device *)
```

```
  (* Channels opened by this module are connected to a single
     terminal device; typed characters are distributed between
     channels according to the sequence of read requests.
  *)
```

```
IMPORT IOChan, ChanConsts;
```

```
TYPE
```

```
  ChanId = IOChan.ChanId;
  FlagSet = ChanConsts.FlagSet;
  OpenResults = ChanConsts.OpenResults;
```

```
  (* Accepted singleton values of FlagSet *)
```

```
CONST
```

```
  read = FlagSet{ChanConsts.readFlag};
  (* input operations are requested/available *)
  write = FlagSet{ChanConsts.writeFlag};
  (* output operations are requested/available *)
  text = FlagSet{ChanConsts.textFlag};
  (* text operations are requested/available *)
  raw = FlagSet{ChanConsts.rawFlag};
  (* raw operations are requested/available *)
  echo = FlagSet{ChanConsts.echoFlag};
  (* echoing by interactive device on reading of
     characters from input stream requested/applies
  *)
```

```
PROCEDURE Open (VAR cid: ChanId; flagset: FlagSet; VAR res: OpenResults);
```

```
  (* Attempts to obtain and open a channel connected to
     the terminal. Without the raw flag, text is implied.
     Without the echo flag, line mode is requested,
     otherwise single character mode is requested.
     If successful, assigns to cid the identity of
     the opened channel, and assigns the value opened to res.
     If a channel cannot be opened as required, the value of
     res indicates the reason, and cid identifies the
     invalid channel.
  *)
```

```
PROCEDURE IsTermFile (cid: ChanId): BOOLEAN;
```

```
      (* Tests if the channel identified by cid is open to
         the terminal. *)

PROCEDURE Close (VAR cid: ChanId);
  (* If the channel identified by cid is not open to the terminal,
     the exception wrongDevice is raised; otherwise closes the
     channel and assigns the value identifying the invalid channel
     to cid.
  *)

END TermFile.
```

#### 4.4.73 gm2-libs-iso/TextIO

```
DEFINITION MODULE TextIO;
```

```
  (* Input and output of character and string types over
     specified channels. The read result is of the type
     IOConsts.ReadResults.
  *)
```

```
IMPORT IOChan;
```

```
  (* The following procedures do not read past line marks *)
```

```
PROCEDURE ReadChar (cid: IOChan.ChanId; VAR ch: CHAR);
  (* If possible, removes a character from the input stream
     cid and assigns the corresponding value to ch. The
     read result is set to the value allRight, endOfLine, or
     endOfInput.
  *)
```

```
PROCEDURE ReadRestLine (cid: IOChan.ChanId; VAR s: ARRAY OF CHAR);
  (* Removes any remaining characters from the input stream
     cid before the next line mark, copying to s as many as
     can be accommodated as a string value. The read result is
     set to the value allRight, outOfRange, endOfLine, or
     endOfInput.
  *)
```

```
PROCEDURE ReadString (cid: IOChan.ChanId; VAR s: ARRAY OF CHAR);
  (* Removes only those characters from the input stream cid
     before the next line mark that can be accommodated in s
     as a string value, and copies them to s. The read result
     is set to the value allRight, endOfLine, or endOfInput.
  *)
```

```
PROCEDURE ReadToken (cid: IOChan.ChanId; VAR s: ARRAY OF CHAR);
  (* Skips leading spaces, and then removes characters from
     the input stream cid before the next space or line mark,
     copying to s as many as can be accommodated as a string
     value. The read result is set to the value allRight,
     outOfRange, endOfLine, or endOfInput.
  *)
```

```
  (* The following procedure reads past the next line mark *)
```

```
PROCEDURE SkipLine (cid: IOChan.ChanId);
  (* Removes successive items from the input stream cid up
```

```
        to and including the next line mark, or until the end
        of input is reached. The read result is set to the
        value allRight, or endOfInput.
    *)

    (* Output procedures *)

    PROCEDURE WriteChar (cid: IOChan.ChanId; ch: CHAR);
        (* Writes the value of ch to the output stream cid. *)

    PROCEDURE WriteLn (cid: IOChan.ChanId);
        (* Writes a line mark to the output stream cid. *)

    PROCEDURE WriteString (cid: IOChan.ChanId; s: ARRAY OF CHAR);
        (* Writes the string value in s to the output stream cid. *)

    END TextIO.
```

#### 4.4.74 gm2-libs-iso/TextUtil

```
DEFINITION MODULE TextUtil ;

(*
  Description: provides text manipulation routines.
*)

IMPORT IOChan ;

(*
  SkipSpaces - skips any spaces.
*)

PROCEDURE SkipSpaces (cid: IOChan.ChanId) ;

(* CharAvailable returns TRUE if IOChan.ReadResult is notKnown or
   allRight. *)

PROCEDURE CharAvailable (cid: IOChan.ChanId) : BOOLEAN ;

(* EofOrEoln returns TRUE if IOChan.ReadResult is endOfLine or
   endOfInput. *)

PROCEDURE EofOrEoln (cid: IOChan.ChanId) : BOOLEAN ;

END TextUtil.
```

#### 4.4.75 gm2-libs-iso/WholeConv

```

DEFINITION MODULE WholeConv;

    (* Low-level whole-number/string conversions *)

IMPORT
    ConvTypes;

TYPE
    ConvResults = ConvTypes.ConvResults;
    (* strAllRight, strOutOfRange, strWrongFormat, strEmpty *)

PROCEDURE ScanInt (inputCh: CHAR;
    VAR chClass: ConvTypes.ScanClass;
    VAR nextState: ConvTypes.ScanState) ;
    (* Represents the start state of a finite state scanner for signed
       whole numbers - assigns class of inputCh to chClass and a
       procedure representing the next state to nextState.
    *)

PROCEDURE FormatInt (str: ARRAY OF CHAR): ConvResults;
    (* Returns the format of the string value for conversion to INTEGER. *)

PROCEDURE ValueInt (str: ARRAY OF CHAR): INTEGER;
    (* Returns the value corresponding to the signed whole number string
       value str if str is well-formed; otherwise raises the WholeConv
       exception.
    *)

PROCEDURE LengthInt (int: INTEGER): CARDINAL;
    (* Returns the number of characters in the string representation of
       int.
    *)

PROCEDURE ScanCard (inputCh: CHAR; VAR chClass: ConvTypes.ScanClass;
    VAR nextState: ConvTypes.ScanState);
    (* Represents the start state of a finite state scanner for unsigned
       whole numbers - assigns class of inputCh to chClass and a procedure
       representing the next state to nextState.
    *)

PROCEDURE FormatCard (str: ARRAY OF CHAR): ConvResults;
    (* Returns the format of the string value for conversion to CARDINAL.
    *)

PROCEDURE ValueCard (str: ARRAY OF CHAR): CARDINAL;

```

```
(* Returns the value corresponding to the unsigned whole number string
   value str if str is well-formed; otherwise raises the WholeConv
   exception.
*)

PROCEDURE LengthCard (card: CARDINAL): CARDINAL;
  (* Returns the number of characters in the string representation of
     card.
  *)

PROCEDURE IsWholeConvException (): BOOLEAN;
  (* Returns TRUE if the current coroutine is in the exceptional execution
     state because of the raising of an exception in a routine from this
     module; otherwise returns FALSE.
  *)

END WholeConv.
```



#### 4.4.76 gm2-libs-iso/WholeIO

```
DEFINITION MODULE WholeIO;

  (* Input and output of whole numbers in decimal text form
     over specified channels. The read result is of the
     type IOConsts.ReadResults.
  *)

IMPORT IOChan;

  (* The text form of a signed whole number is
     ["+" | "-"], decimal digit, {decimal digit}

     The text form of an unsigned whole number is
     decimal digit, {decimal digit}
  *)

PROCEDURE ReadInt (cid: IOChan.ChanId; VAR int: INTEGER);
  (* Skips leading spaces, and removes any remaining characters
     from cid that form part of a signed whole number. The
     value of this number is assigned to int. The read result
     is set to the value allRight, outOfRange, wrongFormat,
     endOfLine, or endOfInput.
  *)

PROCEDURE WriteInt (cid: IOChan.ChanId; int: INTEGER;
                   width: CARDINAL);
  (* Writes the value of int to cid in text form, in a field of
     the given minimum width. *)

PROCEDURE ReadCard (cid: IOChan.ChanId; VAR card: CARDINAL);
  (* Skips leading spaces, and removes any remaining characters
     from cid that form part of an unsigned whole number. The
     value of this number is assigned to card. The read result
     is set to the value allRight, outOfRange, wrongFormat,
     endOfLine, or endOfInput.
  *)

PROCEDURE WriteCard (cid: IOChan.ChanId; card: CARDINAL;
                    width: CARDINAL);
  (* Writes the value of card to cid in text form, in a field
     of the given minimum width. *)

END WholeIO.
```

## 4.4.77 gm2-libs-iso/WholeStr

```

DEFINITION MODULE WholeStr;

    (* Whole-number/string conversions *)

IMPORT
    ConvTypes;

TYPE
    ConvResults = ConvTypes.ConvResults;
    (* strAllRight, strOutOfRange, strWrongFormat, strEmpty *)

    (* the string form of a signed whole number is
       ["+" | "-"], decimal digit, {decimal digit}
    *)

PROCEDURE StrToInt (str: ARRAY OF CHAR; VAR int: INTEGER;
                    VAR res: ConvResults);
    (* Ignores any leading spaces in str. If the subsequent
       characters in str are in the format of a signed whole
       number, assigns a corresponding value to int. Assigns
       a value indicating the format of str to res.
    *)

PROCEDURE IntToStr (int: INTEGER; VAR str: ARRAY OF CHAR);
    (* Converts the value of int to string form and copies the
       possibly truncated result to str. *)

    (* the string form of an unsigned whole number is
       decimal digit, {decimal digit}
    *)

