Computer Program and User Documentation
Medical Data Tape Retrieval System

TN516

NAS9-11579

Submitted to
National Aeronautics and Space Administration
Manned Spacecraft Center
Information Systems Branch
Houston, Texas
COMPUTER PROGRAM AND USER DOCUMENTATION

MEDICAL DATA TAPE RETRIEVAL SYSTEM

Contract NAS 9-11579

Submitted to the

BIOMEDICAL DATA SYSTEMS OFFICE

NATIONAL AERONAUTICS AND SPACE ADMINISTRATION
MANNED SPACECRAFT CENTER
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1.0 SCOPE

The purpose of this volume is to provide the reader with several levels of documentation for this program module of the NASA Medical Directorate Mini-computer Storage and Retrieval System.

The Biomedical Information System Overview (Section 2) describes some of the reasons for the development of the mini-computer storage and retrieval system. It briefly describes all of the program modules which constitute the system.

The General Specifications Section (Paragraph 3.1) describes the purpose and function of the specific program module documented in this volume.

The Technical Specifications (Paragraph 3.2) is oriented to the programmer. It is a technical discussion of the same processing described in general terms in the previous section, but is a high enough level as not to be redundant with the very detailed analysis described in the Subroutine Section 3.3.

The Subroutine Section (Paragraph 3.3) describes each subroutine in enough detail to permit an in-depth understanding of the routines and facilitate program modifications.

The Program Utilization Section (Paragraph 4.0) may be used as a "Users Guide" and is as non-technical as possible.
To eliminate unnecessary reproduction, the program listings are maintained in a separate document which may be obtained from the VARIAN library of computer programs currently maintained in Building 32 at NASA MSC. In addition, another document is to be developed for the Medical Directorate management. The document will describe the mini-computer system on a higher functional level and will illustrate how the mini-computer storage and retrieval system interfaces with the total directorate data management plan.
For several years, the NASA Medical Directorate has been developing a Medical Information Management System (MEDATA). The System, as implemented at NASA, utilized an off-line IBM 1050 for preparation of data input via paper tape and required card deck runs for retrieval of data from the data files. A new phase of development has been implemented utilizing remote terminals and minicomputers. This section describes the development rationale of the remote terminal and minicomputer approach.

Several features of the old MEDATA system presented serious difficulties to the system user and made the system unresponsive. These deficiencies in the system included:

- Input data prepared on punched paper tape
- No online data input capability with the data base (i.e., no remote data entry)
- Data corrections via punched paper tape
- Preparation of retrieval requests via a punched card system
- 48-hour turnaround time required for retrieval outputs.

To improve the overall responsiveness of the system and eliminate these deficiencies, Philco-Ford developed the Varian/MEDATA Storage and Retrieval System (VMSARS) which utilizes the Varian 620I computer systems in Building 32 or 37.
VMSARS consists of the Medical Data Input System (MDIS), the Medical Data Update System (MDUS), and the Medical Data Tape Retrieval System (MDTRS). The Medical Data Input System (MDIS) is used to input data via a CRT. If updates or reviews are desired, the output of MDIS may be updated on the CRT by the Medical Data Update System (MDUS). The data tape (MDIS or MDUS output) is entered into the CAAD MEDATA system where it is sorted and merged into the appropriate Medical Data File. The updated CAAD MEDATA Medical Data Tape File is sent back to the Varian computer system and used as input for the Medical Data Tape Retrieval System (MDTRS) which processes data retrieval requests from remote terminals. The primary advantages of the VMSARS are as follows:

- Use of state-of-the-art input devices such as CRT's and portable acoustic-coupled teleprocessing terminals. (CRT's operate at 2400 bits per second on the telephone lines.)

- Elimination of paper tapes from the system. (Data storage is on magnetic tape.)

- Online data input from remote input station via the telephone lines.

- Error correction capabilities on CRT. (Limited error checking is performed by the computer.)

- Update capabilities on Varian system before data is entered into the CAAD MEDATA system.
• Ease of creation and updating of background forms.

• Capability of transmitting MEDATA retrievals over telephone lines to CRT or TTY.

• Capability of performing online retrievals.

VMSARS was used for the Flight Crew Health Stabilization Program for three months preceding the launch of Apollo 14 and Apollo 15. A Computer Communications Inc. (CCI) CRT and keyboard and an Execuport Typewriter were installed in the surveillance command post at KSC, and a surveillance master file was created. The VMSARS was used to collect data, perform updates, and retrieve data from the surveillance master file.

The overall system, including the CAAD MEDATA system interface, is illustrated in Figure 2-1. The individual programs are described as follows:

MEDICAL DATA INPUT SYSTEM

The Medical Data Input System (MDIS) is designed to collect data from a CRT input station and store the data on a magnetic tape. The medical questionnaire forms are maintained on magnetic tape and are read into computer memory at run time. The user selects the appropriate form to be displayed on the CRT. As each form is completed, the data is stored on magnetic tape. This tape may be further updated, transmitted to another terminal, or input to the 1108 MEDATA system. Hardcopies of any form are produced at the
user's request. The system requires only one tape unit and operates either via the phone lines or directly online with the computer.
The Medical Data Update System (MDUS) updates any tape created by MDIS. Two tape-drives, a CRT, and printer are required. The old data is read from the MDIS output tape and displayed on the CRT. Changes may be made to the data on the CRT; comments or recommendations may be added to the record, and the new updated record written to the update tape. The updated tape may be either transmitted to another terminal or input to the MEDATA system, or both. Hardcopies of the records are produced if requested by the user. Refer to Figure 2-3 for an illustration of the MDUS components.
MEDICAL DATA TAPE RETRIEVAL SYSTEM (MDTRS)

MDTRS permits the user to make data retrievals from the MEDATA master tapes created by the 1108 MEDATA system. The 1108 system builds the MEDATA master tape from several sources, one of which is the MDIS or MDUS created input tapes. MDTRS outputs preprogrammed retrieval questions from the Varian computer to the requester's CRT or typewriter. The user builds his retrieval request by answering these questions. When the retrieval request is complete, MDTRS searches the MEDATA master tape for the data, formats the selected data for output, and outputs the data to the terminal. The CRT may operate on a private telephone line at 2000 bits per second and the typewriter operates on any commercial telephone line at 300 bits per second. Refer to Figure 2-4 for an illustration of MDTRS components.

2.1 OVERVIEW SUMMARY

In summary, the Varian/MEDATA Storage and Retrieval System provides the user with an online input and retrieval capability previously unavailable. The response time is significantly improved over the old paper tape system. There are still two weak points in the system due to hardware constraints. These are (1) the requirement to update the MEDATA master file on the CAAD 1108 computer system, and (2) the use of tape instead of disk for storage of the data base. A more comprehensive storage and retrieval system is being designed to operate on a Varian 620 mini-computer system utilizing a disk memory storage device and an input/output multiplexing device. The new system will permit immediate update of files, faster response for retrieval requests and multiple terminal users operating simultaneously.
Figure 2-1 Varian/MEDATA Storage and Retrieval System
Figure 2-2  Medical Data Input System
Figure 2-3 Medical Data Update System
Figure 2-4  Medical Data Tape Retrieval System (MDTRS)
This document describes in detail one of the three components of VMSARS, the Medical Data Tape Retrieval System (MDTRS).
3.0 MDTRS SYSTEM

3.1 GENERAL SPECIFICATIONS

3.1.1 Background

After the input system (MDIS) and the update system (MDUS) were implemented in the latter part of 1970 at the Manned Spacecraft Center, it became apparent that a retrieval system on the Varian 6201 computer would be a worthwhile complement to the overall storage and retrieval operations at MSC. At the time, all retrievals were done in a batch processing environment which did not lend itself to the near-real-time requirements of certain individuals in the Medical Directorate. Once they had identified the types of information they required from the data base, these scientists and doctors were not at all satisfied with the twenty-four hour delay that was necessary before they could receive their data. Thus, at the start of 1971, work began on the Medical Data Tape Retrieval System (MDTRS) which was modeled after the system used in the batch processing environment. The principle difference was to be in the use of a computer dedicated to retrieving data from a master file, and operated either locally at the computer or from a remote station over an ordinary telephone line. On July 1, 1970, it was implemented.

The MDTRS permits a user to retrieve specific information from his data base. What information is selected, and the format in which it is output, is determined by the request the user submits via a keyboard connected to the computer. There are a number of different types of outputs the user may specify, as well as a limited amount of statistical information on the data.
3.1.1 Background (Continued)

During the twenty-one day preflight quarantine of Apollo 15, the MDTRS got its first real test in the Flight Crew Health Stabilization Program. In order to minimize the possibility of any prime crew member contacting a disease, all persons coming in contact with the crew during this quarantine period were put under medical surveillance. Personal and family medical information was collected on each individual. This information was available for retrieval via the MDTRS as any need arose. Rapid access to the data base and the statistics the retrieval system provides were the key components of the surveillance program which is planned for use in all remaining Apollo missions.

3.1.2 Functions of the System

In order to understand any further discussion concerning the MDTRS, several terms should first be defined.

operator - the individual who loads the computer with the programs necessary for operation of the MDTRS

user - the individual who wishes to retrieve data, and will operate the local or remote station that controls the MDTRS

request - a set of seven questions and answers completed by the user at his station, which direct the MDTRS in its operation

response (request response) - answers to the seven questions of the request; keyed in by the user at his station

retrieval - all inputs, outputs, and processing necessary to fulfill all phases of a user-input request
3.1.2.1 Input

Input to the MDTRS is of two types:

(1) keyboard manual data entries, and
(2) magnetic tape master file data input.

Keyboard entries are made both by the operator and the user. Operator entries define the computer location and the user input device. User inputs are in the form of request responses. All processing is done on these inputs or the data tape inputs described in detail in Appendix A.

3.1.2.2 Processing

A request specifies three things: (1) identification of the record or records to be dealt with, (2) what portion of that record to be output, and (3) what format to be used for output. Once this request has been input and validated, the data tape is searched for the record identified. The specified output is then begun. Processing continues until all requested data has been output, or until the user aborts the retrieval.

3.1.2.3 Output

Two types of output, magnetic tape or printed pages, are available with the MDTRS. Tape output is used to make a duplicate of portions of the master file. This may be helpful when many retrievals are to be done using the same small portion of the data over and over again. The printed output applies to all or a portion of a record and may be in several formats.
3.2 TECHNICAL SPECIFICATIONS

3.2.1 System Description

The MDTRS can be divided into four functional modules: Initialization, Request, Record Match, and Output. Each module plays a critical role in the successful operation of all succeeding modules.

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3.2.2 Input

There are three types of input data used in the MDTRS: operator initialization data, user request data, and master tape data. The first type is used during Initialization when three questions concerning the computer configuration are answered via the system input device, the teletype. These three answers tell (1) on what computer configuration the system is running, (2) what device is to be used for user input and output, and (3) on what unit (10 or 11) the Master File is mounted.

After Initialization the MDTRS is ready to accept the user's inputs. These inputs define the retrieval to be performed, and make up the data input for
the Request module. There are seven questions that must be answered and
they are:

- SS NO:
- RECORD:
- TYPE:
- DATE
- CONDITION:
- ACTION:
- WHAT:

The first five questions identify a specific record from the master; the last
question defines what portion of that record is to be output; and the sixth
question specifies the output format. There exist strict rules for the
input of request data. These rules are stated in Section 4 of this document.

Appendix A details the exact layout of the Master File and the records on
the file.

3.2.3 Processing

Initialization

The first thing done after the system is loaded into the computer is the
initialization of all I/O handlers based on the computer configuration and
the location of the user terminal. This initialization includes inserting
the correct device codes into the input/output instructions and inserting
any other device-dependent coding necessary for proper interface with all
peripheral devices. All routines using the I/O handlers are to assume that
the primary input and output device is a teletype. The appropriate handlers
will take the necessary action with special characters.
Request

In the Request module, the seven questions of the Retrieval Request are processed separately. In each case, there is a limited amount of error checking. This is done to prevent a retrieval from being rendered useless after several minutes of processing, due to some error in the format of a user's inputs which makes it impossible to determine what he actually wants. Each question is checked for a blank response. In this event there is one, the default response can be assumed for each question.

These default responses are:

- SS NO: ALL
- RECORD: ALL
- TYPE: ALL
- DATE: ALL
- CONDITION: NONE
- ACTION: LIST
- WHAT: ALL

As a Request Response is processed, it is placed in a buffer called the Request Buffer (CPRB). In the Request Table (CPRT), the beginning location of each response is saved and used later by the Record Match and the Output modules.

Record Match

Once all responses have been successfully input, the tape is searched for a record that matches the selection criteria (the first five questions) of the Request. The processing in the Record Match module is relatively simple for
the first four questions. These make up the ID section of the record (see Appendix A). In most cases a straight comparison can be made between the Request Response in the Request Buffer and a fixed area of the Tape Input Buffer. If the two are exact, the match is true. However, the response to CONDITION may have Boolean operators, which allow the user to specify complex conditions. These responses are made up of Headings and Answers from the Body Section of a record. In the Request module, the response to CONDITION was placed in the Request Buffer, and a tree network was created to facilitate easy and rapid determination of the logical conclusion of the Boolean expression in this response. The Headings and Answers make up the base of the tree. In the Record Match module, as each Heading-Answer pair is matched, a flag is set that allows the program to proceed further up the tree from the base. Once the top of the tree is reached, the Boolean expression is true. If the expression is true, the record is said to match the CONDITION response.

Output

A record is selected when the first five questions of the selection criteria of the Request are fulfilled. The sixth question specifies the format of the output. The appropriate routine is called and collects the data specified by the response to the WHAT question. As soon as enough data for one line of output is collected, the Output Message routine (OMOO) is called. This routine selects the necessary output handler, based on the operator input data of the Initialization module. When all the requested data on the record is processed, control is again passed to the Record Match module which searches
for another record to match the selection criteria of the Request.

End Action

Three things will terminate the retrieval processing:

1. the SS NO on record exceeds the one specified in the Request;
2. the end of the tape data (end-of-file) is reached; and
3. the user elects to abort the retrieval from his remote station.

Each Output subroutine in the Output module has some specific action that must be performed in the event one of the above events occurs. Once this action is completed, control is transferred to the Request module and the processing begins again.

3.2.4 Output

There are three types of output in the MDTRS: user I/O device output, system I/O device output, and user-requested tape output. The three types will fall into one of three categories:

1. user-requested output may go to either tape or the user I/O device;
2. error messages may go to the system or user I/O devices;
3. advisory messages may go to the user I/O device during retrievals, or to the system I/O device during initialization.

The user I/O device may be any one of the following:

1. CLINC Teletype #1
2. CLINC Teletype #2
3. DOC Teletype
4. 103A Modem

The system I/O device is the Teletype in all cases.
Examples of user-requested output may be found in Appendix J. These outputs are in one of four ACTION formats:

1. LIST
2. COUNT
3. COPY
4. TABULATE/ANALYZE.

3.2.5 Buffers and Tables

The function of the Request module is to accept the user's inputs, save the responses in the Request Buffer (CPRB), and organize a set of buffers and tables that will be used in the remaining two modules of the MDTRS. To completely comprehend the processing done in the last two modules, these buffers and tables, and their interrelationships must be fully understood. Appendices B through G define the layout of each of the specific buffers of concern in the Request module.

Request Buffer and Table

In Figure 3-1, there is a diagram showing the relationship between the Request Table and the Request Buffer. All Request responses are placed in the Request Buffer, with the starting addresses of the first four saved in the Request Table. Should any Request question not have a response, a zero is placed in the position of the Request Table associated with that response. This zero indicates the Default Condition for that question.

Operand Buffer - simple response

For the response to CONDITION, one of two situations may exist: a complex response with Boolean operators or a simple response without Boolean operators.
Figure 3-2 is a buffer diagram for the simple response. In this example, the first location in the Operand Buffer contains the beginning location of the CONDITION response. The second location contains a -1 to indicate that there are no more parameters in the response.

**Condition Table**

Each simple response may be one of four forms:

1. Heading only - flag = 0;
2. Heading plus alpha Answer - flag = 1;
3. Heading plus numeric Answer - flag = 2;
4. Heading plus range of numeric Answer - flag = 3.

To signify which form each simple response may be, a table (Condition Table) has been created containing a flag to signify the form of the response, and a pointer to locate the answer associated with each simple response. In the sample in Figure 3-2, the flag is two, indicating a Heading with a numeric Answer. The pointer is next in the table and locates the Answer in the Request Buffer.

**Bool Buffer and Operand Buffer** - complex response

A complex response is a series of simple responses separated by the Boolean operators AND and OR, and possibly grouped using parentheses as required. Figure 3-3 is an example of the buffer arrangement associated with a complex response. The Operand Buffer is now a series of two word sets - the first word of the set contains a pointer to the Heading portion of the simple response in the Request Buffer; the second word contains a pointer to the Boolean operator associated with that simple response. Every simple response of the Operand Buffer is linked to an operator. This operator is located in the Bool Buffer.
Buffer and may link to other operators in the Bool Buffer depending on the complexity of the CONDITION response.

**What Table**

The responses to the question WHAT are handled in exactly the same manner as the CONDITION responses, with the exception that the What Table is used in place of the Condition Table.

The **WHAT** response results in a flag being set in the sixth location of the Request Table. For a list of these flags and their meanings see Appendix B.
FIGURE 3-1 BUFFER DIAGRAM FOR SS NO, RECORD, TYPE, AND DATE RESPONSES
FIGURE 3-2 BUFFER DIAGRAM FOR SIMPLE CONDITION RESPONSE

3-13
FIGURE 3-3 BUFFER DIAGRAM FOR COMPLEX CONDITION RESPONSE
3.2.6 System Flow

1. ISO00
   INITIALIZE SYSTEM

2. REWIND MASTER

3. RO00
   INPUT USER REQUEST & SET UP BUFFERS & TABLES

4. HAS USER REQUESTED TO ABORT RETRIEVAL?
   YES
      PROCESS END ACTION
   NO
      READ MASTER

5. 5

6. 10

7. 20

3-15
ACTION

MASTER

LIOO

OUTPUT LIST

10

REPORT

CYOO

YES

PROCESS END

ACTION

5

YES

SWAP UNITS FOR

MASTER

10

END-OF-TAPE

NO

END-OF-FILE

YES

NO

REMQ

COMPARE RECORD

TO REQUEST

MATCH?

NO

YES

10

ACTION

ACTION

ACTION

ACTION

= LIST

= COPY

LIOO

OUTPUT LIST

REPORT

10

CYOO

OUTPUT COPY

TAPE RECORD

10

30

3-16
3.2.7 Hardware Configuration

Following is a minimum hardware configuration for operation of the MDUS;

1 - Varian 620/i computer with 20K of core memory
2 - tape drives
1 - teletype
3 - Buffer Interlace Controllers (BIC)
1 - Priority Interrupt Module with the following interrupts.
   End of Transmission interrupts on all BIC's
   CRT keyboard interrupt
1 - 103A Modem

The two tape drives should be connected to separate BIC's.

3.2.8 System Block Diagram

See Figure 3-4.
Figure 3-4 MDTIS System Block Diagram
3.3 SUBROUTINES

3.3.1 BLOO - Setup Boolean Tree

3.3.1.1 Purpose

The purpose of the subroutine is to set up a tree network for CONDITION and WHAT responses, which can be used to facilitate rapid matching of data.

3.3.1.2 Technical Description

A thorough knowledge of both the Operand Buffer and the Bool Buffer is necessary for a complete understanding of the BLOO routine. Appendices C and D detail the layout of these buffers. Before any explanation is made of the processing, a few definitions are necessary.

DEFINITIONS

stack  a stack functions as a last in - first out storage mechanism. Physically the stack constitutes a data table. There is a pointer designating the current end of stack. Whenever an item is taken from the stack, it is the last item that had been inserted. An item may be added to the stack or removed from the stack. To stack an item means to insert the item in the location indicated by the pointer and then increment the stack pointer.

popstack  to pop (or remove) an item from the stack is to decrement the stack pointer and then remove the item indicated by the pointer.
link  this is a function whereby two arguments (or parameters) are associated by having the first argument point to the second.

pointer  a pointer is merely an address of the location of some specific item in memory.

atom  the smallest element of an operand in a Boolean expression. In the case of the MDTRS, an atom represents one Heading or one Heading-Answer pair.

simple operand  an atom to the left or right of the operator in a Boolean expression.

complex operand  a simple Boolean expression made up of an operator and two operands (simple or complex), the expression itself to be used as an operand in another Boolean expression.

operator  symbol representing a Boolean function of either union or intersection.

terminal  the last call to BLOO indicating the end of the Boolean expression, is the terminal parameter call.

parameter  an element that makes up the Boolean expression. It may be one of the following:

(1) left parenthesis
(2) right parenthesis
(3) atom (simple operand)
(4) operator
(5) terminal.

node

a collection of memory locations containing the data necessary to determine the logical conclusion of a simple Boolean expression and the link to the next level of the expression. See Appendix C.

conclusion

the logical occurrence of an operand or expression, whereby, if X occurs, X union Y is true; or if Y occurs, X union Y is true; both X and Y must occur for X intersection Y to be true.

BASIC PROCESSING

There are five types of parameters in a legal Boolean expression in MDTRS (see definition of parameter). BLOO processes the entire expression one parameter at a time. Each type of parameter has its own specific processing which is composed of some combination of the following three functions: inserting an item onto a stack, removing an item from the stack, or linking two items together.

For use with the stack operations two stacks, A and B, are maintained in the MDTRS. Stack A contains items that are to be linked to the next operator in the Boolean expression. These items may be simple operands or operators.
representing complex operands. Stack B contains left parentheses and operators that will be linked to by the next simple operand or complex operand.

ALGORITHM

The algorithm for the processing of the parameters contains five segments, one for each type of parameter. The algorithm will be listed here and will be followed by an example of its use.

1. \([\text{left parenthesis}]\). Stack B (left parenthesis)

2. \([\text{right parenthesis}]\). If Popstack B = left parenthesis, continue. Otherwise Link (Popstack A to Popstack B).

3. \([\text{atom}]\). If Popstack B empty or left parenthesis, Stack A (atom) and Stack B (left parenthesis). Otherwise Link (atom to Popstack B)

4. \([\text{op}]\) Link (Popstack A to operator), Stack A (op) and Stack B (op)

5. \([\text{terminal}]\). a) If Popstack B is empty Link (Popstack A to NULL).
   b) Otherwise, if Popstack B is left parenthesis, Go to a.
   c) Otherwise Link (Popstack A to Popstack B) and Go to a.

3-23
FIGURE 3-6 USE OF STACKS IN THE BOOLEAN ALGORITHM

EXPRESSION: \((X \cap Y) \cup Z\)
Figure 3-5 illustrates four different Boolean trees that can be set up by this algorithm. In Figure 3-6 there is a step-by-step example of the algorithm. In each portion of the figure you can see the parameter that is being processed, the contents of each stack after the processing, and the new links, if any, between operand and operator. The links are illustrated by arrows, and the direction of the link by the direction of the arrow.

Initially, both Stacks A and B are empty and there are no links between parameters.

a. The left parenthesis is the parameter and it is added to Stack B. Eventually, this left parenthesis will be removed by a right parenthesis. However, it is saved to prevent the linking of any atom within the parenthesis to an operator outside the parenthesis.

b. The next parameter is an atom, X. Stack B is popped. If the last item on B is a left parenthesis, this atom is the atom to the left of the operator. Since the atom to the left is always linked to the operator immediately following, X will be saved in Stack A and will wait for the operator that is to follow. It is important that the left parenthesis that was removed from Stack B be replaced, since we have not yet found the right parenthesis that will remove it permanently.
c. With this operator, $\land$, we will create our first link. The last item on Stack A is popped. This item is the atom X which has been waiting for the operator. The first link is set by linking X to the operator $\land$. We must now add the operator to both stacks. It is added to B because it is waiting for the next simple or complex, operand which will link to $\land$. The operator is added to A because represents a complex operand $(X \land Y)$, and must be linked to an operator as all operands must.

d. Our next parameter is an atom Y. Stack B is popped and since the operator $\land$ has been waiting for the operand Y, Y is linked to $\land$. Looking at the links we can see that we have a complete expression $X \land Y$. This expression is used as a complex operand in the expression $(X \land Y) \lor Z$.

e. The right parenthesis is found now. This means that our simple expression $X \land Y$ has been completely linked and there is no danger of illegal linking of the parameters that were within the parentheses. In some cases, when the Boolean expression consists of many nested expressions (e.g., $((X \land Y) \lor Z) \cup (R \land (S \lor T))$) the last item on Stack B will not be the left parenthesis that must be removed. In this event, the terminal processing will remove them. However, in our example here the left parenthesis is the last item and is removed.
f. The next parameter is the operator $\lor$. At any time we have an operator we will also have an operand (simple or complex) on Stack A. Thus, we link Stack A to the operator $\lor$. Then $\lor$ is placed on both stacks; on Stack B to wait for the next operand, and on Stack A because it represents a complex operand (in this case the entire expression) that must be linked to an operator.

g. The last operand is now received. It is immediately linked to the operator on Stack B.

h. There are no more parameters but we have some cleaning up to do in our stacks. This is done by examining Stack B. If B is empty we must link the item on Stack A to NULL ($\lambda$). This null link indicates the top of the Boolean tree. If B had not been empty the last item on A would have been linked to the last item on B and the next item on B would have been examined as before.
### 3.3.1.2.1 Calling Sequence

**CALL** BLOO

### Table: Register Contents Upon Entry and Exit

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Parameter to be processed:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1 = left parenthesis</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2 = right parenthesis</td>
<td>N/A</td>
</tr>
<tr>
<td></td>
<td>3 = operator</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4 = atom (operand)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>5 = terminal</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>link location in operand</td>
<td></td>
</tr>
<tr>
<td></td>
<td>buffer if A-reg = 4</td>
<td>N/A</td>
</tr>
<tr>
<td></td>
<td>type of operator 0 = OR</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1 = AND</td>
<td></td>
</tr>
<tr>
<td></td>
<td>if A-reg = 3</td>
<td></td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>
CALL SA00

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>item to be added to Stack A</td>
<td>N/A</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

CALL SB00

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>item to be added to Stack B</td>
<td>N/A</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

CALL PA00

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>item removed from Stack A</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

3-30
CALL PBOO

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>item removed from Stack B</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

CALL LKOO, LKA, LKB

PARAMETER

<table>
<thead>
<tr>
<th>FUNCTION</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>LKA</td>
<td>location where pointer is to be stored</td>
</tr>
<tr>
<td>LKB</td>
<td>pointer to be stored.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>
3.3.1.3 Label Description

3.3.1.3.1 Local
BLA  First argument in call to LK00
BLB  Second argument in call to LK00
BLSA Stack A Buffer
BLSV Save location
BLXA Stack A Pointer
BLXB Stack B Pointer
BLSB Stack B Buffer
LKA  First argument in call
LKB  Second argument in call

3.3.1.3.2 Global
None

3.3.1.3.3 Entry Points
BLOO
LK00
PA00
PB00
SA00
SB00
3.3.1.3.4 External References

CPXB  Bool Buffer pointer

$SE  routine to pick up a calling sequence
3.3.1.4 Detailed Flow Chart

Diagram:

1. **A-REG = 1**
   - **YES** (Branch to Node A)
   - **NO**

2. **A-REG = 2**
   - **YES** (Branch to Node B)
   - **NO**

3. **A-REG = 3**
   - **YES** (Branch to Node C)
   - **NO**

4. **A-REG = 4**
   - **YES** (Branch to Node E)
   - **NO** (Branch to Node H)
SAVE OPERATOR IN BITS 3-5 OF NEXT AVAILABLE WORD IN BOOL BUFFER (CPBB)

SET B = BOOL BFR PTR (CPXB)

INCREMENT BOOL BUFFER PTR BY 2

SAVE THE OPERATOR

PA00
POPSTACK A

D
D

SA00
STACK SAVED OPERATOR

SB00
STACK SAVED OPERATOR

LK00
LINK A TO B

RETURN

E

BL20

PB00
POPSTACK B

B = 0

YES

NO

F

G

3-38
LK00

$SE
PICK UP
CALLING SEQ.

STORE THE
SECOND ARGUMENT
IN A LOCATION
INDICATED BY THE
FIRST ARGUMENT

RETURN
STORE CONTENTS OF THE A-REG. IN NEXT AVAILABLE LOCATION IN STACK B

INCREMENT STACK B POINTER (BLXB)

RETURN
SA00

STORE CONTENTS OF A-REGISTER IN NEXT AVAILABLE LOCATION IN STACK A

INCREMENT STACK A POINTER (BLXA)

RETURN
YES

STACK B

IS

POINTER = BEGINNING
OF STACK B

NO

DECREMENT
STACK B
POINTER (BLXB)

PICK UP LAST
AVAILABLE VALUE
IN STACK B

RETURN
IS STACK A
POINTER = BEGINNING OF STACK A

YES

NO

DECREMENT STACK A POINTER (BLXA)

PICK UP LAST AVAILABLE VALUE IN STACK A

RETURN
3.3.2 CDOO - Convert Date

3.3.2.1 Purpose

CDOO is a subroutine whose purpose is to take a month which is stored in the Tape Input Buffer in integer form and convert that number to a corresponding three character alpha equivalent and store it into a buffer for later processing.

3.3.2.2 Technical Description

CDOO picks up the integer number corresponding to the month from the Tape Input Buffer. Using the integer as an index, the corresponding three alpha character entry in the Month Conversion Table CDTB is accessed and output, a character at a time, by calling the pack routine PKO1 three times in succession. If the value of the integer is greater than 15, an entry of 'UNK' is assigned. The Month Conversion Table CDTB is given in Figure 3-7.

3.3.2.2.1 Calling Sequence

CALL CDOO

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>Contents unpredictable</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>Contents unpredictable</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Integer</td>
<td>Alpha Equivalent</td>
<td></td>
</tr>
<tr>
<td>---------</td>
<td>------------------</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>UNK (unknown)</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>JAN</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>FEB</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>MAR</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>APR</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>MAY</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>JUN</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>JUL</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>AUG</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>SEP</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>UNK</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>UNK</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>UNK</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>OCT</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>NOV</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>DEC</td>
<td></td>
</tr>
<tr>
<td>&gt;15</td>
<td>UNK</td>
<td></td>
</tr>
</tbody>
</table>

Figure 3-7
3.3.2.2.2 General Flow Chart

CDOO

POSITION TO STARTING ADDRESS OF MONTH IN DATE TABLE

LOAD AND STORE FIRST ALPHA MONTH CHARACTER

LOAD AND STORE SECOND ALPHA MONTH CHARACTER

LOAD AND STORE THIRD ALPHA MONTH CHARACTER

EXIT
3.3.2.3 Label Description

3.3.2.3.1 Local

CDTB - A 48 word table containing the alpha designation for each month of the year. In addition, space has been allocated for those additional entries which are to be designated as 'UNK' (i.e., unknown).

3.3.2.3.2 Global

None

3.3.2.3.3 Entry Point

CDO00 - primary entry point

3.3.2.3.4 External References

PKO1 - pack character routine
3.3.2.4 Detailed Flow Chart

1. LOAD BINARY MONTH NUMBER

2. MONTH = ZERO?
   - YES
   - NO

3. MONTH > 15?
   - YES
      - LOAD TABLE ADDRESS OF 'UNKNOWN'
   - NO

4. POSITION TO MONTH IN DATE TABLE

5. CD 05
LOAD FIRST ALPHA CHARACTER OF MONTH

PK01
STORE IT

LOAD SECOND ALPHA CHARACTER

PK01
STORE IT

LOAD THIRD ALPHA CHARACTER

PK01
STORE IT

EXIT
3.3.3 CMOO - Compare

3.3.3.1 Purpose
CMOO is a subroutine whose purpose is to compare two strings of alphanumeric characters.

3.3.3.2 Technical Description
Starting locations of the two strings of alphanumeric characters to be compared are passed to the routine via the A and B registers. CMOO then does a word by word compare on the two character strings. If the two strings are identical, control is returned to the calling program with a zero in the A-register; otherwise a non zero value is stored in the A-register. The two alphanumeric character strings are assumed to be the same length.

3.3.3.2.1 Calling Sequence
CALL CMOO

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>beginning location of first data value</td>
<td>zero if values equal, otherwise, unpredictable</td>
</tr>
<tr>
<td>B</td>
<td>beginning location of second data value</td>
<td>unpredictable</td>
</tr>
<tr>
<td>X</td>
<td>Number of characters to compare</td>
<td>unpredictable</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>
3.3.3.2.2 General Flow Chart

SAVE B-VALUES
BEGINNING LOCATION (B-REG)

SAVE A-VALUES
BEGINNING LOCATION (A-REG)

NO. OF WORDS IN STRING = 0

SUBTRACT A-VALUE FROM B-VALUE

RESULT = 0

RETURN

3-53
3.3.3.3 Label Description

/ 

3.3.3.3.1 Local

AVAL  storage location containing the beginning address of one of the values to be compared

BVAL  storage location containing the beginning address of the second value to be compared

3.3.3.3.2 Global

N/A

3.3.3.3.3 Entry Points

CM00 - primary entry point

3.3.3.3.4 External References

N/A
3.3.3.4 Detailed Flow Chart

CM00

SAVE A-VALUES
BEGINNING LOCATION (A-REG)

SAVE B-VALUES
BEGINNING LOCATION (B-REG)

NO. OF WORDS IN STRING = 0

NO

A

YES

RETURN

SUBTRACT A-VALUE FROM B-VALUE

RESULT = 0

NO

YES

DECREMENT INDEX

A

NO

ALL VALUES COMPARED

YES

RETURN

3-55
3.3.4 CP00 - Control Program

3.3.4.1 Purpose

The purpose of CP00 is to control the execution of all processing and input/output routines. In this manner, CP00 provides a modular system which simplifies development, checkout, and maintenance of the software.

3.3.4.2 Technical Description

CP00 initializes the system by calling the Initialize System Routine IS00, rewinding the input tape, and clearing the request buffers. The Request User Input (RQ00) routine is executed to accept the retrieval request from the user. The data tape is read by the Magnetic Tape Handler (HM00) and the Record Match Routine (RM00) is executed. If a record match occurs, CP00 calls the appropriate format routine LIST, COPY, COUNT, TABULATE OR ANALYZE. When a tape end of file or a request-greater-than-master-record condition occurs, the appropriate wrap-up routine for the requested output format is executed and the "OUTPUT COMPLETE" message is displayed. The next request is then accepted by the RQ00 routine again. If no matches are found, the entire file will be searched (except when "GREATER THAN" condition on control data occurs) and the only output to the requestor terminal will be the "OUTPUT COMPLETE" message.

If the user aborts the retrieval in progress, the messages "RETRIEVAL ABORTED" and "OUTPUT TERMINATED" are displayed after the appropriate wrap-up routine has been executed.

3.3.4.2.1 Calling Sequence

None
General Flow Chart

1. INITIALIZE SYSTEM

2. REWIND INPUT TAPE

3. ACCEPT INPUT FROM USER

4. ABORT
   - YES
   - NO
   - READ INPUT TAPE

5. EOF
   - YES
   - NO
   - REQUESTED MATCH TEST
     - LESS
     - GREATER
     - EQUAL

6. RELEASE RECORD TO PROCESSED

7. WRAP-UP PROCESSED

8. CPOO

3-57
3.3.4.3 Label Description

3.3.4.3.1 Local

CPAF    Abort Flag
CPBK    Backspace-constant value 6
CPCU    Maximum number of words to be read from tape; value 2880
CPEA    End function; Indicator for What Format Wrap-up Routine to call.
CPFU    Function Table; Indicator for What Format Routine to call. See Table 2 in 3.3.4.2 for details.
CPMC    Table containing addresses of processing to be done for each of the three record match conditions, low, equal, or greater.
CPRD    Tape read function code of 0
CPRW    Tape function code of 7
CPTE    Tape read error count
CPTP    Table containing addresses of processing to be done for each of the possible tape status codes returned by the tape handler HMOO.

3.3.4.3.2 Global

CPBB    Bool buffer; 40 words in length; See Appendix F for details; Referenced by RQ00, RCO0
CPNC    Number of characters in retrieval question. Referenced by RQ00.
CPOB    Operator buffer; 40 words in length; See Appendix D for details; referenced by RQ00, RCO0
CPRB    Request buffer; 480 words in length; See Appendix E for details; Referenced by RQ00, RSO0

3-58
3.3.4.3.2 Global (Continued)

CPRT Request Table; See Appendix B for details; Referenced by RQ00, RS00, RR00, and RDD0, RC00, RA00, RM00, MD00, MC00, MW00, CT00, TA00, LI00

CPTB Tape buffer, 2880 words in length; See Appendix A for layout, referenced by RA00, MA00, LI00, CY00, CT00, TA00.