PROCEDURE StrToCard (str: ARRAY OF CHAR;
                     VAR card: CARDINAL;
                     VAR res: ConvResults);
    (* Ignores any leading spaces in str. If the subsequent
       characters in str are in the format of an unsigned
       whole number, assigns a corresponding value to card.
       Assigns a value indicating the format of str to res.
    *)

PROCEDURE CardToStr (card: CARDINAL; VAR str: ARRAY OF CHAR);
    (* Converts the value of card to string form and copies the
       possibly truncated result to str. *)

END WholeStr.

```

#### 4.4.78 gm2-libs-iso/wrapclock

```

DEFINITION MODULE wrapclock ;

FROM SYSTEM IMPORT ADDRESS ;

TYPE
    timespec = ADDRESS ;

(*
    timezone - return the glibc timezone value.
               This contains the difference between UTC and the latest
               local standard time, in seconds west of UTC.
               If the underlying timezone is unavailable and
               clock_gettime, localtime_r, tm_gmtoff
               is unavailable then 0 is returned.
*)

PROCEDURE timezone () : LONGINT ;

(*
    istimezone returns 1 if timezone in wrapclock.cc can resolve the
               timezone value using the timezone C library call or by using
               clock_gettime, localtime_r and tm_gmtoff.
*)

PROCEDURE istimezone () : INTEGER ;

(*
    daylight - return the glibc daylight value.
               This variable has a nonzero value if Daylight Saving
               Time rules apply.
               A nonzero value does not necessarily mean that Daylight
               Saving Time is now in effect; it means only that Daylight
               Saving Time is sometimes in effect.
*)

PROCEDURE daylight () : INTEGER ;

(*
    isdst - returns 1 if daylight saving time is currently in effect and
            returns 0 if it is not.
*)

```

```
PROCEDURE isdst () : INTEGER ;
```

```
(*  
    tzname - returns the string associated with the local timezone.  
             The daylight value is 0 or 1. The value 0 returns the non  
             daylight saving timezone string and the value of 1 returns  
             the daylight saving timezone string.  
*)
```

```
PROCEDURE tzname (daylight: INTEGER) : ADDRESS ;
```

```
(*  
    InitTimespec - returns a newly created opaque type.  
*)
```

```
PROCEDURE InitTimespec () : timespec ;
```

```
(*  
    KillTimespec - deallocates the memory associated with an  
                  opaque type.  
*)
```

```
PROCEDURE KillTimespec (tv: timespec) : timespec ;
```

```
(*  
    GetTimespec - retrieves the number of seconds and nanoseconds  
                 from the timespec. A return value of 0 means timespec  
                 is unavailable and a return value of 1 indicates success.■  
*)
```

```
PROCEDURE GetTimespec (ts: timespec; VAR sec, nano: LONGCARD) : INTEGER ;■
```

```
(*  
    SetTimespec - sets the number of seconds and nanoseconds  
                 into timespec. A return value of 0 means timespec  
                 is unavailable and a return value of 1 indicates success.■  
*)
```

```
PROCEDURE SetTimespec (ts: timespec; sec, nano: LONGCARD) : INTEGER ;
```

```
(*
  GetTimeRealtime - performs return gettimeofday (CLOCK_REALTIME, ts).
                   gettimeofday returns 0 on success and -1 on failure.
                   If the underlying system does not have gettimeofday
                   then GetTimeRealtime returns 1.
*)
```

```
PROCEDURE GetTimeRealtime (ts: timespec) : INTEGER ;
```

```
(*
  SetTimeRealtime - performs return settimeofday (CLOCK_REALTIME, ts).
                   gettimeofday returns 0 on success and -1 on failure.
                   If the underlying system does not have gettimeofday
                   then SetTimeRealtime returns 1.
*)
```

```
PROCEDURE SetTimeRealtime (ts: timespec) : INTEGER ;
```

```
END wrapclock.
```

**4.4.79 gm2-libs-iso/wrapsock**

```

DEFINITION MODULE wrapsock ;

  (*
    Description: provides a set of wrappers to some client side
                tcp socket primitives.
  *)

  FROM SYSTEM IMPORT ADDRESS ;
  FROM ChanConsts IMPORT OpenResults ;

  TYPE
    clientInfo = ADDRESS ;

  (*
    clientOpen - returns an ISO Modula-2 OpenResult.
                It attempts to connect to:  hostname:portNo.
                If successful then the data structure, c,
                will have its fields initialized.
  *)

  PROCEDURE clientOpen (c: clientInfo;
                        hostname: ADDRESS;
                        length: CARDINAL;
                        portNo: CARDINAL) : OpenResults ;

  (*
    clientOpenIP - returns an ISO Modula-2 OpenResult.
                  It attempts to connect to:  ipaddress:portNo.
                  If successful then the data structure, c,
                  will have its fields initialized.
  *)

  PROCEDURE clientOpenIP (c: clientInfo;
                          ip: CARDINAL;
                          portNo: CARDINAL) : OpenResults ;

  (*
    getClientPortNo - returns the portNo from structure, c.
  *)

  PROCEDURE getClientPortNo (c: clientInfo) : CARDINAL ;

```

```
(*
  getClientHostname - fills in the hostname of the server
                    the to which the client is connecting.
*)

PROCEDURE getClientHostname (c: clientInfo;
                           hostname: ADDRESS; high: CARDINAL) ;

(*
  getClientSocketFd - returns the sockFd from structure, c.
*)

PROCEDURE getClientSocketFd (c: clientInfo) : INTEGER ;

(*
  getClientIP - returns the sockFd from structure, s.
*)

PROCEDURE getClientIP (c: clientInfo) : CARDINAL ;

(*
  getPushBackChar - returns TRUE if a pushed back character
                  is available.
*)

PROCEDURE getPushBackChar (c: clientInfo; VAR ch: CHAR) : BOOLEAN ;

(*
  setPushBackChar - returns TRUE if it is able to push back a
                  character.
*)

PROCEDURE setPushBackChar (c: clientInfo; ch: CHAR) : BOOLEAN ;

(*
  getSizeOfClientInfo - returns the sizeof (opaque data type).
*)

PROCEDURE getSizeOfClientInfo () : CARDINAL ;
```

```
END wrapsock.
```



#### 4.4.80 gm2-libs-iso/wraptime

```
DEFINITION MODULE wraptime ;

(*
   Description: provides an interface to various time related
                entities on the underlying host operating system.
                It provides access to the glibc/libc functions:
                gettimeofday, settimeofday and localtime_r.
*)

FROM SYSTEM IMPORT ADDRESS ;

TYPE
    timeval  = ADDRESS ;
    timezone = ADDRESS ;
    tm       = ADDRESS ;

(*
   InitTimeval - returns a newly created opaque type.
*)

PROCEDURE InitTimeval () : timeval ;

(*
   KillTimeval - deallocates the memory associated with an
                opaque type.
*)

PROCEDURE KillTimeval (tv: timeval) : timeval ;

(*
   InitTimezone - returns a newly created opaque type.
*)

PROCEDURE InitTimezone () : timezone ;

(*
   KillTimezone - deallocates the memory associated with an
                opaque type.
*)

PROCEDURE KillTimezone (tv: timezone) : timezone ;
```

```
(*  
    InitTM - returns a newly created opaque type.  
*)
```

```
PROCEDURE InitTM () : tm ;
```

```
(*  
    KillTM - deallocates the memory associated with an  
             opaque type.  
*)
```

```
PROCEDURE KillTM (tv: tm) : tm ;
```

```
(*  
    gettimeofday - calls gettimeofday(2) with the same parameters, tv,  
                  and, tz. It returns 0 on success.  
*)
```

```
PROCEDURE gettimeofday (tv: timeval; tz: timezone) : INTEGER ;
```

```
(*  
    settimeofday - calls settimeofday(2) with the same parameters, tv,  
                  and, tz. It returns 0 on success.  
*)
```

```
PROCEDURE settimeofday (tv: timeval; tz: timezone) : INTEGER ;
```

```
(*  
    GetFractions - returns the tv_usec field inside the timeval structure  
                  as a CARDINAL.  
*)
```

```
PROCEDURE GetFractions (tv: timeval) : CARDINAL ;
```

```
(*  
    localtime_r - returns the tm parameter, m, after it has been assigned with  
                  appropriate contents determined by, tv. Notice that  
                  this procedure function expects, timeval, as its first  
                  parameter and not a time_t (as expected by the posix  
                  equivalent). This avoids having to expose a time_t
```

```
                                system dependant definition.
*)

PROCEDURE localtime_r (tv: timeval; m: tm) : tm ;

(*
  GetYear - returns the year from the structure, m.
*)

PROCEDURE GetYear (m: tm) : CARDINAL ;

(*
  GetMonth - returns the month from the structure, m.
*)

PROCEDURE GetMonth (m: tm) : CARDINAL ;

(*
  GetDay - returns the day of the month from the structure, m.
*)

PROCEDURE GetDay (m: tm) : CARDINAL ;

(*
  GetHour - returns the hour of the day from the structure, m.
*)

PROCEDURE GetHour (m: tm) : CARDINAL ;

(*
  GetMinute - returns the minute within the hour from the structure, m.
*)

PROCEDURE GetMinute (m: tm) : CARDINAL ;

(*
  GetSecond - returns the seconds in the minute from the structure, m.
                The return value will always be in the range 0..59.
                A leap minute of value 60 will be truncated to 59.
*)
```

```
PROCEDURE GetSecond (m: tm) : CARDINAL ;

(*
  GetSummerTime - returns a boolean indicating whether summer time is
                  set.
*)

PROCEDURE GetSummerTime (tz: timezone) : BOOLEAN ;

(*
  GetDST - returns the number of minutes west of GMT.
*)

PROCEDURE GetDST (tz: timezone) : INTEGER ;

(*
  SetTimeval - sets the fields in timeval, tv, with:
               second, minute, hour, day, month, year, fractions.
*)

PROCEDURE SetTimeval (tv: timeval;
                     second, minute, hour, day,
                     month, year, yday, wday, isdst: CARDINAL) ;