CPSW Status Word for user I/O device. Number of characters input or output referenced by RQ00, RS00; RR00, RA00 and CY00

CPTS Tape status set to negative value when abnormal condition arises, set to positive value is the number of words written, referred by CY00

CPWT What Buffer; 20 words in length; See Appendix G for detail, referenced by RQ00, RC00

CPXB Bool buffer pointer. Referenced by RQ00, RC00

CPXC Condition buffer pointer, referenced by RQ00, RC00

CPXO Operand buffer pointer, referenced by RQ00, RC00

CPXR Request buffer pointer, referenced by RQ00, RS00, RR00, RD00

3.3.4.3.3 Entry Point

N/A

3.3.4.3.4 External References

CT00 Subroutine to COUNT

CTI0 Subroutine ENTRY POINT to close COUNT subroutine

CY00 Subroutine to Copy Data Tape

CY20 Subroutine ENTRY POINT to Close Copy subroutine

CY00 Subroutine to Copy Data Tape

3-59
3.3.4.3.4 External References (Continued)

- **CY20**: Subroutine ENTRY POINT to Close Copy subroutine
- **ERO0**: Subroutine to Output Message to User
- **FILL**: Subroutine to Clear Buffer
- **HMO0**: Subroutine to handle the input tape
- **IS00**: Subroutine to initialize the program
- **LIO0**: Subroutine to output LIST
- **LIS7**: Subroutine to close ENTRY POINT LIST subroutine
- **OMHC**: Defined in OMHC; Header switch, clear to zero; CPO0 at end of the retrieval
- **RM00**: Subroutine to match record buffer with request buffer
- **RQ00**: Subroutine to accept request data from the user
- **TAA0**: Subroutine ENTRY POINT to close TABULATE subroutine
- **TAA1**: Subroutine ENTRY POINT to close ANALYZE subroutine
- **TAO0**: Subroutine to tabulate and analyze
3.3.4.4 Detailed Flow Chart

- CALL ISOO INITIALIZATION SYSTEM
- CALL HM00 REWIND INPUT TAPE
- CALL FILL ZERO CONTROL BUFFER
- CALL RQ00 REQUEST USER INPUT
- CALL ER00 OUTPUT RETRIEVAL IN PROGRESS
- CALL CP0A CHECK ABORT
- ABORT
- LOAD CPTE WITH -5 NO. OF TIMES TO REREAD TAPE
- CALL HM00 READ TAPE
3.3.5 CTOO Count

3.3.5.1 Purpose
CTOO is a subroutine whose purpose is to count the number of records whenever "COUNT" is specified as the answer to the "ACTION" query. The Subroutine will only count those records which meet the criteria specified in the response to the "WHAT" query.

3.3.5.2 Technical Description
The subroutine checks the What entry in the Request Table. If the entry is zero, the default value of "count all records" is assumed. If the entry is non-zero, only those records that meet the 'What' response criteria are counted. To determine if the record meets the 'What' response criteria, the subroutine Match What (MWOO) is called to check all question/answer pairs in tape input buffer.

If the entry meets the specified criteria, the counter (CTCT) is incremented. When an End of File is encountered by the Control Program, CPOO, control is given to the entry point CT10. The count is converted from binary to ASCII, displayed on the output device and the counter (CTCT) cleared to zero. Control is then returned to CPOO.
3.3.5.2.1 Calling Sequence

CALL CT00

CALL CT10

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>Modified</td>
</tr>
</tbody>
</table>
3.3.5.2.2 General Flow Chart

CTIO0

WHAT DEFAULT

YES

NO

MATCH WHAT

NO

YES

ADD 1 TO RECORD COUNT

RETURN

CTIO

CONVERT RECORD COUNT TO ASCII

DISPLAY RECORD COUNT

RETURN

3-68
3.3.5.3 Label Description

3.3.5.3.1 Local

CTMS Message Display 'Count Is'
CTNO Four Work Areas used to convert the count to ASCII
CTOC Display Count
CTQN Question number to be checked by Match What
CTST Status Word

3.3.5.3.2 Global

CTCT Binary Count used also by CY00

3.3.5.3.3 Entry Points

CTCO Count the Records
CT10 Output the Count

3.3.5.3.4 External References

CPRT Defined in Appendix B, Request Table
CPTB Defined in Appendix A, Tape Buffer. Second word in buffer contains number of questions in buffer
MWOO Subroutine Match What
OM00 Subroutine to output count to User Terminate
PK00 Subroutine to Initialization Pack Output Count
PK01 Subroutine to Pack Count

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3.3.5.4 Detailed Flow Chart

CTOO

WHAT DEFAULT ≠

SET QUEST # CTQN TO 5

MATCH WHAT ≠

ADD 1 TO CTCT

ADD 1 TO CTQN

END OF QUESTION ≠

RETURN

CTOO

PAGE 1 3-70
CT10

LOAD INDEX WITH 4

LOAD REGB WITH CTCT

DIVIDE CTCT BY 10 AND ADD 60 OCT TO MAKE ASCII

SUBTRACT 1 FROM INDEX

STORE ASCII CTNO + INDEX

INDEX ≠ ZERO

ZERO CTCT

PK00 PACK SPACE BUFFER

LOAD LOOP CONTROL WITH 4

ZERO INDEX

CT 13
13

PICK UP CHAR
FROM CTNO +
INDEX

PK01
PACK CHAR IN
BUFFER

SUBTRACT 1
FROM LOOP
CONTROL

ADD 1 TO
INDEX

LOOP
CONTROL 0

PK01
PACK SPACE
BUFFER

CALL OM00
DISPLAY
COUNT

BUSY

ERROR

RETURN
3.3.6 CY00 - COPY Data

3.3.6.1 Purpose
Copy is a subroutine whose purpose is to copy data from the input file whenever "COPY" is specified as the response to "ACTION" query.

3.3.6.2 Technical Description
The Copy Subroutine initializes the output unit number based on the current assignment of the input unit number. A message to the computer operator requesting that a tape be mounted is generated. The computer operator responds with a 'G' when the tape is mounted. The tape mount message is repeated until the operator responds with a 'G'; subject to a maximum repetition of fifty times in which case a message, 'NO RESPONSE FROM COMPUTER OPERATOR, REQUEST CANCELLED', is displayed at the user terminal.

After the computer operator responds, the first record is written and the counter (CTCT) is set to one. Thereafter each time CY00 is entered, the record just read by the control program (CP00) is written to the output tape and the counter (CTCT) incremented.

When an End of File is encountered by CP00, control is given to CY20. CY20 writes a software End of File and hardware End of File. The output count CTCT is displayed to the user terminal and the computer operator is requested to dismount the tape. Control is returned to the control program.

3-73
3.3.6.2.1 Calling Sequence

CALL CY00
CALL CY20

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>Modified</td>
</tr>
</tbody>
</table>
3.3.6.2.2 General Flow Chart

CYOO

1ST TIME ENTER

WAIT ON COMPUTER OPERATOR RESPONSE

WRITE RECORD

ADD 1 TO RECORD COUNT

RETURN
3.3.6.3.2 Global
None

3.3.6.3.3 Entry Points
CY00 COPY TAPE
CY20 WRITE END OF FILE

3.3.6.3.4 External References
CPCA Subroutine to check for abort
CPTB Defined in Appendix A Tape Buffer
CPTS Defined in CPOO; number of characters to be written
CP20 Transfer control when abort
CTCT Defined in CT00, counter
CT10 Subroutine to output count to user
HM00 Subroutine to write to tape
IS90 Subroutine to output message to computer operator
OM00 Subroutine to output message to user
3.3.6.4 Detailed Flow Chart

PICK INPUT TAPE UNIT # CPUN AND MAKE OUTPUT TAPE UNIT # CYPUN

MAKE PRINT TAPE UNIT, CYUT

ZERO CYSW, CYC1

CALL IS90 OUTPUT MOUNT MESSAGE

LOAD REGX 32767

CALL CY50 WAIT FOR RESPONSE

NO RESPONSE

RESPONSE

CY00

CY06

3-78
ADD 1 TO CYC1

CYC1 = 50

CALL OMOO
DISPLAY
NO RESPONSE FROM COMPUTER

BUSY

ERROR

SET CYSW TO NON ZERO

RETURN

ZERO CYSW
CALL HMOO WRITE RECORD

BUSY

ADD 1 TO CTCT

RETURN

CALL HMOO WRITE EOF

BUSY

CALL HMOO WRITE EOF

BUSY

CALL CTOO OUTPUT COUNT

SET CYSW TO NON-ZERO

CY26
CLEAR AND INPUT TO REGA

SENSE WRITE

ECHO CHARACTER

RETURN +2
3.3.7 EROO - Output Message

3.3.7.1 Purpose
EROO is a subroutine whose purpose is to output error or advisory messages to the user at the terminal.

3.3.7.2 Technical Description
Whenever an error occurs or status information is to be output, subroutine EROO is employed to select the proper message from table ERTB and output it. Register X is used as an index into ERTB to indicate the message desired to be output. The address of the start of the message is retrieved and stored in the call to OMOO, which outputs the message.

3.3.7.2.1 Calling Sequence
CALL EROO

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>Same</td>
</tr>
<tr>
<td>X</td>
<td>Number of Message to be displayed</td>
<td>Modified</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>Same</td>
</tr>
</tbody>
</table>
3.3.7.2.2 General Flow Chart

1. EROO
2. PICKUP ADDRESS OF MESSAGE TO BE DISPLAYED
3. DISPLAY MESSAGE
4. RETURN
3.3.7.3 Label Description

3.3.7.3.1 Local

ERCT contains 24 for number of characters to be output.

ERTB is the table of address for messages. The table has 20 entries. Each entry specifies the address of the first character of the message.

ERR0 'INVALID SS NO'
ERR1 'INVALID RECORD'
ERR2 'INVALID TYPE'
ERR3 'INVALID DATA'
ERR4 'INVALID CONDITION'
ERR5 'INVALID ACTION'
ERR6 'INVALID WHAT'
ERR7 'CANNOT ANALYZE PROSE'
ERR8 'ILLEGAL PARENTHESIS'
ERR9 'RECORD BAD-SKIPPED'
ERR11 'NO ANSWER WITH COLON'
ERR12 'TOO MANY PARAMETERS'
ERR13 'INVALID WHAT'
ERR14 'POWER FAILURE, PLEASE'
ERR16 'RESTART REQUEST******'
ERR17 'RETRIEVAL WORKING'
ERR18 'RETRIEVAL ABORTED'
ERR19 'OUTPUT TERMINATED'

3.3.7.3.2 Global

None
3.3.7.3.3 Entry Point
ER00

3.3.7.3.4 External References
CPOC is output message in CPOO 'OUTPUT COMPLETE'
CPET is output message in CPOO 'TAPE ERROR RECORD SKIP'
OM00 call to output the message.
3.3.7.4 Detailed Flow Chart

ER00

PICKUP ADDRESS OF MESSAGE AND STORE IN CALL

CALL OM00 OUTPUT MESSAGE

CPSW +

ADD 1 TO CPSW

CPSW -

RETURN

ER00
PAGE 1

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3.3.8  FA00 - FLOATING POINT - ASCII Conversion

3.3.8.1 Purpose
The purpose of the subroutine FA00 is to translate a floating point number from its internal representation to alpha codes into a buffer for subsequent printout.

3.3.8.2 Technical Description
The overall approach used to encode the floating point number utilizes the Varian-provided subroutine ($HS) which converts floating point numbers to binary integers. $HS is obviously subject to the limitation of 32,767; i.e., the maximum integer that may be represented in the 620i. The maximum number of characters permitted to be encoded excluding the decimal point is 7.

The integer part and fractional part of the floating point number are encoded separately. The integer part of the number to be encoded is compared with the upper limit of 32,767; should it exceed the maximum, it is divided by 1,000, resulting in a quotient equal to the n significant digits greater than 1,000. The resulting floating point integer is converted to binary integer via $HS. The resulting binary integer is then encoded to a string of ASCII characters. The integer part of the number which is less than 1,000 is then converted to a binary integer via $HS and subsequently converted to its ASCII equivalent.
If a fractional part exists, the decimal point is inserted and the fractional part is multiplied by 10,000 to make it an integer. The conversion process used for the integer part is then utilized for the fractional part also. A second multiplication by 10,000 of the remaining portion of the fractional number may be necessary to acquire the remaining digits.

3.3.8.2.1 Calling Sequence

CALL FA00

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Most significant part of number to be converted.</td>
<td>Modified</td>
</tr>
<tr>
<td>B</td>
<td>Least significant part of number to be converted.</td>
<td>Modified</td>
</tr>
<tr>
<td>X</td>
<td>Address when to store result.</td>
<td>Modified</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>Modified</td>
</tr>
</tbody>
</table>
3.3.8.2.2 General Flow Chart

FA00

NO. POSITIVE

YES

MAKE THE NUMBER POSITIVE

STORE MINUS SIGN IN BUFFER

NO

NO

2

NO

GREATERTHAN 32767

YES

DIVIDE NO. BY 1000 RESULT

CONVERT RESULT TO INTEGER

CONVERT INTEGER TO ASCII

STORE ASCII IN BUFFER

1

FA00

3-90
1

CONVERT INTEGER TO FLOATING

MULTIPLY BY 1,000

SUBTRACT FROM ORG NO.

2

NO. LESS THAN 1

YES

3

CONVERT INTEGER

CONVERT INTEGER TO ASCII

STORE IN BUFFER

END DATA

NO

YES

RETURN

FA00
3.3.8.3 Label Description

3.3.8.3.1 Local

FABF  Binary working storage used to convert integer
FACT  Counter
FADG  Digit counter
FADX  Address of buffer to store result
FAH1  Working storage for high order floating point number
FAH2  Working storage for low order floating point number
FAMX  Floating Point number 32,767.0
FAON  Floating Point number 1.0
FARA  Most significant part of number to be converted
FARB  Least significant part of number to be converted
FARD  Floating Point number 5 x 10^{-7}
FAOH  Floating Point number 1000.0
FATN  Floating Point number 10,000.0
FATP  5 word working storage used to convert to ASCII code
FASW  Switch used to tell if a leading zero is present

3.3.8.3.2 Global

None

3.3.8.3.3 Entry Points

FA00
3.3.8.3.4 External References

PK00  Subroutine entry point to pack first character in output buffer.
PK01  Subroutine entry point to pack character in output buffer.
SIGN  Subroutine to copy sign.
$HS   Subroutine to convert floating point number to binary integer.
$QL   Subroutine to perform floating point subtraction.
$QM   Subroutine to perform floating point multiply.
$QN   Subroutine to perform floating point divide.
$QS   Subroutine to convert binary integer to floating point number.
3.3.8.4 Detailed Flow Chart

FA00

SAVE FLOATING NO. IN FARA, FARB

SAVE BUFFER ADDRESS FABX

TURN OFF FASW WITH NON ZERO

NO. POSITIVE = FA02

CALL SIGN MAKE NO. POSITIVE

STORE POSITIVE NO. IN FARA

PK00 PUT MINUS SIGN IN BUFFER

SET FADG TO 6 DIGIT COUNT

FA02
FA01

SET FADG TO 7 DIGIT COUNT

PK00
PUT SPACE 1ST CHAR OF BUFFER

FA02

FARA
32767

≤

CALL $QN
DIVIDE BY 1000

CALL $HS
CONVERT TO INTEGER

LOAD REGB WITH INTEGER

LOAD REGX WITH 5

CALL FA90
CONVERT INTEGER TO ASCII

LOAD REGX WITH 1

SET FACT TO 4

1
CALL FA92
STORE VALUE IN BUFFER

CALL $QS
CONVERT INTEGER TO FLOATING

CALL $QM
MULTIPLY FLOATING INTEGER BY 1000

CALL $QL
SUBTRACT FLOATING INTEGER FROM FARA, FARH

STORE RESULT IN FARA, FARH

STORE 3 IN FA05+1 NO. OF CHAR TO MOVE

STORE 2 IN FA05+1 WHN TO START

FAA4
CALL $HS
CONVERT FLOATING TO INTEGER

LOAD REGX WITH 5

CALL FA90
CONVERT INTEGER TO ASCII

LOAD FACT WITH NO. OF CHAR TO MOVE

LOAD REGX WITH WHEN TO START

CALL FA92
PACK IN BUFFER

FA07
2

LOAD REGX WITH 5

CALL FA90
CONVERT INTEGER TO ASCII

STORE 4 IN FACT

LOAD REGX WITH 5

CALL FA92
MOVE TO BUFFER

FA08

FA90

DIVIDE INTEGER BY 10

MAKE REMAINDER ASCII

SUBTRACT 1 FROM INDEX

STORE REMAINDER IN TEMP:
BUFFER + INDEX

INDEX 0

RETURN

FA00
PAGE 6

3-100
3.3.9 FILL - Fill Buffer

3.3.9.1 Purpose

FILL is a subroutine whose purpose is to store the contents of the A-register into a number of consecutive core locations.

3.3.9.2 Technical Description

FILL stores the contents of the A-register beginning at a location whose address is specified in the B-register, into a number of consecutive locations indicated by the count contained in the X-register. A practical use of this subroutine would be in the "blank" filling of a buffer.

3.3.9.2.1 Calling Sequence

CALL FILL

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>word to be stored</td>
<td>same</td>
</tr>
<tr>
<td>B</td>
<td>beginning location of destination buffer</td>
<td>address +1 of where the last word was stored</td>
</tr>
<tr>
<td>X</td>
<td>number of locations to fill</td>
<td>zero (0)</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

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3.3.9.2.2 General Flow Chart

- FILL
  - STORE WORD
    - DECREMENT WORD INDEX
    - INCREMENT LOCATION COUNTER
      - ALL WORDS STORED?
        - NO
          - STORE WORD
        - YES
          - EXIT
3.3.9.3 Label Description

3.3.9.3.1 Local
N/A

3.3.9.3.2 Global
N/A

3.3.9.3.3 Entry Points
FILL - primary entry point

3.3.9.3.4 External References
N/A
3.3.9.4 Detailed Flow Chart

- Fill
  - Store Word
  - Decrement Word Index
  - Increment Location Counter
  - No
    - All Words Stored?
      - Yes
        - Exit
3.3.10 FLOO - ASCII to Floating Point

3.3.10.1 Purpose

The purpose of the subroutine FLOO is to convert a decimal number stored in a pseudo floating point format into its Varian Internal Floating Point representation.

3.3.10.2 Technical Description

The decimal number to be converted is stored in a pseudo-floating point format which uses the following four parameters to define a number: sign, total number of digits, number of digits to left of the decimal point and the address of the string of ASCII numeric characters.

The overall technical approach used in the conversion involves the repetitive multiplication and partial summing by the positional powers of 10, i.e., starting with the most significant decimal digit, a partial sum is accumulated by taking each digit, adding it to the partial sum and multiplying by 10. However, since the word size on the 620i limits us to 15 bits of accuracy, and since the number of digits input may be considerably larger, overflow may possibly result from both the multiplication and addition used in the conversion process. This overflow problem is handled in the following manner: After each multiplication or addition in the conversion process, a test for overflow is made. Should overflow occur, the overflow register indicates the multiples of $2^{15}$, that is 32,768, that should be added into the partial sum. Therefore, a separate
floating point partial sum containing only the overflow multiples of 32,768 is maintained. This procedure is followed until all of the input characters have been processed. The remainder of the number which is not a multiple of 32,768, and thus not counted in the overflow partial sum, must then be converted to floating point and added to the overall floating point sum.