(*
  SetTimezone - set the timezone field inside timeval, tv.
*)

PROCEDURE SetTimezone (tv: timeval;
                      zone: CARDINAL; minuteswest: INTEGER) ;

END wraptime.
```

## 4.5 Indices

—  
 \_\_cxa\_begin\_catch..... 196  
 \_\_cxa\_end\_catch..... 196  
 \_\_cxa\_rethrow..... 196

### A

abort..... 204  
 abs..... 299, 319, 401  
 ABS..... 11  
 Access..... 95, 117, 183  
 AccessMode (type)..... 95  
 AccessStatus (type)..... 95  
 ack (const)..... 85  
 acos..... 213  
 acosf..... 213  
 acosl..... 213  
 Activate..... 345  
 ActualParameters (ebnf)..... 79  
 Add..... 103  
 ADDADR..... 57, 393  
 AddLongOption..... 122  
 AddOperator (ebnf)..... 76  
 ADDRESS (type)..... 57, 393  
 ADR..... 52, 58, 160, 285, 394  
 Again..... 251  
 Alignment (ebnf)..... 76  
 alloca..... 50, 92, 190  
 alloca\_trace..... 51, 94  
 AllocateDeviceId..... 315  
 AllocateSource..... 305  
 ALLOCATE..... 170, 185, 415  
 Append..... 420  
 arccos..... 299, 319, 325, 372, 401, 407  
 arcsin..... 299, 319, 325, 372, 401, 407  
 arctan..... 129, 138, 159, 299, 319, 325, 372, 401, 407  
 arg..... 299, 319, 401  
 ArgChan..... 348  
 ArgCEnvP (type)..... 131, 134, 337  
 ArmEvent..... 289  
 ArraySetRecordValue (ebnf)..... 76  
 ArrayType (ebnf)..... 77  
 asin..... 213  
 asinf..... 213  
 asinl..... 213  
 AsmElement (ebnf)..... 83  
 AsmList (ebnf)..... 82  
 AsmOperandName (ebnf)..... 82  
 AsmOperands (ebnf)..... 82  
 AsmStatement (ebnf)..... 82  
 Assert..... 87  
 Assign..... 103, 271, 419  
 AssignmentException..... 137, 340  
 AssignmentOrProcedureCall (ebnf)..... 79  
 AssignRead..... 273

AssignWrite..... 274  
 atan..... 213  
 atan2..... 47, 89, 190, 213  
 atan2f..... 47, 89, 190, 213  
 atan2l..... 47, 89, 190, 213  
 atanf..... 213  
 atanl..... 213  
 atexit..... 212  
 atof..... 202  
 atoi..... 202  
 atol..... 202  
 atoll..... 202  
 Attach..... 345  
 AttachVector..... 152  
 ATTACH..... 292  
 AttributeExpression (ebnf)..... 77  
 AttributeNoReturn (ebnf)..... 80  
 AttributeUnused (ebnf)..... 80  
 Available..... 170, 185

### B

BaseExceptionsThrow..... 149  
 bel (const)..... 85  
 BinToStr..... 140  
 BITSPERBYTE (const)..... 52, 160  
 BITSPERLOC (const)..... 56, 392  
 Block (ebnf)..... 81  
 BlockAnd..... 227  
 BlockBody (ebnf)..... 81  
 BlockClear..... 236  
 BlockEqual..... 237  
 BlockMoveBackward..... 236  
 BlockMoveForward..... 236  
 BlockNot..... 228  
 BlockOr..... 228  
 BlockPosition..... 237  
 BlockRol..... 229  
 BlockRor..... 229  
 BlockSet..... 236  
 BlockShl..... 229  
 BlockShr..... 228  
 BlockXor..... 228  
 Body (type)..... 344  
 bs (const)..... 85  
 bstoc..... 180  
 bstoi..... 180  
 BufferedMode..... 124  
 Builtin (ebnf)..... 80  
 BYTE (type)..... 57, 393  
 ByteAlignment (ebnf)..... 76  
 ByteAnd..... 230  
 ByteNot..... 231  
 ByteOr..... 230  
 ByteRol..... 231

ByteRor .....	231
ByteSar .....	231
ByteShl .....	231
ByteShr .....	231
BYTESPERWORD (const) .....	52, 160
ByteXor .....	230

## C

cabs .....	49, 91, 191
cabsf .....	49, 91, 191
cabsl .....	49, 91, 191
cacos .....	192
cacosf .....	192
cacosl .....	192
can (const) .....	85
CanAppendAll .....	420
CanAssignAll .....	420
Cancel .....	290
CanConcatAll .....	421
CanDeleteAll .....	420
CanExtractAll .....	420
CanGetClock .....	423
CanInsertAll .....	420
CanReplaceAll .....	420
CanSetClock .....	423
Cap .....	171
Capitalize .....	422
CAP .....	11
carccos .....	50, 92
carccosf .....	50, 92
carccosl .....	50, 92
carcsin .....	50, 92
carcsinf .....	50, 92
carcsinl .....	50, 92
carctan .....	50, 92
carctanf .....	50, 92
carctanl .....	50, 92
CardinalToString .....	176
CardToStr .....	140, 434
carg .....	49, 91, 191
cargf .....	49, 91, 191
cargl .....	49, 91, 191
Case (ebnf) .....	80
CaseException .....	137, 340
CaseLabelList (ebnf) .....	78
CaseLabels (ebnf) .....	78
CaseStatement (ebnf) .....	80
CaseTag (ebnf) .....	78
casin .....	192
casinf .....	192
casinl .....	192
CAST .....	58, 394
catan .....	192
catanf .....	192
catanl .....	192
ccos .....	49, 92, 192
ccosf .....	49, 92, 192

ccosl .....	49, 92, 192
ceil .....	214
ceilf .....	214
ceill .....	214
cexp .....	49, 92, 191
cexpf .....	49, 92, 191
cexpl .....	49, 92, 191
cfgetispeed .....	219
cfgetospeed .....	219
cfmakeraw .....	220
cfsetispeed .....	219
cfsetospeed .....	219
cfsetspeed .....	219
ChanDev (type) .....	356
ChanException .....	313
ChanExceptions (type) .....	312
ChanFlags (type) .....	295
ChanId (type) ...	348, 362, 376, 398, 413, 417, 426
char .....	106
CharAvailable .....	430
checkErrno .....	358
chown .....	208
CHR .....	12
Claim .....	397
clientInfo (type) .....	438
clientOpen .....	438
clientOpenIP .....	438
cln .....	49, 92
clnf .....	49, 92
clnl .....	49, 92
clog .....	191
clogf .....	191
clogl .....	191
close .....	206
Close ...	112, 145, 249, 298, 342, 378, 400, 417, 427
CloseInput .....	256
CloseOutput .....	257
CloseSource .....	164
clz .....	50, 93, 192
clzll .....	50, 93, 192
Command (type) .....	249
Compare .....	421
CompareResults (type) .....	421
CompareStr .....	272
CompareTime .....	278
ComponentElement (ebnf) .....	76
ComponentValue (ebnf) .....	76
ConCat .....	102, 143, 272
Concat .....	420
ConCatChar .....	102
CondClaim .....	397
conj .....	49, 91, 191, 299, 319, 401
conjf .....	49, 91, 191
conjl .....	49, 91, 191
connectSpin .....	199
ConstActualParameters (ebnf) .....	76
ConstantDeclaration (ebnf) .....	75
ConstAttribute (ebnf) .....	76

ConstAttributeExpression (ebnf) .....	76
ConstExpression (ebnf) .....	75
ConstFactor (ebnf) .....	76
ConstructModules .....	131, 134, 337
Constructor (ebnf) .....	76
ConstSetOrQualidentOrFunction (ebnf) .....	76
ConstString (ebnf) .....	76
ConstTerm (ebnf) .....	76
ControlChar (type) .....	218
ConvertCardinal .....	242
ConvertHex .....	242
ConvertInteger .....	242
ConvertLongInt .....	242
ConvertOctal .....	242
ConvertShortInt .....	242
ConvResults (type) .. 304, 321, 327, 368, 374, 403,	
409, 431, 434	
Copy .....	271
CopyOut .....	106
COROUTINE (type) .....	292
cos .. 46, 89, 129, 138, 159, 190, 213, 299, 319, 325,	
372, 401, 407	
cosf .....	46, 89, 190, 213
cosl .....	46, 89, 190, 213
cpow .....	191
cpower .....	49, 91
cpowerf .....	49, 91
cpowerl .....	49, 91
cpowf .....	191
cpowl .....	191
cr (const) .....	85
creat .....	206
Create .....	249, 344, 397
csin .....	49, 92, 192
csinf .....	49, 92, 192
csinl .....	49, 92, 192
csqrt .....	49, 92, 191
csqrtf .....	49, 91, 191
csqrtl .....	49, 92, 191
ctan .....	49, 92, 192
ctanf .....	49, 92, 192
ctanl .....	49, 92, 192
ctos .....	179
ctz .....	50, 93, 192
ctzll .....	50, 93, 193
CurrentFlags .....	312
currentInterruptLevel .....	349
currentMode .....	331, 333, 335
CurrentNumber .....	305
CurrentPos .....	377
currentThread .....	349
CURRENT .....	293

## D

DateTime (type) .....	423
Day (type) .....	423
daylight .....	435
dc1 (const) .....	85
dc2 (const) .....	85
dc3 (const) .....	85
dc4 (const) .....	85
DEALLOCATE .....	170, 185, 415
DebugIndex .....	126
DebugProcess .....	281
DebugString .....	100
DecException .....	137, 340
Declaration (ebnf) .....	81
DeconstructModules .....	131, 134, 337
DEC .....	12
DefaultDecimalPlaces (const) .....	268
DefaultErrorCatch .....	149