Should the input number to be converted contain a fractional part, that is, digits to the right of the decimal, the partial sum is adjusted by a division by the appropriate power of 10. The sign of the input number is then affixed.
3.3.10.2.1 Calling Sequence

CALL FLOO, A,B,C,D

A Address of Sign Word
B Address of Pseudo Exponent in Binary
C Address of total count of number of characters to be converted
D Address of number to be converted

<table>
<thead>
<tr>
<th>Register</th>
<th>Contents Upon Entry</th>
<th>Contents Upon Exit</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>High order of result</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>Low order of result</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>Modified</td>
</tr>
</tbody>
</table>
3.3.10.2.2 General Flow Chart

FLOW

ZERO BINARY ACCUMULATOR

ZERO FLOATING ACCUMULATOR

NO. OF CHARACTER ZERO

MULTIPLY BINARY ACCUMULATOR BY 10

HAS THERE BEEN PREVIOUS OVERFLOW

MULTIPLY FLOATING ACC. BY 10

RETURN

1

2
DID BINARY MULTI. OVERFLOW

NO

SET PREV. OVERFLOW TO YES

SET OVERFLOW CNT TO OVERFLOW

ADD 32,768 TO FLOATING ACCUMULATOR

SUBTRACT 1 FROM OVERFLOW CNT

OVERFLOW CNT ZERO

YES

GET A CHARACTER FROM BUFFER

ADD CHARACTER TO BINARY ACCUMULATOR

OVERFLOW

NO

YES

ADD 32,768 TO FLOATING ACCUMULATOR

ALL CHARACTERS PROCESSED

NO

FLO0

YES

3

3-110
CONVERT  
BINARY ACCUMULATOR TO FLOATING

ADD CONVERT  
BINARY FLOATING TO FLOATING ACCUMULATOR

NO.  
OF CHARACTER EQUAL EXponent

YES

FLOATING DIFFERS

MULTIPLY FLOATING ACCUMULATOR BY 10

MAKE FLOATING SIGN

3-111
3.3.10.3 Label Description

3.3.10.3.1 Local

FLCH  Binary character to be converted
FLMA  Floating point 32,768.0
FLM3  Working storage for floating point number
FLSW  Overflow switch
FLS1  Binary accumulator
FLS2  Floating Accumulator
FLTC  Address of count
FLTE  Address of pseudo exponent
FLTM  Address of first character of number to be converted
FLTN  Floating point 10.0
FLTS  Address of sign word
FLXI  Total count on the number
FLZO  Floating zero

3.3.4.3.2 Global

None

3.3.4.3.3 Entry Points

FLOO
3.3.10.3.4 External References

SIGN Subroutine to copy Sign.
UPO0 Subroutine to unpack first character.
UPO1 Subroutine to unpack character.
$QE Subroutine to perform floating exponentiation.
$QK Subroutine to perform floating point add.
$QM Subroutine to perform floating point multiply.
$QS Subroutine to convert integer number to floating number.
$SE Subroutine to save parameters.
CALL $QS
FLOAT FLS1
  → FLS3

CALL $QK
ADD FLS2 TO
  → FLS3
FLS3

SUBTRACT FLTC
  → REGA, REGX
FROM FLTC

CALL $QS
  → FLS2
FLOAT REGA

LOAD REGA,
  → FLS3
REGB WITH
FLS3

REGX 0
  =

REGX 10
  ≠

CALL $QE
  → FLS2
CALL $QM
MULTIPLY FLS3
  → FLS2
BY FLS2

CALL SIGN
  → FLS2
COPY SIGN

RETURN
3.3.11 HMOO - Magnetic Tape Handler

3.3.11.1 Purpose

HMOO is a general purpose tape routine capable of handling all available tape functions. The purpose of this routine is to reduce the duplication of effort that is inherent when individual users develop their own coding to handle each specific tape I/O operation. The routine currently does not return control to the calling program until I/O is complete or an error is detected, but as soon as additional interrupts are available on the DOC system, the routine will be modified to allow overlapped processing during tape operations.

3.3.11.2 Technical Description

HMOO allows input or output of variable length tape records. The Model 620i-31 Magnetic Tape System Controller is capable of performing 8 functions (see Calling Sequence 3.3.8.2.1) all of which are handled by HMOO. The BIC is used for input and output operations. HMOO first sets up the BIC instructions by using the MTU number received in the call and saves the MTU number for later use in building the actual tape instruction. The starting buffer address is picked up from the call; the ending address is computed by using the number of words to be transferred in the call, and the BIC initial and BIC final addresses are output to the BIC. The tape function is picked up from the arguments and combined with the MTU number to create the tape instruction. The I/O operation is then executed. After completion of the I/O, HMOO checks the status of the MTU and returns that status to the calling program as the fifth parameter of the call.
3.3.11.2.1 Calling Sequence

CALL HMOO,A,B,C,D,STAT

PARAMETER

FUNCTION

A
Address of location containing tape function to be performed.

0 = input binary
1 = input BCD
2 = output binary
3 = output BCD
4 = Write End of File
5 = Forward one record
6 = Backspace one record
7 = Rewind

B
Beginning location of buffer (not to exceed (377778))

C
Address of location containing number of words to transfer

D
Address of location containing unit number (10 or 11)

STAT
Address of location containing Status of I/O operation.
(Output by HMOO to calling program.)

STAT \geq 0 \quad I/O \text{ completed successfully. Number indicates number of words transferred.}

STAT = -1 \quad \text{User requested I/O still in progress.}
\text{(to be implemented)}
3.3.11.2.1 Calling Sequence (Continued

**PARAMETER**

**FUNCTION**

<table>
<thead>
<tr>
<th>STAT</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-2</td>
<td>End of File</td>
</tr>
<tr>
<td>-3</td>
<td>Tape Error</td>
</tr>
<tr>
<td>-4</td>
<td>End of Tape</td>
</tr>
<tr>
<td>-5</td>
<td>Beginning of Tape</td>
</tr>
</tbody>
</table>

**Busy Return**

CALL+7

Handler busy processing a previous I/O request.

**Normal Return**

Call +9

Requested I/O complete. User must check STAT for errors or number of words transferred.

**REGISTER**

<table>
<thead>
<tr>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Saved</td>
</tr>
<tr>
<td>B</td>
<td>Saved</td>
</tr>
<tr>
<td>X</td>
<td>Saved</td>
</tr>
<tr>
<td>Overflow</td>
<td>Not effected</td>
</tr>
</tbody>
</table>

3-119
3.3.11.2.2 General Flow Chart

HMOO

HANDLER BUSY?

YES A

NO

INITIALIZE PROPER BIC

BUILD UNIT AND FUNCTION IN HMFF

IS FUNCTION A TAPE POSITION OR REWIND COMMAND

YES

NO

LOAD BIC INITIAL AND FINAL

ACTIVATE BIC

B

POSITION RETURN TO CALL+7

RETURN

A

B

3-120
3.3.11.3 Label Description

3.3.11.3.1 Local

HM1 - HM5, HM15

Locations of BIC instructions initialised by HM01

Location where tape I/O instruction is constructed
and executed.

HMA

Save area for A-register.

HMB

Save area for B-register.

HMBU

Previous I/O in progress (to be implemented).

HMB3

Sense BIC 2 not busy instruction. Used for initialization.

HMB4

Sense BIC 4 not busy instruction. Used for initialization.

HMC3

Set BIC 2 starting address instruction. Used for
initialization.

HMC4

Set BIC 4 starting address instruction. Used for
initialization.

HMD3

Set BIC 2 final address instruction. Used for
initialization.

HMD4

Set BIC 4 starting address instruction. Used for
initialization.

HME3

Enable BIC 2 instruction. Used for initialization.

HME4

Enable BIC 4 instruction. Used for initialization.

HMFF

Tape function being performed.

3-121
3.3.11.3.1 Local (Continued)

HMF3: Location containing a "load BIC 2 initial register" instruction. Used for initialization.

HMF4: Location containing a "load BIC 4 initial register" instruction. Used for initialization.

HMUN: Unit number.

HMX: Save area for X-register.

HMXX: Indirect argument pointer.

3.3.11.3.2 Global

HMOO: Entry point into subroutine.

3.3.11.3.3 Entry Points

HMOO: primary entry point

3.3.11.3.4 External References

None.
3.3.11.4 Detailed Flow Chart

HMOO

HMSR
SAVE REGISTERS

HANDLER BUSY?
YES

SET HMOO BUSY -1 HMBU

SET UP HNAB AS INDIRECT ADDRESS FOR UNIT NUMBER

UNIT NUMBER 10?
NO

HMO
INITIALIZE UNIT 10 BIC INSTRUCTIONS

NO

INITIALIZE UNIT 11 BIC INSTRUCTIONS

A

HM30
POSITION RETURN TO BUSY RETURN. CALL +7

HMRR
RESTORE REGISTERS

B

RETURN

3-123
SENSE STATUS OF APPROPRIATE MTU.

I

SET HANDLER NOT BUSY

SET STATUS FOR CALLING PROGRAM

RETURN

B

BUILD EXC INSTRUCTION FROM HMFF

POSITION RETURN TO CALL+9

TAPE COMMAND

HM03 PROCESS END OF OPERATION

RETURN

HM03
PICK UP TAPE FUNCTION FROM ARGUMENTS

SHIFT FUNCTION FOR I/O COMMAND FORMAT

STORE FUNCTION IN HMFF

FUNCTION (HMFF) > 3?

YES

C1

NO

C

3-125
SET UP A REG WITH ENDING BUFFER ADDRESS

LOAD B WITH BEGINNING BUFFER ADDRESS

HM3
OUTPUT (OBR) BUFFER STARTING LOCATION TO BIC INITIALIZE

HM4
OUTPUT (OAR) BUFFER ENDING LOCATION TO BIC FINAL

HM5
ACTIVATE ENABLE BIC

C1
SAVE UNIT NUMBER IN HMUN

D

3-126
D

SET USER STATUS BUSY (-1)

BUILD TAPE EXC INST FROM HMFF AND HMUN

STORE EXC INSTRUCTION AT HM01

POSITION HM00 FOR NORMAL RETURN

HM20 MTU BUSY

HMRR RESTORE REGISTERS

E

3-127
OR UNIT NUMBER INTO SENSE INSTRUCTIONS

HM03

PROCESS END OF I/O OPERATION

HM03

HM01

TAPE EXC INSTRUCTION

HM03

PROCESS END OF OPERATION

RETURN

HM12

SENSE MTU REWINDING

HM04

SENSE FILE MARK

HM05

F

HMRW

SET USER STATUS TO 0

G

I

SET USER STATUS TO -2
OR UNIT NUMBER INTO SENSE INSTRUCTIONS

HM03

HM03 PROCESS END OF OPERATION

RETURN

HM03

PROCESS END OF I/O OPERATION

HM12

SENSE MTU REWINDING

YES

HM12

SENSE FILE MARK

YES

HM05

SET USER STATUS TO -2

NO

G

F

HM04

SET USER STATUS TO 0

NO

I

3-129
HM15

CHECK MTU READY ROUTINE

HM20

HM16

SET HANDLER
NOT BUSY
0 → HMBU

HMRR
RESTORE
REGISTERS

RETURN

HM15

J

COMPUTE
NUMBER OF WDS
TRANSFERRED

I

3-130
SAVE REGISTERS IN HMA, HMB, AND HMX

RETURN

RESTORE REGISTERS FROM HMA, HMB, AND HMX

RETURN

3-131
3.3.12 IAAR Input TTY or Modem

3.3.12.1 Purpose
The purpose of IAAR is to input a string of characters into a user specified buffer from the CLINC TTY's, DOC TTY, or DOC 103 Modem.

3.3.12.2 Technical Description
IAAR gains control when it is called by the generalized Input Message (IMOO) Routine. The complete input string is stored in the user buffer before the user status word is updated and control is returned to IMOO. As soon as character interrupts are available on the DOC system, IMOO may be modified to return control to the original calling program when input of the first character is initiated. IAAR calls the Input Character Routine (ISB1) to input, edit, and echo each input character. The input instructions in ISB1 are set up for the assigned input device by the Initialize System (ISO0) routine.

In addition to inputting and packing the input message, IAAR checks for several input control characters and terminates the input accordingly. If an input complete code (*) is received, the user status word is set to the number of characters packed in the input buffer and control is returned to the user via IMOO.

If a cancel line ($) character is detected, a (-3) status is returned. If a cancel retrieval request (@) character is received, a (-4) status is returned. Finally, if the maximum number of input characters allowed by the user program is reached, the operation status word is set to that number and control returned to the calling program. (Note that the *, $, @, CR, and LF are not stored or counted by IAAR).
3.3.12.2.1 Calling Sequence

CALL IAAR, A, B

PARAMETER

A

B

FUNCTION

Address of input buffer.

Maximum number of characters allowed for the input buffer.

REGISTER

CONTENTS UPON ENTRY

CONTENTS UPON EXIT

A

N/A

Modified

B

N/A

Modified

X

N/A

Modified

Overflow

N/A

Modified
General Flow Chart

IAAR

SAVE BUFFER ADDRESS AND MAX CHARACTER ALLOWED

ISBI
INPUT CHARACTER

INPUT COMPLETE CODE (*)

YES

E

IAA8
SET USER STATUS TO CANCEL LINE CODE (-3)

NO

CANCEL LINE CHAR.? ($)

YES

IA10
SET USER STATUS TO CANCEL REQUEST CODE (-4)

NO

CANCEL REQUEST CHAR. (@)

FIRST OR SECOND CHAR.

YES

FIRST OR SECOND CHARACTER OF PACK WORD.

RETURN

RETURN

FIRST CHAR.

SECOND CHAR.

B

D

3-134
STORE PACKED CHARACTERS INTO USER BUFFER

MAX. INPUT CHAR. COUNT? NO

YES

SET USER'S STATUS TO INPUT CHAR. COUNT.

RETURN

SHIFT INPUT CHARACTER INTO LEFT HALF OF B-REGISTER

MAX. NUMBER OF CHARACTERS INPUT? NO

YES

SET USERS STATUS TO INPUT CHAR. COUNT

RETURN

3-135
FIRST OR SECOND CHARACTER OF PACK WORD BEING PROCESSED.

IA20

FIRST CHAR.

FIRST CHAR.

SECOND CHAR.

MASK OUT THE "A"

STORE LAST CHARACTER IN USER BUFFER

E

C

3-136
3.3.12.3 Label Description

3.3.12.3.1 Local

IAAC - Location containing actual input character count.
IAA9 - Location containing incremented buffer address.
IA12 - Save area for maximum input characters allowed.

3.3.12.3.2 Global

None

3.3.12.3.3 Entry Points

IAAR

3.3.12.3.4 External References

IS81 - Subroutine called to input, edit, and echo each input character.
3.3.12.4 Detailed Flow Chart

SAVE BUFFER STARTING ADDRESS IN IA12

SAVE CHARACTER COUNT IN IAAC

IAA5
SOF SET CHARACTER SWITCH

A

B

ISB1 INPUT CHARACTER

INPUT COMPLETE CODE? (*)

NO

YES

CANCEL LINE CHAR.? ($)?

NO

YES

H

F

C

OVERFLOW INDICATOR IS USED FOR INDICATING WHICH HALF OF PACK WORD IS BEING PROCESSED.
C

CANCEL REQUEST CHAR.? (Q)

YES

NO

JOF
FIRST OR SECOND
CHAR. OF PACK
WORD?

FIRST CHAR.

SECOND CHAR.

STORE PACKED
INPUT WORD INTO
USER BUFFER

INCREMENT
BUFFER
ADDRESS

INCREMENT
CHARACTER
COUNT

MAX.
CHAR. COUNT
INPUT?

YES

NO

A

G

D

E

3-139
SET USER STATUS TO INPUT CHAR.
COUNT

SHIFT INPUT CHARACTER INTO LEFT HALF OF B

INCREMENT CHARACTER COUNT

MAX. NUMBER OF CHAR. INPUT?

RETURN

E

SET USER STATUS TO INPUT CHAR.
COUNT

RETURN

F

SET USER STATUS TO CANCEL LINE CODE (-3)

RETURN

3-140
IA10

SET USER STATUS TO CANCEL REQUEST CODE (-4)

RETURN

IA20

JOF
FIRST OR SECOND CHAR.?

FIRST CHARACTER

SECOND CHARACTER

MASK OUT THE * *

STORE LAST CHARACTER IN USER BUFFER

E

E
3.3.13 IM00 - Input Message

3.3.13.1 Purpose
The purpose of the Input Message Routine is to provide MDTRS with a
generalized input routine which will service all input message requests
regardless of the specific hardware configuration in which MDTRS is
operating.

3.3.13.2 Technical Description
IM00 is designed to require a common calling sequence for input message
requests. IM00 serves as an interface (or link) to the specific I/O
handler which has been assigned by the Initialize System (IS00) Routine.
The common arguments passed to IM00 by the calling program are converted
by IM00 to the proper calling sequence required by the specific I/O
handler.

IM00 utilizes a table (IMDT) which contains the addresses of 'set up'
processing to be done for each particular I/O handler. The device code
(IMDC) is used to index into the IMDT table to obtain the address of the
'set up' processing for each I/O handler. After the appropriate handler
has been called, IM00 does not regain control until either the input
character count has been satisfied or a terminating condition has been
detected by the I/O handler. The I/O handler may return control to the
user for concurrent processing while the I/O is taking place. See the
individual I/O handler documentation for specific input processing.
When IM00 regains control it returns control to the calling program.
This status word will be initialized by the specific handler to (-1) as soon as the first input command is issued. As soon as the first character is received by the computer, the status word is changed to (-2). If a cancel line character ($) is received, a (-3) will be set in the status word. If a cancel request character (@) is received, a (-4) will be returned. Refer to the calling sequence for additional error codes to be implemented at a later date.

If an input complete code (*) is received by the I/O handler or the maximum number of characters to be input is reached, the operation status word will be changed to a positive value indicating the number of data characters which have been placed in the user specified buffer.

The special characters: Carriage Return (CR), Line Feed (LF), Asterisk (*), Dollar Sign ($), at sign (@), EOM, LINE or END are not placed in the user's buffer but are echoed back to the output device by the assigned I/O handler. This status word address, in addition to the beginning address of the input buffer, address of character count, and address of cursor position word if required, is defined in IM00 but used by the individual I/O handlers.

3.3.13.2.1 Calling Sequence

CALL IM00, A, B, C, D
PARAMETER

A  The beginning address where the message is to be stored. (Packed two characters per word.)

B  The address of a word containing the maximum number of characters to be accepted as input.

C  Always zero (0).

D  The address of an operation status word.

The status returned by the input message routine IM00 will be as follows:

Positive value = Input complete. The value of the positive number will be the number of characters received. (May be zero if no data characters are transmitted but operation is complete.)