DefaultRecordAttributes (ebnf) .....	77
DefExtendedFP (ebnf) .....	81
DefFormalParameters (ebnf) .....	81
DefineBuiltinProcedure (ebnf) .....	80
DefineComments .....	165
Definition (ebnf) .....	82
DefinitionModule (ebnf) .....	82
DefMultiFPSection (ebnf) .....	81
DefOptArg (ebnf) .....	82
DefProcedureHeading (ebnf) .....	80
del (const) .....	85
Delay .....	245
Delete .....	249, 271, 419
DeleteIndices .....	128
DelKey .....	353
DESCRIPTOR (type) .....	279
Designator (ebnf) .....	78
Destroy .....	397
Detach .....	345
DETACH .....	293
DevExceptionRange (type) .....	317
DeviceData (type) .....	316
DeviceErrNum (type) .....	313
DeviceError .....	313
DeviceTable (type) .....	316
DeviceTablePtr (type) .....	315
DeviceTablePtrValue .....	316
DeviceType (type) .....	356
DIFADR .....	57, 393
DisableBreak .....	238
DispatchVector (type) .....	151
displayProcesses .....	347
DISPOSE .....	12
dle (const) .....	85
doGetErrno .....	360
dogeterrno .....	354
Doio .....	253
doLook .....	357
Done (var) .....	239, 256, 261, 268
dorbytes .....	354

doRBytes ..... 360  
 doreadchar ..... 354  
 doReadChar ..... 360  
 doReadLocs ..... 357  
 doReadText ..... 357  
 doSkip ..... 357  
 doSkipLook ..... 357  
 downreadchar ..... 354  
 doUnReadChar ..... 360  
 dowbytes ..... 355  
 doWBytes ..... 360  
 dowriteln ..... 355  
 doWriteLn ..... 357  
 doWriteLocs ..... 357  
 doWriteText ..... 357  
 doWrLn ..... 361  
 dtoa ..... 197  
 Dup ..... 103, 142  
 dup ..... 206  
 DupDB ..... 107  
 DynamicArraySubscriptException ..... 137, 340

## E

echo (const) ..... 295, 426  
 EchoOff ..... 125  
 EchoOn ..... 124  
 EHBlock (type) ..... 147  
 em (const) ..... 85  
 EnableBreak ..... 238  
 END (type) ..... 201, 202, 248, 283  
 EndPos ..... 377  
 enq (const) ..... 85  
 entier ..... 129, 138, 159  
 Enumeration (ebnf) ..... 77  
 eof (const) ..... 85  
 EofOrEoln ..... 430  
 EOF ..... 113  
 EOL (const) ..... 85, 256  
 EOLN ..... 113  
 eot (const) ..... 85  
 Equal ..... 103, 421  
 EqualArray ..... 104  
 EqualCharStar ..... 103  
 ErrChan ..... 413  
 Error ..... 124, 145  
 ErrorMessage ..... 136, 339  
 esc (const) ..... 85  
 etb (const) ..... 85  
 etx (const) ..... 85  
 EVENT (type) ..... 289  
 exception (const) ..... 330, 332, 334  
 ExceptionalPart (ebnf) ..... 81  
 ExceptionNumber (type) ..... 305  
 ExclException ..... 137, 340  
 ExcludeVector ..... 152  
 EXCL ..... 12  
 ExecuteInitialProcedures ..... 132, 135, 338

ExecuteTerminationProcedures ..... 132, 135, 337  
 execv ..... 212  
 Exists ..... 96, 111, 117, 157, 183  
 exists ..... 112  
 exit ..... 205  
 ExitOnHalt ..... 136, 339  
 exitP (type) ..... 202  
 ExitToOS ..... 247  
 exp ..... 47, 89, 129, 138, 159, 190, 214, 299, 319, 325, 372, 401, 407  
 exp1 (const) ..... 325, 372, 407  
 exp10 ..... 47, 90, 190, 214  
 exp1Of ..... 47, 90, 190, 214  
 exp101 ..... 47, 90, 190, 214  
 expf ..... 47, 89, 190, 214  
 expl ..... 47, 89, 190, 214  
 ExpList (ebnf) ..... 79  
 expoMax (const) ..... 330, 332, 334  
 expoMin (const) ..... 330, 332, 334  
 exponent ..... 330, 332, 334  
 Export (ebnf) ..... 82  
 Expression (ebnf) ..... 79  
 extend (const) ..... 330, 332, 334  
 ExtendedFP (ebnf) ..... 81  
 Extract ..... 419

## F

fabs ..... 47, 89, 190  
 fabsf ..... 47, 89, 190  
 fabs1 ..... 47, 89, 190  
 Factor (ebnf) ..... 79  
 FdClr ..... 166  
 FdIsSet ..... 166  
 FdSet ..... 166  
 FdZero ..... 166  
 ff (const) ..... 85  
 FieldList (ebnf) ..... 77  
 FieldListSequence (ebnf) ..... 77  
 FieldListStatement (ebnf) ..... 77  
 FieldPragmaExpression (ebnf) ..... 77  
 File (type) ..... 110, 248  
 fileinode ..... 223  
 filemtime ..... 223  
 FileNameChar ..... 253  
 FilePos (type) ..... 377  
 FilePosSize (const) ..... 377  
 filesize ..... 223  
 FileUnit (ebnf) ..... 75  
 Fin ..... 101  
 FinalBlock (ebnf) ..... 81  
 FindDiff ..... 421  
 FindIndice ..... 128  
 FindNext ..... 421  
 FindPosition ..... 116  
 FindPrev ..... 421  
 finishSpin ..... 199  
 Flag (type) ..... 218, 248



FlagSet (type) .....	248, 295, 376, 398, 417, 426
Float .....	254
Float1 .....	255
FLOAT .....	12
FLOATL .....	13
FLOATS .....	13
floor .....	214
floorf .....	214
floorl .....	214
Flush .....	312
FlushBuffer .....	112
FlushOutErr .....	116
FlushProc (type) .....	315
ForeachIndiceInIndexDo .....	128
ForLoopBeginException .....	137, 340
ForLoopEndException .....	137, 340
ForLoopToException .....	137, 340
FormalParameters (ebnf) .....	81
FormalReturn (ebnf) .....	78
FormalType (ebnf) .....	82
FormalTypeList (ebnf) .....	78
FormatCard .....	431
FormatInt .....	431
FormatReal .....	321, 368, 403
ForStatement (ebnf) .....	80
FPSection (ebnf) .....	81
Frac .....	254
Frac1 .....	255
fraction .....	330, 332, 334
Fraction (type) .....	423
fractpart .....	330, 332, 334
frame_address .....	51, 93
free .....	205
FreeProc (type) .....	316
FreeProcedure (type) .....	351
fs (const) .....	85
ftime .....	211

## G

GenDevIF (type) .....	359
GeneralException .....	309
GeneralExceptions (type) .....	309
GetArg .....	86, 99, 154, 155
GetArgc .....	143
GetArgC .....	188
GetArgv .....	143
GetArgV .....	188
GetBaseExceptionBlock .....	150
GetBits .....	230, 233
GetCh .....	144
GetChar .....	222
getClientHostname .....	439
getClientIP .....	439
getClientPortNo .....	438
getClientSocketFd .....	439
GetClock .....	423
GetColumnPosition .....	146

GetCurrentInput .....	169
GetCurrentLine .....	146
GetCurrentOutput .....	169
GetCurrentProcess .....	281
getcwd .....	207
GetData .....	351
GetDay .....	443
GetDeviceId .....	362
GetDevicePtr .....	363
getDID .....	359
GetDST .....	444
getenv .....	206
GetEnvironment .....	109, 156
GetEnvV .....	188
geterrno .....	198
geterrno (type) .....	359
GetErrorCode .....	247
GetExceptionBlock .....	148
GetExceptionSource .....	150
GetExitStatus .....	145
GetFile .....	363
GetFileName .....	116
getFileName .....	116
getFileNameLength .....	116
GetFlag .....	221
GetFractions .....	442
GetHour .....	443
GetIndice .....	127
GetKey .....	353
getLocalIP .....	216
GetLongOptionArray .....	195
GetMessage .....	305
GetMinute .....	443
GetMonth .....	443
GetName .....	312
GetNameProc (type) .....	315
getnameuidgid .....	224
GetNextSymbol .....	164
GetNumber .....	148
GetOpenResults .....	307
GetOpt .....	121
getopt .....	194
getopt_long .....	194
getopt_long_only .....	194
GetOptLong .....	122
GetOptLongOnly .....	122
getpid .....	206
GetPos .....	252
getPushBackChar .....	439
getrand .....	223
GetSecond .....	443
getSizeOfClientInfo .....	439
GetSummerTime .....	444
GetTextBuffer .....	148
GetTextBufferSize .....	148
GetTicks .....	289
GetTime .....	166, 277
gettimeofday .....	442

GetTimeOfDay ..... 166  
 GetTimeRealtime ..... 437  
 GetTimespec ..... 436  
 GetTimeString ..... 187  
 GetTimeVector ..... 152  
 GetUnixFileDescriptor ..... 115  
 getusername ..... 224  
 GetYear ..... 443  
 Group (type) ..... 353  
 gs (const) ..... 85  
 gUnderflow (const) ..... 330, 332, 334

## H

Halt ..... 100, 136, 339  
 HaltC ..... 136, 339  
 HALT ..... 13, 136, 338  
 HandleEscape ..... 119  
 Handler ..... 346  
 HANDLER ..... 293  
 HasHalted ..... 339, 425  
 HexToStr ..... 140  
 HighByte ..... 235  
 HighIndice ..... 127  
 HighNibble ..... 232  
 HIGH ..... 13  
 Hour (type) ..... 423  
 hstoc ..... 180  
 hstoi ..... 179  
 ht (const) ..... 85  
 huge\_val ..... 47, 90  
 huge\_valf ..... 47, 90  
 huge\_vall ..... 47, 90

## I

i (const) ..... 299, 319, 401  
 Ident (ebnf) ..... 75  
 IdentList (ebnf) ..... 77  
 IEC559 (const) ..... 330, 332, 334  
 IEEE (const) ..... 330, 332, 334  
 IfStatement (ebnf) ..... 79  
 ilogb ..... 47, 90, 190  
 ilogbf ..... 47, 90, 190  
 ilogbl ..... 47, 90, 190  
 ImplementationModule (ebnf) ..... 75  
 ImplementationOrProgramModule (ebnf) ..... 75  
 Import (ebnf) ..... 82  
 IM ..... 16  
 InBounds ..... 127  
 IncException ..... 137, 340  
 INC ..... 14  
 InChan ..... 413  
 InclException ..... 137, 340  
 IncludeIndiceIntoIndex ..... 128  
 IncludeVector ..... 152  
 INCL ..... 14  
 index ..... 50, 92, 192

Index ..... 104  
 Index (type) ..... 126  
 IndexProcedure (type) ..... 126  
 IndexStrCmp ..... 143  
 IndexStrNCmp ..... 143  
 Init ..... 153, 186  
 init ..... 349  
 InitChanDev ..... 356  
 InitChanId ..... 362  
 InitData ..... 351  
 InitExceptionBlock ..... 148  
 InitExceptionHandler ..... 184  
 InitGenDevIF ..... 359  
 InitGroup ..... 353  
 InitialBlock (ebnf) ..... 81  
 InitIndex ..... 126  
 InitIndexTuned ..... 126  
 InitInputVector ..... 151  
 InitLongOptions ..... 121  
 InitOption ..... 142  
 InitOptions ..... 195  
 InitOutputVector ..... 151  
 initPreemptive ..... 343  
 InitProcess ..... 279  
 initSemaphore ..... 349  
 InitSemaphore ..... 280  
 InitSet ..... 166  
 InitString ..... 101  
 InitStringChar ..... 102  
 InitStringCharDB ..... 107  
 InitStringCharStar ..... 102  
 InitStringCharStarDB ..... 107  
 InitStringDB ..... 107  
 InitTermios ..... 218  
 initThread ..... 349  
 InitTime ..... 166  
 InitTimespec ..... 436  
 InitTimeval ..... 441  
 InitTimeVector ..... 151  
 InitTimezone ..... 441  
 InitTM ..... 442  
 Insert ..... 271, 419  
 InsertCipherLayer ..... 412  
 InstallBreak ..... 238  
 InstallInitialProcedure ..... 132, 135, 338  
 InstallTerminationProcedure ..... 132, 134, 338  
 Int ..... 254  
 Integer (ebnf) ..... 75  
 IntegerToString ..... 176  
 interactive (const) ..... 295  
 INTERRUPTSOURCE (type) ..... 98, 292  
 Intl ..... 255  
 intpart ..... 330, 332, 334  
 IntToStr ..... 140, 434  
 INT ..... 16  
 InvalidChan ..... 310  
 IOException ..... 317  
 IOTRANSFER ..... 284, 292



**L**

large (const) .....	330, 332, 334
ldtoa .....	200
Length .....	102, 136, 252, 272, 340, 419
LengthCard .....	432
LengthEngReal .....	321, 368, 403
LengthFixedReal .....	321, 368, 403
LengthFloatReal .....	321, 368, 403
LengthInt .....	431
LENGTH .....	16
lf (const) .....	85
LFLOAT .....	14
LIA1 (const) .....	330, 332, 334
Listen .....	152
ListenLoop .....	285, 294
LISTEN .....	284, 293
ln .....	129, 138, 159, 299, 319, 325, 372, 401, 407
localtime .....	210
localtime_r .....	443
LOCSPERBYTE (const) .....	56, 392
LOCSPERWORD (const) .....	56, 392
log .....	47, 89, 190, 214
log10 .....	47, 89, 190
log10f .....	47, 89, 190
log10l .....	47, 89, 190
logf .....	47, 89, 190, 214
logl .....	47, 89, 190, 214
LongCardinalToString .....	178
LongIntegerToString .....	177
LongIntToStr .....	120
longjmp .....	51, 93, 211
LongOptions (type) .....	121
LongRealToStr .....	120
LongrealToString .....	181
LongRealToString .....	266
Look .....	310
LookProc (type) .....	315
Lookup .....	249
LoopStatement (ebnf) .....	80
LowByte .....	235
Lower .....	171
LowIndice .....	127
LowNibble .....	232
lseek .....	207
LTRUNC .....	14

**M**

M2Exception .....	133, 336
M2Exceptions (type) .....	133, 336
MAKEADR .....	57, 393
MakeChan .....	315
MakeModuleId .....	351
malloc .....	204
Mark .....	102
MaxFdsPlusOne .....	166
maxSecondParts (const) .....	423
MAX .....	14

Me .....	346
memcmp .....	50, 92, 192
MemCopy .....	139
memcpy .....	50, 92, 190, 209
memmove .....	50, 92, 192, 209
memset .....	50, 92, 192, 209
MemZero .....	139
Min (type) .....	423
MIN .....	14
Mode (type) .....	197, 200
Modes (type) .....	330, 332, 334
modf .....	47, 90, 190
modff .....	47, 90, 190
modfl .....	47, 90, 190
ModuleDeclaration (ebnf) .....	82
ModuleId (type) .....	351
Month (type) .....	423
MulOperator (ebnf) .....	76
Mult .....	104
MultDB .....	107
MultiFPSection (ebnf) .....	81
MyParam .....	346

**N**

nak (const) .....	85
NamedOperand (ebnf) .....	82
Narg .....	86, 99, 154, 155
NEWCOROUTINE .....	26, 292
NewPos .....	377
NEW .....	15
NEWPROCESS .....	284
nextafter .....	47, 90, 191
nextafterf .....	47, 90, 191
nextafterl .....	48, 90, 191
NextArg .....	348
nexttoward .....	48, 90, 191
nexttowardf .....	48, 90, 191
nexttowardl .....	48, 90, 191
NilChanId .....	362
nl (const) .....	85
nModes (const) .....	330, 332, 334
no_argument (const) .....	121
NoException .....	137, 340
NonVarFPSection (ebnf) .....	81
NoReturnException .....	137, 340
NormalPart (ebnf) .....	81
np (const) .....	85
nul (const) .....	85
NullChan .....	413
Number (ebnf) .....	75

**O**

OctToStr .....	140
ODD .....	15, 17
old (const) .....	295, 376, 398, 417
one (const) .....	299, 319, 401
open .....	206
Open .....	144, 417, 426
OpenAppend .....	398
OpenClean .....	376
openForRandom .....	112
OpenForRandom .....	111, 158
OpenInput .....	256
OpenOld .....	376
OpenOutput .....	256
OpenRead .....	342, 399
OpenResults (type) .....	295, 376, 398, 417, 426
OpenSocket .....	298
OpenSource .....	164
OpenToRead .....	111, 157
openToRead .....	112
OpenToWrite .....	111, 157
openToWrite .....	112
OpenWrite .....	341, 398
OptArg (ebnf) .....	82
optarg (var) .....	194
opterr (var) .....	194
optind (var) .....	194
Option (type) .....	142
optional_argument (const) .....	121
Options (type) .....	194
optopt (var) .....	194
OptReturnType (ebnf) .....	78
ostoc .....	180
ostoi .....	180
OutChan .....	413

**P**

Parameter (type) .....	344
ParameterException .....	137, 340
perror .....	207
pi (const) .....	325, 372, 407
places (const) .....	330, 332, 334
PointerNilException .....	137, 340
PointerType (ebnf) .....	78
polarToComplex .....	300, 320, 402
PopAllocation .....	108
PopAllocationExemption .....	108
PopHandler .....	149
PopInput .....	169
PopOutput .....	168
Pos .....	271
pow .....	214
power .....	299, 319, 325, 372, 401, 407
powf .....	214
powl .....	214
pred .....	330, 332, 334
printf .....	209

Priority (ebnf) .....	82
ProcedureBlock (ebnf) .....	81
ProcedureDeclaration (ebnf) .....	80
ProcedureHandler (type) .....	147
ProcedureHeading (ebnf) .....	80
ProcedureParameter (ebnf) .....	78
ProcedureParameters (ebnf) .....	78
ProcedureType (ebnf) .....	78
PROCESS (type) .....	283
ProcessesException .....	346
ProcessesExceptions (type) .....	344
ProcessName .....	281
PROCEXCEPTION (type) .....	184
ProcRead (type) .....	168
ProcWrite (type) .....	168
ProgramModule (ebnf) .....	75
PROT .....	293
PROTECTION (type) .....	98, 292
Ps .....	281
PtrToInteger (type) .....	121
ptrToTM (type) .....	201
PushAllocation .....	108
PushHandler .....	148
PushInput .....	169
PushOutput .....	168
PutCh .....	144
putenv .....	206
PutEnvironment .....	109, 156
PutIndice .....	127
PutKey .....	353
PutStr .....	144
PutString .....	144