-1 = Input initiated - first character not received yet.

-2 = Input initiated - first character received.

-3 = Cancel line character ($) received.

-4 = Cancel request character (@) received.

-5 = Parity error (can character) (CRT only)
-6 = 103 modem disconnected.
-7 = CRT not ready.

The return addresses will be as follows:

CALL+6 = previous I/O still in progress.
CALL+8 = I/O initiated. User must check operation status word at this point.

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Saved</td>
<td>Restored</td>
</tr>
<tr>
<td>B</td>
<td>Saved</td>
<td>Restored</td>
</tr>
<tr>
<td>X</td>
<td>Saved</td>
<td>Restored</td>
</tr>
<tr>
<td>Overflow</td>
<td>Unknown</td>
<td>Modified</td>
</tr>
</tbody>
</table>
3.3.13.2.2 General Flow Chart

IMOO

IMOO BUSY?
IMBU = -1

YES

NO

SET IMOO BUSY
-1 → IMBU

SET UP CALL TO
APPROPRIATE
INPUT HANDLER

CALL INPUT
HANDLER

RETURN

SET IMOO TO
BUSY RETURN
CALL+6

RETURN

A

A

3-146
3.3.13.3 Label Description

Local

IMA A-Register Save Area
IMB B-Register Save Area
IMBU Busy indicator for IM00 Routine (IMBU = -1 for Busy)
IMDT Table containing address of set up processing for each individual Input Handler call.
IMX X-Register Save Area
IM05 Address of call to TTY or Modem Input Handler. Used to initialize calling parameters.

Global

IMBA Beginning Address of Input Buffer (Referenced by Input Handler)
IMCC Address of Input Character Count (Referenced by Input Handler)
IMCP Address of Cursor Position Word if required (Referenced by Input Handler)
IMDC Device code, Set by IS00.
IMOS Address of Operation Status Word (Referenced by Input Handler)

Entry Points

IM00

IMSR - Entry point for Saving Registers. Called by Output Message Routine (OM00).
IMRR - Entry point for Restoring Registers. Called by Output Message Routine (OM00).
3.3.13.3.4 External References

IAAR - Input handler for both CLINC TTY's, DOC TTY, and DOC 103 Modem.
3.3.13.4 Detailed Flow Chart

Using device code IMDC as an index, pick up the address where processing is to continue for setting up the call for the appropriate I/O handler.
DEVICE CODE (IMDC) 1 THROUGH 4?

YES

IMO2

STARTING ADDRESS OF BUFFER (IMBA)

IAAR CALL+2

IMO5

IAAR INPUT MESSAGE HANDLER

CLEAR IM00 BUSY INDICATOR

IMBU

IMRR RESTORE REGISTERS

RETURN

INPUT MESSAGE FROM CLINC TTY 1 OR 2, DOC TTY, OR DOC 103 MODEM.
SAVE REGISTERS

STORE A, B, AND X IN IMA, IMB, IMX

RETURN

RESTORE REGISTERS

RESTORE A, B, X FROM IMA, IMB, IMX

RETURN
3.3.14  1S00 - Initialize System

3.3.14.1  Purpose

The primary purpose of the 1S00 subroutine is to permit the same MDTRS object program to operate for various configurations on various computer systems. This capability eliminates the tedious, costly, and sometimes confusing task of maintaining many "configuration tailored" object programs, operating instructions, and program documentation. 1S00 accomplishes this by initializing all input/output routines with the operator requested configuration device numbers and device dependent coding.

3.3.14.2  Technical Description

The 1S00 routine requires the operator to type in a description of the configuration that MDTRS must satisfy. Refer to the Users Guide for specific computer/operator dialogue. 1S00 types the code numbers and instructions on the operator console before requiring the operator to answer questions about the configuration. 1S00 contains tables of device numbers, PIM numbers, interrupt masks, and interrupt locations associated with each computer system and each I/O device. In addition, tables containing I/O instruction addresses in each of the I/O handlers are maintained so that those instructions may be modified if necessary. These tables are used to set up the appropriate I/O handlers with proper device numbers, PIM numbers, etc. 1S00 initializes the Input Message Routine (1MOO) and the Output Message Routine (OMOO) to call the appropriate handlers based upon the requested hardware configuration.
All inputs from the operator are checked for validity. The operator is required to assign the tape unit number for the Master Data Tape and HCOO verifies that the tape is on-line. In addition, HCOO initializes the 103 modem and waits for a telephone connection if it is part of the requested configuration.

### 3.3.14.2.1 Calling Sequence

**CALL** ISO0

<table>
<thead>
<tr>
<th>PARAMETER</th>
<th>FUNCTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>Modified</td>
</tr>
</tbody>
</table>
3.3.14.2.2 General Flow Chart

ISO0

TYPE OUT
INITIALIZATION
INSTRUCTIONS
TO OPERATOR

ACCEPT AND EDIT
COMPUTER &
DEVICE CODES
FROM OPERATOR

SET UP
APPROPRIATE
HANDLERS WITH
DEVICE CODES

"MOUNT MASTER
TAPE" MESSAGE

ACCEPT AND EDIT
MTU NUMBER FROM
OPERATOR

ASSIGNED
MTU ON-LINE?

YES

NO

A

B

3-154
A

"MTU NOT READY" MESSAGE

NO

ASSIGNED MTU ON-LINE?

YES

"SYSTEM INITIALIZED" MESSAGE

103 MODEM ASSIGNED?

NO

RETURN

YES

INITIALIZE 103 MODEM CONTROLLER

NO

TELEPHONE CONNECTION?

YES

LOAD MODEM CONTROL REGISTER

C

3-155
CHARACTER INPUT?

INPUT CHARACTER DO NOT ECHO

RETURN
3.3.14.3 Label Description

3.3.14.3.1 Local

ISCC  Temporary location for computer code. (for future use only)

ISDT  Table containing actual computer device codes associated with
device code numbers used by ISOO to communicate with the
operator.

ISD3  Table of addresses which must have device number placed in
them for TTY and 103 Modem I/O.

ISHT  Table of addresses where table of addresses for modifying each
handler can be found.

ISNW  Number of words in ISTM buffer used for TTY call.

ISN1  Number of words in ISQ1 buffer - used for TTY call.

ISN2  Number of words in ISQ2 message buffer.

ISN3  Number of words in ISQ3.

ISN4  Number of words in ISQ4.

ISN5  Number of words in ISQ5.

ISQ1  "WHAT COMPUTER" message buffer.

ISQ2  "PRIMARY RETRIEVAL DEVICE" message buffer.

ISQ3  "MOUNT MASTER TAPE" message buffer.

ISQ4  "SYSTEM INITIALIZED" message buffer.

ISQ5  "MTU NOT READY" message buffer.

ISTM  "INITIALIZE SYSTEM" message buffer.

IST1  "ILLEGAL CODE" message buffer.

IST2  Number of words in IST1

ISZZ  End Flag for Device instruction address table (ISD3).
3.3.14.3.2 Global

CPUN    Equated to ISTU.

ISN6    Number of words in ISQ6. Referenced by PFOO.

ISQ6    "PUT MAG TAPE ON LINE" message buffer. Referenced by Power Fail Routine (PFOO).

ISTU    Tape unit number. To be used by any call to the mag tape handler (HM00).

3.3.14.3.3 Entry Points

IS00
3.3.14.3.4 External References

CPC1  TTY or 103 Modem instruction requiring device number to be initialized.
CPC2  TTY or 103 Modem instruction requiring device number to be initialized.
ISB2  TTY or 103 Modem instruction requiring device number to be initialized.
ISB3  TTY or 103 Modem instruction requiring device number to be initialized.
OZK2  TTY or 103 Modem instruction requiring device number to be initialized.
OZK3  TTY or 103 Modem instruction requiring device number to be initialized.
OZK4  TTY or 103 Modem instruction requiring device number to be initialized.
OZK5  TTY or 103 Modem instruction requiring device number to be initialized.
OZN2  TTY or 103 Modem instruction requiring device number to be initialized.
OZN1  TTY or 103 Modem instruction requiring device number to be initialized.
3.3.14.4 Detailed Flow Chart

ISO0

FILL NOP INT. LOCATIONS

INITIALIZE OPERATOR TTY CALLS WITH WORD COUNTS

ISO1

TYPE OUT INITIALIZATION INSTRUCTIONS TO OPR.

ISO2

"WHAT COMPUTER IS THIS?"

ISO3

INPUT ANSWER

ANSWER > 0 < 4

NO

ISO90 OUTPUT ERROR MESSAGE

YES

B

A
IS04
STORE COMPUTER CODE IN ISCC

C

IS05
"PRIMARY RETRIEVAL DEVICE?"

ISIA
INPUT ANSWER

IS08
NO
IS90
OUTPUT ERROR MESSAGE

ANSWER
> 0 < 5

IS10
YES
STORE DEVICE CODE IN IMDC AND OMDC

IMDC AND OMDC ROUTINES REQUIRE THE DEVICE NUMBER

D

IS14
LOAD A WITH INSTRUCTION TO RECEIVE DEVICE NUMBER

FROM DEVICE INSTRUCTION TABLE

E

3-161
IS20

STORE INSTRUCTION WITH PROPER DEVICE NUMBER INTO APPROPRIATE LOCATION

F

"MOUNT MASTER TAPE" MESSAGE

ISIA

CONVERT TO BINARY

G

ADDRESS OBTAINED FROM DEVICE INSTRUCTION TABLE

IS20

LAST INSTRUCTION FOR DEVICE?

NO

YES

INPUT FIRST CHARACTER OF MTU NUMBER FROM OPERATOR

3-162
INPUT SECOND CHARACTER OF MTU NUMBER FROM OPERATOR

CONVERT TO BINARY AND MERGE WITH FIRST CHARACTER

MTU 10 OR 11?

YES

STORE SEN MTU READY IN IS31, IS3B

NO

IS27

IS90 OUTPUT ERROR MESSAGE

F

IS31

SEN MTU READY

YES

I

NO

"MTU NOT READY" MESSAGE

H

3-163
INPUT ONE CHARACTER FROM OPERATOR CONSOLE. (STANDARD DEVICE 1) CHARACTER RETURNED IN A-REGISTER.
OUTPUT N NUMBER OF WORDS TO THE OPERATOR'S CONSOLE (STANDARD DEVICE 1)

GET NUMBER OF WORDS AND BUFFER ADDRESS FROM CALLING PROGRAM ARGUMENTS

IS91
LOAD WORD FROM BUFFER INTO B-REGISTER

SHIFT MOST SIGNIFICANT 8 BITS INTO A

IS93
OUTPUT A-REG.

SHIFT NEXT CHARACTER INTO A-REGISTER

IS93
OUTPUT A-REG

3-166
3.3.15 ISB1 - Input a character from KSR-35

3.3.15.1 Purpose
This routine inputs a character from the KSR-35 teletype, checks it for validity, and outputs it to the TTY. When the character is illegal it is deleted.

3.3.15.2 Technical Description
N/A

3.3.15.2.1 Calling Sequence
CALL ISB1

PARAMETER
None

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>destroyed</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>destroyed</td>
<td></td>
</tr>
<tr>
<td>X</td>
<td>undisturbed</td>
<td></td>
</tr>
<tr>
<td>Overflow</td>
<td>undisturbed</td>
<td></td>
</tr>
</tbody>
</table>
ISBI

INPUT CHARACTER FROM TTY

LEGAL CHAR?

YES

OUTPUT CHAR TO TTY

OZKB

ISBI
3.3.15.3 Label Description

3.3.15.3.1 Local
ISB5 - ASCII character mask

3.3.15.3.2 Global
None

3.3.15.3.3 Entry Points
ISB1 - primary entry point

3.3.15.3.4 External References
OZKB - output one character to TTY
3.3.16 L100 - List

3.3.16.1 Purpose
The purpose of this subroutine is to format, in outline form, the data specified by the WHAT response in the Retrieval Request.

3.3.16.2 Technical Description
A match to a WHAT parameter indicates that the parameter is to be output. Both the Heading and its associated Answer are output, even if both were not specified in the Retrieval Response.

Example:
WHAT: ASTHMA
If the Heading ASTHMA is found on the record, then ASTHMA will be output as well as the Answer associated with it, which, in all probability, is either NEG or POS.

Associated with each Heading-Answer pair is a "level code". This code is a number from 0-9, and it specifies two characteristics of the Heading-Answer pair: the level of the pair in the hierarchical structure of the record format, and the relation among pairs. Each of these characteristics will have an effect on the output. The level of the pair will be shown on output by indenting each Heading a number of spaces equal to the value of the level code. The relation among Heading-Answer pairs will be indicated by outputting, in addition to the matched parameter, all those pairs related to the one matched. Example: if ASTHMA is related to the Headings PAST HX and GENERAL, then these Headings and their associated Answers should also be output.
Relation among Headings is determined in the following manner: starting at the level code of the matched Heading and proceeding back through the codes, find a level code that is one less in value than the matched Headings level code. The Heading associated with this level code is related to the matched Heading. From this point, proceed backwards again until a code that is two less is found. This continues until a level code of zero has been reached. Now examine each level code forward from the matched Heading's code. If the level code is greater than the matched code, its Heading is related. When the first code less than or equal to the level code of the matched Heading is found, the search is finished.

As each Heading-Answer pair is matched by MWOO it and all related pairs are flagged for eventual output. This flagging consists of setting the word preceding the level code of each pair to -1. When the entire record has been considered, the flagged data is output. In the case of the default condition for WHAT, all data on the record is output.

If the user input "ID ONLY" as his response to the WHAT question, only the line of data containing the ID information is output.

3.3.16.2.1 Calling Sequence

CALL LI00

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>
General Flow Chart

L100

COMPUTE BEGINNING ADDRESSES FOR SEGMENTS OF TAPE BUFFER

MATCH WHAT PARAMETERS

FLAG MATCHED PARAMETERS AND RELATED PARAMETERS

OUTPUT HEADER

A

PICK UP FLAGGED HEADING

PICK UP ANSWER

OUTPUT LINE OF DATA

END OF RECORD

NO

YES

RETURN
3.3.16.3 Label Description

3.3.16.3.1 Local

LIAN  beginning address in the tape buffer of the IANS section (or the section of the record containing the Answers).

LIBC  blank counter. Counts the number of consecutive blanks before they are stored for output.

LIBL  \(40_8\) blank

LICC  character counter. Used to count characters in special situations (Headings, Answers)

LICL  \(72_8\) colon

LICR  \(15_8\) carriage return

LIEA  ending address of the current Answer.

LIEQ  \(75_8\) equal sign

LIFW  beginning address in the tape buffer of the IFWAA section (or the section of the record containing the beginning addresses of the Answers).

3-175
3.3.16.3.1 Local (Continued)

LIID ID only flag. If set, indicates that the user response to WHAT was "ID ONLY."

LIIQ beginning address in the tape buffer of the IQ section (or the section of the record containing the Headings).

LILA address of the current level code

LILC the value of the current level code

LILL line character-counter. Counts the number of characters on the current line.

LILQ beginning address in the tape buffer of the LCQ section (or the section of the record containing the level codes).

LILX a dummy level code

LIQN question number. The number of the Heading-Answer pair currently being dealt with.

LIQX temporary question number. Dummy location for the question number

LISA starting address of the current Answer

LIST status word returned set by OMOO on output
3.3.16.3.1 Local (Continued)

LISV utility save location

LITB (74) tab character

3.3.16.3.2 Global

None

3.3.16.3.3 Entry Points

LIOO

3.3.16.3.4 External References

CD00 routine to decode the date on the record.

CPRT Request Table

CPTB Tape input buffer

MWOO routine to match responses to WHAT request, to record Headings.

OMOO routine to control output to primary output device.

PKBX beginning address of buffer into which characters are to be packed.

PKIX index into buffer into which characters are being packed.

PKSW switch indicating which half of word to pack next character.
3.3.16.3.4 External References (Continued)

PK01   routine that packs characters two per word.

SEO0   routine to output error message to system I/O device, the teletype.

TABF   buffer used to pack a line of data for output.

UPO0   routine to unpack characters from buffer.
3.3.16.4 Detailed Flow Chart

L100

IQ = 151

LCQ = IQ + 12(IQNDEX)

IFWAA = LCQ + 3(IQNDEX)

IANS = IFWAA + 3(IQNDEX)

COMPUTE BEGINNING ADDRESSES OF SEGMENTS OF TAPE BUFFER

CPRT+6 = 0

WHAT = DEFAULT

YES

ID ONLY FLAG SET

YES

SET ADDRESS OF CURRENT LEVEL CODE = 0

10

NO

100

NO

130
SET QUESTION NUMBER = 5 (LIQN)

COMPARE A RECORD QUESTION TO ALL WHAT RESPONSE OPERANDS

MATCH WHAT

MATCH

NO

YES

SET WORD PRECEDING LEVEL CODE OF MATCHED HEADING TO -1

SAVE MATCHED HEADING LEVEL CODE (LILC) (LILX)

30
FLAG RELATED LEVEL CODES (ASSOCIATED WITH HEADING-ANSWER PAIRS) PRECEDING MATCHED LEVEL CODE (HEADING-ANSWER PAIR).

TEMPORARY LEVEL CODE (LILX)= 0

YES

DECREMENT TEMPORARY LEVEL CODE LILX)

NO

DECREMENT TEMPORARY QUESTION NO(LIQX)

DECREMENT LEVEL CODE ADDRESS (X-REG)

COMPARE CODE AT LEVEL CODE ADDRESS TO TEMPORARY LEVEL CODE

ARE TWO CODES EQUAL

YES

50

NO

40
SET WORD PRECEDING CODE AT LEVEL CODE ADDRESS TO -1.

RESTORE X-REG TO ADDRESS OF MATCHED LEVEL CODE

SET TEMPORARY QUESTION NO. TO ACTUAL NO. OF MATCHED QUESTION

TEMPORARY QUES. NO. = LAST QUESTION NO.?

YES

NO

3-182
INCREMENT TEMPORARY QUESTION NO.

INCREMENT ADDRESS OF LEVEL CODE (X-REG)

COMPARE CODE AT LEVEL CODE ADDRESS (X-REG) TO MATCHED LEVEL CODE

NEW CODE > MATCHED CODE

SET WORD PRECEDING CODE AT LEVEL CODE ADDRESS (X-REG) TO -1

70
END OF HEADINGS?

90  LI40

QUESTION NO. = LAST QUESTION NO.?

YES

120

NO

INCREMENT QUESTION NO. (LIQN)

20

100  LI41

FLAG ALL LEVEL CODES
(ASSOCIATED WITH HEADING-ANSWER PAIRS)

SET TEMPORARY QUESTION NO. = 5 (LIQX)

COMPUTE ADDRESS OF LEVEL CODE ASSOCIATED WITH QUESTION NO. 5

110

3-184
SET WORD PRECEDING LEVEL CODE TO -1

TEMP.
QUESTION NO. =
LAST QUESTION NO.