**Q**

Qualident (ebnf) .....	75
------------------------	----

**R**

radix (const) .....	330, 332, 334
Raise .....	147
RAISE .....	305
RAISEdevException .....	317
RaiseEOFInLook .....	356
RaiseEOFInSkip .....	357
RaiseGeneralException .....	309
rand .....	210
RandomBytes .....	263, 364
RandomCard .....	263, 365
RandomInit .....	263, 364
RandomInt .....	263, 364
Randomize .....	263, 364
RandomLongCard .....	365
RandomLongInt .....	365
RandomLongReal .....	264, 366
RandomReal .....	264, 365
RandomShortCard .....	365
RandomShortInt .....	365

RandomShortReal ..... 365  
 raw (const) ..... 295, 376, 398, 417, 426  
 RawRead ..... 311  
 RawReadProc (type) ..... 315  
 RawWrite ..... 311  
 RawWriteProc (type) ..... 315  
 Read ..... 124, 168, 257, 260, 273, 275, 367, 383  
 read ..... 204  
 read (const) ..... 295, 376, 398, 417, 426  
 ReadAgain ..... 275  
 ReadAny ..... 113  
 ReadBin ..... 140  
 ReadByte ..... 250  
 readbytes (type) ..... 359  
 ReadCard ..... 140, 258, 329, 382, 388, 391, 411, 433  
 ReadCardinal ..... 115, 239  
 ReadChar ..... 114, 250, 389, 428  
 readchar (type) ..... 359  
 ReadCharRaw ..... 166  
 ReadHex ..... 140, 239  
 ReadInt ..... 140, 258, 329, 382, 388, 391, 411, 433  
 ReadLongCardinal ..... 240  
 ReadLongHex ..... 240  
 ReadLongInt ..... 120, 261  
 ReadLongReal ..... 120, 269  
 ReadNBytes ..... 112, 251  
 ReadOct ..... 140  
 ReadOnly ..... 225  
 ReadProcedure (type) ..... 273  
 ReadReal ..... 120, 268, 323, 370, 380, 384, 386, 405  
 ReadRestLine ..... 389, 428  
 ReadResult ..... 312, 318, 379  
 ReadResults (type) ..... 314, 318, 379  
 ReadS ..... 158, 259  
 ReadShortCardinal ..... 241  
 ReadShortHex ..... 241  
 ReadShortReal ..... 269  
 ReadString ..... 115, 172, 257, 275, 389, 428  
 ReadToken ..... 389, 428  
 readv ..... 207  
 ReadWord ..... 250  
 Real (ebnf) ..... 75  
 realloc ..... 205  
 REALLOCATE ..... 170, 185, 415  
 RealToEng ..... 327, 374, 409  
 RealToEngString ..... 301, 302, 303  
 RealToFixed ..... 327, 374, 409  
 RealToFixedString ..... 301, 302, 303  
 RealToFloat ..... 327, 374, 409  
 RealToFloatString ..... 301, 302, 303  
 RealToStr ..... 120, 328, 375, 410  
 RealToString ..... 266  
 RealValueException ..... 137, 340  
 ReArmEvent ..... 290  
 ReArmTimeVector ..... 151  
 RecordFieldPragma (ebnf) ..... 77  
 RecordType (ebnf) ..... 77  
 RegisterModule ..... 131, 134, 337

Relation (ebnf) ..... 75  
 Release ..... 397  
 RemoveCipherLayer ..... 412  
 RemoveComment ..... 105  
 RemoveIndicesFromIndex ..... 127  
 RemoveWhitePostfix ..... 105  
 RemoveWhitePrefix ..... 105  
 Rename ..... 249  
 rename ..... 211  
 RepeatStatement (ebnf) ..... 80  
 Replace ..... 419  
 ReplaceChar ..... 103  
 RequestDependant ..... 131, 134, 337  
 required\_argument (const) ..... 121  
 Reread ..... 342, 399  
 Reschedule ..... 346  
 Reset ..... 252, 312  
 ResetProc (type) ..... 315  
 Response (type) ..... 248  
 Resume ..... 279  
 RetryStatement (ebnf) ..... 79  
 return\_address ..... 51, 94  
 ReturnException ..... 137, 340  
 ReverseIndex ..... 105  
 Rewrite ..... 342, 399  
 RE ..... 17  
 RIndex ..... 104  
 rindex ..... 50, 92, 192  
 RotateException ..... 137, 340  
 RotateLeft ..... 55, 60, 163, 288, 396  
 RotateRight ..... 55, 60, 163, 288, 396  
 RotateRunQueue ..... 281  
 RotateVal ..... 55, 60, 163, 287, 396  
 ROTATE ..... 53, 58, 161, 285, 394  
 round ..... 325, 331, 333, 335, 372, 407  
 Round ..... 254  
 Round1 ..... 255  
 rounds (const) ..... 330, 332, 334  
 rs (const) ..... 85

## S

scalarMult ..... 300, 320, 402  
 scalb ..... 191  
 scalbf ..... 191  
 scalbl ..... 191  
 scalbln ..... 48, 90, 191  
 scalblnf ..... 48, 90, 191  
 scalblnl ..... 48, 90, 191  
 scalbn ..... 48, 90, 191  
 scalbnf ..... 48, 90, 191  
 scalbnl ..... 48, 90, 191  
 scale ..... 331, 333, 335  
 ScanCard ..... 431  
 ScanClass (type) ..... 304  
 ScanInt ..... 431  
 ScanReal ..... 321, 368, 403  
 ScanState (type) ..... 304

Sec (type) .....	423	signbit .....	47, 90, 224
SeekEnd .....	225	signbitf .....	47, 90, 224
SeekSet .....	225	signbitl .....	47, 90, 224
select .....	349	significand .....	190
Select .....	166	significandf .....	190
SEMAPHORE (type) .....	279	significandl .....	190
SetBits .....	230, 233	SimpleConstExpr (ebnf) .....	75
SetChar .....	222	SimpleDes (ebnf) .....	79
SetClock .....	423	SimpleExpression (ebnf) .....	79
SetDebug .....	145	SimpleType (ebnf) .....	77
SetDeviceId .....	363	sin .. 46, 89, 129, 138, 159, 190, 213, 299, 319, 325,	
SetDevicePtr .....	363	372, 401, 407	
setenv .....	210	sinf .....	46, 89, 190, 213
SetErrChan .....	414	sinl .....	46, 89, 190, 213
SetErrorCode .....	247	SIZE .....	52, 160, 285
SetExceptionBlock .....	147	Skip .....	310
SetExceptionSource .....	150	SkipLine .....	389, 428
SetExceptionState .....	149	SkipLook .....	310
SetFile .....	363	SkipLookProc (type) .....	315
SetFlag .....	222	SkipProc (type) .....	315
SetInChan .....	414	SkipSpaces .....	430
setjmp .....	51, 93, 211	sleep .....	212
setMode .....	331, 333, 335	Sleep .....	289
SetModify .....	252	sleepSpin .....	199
SetNoOfDecimalPlaces .....	268	Slice .....	104, 142
SetNoOfExponentDigits .....	265	SliceDB .....	108
SetOffFd (type) .....	166	small (const) .....	330, 332, 334
SetOpen .....	252	snprintf .....	210
SetOption .....	195	so (const) .....	85
SetOrDesignatorOrFunction (ebnf) .....	79	soh (const) .....	85
SetOutChan .....	414	Sources (type) .....	344
SetPos .....	252, 377	sp (const) .....	85
SetPositionFromBeginning .....	115	Sprintf0 .....	118
SetPositionFromEnd .....	115	Sprintf1 .....	118
setPushBackChar .....	439	Sprintf2 .....	118
SetRead .....	251	Sprintf3 .....	118
SetReadResult .....	312	Sprintf4 .....	118
SetTime .....	166, 277	sqrt .....	47, 89, 129, 138, 159, 190, 213, 299, 319,
settimeofday .....	442	325, 372, 401, 407	
SetTimeRealtime .....	437	sqrtf .....	47, 89, 190, 213
SetTimespec .....	436	sqrtl .....	47, 89, 190, 213
SetTimeval .....	444	srand .....	210
SetTimezone .....	444	Start .....	344
SetType (ebnf) .....	78	StartPos .....	377
SetWrite .....	251	Statement (ebnf) .....	79
SFLOAT .....	15	StatementSequence (ebnf) .....	79
ShiftException .....	137, 340	StaticArraySubscriptException .....	137, 340
ShiftLeft .....	54, 59, 162, 287, 395	StatusProcedure (type) .....	273
ShiftRight .....	54, 59, 162, 287, 395	StdErr (var) .....	110
ShiftVal .....	54, 59, 162, 287, 395	StdErrChan .....	413
SHIFT .....	53, 58, 161, 286, 394	StdIn (var) .....	110
ShortCardinalToString .....	178	StdInChan .....	413
shutdown .....	211	StdOut (var) .....	110
si (const) .....	85	StdOutChan .....	413
sign .....	330, 332, 334	stoc .....	179
signal .....	349	stoi .....	179
Signal .....	280	stolr .....	181
signalThread .....	349	StopMe .....	344

stor..... 181  
 StorageException..... 415  
 StorageExceptions (type)..... 415  
 strcat..... 50, 93, 192  
 strchr..... 50, 93, 192  
 strcmp..... 50, 93, 192  
 StrConCat..... 173  
 StrCopy..... 173  
 strcpy..... 50, 93, 192, 208  
 strcspn..... 50, 93, 192  
 StrEqual..... 173  
 string..... 106  
 string (ebnf)..... 75  
 String (type)..... 101  
 String1 (type)..... 419  
 StringToCardinal..... 177  
 StringToInteger..... 177  