YES

NO

INCREMENT TEMPORARY QUESTION NO.

INCREMENT ADDRESS OF LEVEL CODE (X-REC)

110
WERE THERE ANY MATCHES?

LEVEL CODE ADDRESS = 0

NO

RETURN

INITIALIZE PK00 ROUTINE

CLEAR LINE CHARACTER-COUNTER (LILL)

ID ONLY FLAG SET?

YES

PACK 2 (CARRIAGE RETURNS - LINE FEEDS)

NO

PK01 PACK FORM CHARACTER (2148)

150
180

INCREMENT LINE CHAR-CTR (LILL)

PK01
CARRIAGE
RETURN LF

INCREMENT LINE CHAR-CTR BY 2 (LILL)

LI$3
OUTPUT THE LINE

ID ONLY FLAG (LIIID) SET?

YES

NO

190

RETURN

3-190
SET QUESTION NO.(LIQN) TO 4

INCREMENT QUESTION NO. (LIQN)

COMPUTE ADDRESS OF FLAG PRECEDING LEVEL CODE FOR CURRENT QUESTION

FLAG SET?

QUESTION NO. = LAST QUESTION NO.

RETURN

200

3-191
SAVE LEVEL CODE

CLEAR BLANK COUNTER (LIBC)

CLEAR LINE CHAR-CTR (LILL)

CLEAR CHARACTER CTR (LICC)

COMPUTE BEGINNING ADDRESS OF HEADING

230
UNPACK 1ST CHARACTER

SAVE CHAR (LISV)

LIS1
INITIALIZE PK00

LEVEL CODE=0

PK01
PACK BLANK

INCREMENT LINE CHAR-CTR (LILL)

DECREMENT LEVEL CODE

PICK-UP SAVED CHARACTER

L170 YES

260
L195

QUESTION
NO. = LAST
QUES. NO.

NO

INCREMENT
TEMPORARY QUES.
NO.

INCREMENT INDEX
TO STARTING
ADDRESS OF
ANSWER BY 3

ENDING
ADDRESS=0

NO

SAVE ENDING
ADDRESS

YES

ENDING ADDRESS OF ANSWER = END
OF ANSWER PORTION OF
RECORD

320

300
LIA0

310
LIA5

320
LIA6

SET CHAR-CTR
= 1

CLEAR BLANK
CTR (LIBC)

UP00
UNPACK 1ST
CHAR OF ANS.

340
3-196
330 LIB0

UP01
UNPACK CHAR.

INCREMENT CHAR CTR (LIBC)

340 LIB1

CHAR = ' ' (YES 390)

CHAR = TAB (NO)

CHAR = COLON (YES 410)

CHAR = BLANK (NO)

BLANK CTR = 0 (YES)

LI$4
STORE BLANKS

350
INITIALIZE PACK ROUTINE BUT
DO NOT CHARACTER

\begin{itemize}
  \item LI$1$
  \item PK00
  \item CLEAR SWITCH (PKSW)
  \item SET INDEX TO 1 (PKIX)
  \item DECREMENT BUFFER ADDRESS (PKBX)
  \item RETURN
\end{itemize}
PICK-UP HEADER

LI$2

BLANK CTR = 0

CHAR CTR = 24

A
LI$A

DECREMENT CHAR CTR

CHAR = BLANK

B
LI$B

YES

PK01
PACK CHAR

INCORRECT LINE
CHAR CTR

LI$6
TEST FOR END
OF LINE

CHAR CTR=0

NO

UP01
UNPACK CHAR

YES

D

A
PICK-UP HEADER

C LI$C

CHAR CTR = 0

YES D

NO

UP01
UNPACK CHAR

DECREMENT CHAR CTR

CHAR = BLANK

YES

INCREMENT BLANK CTR

INC CTR

NO

BLANK CTR = 0

NO

LI$4
STORE BLANKS

YES B

D LI$D

PK01
PACK A BLANK

INCREMENT LINE CHAR-CTR

RETURN

3-205
STORE BLANKS AS INDICATED BY BLANK CTR

LI$4

SAVE CHAR

PK01
PACK BLANK

DECREMENT BLANK CTR

INCREMENT LINE CHAR-CTR

LI$6
TEST FOR END OF LINE

NO
BLANK CTR=0?

YES
PICK-UP SAVED CHARACTER

RETURN
TEST FOR END OF LINE

LI$6

LINE CHAR CTR > 119

NO

YES

LI$3

OUTPUT LINE

CLEAR LINE CHAR-CTR

RETURN
WRAP UP LIST OPTION

LI$7

CLEAR ID ONLY
FLAG

RETURN
3.3.17 MAOO - Match

3.3.17.1 Purpose.
The purpose of the MATCH Subroutine (MAOO) is to find a match in the Request Buffer and in the Tape Buffer.

3.3.17.2 Technical Description
MAOO compares the Tape Buffer to the Request Buffer. There are four types of matches that can be requested by the user: Heading Only, Headings and Prose Data, Headings and Numeric Values, and Headings and Range of Numeric Data.

MAOO checks for a match by heading in the Request Buffer and the Tape Buffer. If a request header matches, it makes a further test to ascertain whether the request is heading only, heading-prose, heading numeric value, or heading range of numeric value. If heading only has been requested, the 'match' exit is taken.

On heading-prose data the subroutine checks the answer of the Tape Buffer against the string of alphanumeric characters in the Request Buffer.

For heading-numeric value request, the numeric value in the Tape Buffer is converted to a pseudo floating point number. The value in the Request Buffer is also converted to the same pseudo floating point format. Then the pseudo floating point numbers are compared on the sign, the number of characters in pseudo floating point number, the number of characters to the left of the
decimal point, and the numeric values.

On a heading range request, MA00 converts the Tape Buffer value to the pseudo floating point format. The high and the low in the Request Buffer are converted to the pseudo floating point format and a range test made.

MABO is the second entry point into MA00 subroutine. The purpose for the second entry point is to convert numeric value in the Tape Buffer to pseudo floating point number format. MABO is called after MA00 is called to specify match of heading only.
### 3.3.17.2.1 Calling Sequence

CALL MAOO, HEAD, OP, FLAG, SW

### PARAMETER

<table>
<thead>
<tr>
<th>Function</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>HEAD</strong></td>
<td>The heading number to be checked in the Tape Buffer.</td>
</tr>
<tr>
<td><strong>OP</strong></td>
<td>Pointer to Operand Buffer.</td>
</tr>
<tr>
<td><strong>FLAG</strong></td>
<td>FLAG 0. Check only Heading:</td>
</tr>
<tr>
<td></td>
<td>1. Check Heading and Prose.</td>
</tr>
<tr>
<td></td>
<td>2. Check Heading and Numerical Data.</td>
</tr>
<tr>
<td></td>
<td>3. Check Heading and Range of Numerical Data.</td>
</tr>
<tr>
<td><strong>SW</strong></td>
<td>Switch to indicate whether Tape Buffer has been moved. MAOO set to -1 when moving the Tape Buffer, the user must set to zero when the new Heading number is checked.</td>
</tr>
</tbody>
</table>

### CALL MABO

### REGISTER

<table>
<thead>
<tr>
<th>Register</th>
<th>Contents Upon Entry</th>
<th>Contents Upon Exit</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

3-213
3.3.17.2.2 General Flow Chart

MA00

IS HEADING NO. GREATER THAN MAX.
YES

HAS TAPE BUFFER BEEN MOVED
YES

SET TAPE BUFFER BEEN MOVED TO YES

COMPUTE BEGIN ADDRESS OF HEADING

MOVE HEADING TO TEMP BUFFER OMITTING SPACE

COUNT THE NO. OF CHARACTERS IN TAPE BUFFER

DISPLAY BAD RECORD

ADD 2 TO RETURN ADDRESS

RETURN NO MATCH

MA00

3-214
COUNT THE NO. OF CHARACTERS IN REQUEST BUFFER

COUNT IN REQUEST EQUAL COUNT IN TAPE BFR NO 1

REQUEST BUFFER EQUAL TEMP BUFFER NO 1

YES

COMPARE ON HEADING ONLY YES

RETURN MATCH

NO

PROSE DATA NO 4

YES

FIND START & ENDING ADDRESS OF ANSWER

YES

ANSWER FOUND NO 1

1 3

2

MAOO

3-215
CONVERT UPPER RANGE NUMBER TO PSEUDO FLOATING NUMBER

TAPE SIGN LOWER SIGN

TAPE EXPONENT LOWER EXP.

TAPE NO. LOWER NO.

RETURN MATCH
10

TAPE
SIGN POSITIVE

NO → 1

YES → RETURN MATCH

11

TAPE
SIGN POSITIVE

YES → 1

NO → RETURN
3.3.17.3 Label Description

3.3.17.3.1 Local

MABA Address of the Number to Convert Pseudo Floating Point
MABI (Heading Number -1)*12 Used to calculate Base Address of Heading in Tape Buffer
MACT Working Counter
MADS Decimal Point Switch for Pseudo Floating Point
MAEC Terminate Character to Check for in Subroutine MA55
MAFP Address of Flag
MAFW Pointer to Heading Answer in Tape Buffer
MAF6 Two Characters of Pack ASCII Zero
MAHB Area where Tape Header is Stored
MAHD Address of Heading Number
MAHN Heading Number
MAI1 Number of Character of Heading in the Tape Buffer
MAI2 Number of Characters of Heading in Request Buffer
MAI3 Working Storage used to Store Total Count Address for Pseudo Floating Point
MAI4 Working Storage used to Store Exponent Address for Pseudo Floating Point
MALM Ending Address of Answer in Tape Buffer
MANS Beginning Address of Answer in Tape Buffer
MAOP Address of Pointer to Operand Buffer
MAPP Set to 1 when there is an Odd Number of Characters in Heading
3.3.17.3.1 Local (Continued)

MAPS  Working Storage
MAQ1  (Heading Number 01)*3 Used to Calculate Base Address of
      Heading Answer in Tape Buffer
MASI  Address of Sign of Pseudo Floating Point
MASW  Address of Packet Switch
MAWI  Working Storage for Temporary Calculation
MAW2  Working Storage for Temporary Calculation
MAXX  Index when Odd Character is in Request Buffer and MAHB
MASW  Switch Indicate which part to Unpack
MAZS  Leading Zero Switch for Pseudo Floating Point

3.3.17.3.2 Globe

MAHE  High Exponent for Floating Point Number
MAHL  High Count for Pseudo Floating Point Number
MAHM  High Pseudo Floating Point Number
MAHS  High Sign for Pseudo Floating Point Number
MALC  Low Count for Pseudo Floating Point Number
MALE  Low Exponent for Pseudo Floating Point Number
MALF  Low Pseudo Floating Point Number
MALS  Low Sign for Pseudo Floating Point Number
MAS1  Switch set to Non Zero on No Match Condition. Referenced by TA00
MATE  Tape Exponent, Number of Digits to Left of Decimal Point
MATL  Tape Count of Number of Digits of Pseudo Floating Point Number
MATM  Tape Pseudo Floating Point Number
MATS  Tape Sign Word 0, Positive; -1 Negative

3-222
3.3.17.3.3 Entry Point

MABO

MAOO

3.3.17.3.4 External References

CMOO Compare Subroutine

CPTB Table Buffer, See Appendix for Details

FILL Subroutine to Fill Buffer

PK00 Entry Point of Subroutine to Pack First Character of Buffer

PK01 Entry Point of Subroutine to Pack Characters in Buffer

UP00 Entry Point of Subroutine to Unpack First Character of Buffer

UP01 Entry Point of Subroutine to Unpack Characters in a Buffer

$SE Subroutine to Store Parameter List
3.3.17.4 Detailed Flow Chart

MA00

$\$SE
PICK UP
PARAMETER
LIST

IS
HEADING NO
GREATER THAN
MAX

YES

NO
MA01

ER00
'RECORD BAD'

MA04

MA00
HAS TAPE BUFFER BEEN MOVED

SET NO. MATCH SW TO NO

SET TAPE BUFFER-SW TO YES

COMPUTE QUESTION INDEX (QUESTION NO-D*3)

1
1

COMPUTE BEGIN ADDRESS OF HEADING

LOAD LOOP CONTROL WITH 24

CHARACTER BLANK

YES

UPO1 GET NEXT CHARACTER

SUBTRACT 1 FROM LOOP CONTROL

LOOP CONTROL ZERO

YES

ADD 2 TO RETURN ADDRESS

RETURN NO MATCH
SET MA11 TO 1

LOAD BREG WITH TEMP BUFFER OF HEADING

PK00
PACK 1ST CHARACTER IN TEMP BUFFER

SUBTRACT 1 FROM LOOP CONTROL

LOOP CONTROL ZERO

YES

UP01
GET NEXT CHARACTER

CHARACTER BLANK

PK01
PACK CHARACTER IN TEMP BUFFER

ADD 1 TO MA11

NO
PICK THE ADDRESS OF REQUEST BUFFER FROM OP BUFFER

SET MAI2 TO 1

UP00
GET FIRST CHARACTER FROM REQUEST BUFFER

UP01
GET NEXT CHARACTER FROM REQUEST BUFFER

CHARACTER END NO

MAI1 EQUAL MAI2

MAI1

NO

YES

ADD 1 TO MAI2

MA09

MA04

3-228
BEGIN

MA 09

COMPUTE NO WORDS TO COMPARE MA12/2

REQUEST EQUAL TAPE HEADING

YES

NO

ODD

YES

NO

LAST CHARACTER REQUEST TAPE

YES

MA 04

JUST HEADING

YES

NO

RETURN MATCH

PROSE DATA

YES

MA 12

NO

MA 20

END
TURN OFF 1ST CHARACTER SW 0 - MAW1

PICK UP REQUEST BUFFER

UPQD GET 1ST CHARACTER FROM REQUEST

MA 15

MA 20

MAS1 OFF

ON

MABO CONVERT TAPE FLOATING

MA 25
MABO

MA80
GET START & STOP ADDR. OF TAPE BUFFER

INDEX 0
YES

NO
RETURN

MABO

FILL ZERO FILL TAPE MANTISSA

ZERO -- LEADING ZERO SW MAZS
DEC POINT SW MADS
TAPE EXPONENT MATE
TAPE COUNT MATC
CHARACTER SW MUSW
MAW1

LOAD ADDRESS OF TAPE MANTISSA IN MABA

LOAD ADDRESS OF TAPE EXPONENT IN MA14

LOAD ADDRESS OF TAPE COUNT IN MAI3

LOAD ADDRESS OF TAPE SIGN IN MASI

2

3-234
TURN ON MAS1
NO MATCH SW

RETURN

MAS1
NO MATCH SW

OFF

ON

ZERO → MAIS
LEADING
ZEROSW
MADS
DEC POINTSW
Malc
LOWER COUNT
MALE
LOWER EXPONENT
MAWI

LOAD END CHARACTER IN MAEC

FILL ZERO LOWER MANTISSA

3

3-238
LOAD ADDRESS OF LOWER EXponent IN MAI4

LOAD ADDRESS OF LOWER COUNT IN MAI3

LOAD ADDRESS OF LOWER MANTISSA IN MABA

LOAD ADDRESS OF LOWER SIGN IN MASI

PICK UP ADDRESS OF REQUEST BUFFER

UPPO GET 1ST CHARACTER FROM RQST

MA50 CHECK FOR SIGN

END DATA YES MA04

NO

SIGN PRESENT YES MA28

NO

MA27
HIGH

MATC

MALC

LOAD MATC
IN REGB

LOAD MALC
IN REGB

LOW

COMPUTE NO. OF
WORD TO COMPARE
OF MANTISSA

TAPE
MANTISSA EQUAL
LOWER MANTISSA

NO

YES

MATCH RETURN

MA 32

MA 04

3-241
ZERO LEADING ZERO SW MAZS DEC POINT SW MADS HIGH COUNT MAHC HIGH EXPONENT MAHE MAWI

FILL ZERO HIGH MANTISSA

LOAD ADDRESS OF HIGH EXponent IN MAI4

LOAD ADDRESS OF HIGH COUNT IN MAI3

LOAD ADDRESS OF HIGH MANTISSA IN MABA

LOAD ADDRESS OF HIGH SIGN IN MASI

3-242
PICK ADDRESS OF 2ND REQUEST

UP00
GET 1ST CHARACTER FROM REQUEST

MA50
CHECK SIGN

END OF DATA

YES MA 04
NO

SIGN PRESENT

YES MA 37
NO MA 36

MA55
PACK IT HIGH

END OF DATA

YES
NO MA 37

UP01
GET NEXT CHARACTER

MA 36

MA 38

MA 97
CHECK ODD
MA 38

TAPE SIGN
LOWER SIGN

MA 04

MA 46

TAPE EXPONENT
LOWER EXPONENT

MA 43

MA 45

TAPE COUNT
LOWER COUNT

MA 43

MA 45

TAPE MANTISSA
LOWER MANTISSA

RETURN MATCH

TAPE COUNT REGB

LOWER COUNT REGB

COMPUTE NO. OF WORD TO
MULTIPLY IQNDEX BY 15

ADD BASE ADDRESS OF IQUES

ADD MAQI → MAFW ADDRESS OF INDEX START ADDRESS

ADD 3 TO MAFW ← MAEM ADDRESS OF INDEX+1

MULTIPLY IQUES BY 18

ADD BASE ADDRESS - 2 → MAW1

ADD CONTENT OF MAFW → MANS

MA 81

QUESTION MAX

MA 82

3-250
ADD NO. OF
OF QUESTION TO
MAW1 \rightarrow MALM

NEXT QUESTION ZER
YES

ADD MAW1 TO MALM

ADD 1 TO
LIMIT

END OF IANS
NO

3-251
MA90

STORE BASE OF BUFFERS

PICK CHARACTER FROM BUFFER1

SHIFT 8 BITS

PICK CHARACTER FROM BUFFER2

SHIFT 8 BITS

SUBTRACT CHARACTER2 FROM CHARACTER1

3-252
3.3.18 MCOO - Match Condition

3.3.18.1 Purpose
MCOO is a subroutine whose purpose is to determine if a match exists between a user specified alphanumeric character string which constitutes the condition parameter and an entry on the tape record.

3.3.18.2 Technical Description
The routine initially checks for the default selection (5th word of Request Table equal to zero). If the default option has been selected, a 'MATCH' return is initiated; otherwise, the Bool buffer (CPBB) is cleared and each heading:answer pair on the current master record is then compared to each condition response parameter in the user's response to the question "CONDITION". If no match is found between a master record heading:answer pair and a condition response parameter, a 'NO MATCH' return is initiated. If, however, a match does occur, control is passed to TCOO to determine if the entire condition response parameter string is matched. On finding the Boolean expression true (See Section 3.3.39) control is returned to 'match' return address of the calling program. If TCOO returns a 'no-match' then the next condition response parameter is processed. This procedure is repeated until either TCOO returns a 'match' status or all conditions response parameters have been processed.
3.3.18.2.1 Calling Sequence

CALL MCOO,A,B

PARAMETER

A

FUNCTION
Memory location whose contents specify where to return in the calling program in case of a match.

B

Memory location whose contents specify where to return in the calling program in case of a non-match.

REGISTER CONTENTS UPON ENTRY CONTENTS UPON EXIT
A N/A Unpredictable
B N/A Unpredictable
X N/A Unpredictable
Overflow N/A N/A
3.3.18.3 Label Description

3.3.18.3.1 Local.

MCCT - storage location which contains the starting address of the condition table.

MCMT - storage location which contains the address to which this routine returns in case of a match.

MCNM - storage location which contains the address to which this routine returns in case of a non-match.

MCQN - storage location which contains the current tape question number being processed.

MCSA - storage location which contains the pointer to the operand buffer.

3.3.18.3.2 Global

MCSW - storage location which is set to zero each time this routine is referenced.

3.3.18.3.3 Entry Point

MC00 - primary entry point.
3.3.18.3.4 External Reference

3.3.18.3.4.1 External Labels
CPBB - starting address of the Bool buffer.

CPCT - starting address of the condition table.

CPRT - starting address of the request table.

CPTB+2 - storage location which contains the number of questions on the record being processed.

CPXD - storage location which is used as an index into the operand buffer.

3.3.18.3.4.2 External Subroutines
MAOO - match routine
TCOO - trace condition routine
3.3.18.4 Detailed Flow Chart

1. **LOAD REQUEST TABLE POINTER**
2. **DEFAULT CONDITION**
   - **YES**: **EXIT**
   - **NO**: **INITIALIZE QUESTION NUMBER**
3. **CLEAR BOOL BUFFER**
4. **SAVE CONDITION TABLE ADDRESS**
5. **MC 01**
6. **MC 02**
7. **MA00 CHECK FOR MATCH**
   - **MATCH?**
     - **YES**: **MC 30**
     - **NO**: **MC 06**
INCREDENT REQUEST TABLE POINTER BY 2

ALL DATA PROCESSED?

DATA POINTER = 0?

DATA POINTER = 3?

INCREDENT CONDITION ADDRESS

INCREDENT CONDITION ADDRESS BY 3

INCREDENT CONDITION ADDRESS BY 2

MC 06

MC 20

MC 02
RESET REQUEST
TABLE POINTER

MC 01

MC 20

ALL QUESTIONS PROCESSED?

YES
EXIT

NO

INCREMENT QUESTION NUMBER

RESET REQUEST TABLE POINTER

MC 06

MC 30

TC00
TRACE PATH

MATCH?

YES
EXIT

NO
3.3.19 MDOO - Match Date

3.3.19.1 Purpose

MDOO is a subroutine whose purpose is to compare the date on the current tape record to the date or range of dates in the user response to the "DATE" question.

3.3.19.2 Technical Description

The fourth word of the Request Table contains a pointer to the beginning of the date response in the Request Buffer. If the pointer is zero, implying the default condition, control is passed to the calling program with a match. Otherwise, the date on the current tape record is compared to the user requested date. The user may request a date range (10MAR70-20JUN70), in which case a master record date need only fall within the two values to constitute a match.

3.3.19.2.1 Calling Sequence

CALL MDOO

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>Unpredictable</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>Unpredictable</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>Unpredictable</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

3-263
3.3.19.2.2 General Flow Chart

1. MDOO

2. DEFAULT DATE
   - YES
   - RETURN MATCH
   - NO

3. RECORD DATE : REQUEST DATE
   - <
   - =
   - >

4. RANGE OF DATES SPECIFIED
   - NO
   - YES

5. RECORD DATE : UPPER LIMIT REQUEST DATE
   - <
   - >

6. 10

3-264
3.3.19.3 Label Description

3.3.19.3.1 Local
MDCT - storage location used as a counter which causes the routine not to have to make an extra year-month match check if a match has already been found previously.

3.3.19.3.2 Global
N/A

3.3.19.3.3 Entry Points
MDOO - primary entry point

3.3.19.3.4 External References
CPRT+3 - date portion of the Request Table

CPTB+119 - that word in the Tape Input Buffer which contains the year part of the tape record date

CPTB+122 - that word in the Tape Input Buffer which contains the month part of the tape record date

CPTB+125 - that word in the Tape Input Buffer which contains the day part of the tape record date

RDDF - flag which is set if a date range has been specified
3.3.19.4 Detailed Flow Chart

MDOO

PICK UP POINTER TO DATE(CPRT+3)

POINTER = 0

YES

NO

CLEAR COUNTER (MDCT)

RETURN MATCH

COMPARE LOWER DATE LIMIT

PICK UP YEAR FROM RECORD (CPTB+119)

< RECORD YR. : REQUEST YR. >

40

10

20

3-267
WAS RANGE SPECIFIED?

DATE FLAG = 0

NO

COUNTER (MDCT) = 0

NO

YES

PICK UP YEAR FROM RECORD (CPTB+119)

COMPARE UPPER DATE LIMIT

RECORD YEAR : REQUEST YEAR

< 50

= 30

> 40

3-268
INCREMENT COUNTER (MDCT)

PICK UP MONTH FROM RECORD (CPTB+122)

RECORD MONTH : RQST MONTH

<

40

INCREMENT COUNTER (MDCT)

PICK UP DAY FROM RECORD (CPTB+125)

RECORD DAY : RQST DAY

<

40

>

20

=

50

3-269
PICK UP MONTH FROM RECORD

RECORD MONTH : REQUEST MONTH

PICK UP DAY FROM RECORD

RECORD DAY : REQUEST DAY

RETURN NO MATCH

3-270
3.3.20 MWOO - Match What

3.3.20.1 Purpose

MWOO is a subroutine whose purpose is to determine if a match exists between a user specified WHAT response and an entry on the current tape record.

3.3.20.2 Technical Description

The routine initially checks for the default selection (7th word of Request Table equal to zero). If this selection has been made, a 'match' return is initiated; otherwise, the WHAT Table parameters are successively compared to a current tape record heading-answer pair until either a match is found or all WHAT parameters in the user response to the question "WHAT" have been exhausted.
3.3.20.2.1 Calling Sequence

CALL MW00,A,B,C

**PARAMETER**

**FUNCTION**

A  Memory location whose contents specify which master file question is being referenced.

B  Memory location whose contents specify where to return in the calling program in case of a match.

C  Memory location whose contents specify where to return in the calling program in case of a non-match.

**REGISTER**

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>Unpredictable</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>Unpredictable</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>Unpredictable</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

3-273
3.3.20.2.2 General Flow Chart

LOAD OPERAND
BUFFER ENTRY

IS IT ZERO?

MATCH FOUND?

INCREMENT WHAT TABLE POINTER

A

DEFAULT?

EXIT MATCH

EXIT NO MATCH

EXIT MATCH
3.3.20.3 Label Description

3.3.20.3.1 Local

MWMT - storage location which contains the return address in case of a match.

MWNM - storage location which contains the return address in case of a non-match.

MWQN - storage location which contains the current tape question number being processed.

MWSA - storage location which contains the pointer to the operand buffer.

MWXP - storage location which contains the beginning address of the WHAT TABLE.

3.3.20.3.2 Global

MWFG - storage location which contains the number of the current tape question being processed.

MWSW - storage location which is set to zero each time this routine is referenced.
3.3.20.3.3 Entry Point

MW00 - primary entry point

3.3.20.3.4 External References

3.3.20.3.4.1 External Labels

CPRT+6 - storage location which contains either a zero (default condition) or a value pointing to the operand buffer.

CPWT - beginning address of the WHAT table.

3.3.20.3.4.2 External Subroutines

MA00 - match routine
3.3.20.4 Detailed Flow Chart

- MWOO
- CLEAR FLAG SWITCHES
- INITIALIZE QUESTION NUMBER
- SAVE WHAT TABLE ADDRESS
- SAVE REQUEST TABLE WHAT POINTER
- DEFAULT?
  - YES
  - NO
    - MW 02
    - EXIT

3-277
LOAD OPERAND BUFFER ENTRY

IS IT ZERO?

INCREMENT WHAT FLAG

MA00 CHECK FOR MATCH

A
MATCH?

INCREMENT REQUEST TABLE POINTER BY 2

IS WHAT POINTER = 0?

INCREMENT WHAT TABLE ADDRESS

IS WHAT POINTER = 3?

INCREMENT WHAT TABLE ADDRESS BY 3

INCREMENT WHAT TABLE ADDRESS BY 2

EXIT
### 3.3.21 OMOO - Output Message

#### 3.3.21.1 Purpose

The purpose of the Output Message Routine is to provide MDTRS with a generalized output routine which will service all output message requests regardless of the specific hardware configuration in which MDTRS is operating.

#### 3.3.21.2 Technical Description

OMOO is designed to require a common calling sequence for output message requests. OMOO serves as an interface (or link) to the specific I/O handler which has been assigned by the Initialize System (IS00) routine. The common arguments passed to OMOO by the calling program are converted by OMOO to the proper calling sequence required by the specific I/O handlers.

OMOO utilizes a table (OMDT) which contains the addresses of 'set-up' processing to be done for each particular I/O handler. The device code (OMDC) is used to index into the OMDT table to obtain the 'set-up' processing address. After the appropriate handler has been called, OMOO does not regain control until the output character count has been satisfied; however, the assigned I/O handler may return control directly to the calling program for concurrent processing while I/O is taking place. See the individual I/O handler documentation for specific output processing. The operation status word is initialized by the I/O handler to a (-1) as soon as the first character is output. Refer to the calling sequence for additional status codes to be implemented at a later date. When the output is complete.
(i.e., the number of characters to be output is satisfied), the operation status word defined by the calling program is changed to a positive value indicating the number of data characters output. If a cancel request has been received during output of the buffer, OMOO will return control to the control program at CP20 in order for a new request to be initiated at the terminal.
3.3.21.2.1 Calling Sequence

CALL OMO0,A,B,C,D

PARAMETER FUNCTION

A The beginning address where the message is stored. (Packed two characters per word.)

B - The address of a word containing the number of characters to be sent.

C Always zero (0).

D The address of an operation status word.

The status returned by the output message routine will be as follows:

Positive value = output complete. The value will be the number of characters transmitted. (May be zero if no data characters are transmitted but operation is complete.)

-1 = output initiated (first character started out)

-2 = parity error (CRT only)

-3 = 103 modem disconnected (TTY output only)

-4 = CRT not ready (CRT only)

Return addresses will be as follows:

Call +6 = previous I/O request in progress.

Call +8 = normal return. I/O initiated. User must check status word at this point.
<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Saved</td>
<td>Restored</td>
</tr>
<tr>
<td>B</td>
<td>Saved</td>
<td>Restored</td>
</tr>
<tr>
<td>X</td>
<td>Saved</td>
<td>Restored</td>
</tr>
<tr>
<td>Overflow</td>
<td>Unknown</td>
<td>Modified</td>
</tr>
</tbody>
</table>
CANCEL OUTPUT CHAR. RECEIVED?

YES

EXIT TO CP20

NO

RETURN
3.3.21.3 Label Description

3.3.21.3.1 Local

OMBA    Beginning address of Output Buffer (Referenced by O/P handler)
OMCC    Address of Output Character Count (Referenced by O/P handler)
OMCP    Address of Cursor Position Word if required (Referenced by O/P handler)
OMDC    Device code. Set by IS00. (Referenced by O/P handler)
OMHB    Heading Buffer (Referenced by O/P handler)
OMHC    Heading Character Count (Referenced by O/P handler)
OMOS    Address of Operation Status Word (Referenced by O/P handler)

3.3.21.3.2 Global

None

3.3.21.3.3 Entry Points

OM00

3.3.21.3.4 External References

OTLC    Line count for each page output - defined in output teletype (OT00)
OT00    Output handler routine for both CLINC TTY's, DOC TTY, and DOC 103 Modem.
3.3.21.4 Detailed Flow Chart

OM06

PICK UP ADDRESS OF SET UP PROCESSING FOR OUTPUT HANDLER CALL

STORE ADDRESS IN JUMP

A1

OM06

PICK UP ADDRESS OF SET UP PROCESSING FOR OUTPUT HANDLER CALL

B

OM16

SET UP OM00 FOR BUSY RETURN CALL+6

IMRR

RESTORE REGISTERS

RETURN

USE THE DEVICE CODE (OMDC) AS IN INDEX INTO THE ADDRESS TABLE.

3-287
OTHER DEVICE I/O HANDLERS TO BE DEVELOPED.

OM08
SET BEGINNING ADDRESS OF BUFFER IN OTOO CALL

SET NUMBER OF CHARACTERS IN OTOO CALL

OM12
OTOO OUTPUT MESSAGE

SET OM00 NOT BUSY 0 → OMBU

CPCA CHECK FOR CANCEL O/P

IF USER HAS PRESSED THE AT SIGN (@) CPICA WILL DETECT IT AND SET THE A-REGISTER TO 0. OTHERWISE, A-REGISTER WILL BE NON-ZERO.
YES TO CP20

CANCEL MESSAGE CHAR RECEIVED?

NO

EXIT TO CP20

IMMR
RESTORE
REGISTERS

RETURN

THE TOP OF PAGE HEADING WILL BE PRINTED FROM OMHB WHEN A TOP OF PAGE CONDITION IS ENCOUNTERED BY OTOO.
3.3.22 OS00 - Operator Search

3.3.22.1 Purpose

The Operator Search Subroutine (OS00) checks the temporary input buffer for the operators 'AND' and 'OR'.

3.3.22.2 Technical Description

OS00 checks the temporary input buffer for the operators 'AND' and 'OR'. If the operator 'AND' is found, Register-A is set to 1, and normal exit is taken. If the operator 'OR' is found, Register-A is set to zero and a normal exit is taken. If neither operator is found, the characters that were checked are packed in the request buffer; the condition count, RCCC, is incremented and an alternate exit is taken.

3.3.22.2.1 Calling Sequence

CALL OS00, Normal, Alternate

PARAMETER FUNCTION
Normal Address to be taken when match is found
Alternate Address to be taken when no match is found

REGISTER CONTENTS UPON ENTRY CONTENTS UPON EXIT
A N/A 0 for 'OR'; 1 for 'AND'
B N/A Modified
X N/A Modified
Overflow N/A Same
3.3.10.2.2 General Flow Chart

- **Operator 'AND'**
  - YES
  - NO
  - **Operator 'OR'**
    - YES
    - NO
    - **Store the Characters Checked in the Request Buffer**
    - **Alternate Return**

- **Terminate by Space**
  - YES
  - NO
  - **Operator OR**
    - YES
    - NO
    - **Set REGA 0**
    - **Set REGB 1**
    - **Return**
3.3.22.3 Label Description

3.3.22.3.1 Local

OSAR  Address of no match exit
OSBL  Table of five word to store check characters
OSNR  Address of match exit

3.3.22.3.2 Global

None

3.3.22.3.3 Entry Point

OS00

3.3.22.3.4 External References

PK01  Entry point of subroutine to pack character into buffer
RCCC  Condition count defined in RCOO
UP01  Entry Point of subroutine to unpack character from buffer
$SE  Subroutine Save parameter list
3.3.22.4 Detailed Flow Chart

OS00

UP01

CHAR = 'A'

YES

SAVE CHAR

NO

B

UP01

CHAR = 'N'

YES

SAVE CHAR

NO

E

UP01

A

II.G.180
OSLO
II.G.190

A

CHAR = 'D'

NO

YES

SAVE CHAR

D

E

B

OS10

CHAR = 'O'

NO

YES

SAVE CHAR

UP01

C

II.G.190

3-294
3.3.23 OT00 - Output Teletype or 103 Modem

3.3.23.1 Purpose

The purpose of OT00 is to output a buffer to the CLINC TTY's, DOC TTY, or DOC 103 Modem.

3.3.23.2 Technical Description

OT00 gains control when it is called by the generalized Output Message (OM00) Routine. OT00 uses OM00 as a link back to the calling program to obtain the address of the data buffer, the address of the character count, and the address of an operation status word. The complete buffer is transmitted before the status word is set with a completed status and control is returned to OM00. As soon as character interrupts are available on the DOC computer systems, OT00 may be modified to return control to the original calling program when output of the first character is initiated.

OT00 is presently designed to unpack the user buffer (packed three characters per word) and output a character at a time via the output character routine (OZKC). The output instructions in OZKC are set up for the output device by the Initialize System (IS00) Routine. The write buffer is sensed for a ready status by OZKC to determine when the next character may be output.

In addition to transmitting the output buffer, OT00 performs several other functions. A line count (OTLC) is maintained by OT00 for the purpose of paging the output. The line count is decremented every time
a line feed (LF) is detected in the output buffer. If the line count reaches zero, OT00 checks to see if a heading is to be printed at the top of the new page. If there is a heading requirement, OT00 outputs 5 carriage returns and line feeds, and prints the heading from the heading buffer (OMHNB) where it was previously saved by OM00. The original calling program may have OM00 save the heading for subsequent output by placing an ASCII FORM character as the first character of the heading in the output buffer. If there is not a heading requirement, five carriage returns - line feeds are output by OT00. The original calling program may cause a top of page to occur on any line by placing an ASCII SOM character in the output buffer. Upon detecting the SOM character, OT00 performs the same processing as that performed when the line count reaches zero.

Upon completion of the output, the calling program operation status word is updated to contain the number of characters processed from the user supplied buffer. Control is returned to the OM00 routine which checks for a cancel output request, restores the user's registers, and returns to the user.

3.3.23.2.1 Calling Sequence

CALL OT00,A,B

PARAMETER FUNCTION
A Beginning address of output buffer.
B Number of characters in output buffer to be processed.

3-297
<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>Modified</td>
</tr>
</tbody>
</table>
3.3.23.2.2 General Flow Chart

1. OT00
2. SAVE BUFFER ADDRESS AND CHARACTER COUNT
3. A
4. GET PACKED WORD FROM USER OUTPUT BUFFER
5. A1
6. SHIFT CHARACTER IN A-REGISTER
7. TOP OF PAGE HEADING?
   NO
   1. OT50
   2. TOP OF PAGE ROUTINE
   3. SET USER STATUS TO NUMBER OF CHARACTERS PROCESSED
   4. RETURN
   YES
   B

3-299
TOP OF PAGE ROUTINE

BOTTOM OF PAGE?

YES

NO

D1

D1

OT50

TOP OF FORM

OZKR

OUTPUT CR, LF

C

TOP OF PAGE ROUTINE

OT50

HEADER TO BE PRINTED?