 StringToLongCardinal..... 178  
 StringToLongInteger..... 178  
 StringToLongReal..... 267  
 StringToLongreal..... 180  
 StringToReal..... 267  
 StringToShortCardinal..... 179  
 StrLen..... 173  
 strlen..... 50, 93, 192, 208  
 StrLess..... 173  
 strncat..... 50, 93, 192  
 strncmp..... 50, 93, 192  
 strncpy..... 50, 93, 192, 208  
 strpbrk..... 50, 93, 192  
 strrchr..... 50, 93, 192  
 StrRemoveWhitePrefix..... 174  
 strspn..... 50, 93, 192  
 strstr..... 50, 93, 192  
 strtime..... 223  
 StrToBin..... 141  
 StrToBinInt..... 141  
 StrToCard..... 140, 434  
 strtod..... 197, 202  
 strtof..... 202  
 StrToHex..... 140  
 StrToHexInt..... 141  
 StrToInt..... 140, 434  
 strtol..... 203  
 strtold..... 200, 203  
 strtoll..... 203  
 StrToLongInt..... 120  
 StrToLongReal..... 120  
 StrToLowerCase..... 171  
 StrToOct..... 140  
 StrToOctInt..... 141  
 StrToReal..... 120, 327, 374, 409  
 strtoul..... 203  
 strtoull..... 203  
 StrToUpperCase..... 171  
 STRUNC..... 15  
 stx (const)..... 85  
 sub (const)..... 85

SUBADR..... 57, 393  
 SubDesignator (ebnf)..... 78  
 SubrangeType (ebnf)..... 77  
 succ..... 330, 332, 334  
 Suspend..... 280  
 SuspendMe..... 344  
 SuspendMeAndActivate..... 345  
 Swap..... 232, 235  
 Switch..... 345  
 SwitchCaps..... 282  
 SwitchExceptionState..... 150  
 SwitchLeds..... 282  
 SwitchNum..... 282  
 SwitchScroll..... 282  
 syn (const)..... 85  
 synthesize..... 331, 333, 335  
 system..... 204

## T

tab (const)..... 85  
 TagIdent (ebnf)..... 77  
 tan.. 129, 138, 159, 213, 299, 319, 325, 372, 401, 407  
 tanf..... 213  
 tanl..... 213  
 TBITSIZE..... 53, 59, 161, 286, 394  
 tcdrain..... 220  
 tcflowoffi..... 221  
 tcflowoffo..... 221  
 tcflowoni..... 221  
 tcflowono..... 221  
 tcflushi..... 220  
 tcflushio..... 221  
 tcflusho..... 220  
 tcgetattr..... 219  
 tcpClientConnect..... 217  
 tcpClientIP..... 217  
 tcpClientPortNo..... 217  
 tcpClientSocket..... 217  
 tcpClientSocketFd..... 217  
 tcpClientSocketIP..... 217  
 tcpClientState (type)..... 215  
 tcpServerAccept..... 215  
 tcpServerClientIP..... 216  
 tcpServerClientPortNo..... 216  
 tcpServerEstablish..... 215  
 tcpServerEstablishPort..... 215  
 tcpServerIP..... 216  
 tcpServerPortNo..... 216  
 tcpServerSocketFd..... 216  
 tcpServerState (type)..... 215  
 tcscdrain..... 220  
 tcscendbreak..... 220  
 tcsetattr..... 220  
 tcscflush..... 220  
 tcscnow..... 219  
 Term (ebnf)..... 79  
 termCH (var)..... 256



Terminate	135
TerminateOnError	164
TERMIOS (type)	218
text (const)	295, 376, 398, 417, 426
TextRead	311
TextReadProc (type)	315
TextWrite	311
TextWriteProc (type)	315
THROW	53, 58, 161, 286, 394
TicksPerSecond (const)	289
time	210
time_t (type)	201
timeb (type)	201
timespec (type)	435
TimeToString	278
TimeToZero	278
timeval (type)	441
Timeval (type)	166
timezone	435
timezone (type)	441
tm (type)	201, 441
ToDecimalPlaces	182
ToLower	106
ToSigFig	182
ToUpper	105
transfer	349
TRANSFER	284, 292
TrashList (ebnf)	83
trunc	331, 333, 335
Trunc	254
Truncl	255
TRUNC	15
TRUNCL	16
TRUNCS	15
TSIZE	52, 58, 160, 285, 394
ttyname	212
TurnInterrupts	285, 293
turnInterrupts	349
Type (ebnf)	77
TypeDeclaration (ebnf)	77
tzname	436

## U

ulp	330, 332, 334
UnaryOrConstTerm (ebnf)	76
UnassignedPriority (const)	292
UnAssignRead	273
UnAssignWrite	274
UnAvailable	307
UnBufferedMode	124
UnInstallBreak	238
Unlink	95, 117, 183
unlink	208
UnMakeChan	315
UnReadChar	114
unreadchar (type)	359
Urgency (type)	344

UrgencyOf	346
us (const)	85
userdeverror (type)	248
UTCDiff (type)	423

## V

ValueCard	431
ValueInt	431
ValueReal	321, 368, 403
VAL	16
VarFPSection (ebnf)	81
VariableDeclaration (ebnf)	78
VarIdent (ebnf)	78
VarIdentList (ebnf)	78
Varient (ebnf)	78
VarientCaseLabelList (ebnf)	78
VarientCaseLabels (ebnf)	78
vt (const)	85

## W

Wait	280, 345
wait	349
WaitForIO	280
WaitOn	290
waitThread	349
WarnError	145
WarnString	145
WasEOLN	114
WhileStatement (ebnf)	80
WholeNonPosDivException	137, 340
WholeNonPosModException	137, 340
WholeValueException	137, 340
WholeZeroDivException	137, 340
WholeZeroRemException	137, 340
WithStatement (ebnf)	80
WORD (type)	57, 393
WordAnd	233
WordNot	234
WordOr	233
WordRol	234
WordRor	234
WordSar	234
WordShl	234
WordShr	234
WordXor	233
write	203
Write	84, 97, 124, 168, 175, 246, 257, 274, 276, 367, 383
write (const)	295, 376, 398, 417, 426
WriteAny	113
WriteBin	140
WriteByte	250
writebytes (type)	359
WriteCard	140, 258, 329, 382, 388, 391, 411, 433
WriteCardinal	115, 239
WriteChar	113, 250, 389, 429

WriteCharRaw .....	166	WriteOct .....	140, 258
WriteEng .....	323, 370, 380, 384, 386, 405	WriteOnly .....	226
WriteError .....	164	WriteProcedure (type) .....	273
writeFieldWidth .....	418	WriteReal... 120, 268, 324, 371, 380, 384, 386, 406	
WriteFixed .....	323, 370, 380, 384, 386, 405	WriteRealOct .....	269
WriteFloat .....	323, 370, 380, 384, 386, 405	WriteS .....	158, 259
WriteHex .....	140, 240, 259	WriteShortCardinal .....	240
WriteInt... 140, 258, 329, 382, 388, 391, 411, 433		WriteShortHex .....	241
WriteLine .....	114	WriteShortReal .....	269
WriteLn .. 84, 97, 172, 175, 257, 276, 311, 390, 429		WriteShortRealOct .....	270
writeln (type) .....	359	writeString .....	418
WriteLnProc (type) .....	315	WriteString .....	114, 172, 257, 276, 390, 429
WriteLongCardinal .....	240	writeln .....	207
WriteLongHex .....	240	WriteWord .....	250
WriteLongInt .....	120, 261		
WriteLongReal .....	120, 269	<b>Z</b>	
WriteLongRealOct .....	269	zero (const) .....	299, 319, 401
WriteNBytes .....	113, 251		

## Short Contents

1	Overview of GNU Modula-2 . . . . .	1
2	Using GNU Modula-2 . . . . .	3
	GNU General Public License . . . . .	63
3	EBNF of GNU Modula-2 . . . . .	75
4	PIM and ISO library definitions . . . . .	84

# Table of Contents

<b>1</b>	<b>Overview of GNU Modula-2</b>	<b>1</b>
1.1	What is GNU Modula-2	1
1.2	Why use GNU Modula-2	1
1.3	How to get source code using git	1
1.4	GNU Modula-2 Features	1
<b>2</b>	<b>Using GNU Modula-2</b>	<b>3</b>
2.1	Example compile and link	3
2.2	Compiler options	3
2.3	Elementary data types	10
2.4	Permanently accessible base procedures	11
2.4.1	Standard procedures and functions common to PIM and ISO	11
2.4.2	ISO specific standard procedures and functions	16
2.5	Behavior of the high procedure function	17
2.6	GNU Modula-2 supported dialects	18
2.6.1	Integer division, remainder and modulus	19
2.7	Module Search Path	19
2.8	Exception implementation	20
2.9	How to detect run time problems at compile time	20
2.10	GNU Modula-2 language extensions	23
2.10.1	Optional procedure parameter	26
2.11	Type compatibility	27
2.11.1	Expression compatibility	28
2.11.2	Assignment compatibility	28
2.11.3	Parameter compatibility	29
2.12	Exception handling	29
2.13	Unbounded by reference	32
2.14	Building a shared library	34
2.15	How to produce swig interface files	34
2.15.1	Limitations of automatic generated of Swig files	35
2.16	How to produce a Python module	36
2.17	Interfacing GNU Modula-2 to C	40
2.18	Interface to assembly language	41
2.19	Data type alignment	42
2.20	Packing data types	44
2.21	Accessing GNU Modula-2 Built-ins	45
2.22	The PIM system module	52
2.23	The ISO system module	56
2.24	Release map	61
2.25	Documentation	61
2.26	Regression tests for gm2 in the repository	61
2.27	Limitations	61
2.28	Objectives	61

2.29	FAQ .....	62
2.29.1	Why use the C++ exception mechanism in GCC, rather than a bespoke Modula-2 mechanism? .....	62
2.30	Community .....	62
2.31	Other languages for GCC .....	62
2.32	License of GNU Modula-2 .....	62
<b>GNU General Public License .....</b>		<b>63</b>
	Contributing to GNU Modula-2 .....	73
<b>3</b>	<b>EBNF of GNU Modula-2 .....</b>	<b>75</b>
<b>4</b>	<b>PIM and ISO library definitions .....</b>	<b>84</b>
4.1	Base libraries .....	84
4.1.1	gm2-libs/ARRAYOFCHAR .....	84
4.1.2	gm2-libs/ASCII .....	85
4.1.3	gm2-libs/Args .....	86
4.1.4	gm2-libs/Assertion .....	87
4.1.5	gm2-libs/Break .....	88
4.1.6	gm2-libs/Builtins .....	89
4.1.7	gm2-libs/CFileSysOp .....	95
4.1.8	gm2-libs/CHAR .....	97
4.1.9	gm2-libs/COROUTINES .....	98
4.1.10	gm2-libs/CmdArgs .....	99
4.1.11	gm2-libs/Debug .....	100
4.1.12	gm2-libs/DynamicStrings .....	101
4.1.13	gm2-libs/Environment .....	109
4.1.14	gm2-libs/FIO .....	110
4.1.15	gm2-libs/FileSysOp .....	117
4.1.16	gm2-libs/FormatStrings .....	118
4.1.17	gm2-libs/FpuIO .....	120
4.1.18	gm2-libs/GetOpt .....	121
4.1.19	gm2-libs/IO .....	124
4.1.20	gm2-libs/Indexing .....	126
4.1.21	gm2-libs/LMathLib0 .....	129
4.1.22	gm2-libs/LegacyReal .....	130
4.1.23	gm2-libs/M2Dependent .....	131
4.1.24	gm2-libs/M2EXCEPTION .....	133
4.1.25	gm2-libs/M2RTS .....	134
4.1.26	gm2-libs/MathLib0 .....	138
4.1.27	gm2-libs/MemUtils .....	139
4.1.28	gm2-libs/NumberIO .....	140
4.1.29	gm2-libs/OptLib .....	142
4.1.30	gm2-libs/PushBackInput .....	144
4.1.31	gm2-libs/RTExceptions .....	147

4.1.32	gm2-libs/RTint	151
4.1.33	gm2-libs/SArgs	154
4.1.34	gm2-libs/SCmdArgs	155
4.1.35	gm2-libs/SEnvironment	156
4.1.36	gm2-libs/SFIO	157
4.1.37	gm2-libs/SMathLib0	159
4.1.38	gm2-libs/SYSTEM	160
4.1.39	gm2-libs/Scan	164
4.1.40	gm2-libs/Selective	166
4.1.41	gm2-libs/StdIO	168
4.1.42	gm2-libs/Storage	170
4.1.43	gm2-libs/StrCase	171
4.1.44	gm2-libs/StrIO	172
4.1.45	gm2-libs/StrLib	173
4.1.46	gm2-libs/String	175
4.1.47	gm2-libs/StringConvert	176
4.1.48	gm2-libs/StringFileSysOp	183
4.1.49	gm2-libs/SysExceptions	184
4.1.50	gm2-libs/SysStorage	185
4.1.51	gm2-libs/TimeString	187
4.1.52	gm2-libs/UnixArgs	188
4.1.53	gm2-libs/cbuiltin	189
4.1.54	gm2-libs/cgetopt	194
4.1.55	gm2-libs/cxxabi	196
4.1.56	gm2-libs/dtoa	197
4.1.57	gm2-libs/errno	198
4.1.58	gm2-libs/gdbif	199
4.1.59	gm2-libs/ldtoa	200
4.1.60	gm2-libs/libc	201
4.1.61	gm2-libs/libm	213
4.1.62	gm2-libs/sckt	215
4.1.63	gm2-libs/termios	218
4.1.64	gm2-libs/wrapc	223
4.2	PIM and Logitech 3.0 Compatible	227
4.2.1	gm2-libs-log/BitBlockOps	227
4.2.2	gm2-libs-log/BitByteOps	230
4.2.3	gm2-libs-log/BitWordOps	233
4.2.4	gm2-libs-log/BlockOps	236
4.2.5	gm2-libs-log/Break	238
4.2.6	gm2-libs-log/CardinalIO	239
4.2.7	gm2-libs-log/Conversions	242
4.2.8	gm2-libs-log/DebugPMD	243
4.2.9	gm2-libs-log/DebugTrace	244
4.2.10	gm2-libs-log/Delay	245
4.2.11	gm2-libs-log/Display	246
4.2.12	gm2-libs-log/ErrorCode	247
4.2.13	gm2-libs-log/FileSystem	248

4.2.14	gm2-libs-log/FloatingUtilities .....	254
4.2.15	gm2-libs-log/InOut .....	256
4.2.16	gm2-libs-log/Keyboard .....	260
4.2.17	gm2-libs-log/LongIO .....	261
4.2.18	gm2-libs-log/NumberConversion .....	262
4.2.19	gm2-libs-log/Random .....	263
4.2.20	gm2-libs-log/RealConversions .....	265
4.2.21	gm2-libs-log/RealInOut .....	268
4.2.22	gm2-libs-log/Strings .....	271
4.2.23	gm2-libs-log/Termbase .....	273
4.2.24	gm2-libs-log/Terminal .....	275
4.2.25	gm2-libs-log/TimeDate .....	277
4.3	PIM coroutine support .....	279
4.3.1	gm2-libs-coroutines/Executive .....	279
4.3.2	gm2-libs-coroutines/KeyBoardLEDs .....	282
4.3.3	gm2-libs-coroutines/SYSTEM .....	283
4.3.4	gm2-libs-coroutines/TimerHandler .....	289
4.4	M2 ISO Libraries .....	291
4.4.1	gm2-libs-iso/COROUTINES .....	292
4.4.2	gm2-libs-iso/ChanConsts .....	295
4.4.3	gm2-libs-iso/CharClass .....	297
4.4.4	gm2-libs-iso/ClientSocket .....	298
4.4.5	gm2-libs-iso/ComplexMath .....	299
4.4.6	gm2-libs-iso/ConvStringLong .....	301
4.4.7	gm2-libs-iso/ConvStringReal .....	302
4.4.8	gm2-libs-iso/ConvStringShort .....	303
4.4.9	gm2-libs-iso/ConvTypes .....	304
4.4.10	gm2-libs-iso/EXCEPTIONS .....	305
4.4.11	gm2-libs-iso/ErrnoCategory .....	307
4.4.12	gm2-libs-iso/GeneralUserExceptions .....	309
4.4.13	gm2-libs-iso/IOChan .....	310
4.4.14	gm2-libs-iso/IOConsts .....	314
4.4.15	gm2-libs-iso/IOLink .....	315
4.4.16	gm2-libs-iso/IOResult .....	318
4.4.17	gm2-libs-iso/LongComplexMath .....	319
4.4.18	gm2-libs-iso/LongConv .....	321
4.4.19	gm2-libs-iso/LongIO .....	323
4.4.20	gm2-libs-iso/LongMath .....	325
4.4.21	gm2-libs-iso/LongStr .....	327
4.4.22	gm2-libs-iso/LongWholeIO .....	329
4.4.23	gm2-libs-iso/LowLong .....	330
4.4.24	gm2-libs-iso/LowReal .....	332
4.4.25	gm2-libs-iso/LowShort .....	334
4.4.26	gm2-libs-iso/M2EXCEPTION .....	336
4.4.27	gm2-libs-iso/M2RTS .....	337
4.4.28	gm2-libs-iso/MemStream .....	341
4.4.29	gm2-libs-iso/Preemptive .....	343

4.4.30	gm2-libs-iso/Processes . . . . .	344
4.4.31	gm2-libs-iso/ProgramArgs . . . . .	348
4.4.32	gm2-libs-iso/RTco . . . . .	349
4.4.33	gm2-libs-iso/RTdata . . . . .	351
4.4.34	gm2-libs-iso/RTentity . . . . .	353
4.4.35	gm2-libs-iso/RTfio . . . . .	354
4.4.36	gm2-libs-iso/RTgen . . . . .	356
4.4.37	gm2-libs-iso/RTgenif . . . . .	359
4.4.38	gm2-libs-iso/RTio . . . . .	362
4.4.39	gm2-libs-iso/RandomNumber . . . . .	364
4.4.40	gm2-libs-iso/RawIO . . . . .	367
4.4.41	gm2-libs-iso/RealConv . . . . .	368
4.4.42	gm2-libs-iso/RealIO . . . . .	370
4.4.43	gm2-libs-iso/RealMath . . . . .	372
4.4.44	gm2-libs-iso/RealStr . . . . .	374
4.4.45	gm2-libs-iso/RndFile . . . . .	376
4.4.46	gm2-libs-iso/SIOResult . . . . .	379
4.4.47	gm2-libs-iso/SLongIO . . . . .	380
4.4.48	gm2-libs-iso/SLongWholeIO . . . . .	382
4.4.49	gm2-libs-iso/SRawIO . . . . .	383
4.4.50	gm2-libs-iso/SRealIO . . . . .	384
4.4.51	gm2-libs-iso/SShortIO . . . . .	386
4.4.52	gm2-libs-iso/SShortWholeIO . . . . .	388
4.4.53	gm2-libs-iso/STextIO . . . . .	389
4.4.54	gm2-libs-iso/SWholeIO . . . . .	391
4.4.55	gm2-libs-iso/SYSTEM . . . . .	392
4.4.56	gm2-libs-iso/Semaphores . . . . .	397
4.4.57	gm2-libs-iso/SeqFile . . . . .	398
4.4.58	gm2-libs-iso/ShortComplexMath . . . . .	401
4.4.59	gm2-libs-iso/ShortConv . . . . .	403
4.4.60	gm2-libs-iso/ShortIO . . . . .	405
4.4.61	gm2-libs-iso/ShortMath . . . . .	407
4.4.62	gm2-libs-iso/ShortStr . . . . .	409
4.4.63	gm2-libs-iso/ShortWholeIO . . . . .	411
4.4.64	gm2-libs-iso/SimpleCipher . . . . .	412
4.4.65	gm2-libs-iso/StdChans . . . . .	413
4.4.66	gm2-libs-iso/Storage . . . . .	415
4.4.67	gm2-libs-iso/StreamFile . . . . .	417
4.4.68	gm2-libs-iso/StringChan . . . . .	418
4.4.69	gm2-libs-iso/Strings . . . . .	419
4.4.70	gm2-libs-iso/SysClock . . . . .	423
4.4.71	gm2-libs-iso/TERMINATION . . . . .	425
4.4.72	gm2-libs-iso/TermFile . . . . .	426
4.4.73	gm2-libs-iso/TextIO . . . . .	428
4.4.74	gm2-libs-iso/TextUtil . . . . .	430
4.4.75	gm2-libs-iso/WholeConv . . . . .	431
4.4.76	gm2-libs-iso/WholeIO . . . . .	433



4.4.77	gm2-libs-iso/WholeStr .....	434
4.4.78	gm2-libs-iso/wrapclock .....	435
4.4.79	gm2-libs-iso/wrapsock .....	438
4.4.80	gm2-libs-iso/wraptime .....	441
4.5	Indices .....	445