YES

NO

E

E

$KLFL

OUTPUT 5 CR, LF

OZKA

OUTPUT HEADING

RESET LINE COUNT

56 → OTLC

RETURN

RETURN

RESET LINE COUNT

54 → OTLC
3.3.23.3 Label Description

3.3.23.3.1 Local
OTA  Save A location
OTB  Save B location
OTBA Output Buffer Address
OTCC Number of characters in output buffer
OTCP Number of characters processed
OTOF Save overflow location
OTSV Save character location
OTX  Save X location

3.3.23.3.2 Global
OTLC Line count - initialized by OM00

3.3.23.3.3 Entry Points
OT00

3.3.23.3.4 External References
OMHB Top of Page output buffer
OMHC Number of characters in user top of page output buffer (OMHB)
OMOS Address of user operation status word - defined in OM00
OZKA Subroutine used to output OMHB
OZKC Subroutine to output one character to TTY or Modem
OZKR Subroutine to output a CR, LF to TTY or Modem
$KLF Subroutine to output n number of CR, LF to TTY or Modem
3.3.23.4 Detailed Flow Chart

OVERFLOW INDICATOR IS USED TO DETERMINE WHETHER TO OUTPUT LEFT OR RIGHT HALF OF PACKED WORD FROM BUFFER.

- **OTO0**: Save buffer address in OTBA
- **OTO5**: Set character switch using OVFL
- **OT07**: Shift char. (left half) into A-register
- **A2**: Save buffer address in OTBA
- **A1**: Save number of characters to output in OTCC
- **A**: Set number of characters processed to 0.
IS THIS BUFFER A TOP OF PAGE HEADING?

SET USER STATUS TO NUMBER OF CHARACTERS O/P

RETURN

TOP OF PAGE TO BE ISSUED?

SOM CHAR.?

LINE FEED?

3-304
OTO1
OZKC
OUTPUT CHARACTER

OT16
INCREMENT PROCESSED CHAR.
COUNT OTCP

ALL CHAR. OUTPUT?
YES
STORE NUMBER OF CHARACTERS PROCESSED IN
USER'S STATUS WORD

NO
SECOND CHAR. OF WORD?
YES
A1

NO, FIRST CHAR.
A

RETURN

E
OT20
OT50
TOP OF FORM

D
OT26
BOTTOM OF PAGE? OTLC = 0
YES

F1
NO
 OT50 TOP OF FORM

OZKR OUTPUT CR, LF
D

OT50 TOP OF PAGE ROUTINE

OTSR SAVE REGISTERS

OMHC > 0? NO
YES

SET UP CALL TO OZKA AT OT60

H

3-306
G

$KLF
OUTPUT 5 CR, LF

OT60
OZKA
OUTPUT HEADING

OZKR
OUTPUT CR, LF

LOAD A-REG. WITH LINE COUNT (54)

G1

OT62
STORE LINE COUNT (A-REG) IN OILC

OIRR
RESTORE REGISTERS

RETURN

OUTPUT HEADING FROM OMHB
OT66

S$KLF
OUTPUT 5
CR, LF

SET LINE COUNT
OF 56 IN A-
REGISTER

G1

OTSRR

SAVE A, B, X, OVFL
REGISTERS IN OTA, OTB,
OTX, OTOF

RETURN

OSSR

RESTORE A, B, X, OVFL
REGISTERS FROM OTA,
OTB, OTX, OTOF

RETURN

3-308
3.3.24 OZKC - Output Character to TTY

3.3.24.1 Purpose

This routine outputs one character to the ASR-35 teletype.

3.3.24.2 Technical Description

NA

3.3.24.2.1 Calling Sequence

CALL OZKC

The A-register contains the character to be output.
3.3.24.3 Label Description

3.3.24.3.1 Local Labels
None

3.3.24.3.2 Global
None

3.3.24.3.3 Entry Point
Primary entry point OZKC

3.3.24.3.4 External References
None
3.3.24.4 Detailed Flow Chart

- **OZKC**
  - DEVICE READY TO WRITE
    - YES
    - OUTPUT A-REGISTER TO ASR-35
    - RETURN
  - NO
3.3.25 OZKB - output character to TTY

3.3.25.1 Purpose
This routine outputs the contents of the B-register to the KSR-35 each time it is called.

3.3.25.2 Technical Description
N/A

3.3.25.1 Calling Sequence
CALL OZKB

PARAMETER
None

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>undisturbed</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>ASCII character code</td>
<td>same</td>
</tr>
<tr>
<td></td>
<td>to be output</td>
<td></td>
</tr>
<tr>
<td>X</td>
<td>undisturbed</td>
<td></td>
</tr>
<tr>
<td>Overflow</td>
<td>undisturbed</td>
<td></td>
</tr>
</tbody>
</table>

3-313
3.3.25.2.2 General Flow Chart

OZKB

OUTPUT
B-REGISTER TO
KSR-35
3.3.25.3.1 Local
None

3.3.25.3.2 Global
None

3.3.25.3.3 Entry Points
OZKB - primary entry point

3.3.25.3.4 External References
OZWW - check write buffer empty (from routine OZKR)
3.3.25.4 Detailed Flow Chart

```
OZKB

WRITE BUFFER EMPTY

OUTPUT B-REGISTER TO KSR-35

OZWW
```

3-316
3.3.26 OZKA - Print Buffer on TTY

3.3.26.1 Purpose

This routine outputs characters to the ASR-35 teletype.

3.3.26.2 Technical Description

This routine outputs a buffer to the ASR-35 teletype. Each buffer word should contain two eight bit ASCII characters. Both the beginning location to be output and the number of characters to print are specified by the calling routine.

3.3.26.2.1 Calling Sequence

CALL OZKA, START, N

<table>
<thead>
<tr>
<th>PARAMETER</th>
<th>FUNCTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>START</td>
<td>beginning address to be printed</td>
</tr>
<tr>
<td>N</td>
<td>number of characters to print</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Saved</td>
<td>Restored</td>
</tr>
<tr>
<td>B</td>
<td>Saved</td>
<td>Restored</td>
</tr>
<tr>
<td>X</td>
<td>Saved</td>
<td>Restored</td>
</tr>
<tr>
<td>Overflow</td>
<td>Destroyed</td>
<td></td>
</tr>
</tbody>
</table>
OZKA

Determine beginning address to be printed and number of characters to print

Print buffer

Return
3.3.26.3 Label Description

3.3.26.3.1 Local Labels

Symbol | Function
--- | ---
OZ$1 | contains address of next word to be output

3.3.26.3.2 Global Labels

Symbol | Function
--- | ---
SAVE | buffer used to save volatile registers

3.3.26.3.3 Entry Point

primary entry point - OZKA

3.3.26.3.4 External References

OZKC - routine which outputs one character to the TTY
3.3.26.4 Detailed Flow Chart

OZKA

SAVE REGISTERS

PICKUP ARGUMENTS: BUFFER ADDRESS AND WORD.COUNT

A

OUTPUT A CHARACTER

ALL CHARACTERS OUT?

OZKC

NO

YES

RETURN

3-320
3.3.26.4 Detailed Flow Chart

OZKA

SAVE REGISTERS

PICKUP ARGUMENTS: BUFFER ADDRESS AND WORD COUNT

A

OUTPUT A CHARACTER

ALL CHARACTERS OUT?

YES

RETURN

NO

OZKC
3.3.27 OZKR - carriage return and line feed

3.3.27.1 Purpose
This routine outputs a carriage return and line feed to the KSR-35 teletype.

3.3.27.2 Technical Description
N/A

3.3.27.2.1 Calling Sequence

```
CALL OZKR
```

PARAMETER
None

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>destroyed</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>undisturbed</td>
<td></td>
</tr>
<tr>
<td>X</td>
<td>saved</td>
<td>restored</td>
</tr>
<tr>
<td>Overflow</td>
<td>destroyed</td>
<td></td>
</tr>
</tbody>
</table>
3.3.27.2.2 General Flow Chart

OZKR

CHECK WRITE BUFFER EMPTY

CARRIAGE RETURN LINE FEED TO TTY

DELAY FOR EXECUPORT TIMING

3-323
3.3.27.3 Label Description

3.3.27.3.1 Local
OZNX - contents of X-register

3.3.27.3.2 Global
None

3.3.27.3.3 Entry Points
OZKR - primary entry point
OZNN - entry to output null characters to TTY
OZWW - entry to sense write buffer empty

3.3.27.3.4 External References
None
3.3.27.4 Detailed Flow Chart

1. OZKR
2. **WRITE BUFFER EMPTY?**
   - NO
   - **OUTPUT CARRIAGE RETURN**
   - **WRITE BUFFER EMPTY?**
     - NO
     - **OUTPUT LINE FEED**
     - **WRITE BUFFER EMPTY?**
       - NO
       - **OUTPUT 4 NULL CHARACTERS**

---

3-325
3.3.28 PFOO - power fail - restart

3.3.28.1 Purpose

Once a power failure occurs and power is restored, this routine will initiate the action for the restart of the retrieval system.

3.3.28.2 Technical Description

When a power failure occurs, the program being executed is terminated and prevailing program conditions are lost. Once power is restored, this routine notifies the operator that the system has gone off-line and must be reinstated. The teletype bell is rung several times and an appropriate message is printed.

3.3.28.2.1 Calling Sequence

CALL PFOO

PARAMETER
None

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>lost</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>lost</td>
<td></td>
</tr>
<tr>
<td>X</td>
<td>lost</td>
<td></td>
</tr>
<tr>
<td>Overflow</td>
<td>lost</td>
<td></td>
</tr>
</tbody>
</table>

3-326
3.3.28.2.2 General Flow Chart

READY?

SYSTEM READY?

NO

YES

PRINT ERROR MESSAGE

PRINT RESTART REQUEST AND POWER FAILURE MSG

CP20
3.3.28.3 Label Description

3.3.28.3.1 Local

PFSX contents of X-register.

3.3.28.3.2 Global

HMBU mag tape handler busy indicator
IMBU input message busy indicator
ISN6 count of words to be printed
ISQ6 address of message buffer to be printed
ISTU mag tape unit to be readied
OMBU output message busy indicator
OMHC output message heading indicator
TAPU output message heading indicator

3.3.28.3.3 Entry Points

location 040 is power fail entry; PF00 - primary entry point for restart

3.3.28.3.4 External References

CP00 control program entry
CP20 end-action in CP00
ER00 error message output routine
IS90 output to teletype routine
3.3.29 PKOO - Pack Character

3.3.29.1 Purpose
PKOO is a subroutine whose purpose is to accept ASCII characters one at a time and pack them into a buffer two characters per word in order to conserve computer memory.

3.3.29.2 Technical Description
PKOO has two entry points, PKOO and PKO1. The first time the routine is called, control must be passed to PKOO with the first character to be packed in the A-register and the starting address of the destination buffer in the B-register. For all subsequent calls, control must be passed to PKO1 with the data character in the A-register. The data will be packed two characters per word starting in the buffer address specified in the first call.

3.3.29.2.1 Calling Sequence
CALL PKOO (for initial call)
CALL PKO1 (for all subsequent calls)
3.3.29.2.1 Calling Sequence (Continued)
/

REGISTER

CONTENTS UPON ENTRY

CONTENTS UPON EXIT

A
Character to store
Restored to original value

B
Destination Buffer address (initial call only)
Restored to original value

X
Saved upon entry
Restored to original value

Overflow
N/A
N/A
3.3.29.2.2 General Flow Chart

PK00

SAVE DESTINATION BUFFER ADDRESS

PK01

ONE CHARACTER ALREADY STORED IN WORD?

YES
MERGE CHARACTER INTO ONE WORD

NO
STORE CHARACTER IN UPPER HALF OF WORD

EXIT
3.3.29.3 Label Description

3.3.29.3.1 Local

PKSA - temporary storage location for the contents of the A-register.

PKSB - temporary storage location for the contents of the B-register.

PKSX - temporary storage location for the contents of the X-register.

PKXX - storage location for the starting address of the destination buffer.

3.3.29.3.2 Global

PKBX - starting address of the destination buffer

PKIX - index into the destination buffer

PKSW - switch which controls into which half of a data word a character is to be put.

3.3.29.3.3 Entry Points

PK00 - entry point for the first call to this routine.

PK01 - entry point for all subsequent calls to this routine.

3.3.29.3.4 External References

None
3.3.29.4 Detailed Flow Chart

PK00

CLEAR COUNTERS, SWITCHES

SAVE DESTINATION BUFFER ADDRESS

PK01

SAVE REGISTERS

CHARACTER SWITCH SET?

YES

MERGE CHARACTERS, STORE

INCREMENT BUFFER INDEX

CLEAR CHARACTER SWITCH

NO

LEFT JUSTIFY DATA CHARACTER

STORE CHARACTER

SET CHARACTER SWITCH

RESTORE REGISTERS

EXIT
3.3.30 RAOO - Request Action

3.3.30.1 Purpose

RAOO is a subroutine whose purpose is to check the requested ACTION for List, Copy, Count, Tabulate or Analyze, and sets the Request Table entry accordingly.

3.3.30.2 Technical Description

RAOO validates the response from the user to the "ACTION" query. RAOO checks to see if less than four characters were input to the temporary input buffer. If less than four characters have been input, an error message, 'INVALID ACTION', is displayed, the question number (to permit a reissuance of "ACTION" query) is decremented, and control is returned to the calling routine (RQOO).

After the character count check is complete, the 3rd and 4th characters of the response are compared with the entries in the valid response table (RAPR). If a match is not found, the error message "INVALID ACTION" is displayed. If a match is found, an index equal to the relative position of the match entry in RAPR is placed in the sixth word of the Request Table for subsequent processing and control returned to CPOO.
3.3.30.2.1 Calling Sequence

CALL RAO0

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>Same as Entry</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>Same as Entry</td>
</tr>
</tbody>
</table>
3.3.30.2.2 General Flow Chart

RA00

CHAR.
INPUT LESS
4

YES 1

NO

ZERO
INDEX

TEMP
BUFFER REQUEST:
TABLE-ACTION

YES

NO

INDEX
EQUAL 4

YES 1

NO

ADD 1 TO
INDEX

SET REQUEST
TABLE TO INDEX

RETURN

DISPLAY
INVALID
ACTION

RETURN

3-337
3.3.30.3 Label Description

3.3.30.3.1 Local

RAPR is a five word table containing the following:

<table>
<thead>
<tr>
<th>Word</th>
<th>Content</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>'ST'</td>
<td>LIST</td>
</tr>
<tr>
<td>1</td>
<td>'PY'</td>
<td>COPY</td>
</tr>
<tr>
<td>2</td>
<td>'UN'</td>
<td>COUNT</td>
</tr>
<tr>
<td>3</td>
<td>'BU'</td>
<td>TABULATE</td>
</tr>
<tr>
<td>4</td>
<td>'AL'</td>
<td>ANALYZE</td>
</tr>
</tbody>
</table>

3.3.30.3.2 Global

None

3.3.30.3.3 Entry Point

RA00

3.3.30.3.4 External References

CPRT Request Table defined in CP00. The 6 word will be set as follows:

<table>
<thead>
<tr>
<th>0</th>
<th>LIST</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>COPY</td>
</tr>
<tr>
<td>2</td>
<td>COUNT</td>
</tr>
<tr>
<td>3</td>
<td>TABULATE</td>
</tr>
<tr>
<td>4</td>
<td>ANALYZE</td>
</tr>
</tbody>
</table>

CPSW Status word found in CP00 containing number of characters input by user

3-338
3.3.3.4 External References (Continued)

ER00    Subroutine to output the error message
RQ00N   Request question number defined in RQ00. On entry value, 
        will be 5 and is changed to 4 only when error occurs.
RQTB    Request temporary buffer defined in RQ00
RQ37    Mask 7 bits of request defined in RQ00
3.3.30.4 Detailed Flow Chart

RA00

CPSW: 4

RA 50

MASK OUT 8TH BIT OF REQUEST BUFFER

ZERO INDEX

REQUEST BUFFER REQUEST TABLE+INDEX

INDEX CPRT+5

INDEX 4

INDEX + 1

ADD 1 TO INDEX

CALL ERO0 DISPLAY INVALID ACTION

SUBTRACT 1 FROM QQN

RETURN

RETURN
3.3.31 RCOO - Request Condition/What

3.3.31.1 Purpose
The purpose of this subroutine is to process the user's response to CONDITION and WHAT, and set the appropriate flags and pointers.

3.3.31.2 Technical Description
There are five legal parameters which can be input as responses to the CONDITION (WHAT) question. They are (1) left parenthesis, (2) right parenthesis, (3) operator (AND or OR), (4) operand, and (5) terminal.
This subroutine has two major functions with respect to those parameters. First, it is to identify each parameter, passing on this information to BLOO. Second, it is to store all operands in the Request Buffer. Associated with these two functions is the setting of flags and pointers and a limited amount of error checking.

To RCOO the user response is merely a string of characters packed two per word in the Temporary Input Buffer. A carriage return character is placed at the end to signify the end of the data. Between the beginning of the Buffer and this carriage return can be a complicated organization of the five legal parameters, making up a network of Boolean strings with up to ten operands.

There are certain rules that the parameters must follow:
(1) left parenthesis can follow operators or another left parenthesis.
(2) right parenthesis can follow operands or another right parenthesis.
(3) operators must be preceded by and followed by a blank
(4) Operands may be one of four forms:
   a. heading alone
   b. heading plus alpha answer
   c. heading plus numeric answer

When an operand is placed in the Request Buffer, several pointers and flags must be set based on the following:

(1) The first word of the next available two word set in the Operand Buffer must be set to the beginning location of the operand in the Request Buffer.

(2) The next available location in the Condition (What) Table is a flag that describes the form of the operand. If the operand is of the form:
   a. heading alone, the flag is zero
   b. heading plus alpha answer, the flag is one and the location following the flag is an address which is the beginning location in the Request Buffer of the answer portion of the operand.
   c. heading plus numeric answer, the flag is two and the location following the flag is an address which is the beginning location in the Request Buffer of the answer portion of the operand.
   d. heading plus a range of numeric answer, the flag is three and the next two locations following the flag contain addresses which are the beginning locations in the Request Buffer of the lower limit and upper limit, respectively, of the range of numeric answer.
In the case when the WHAT response is being processed, there are a couple of special considerations. First, if the response is "ID ONLY" the ID flag, LIID, for L100 routine is set. Secondly, if the ACTION response is Tabulate or Analyze, the number of operands is limited, based on the device to which the printed data is to be output. A check must be made with each parameter to verify that the maximum number of operands has not been exceeded. In addition, for Analyze, only numeric data can be specified in the What response.

3.3.31.2.1 Calling Sequence

CALL RCOO

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

CALL OSO0

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

3-343
B
SAVE PARAMETER
A
C
SET APPROPRIATE FLAGS AND POINTERS
RETURN
3.3.31.3 Label Description

3.3.31.3.1 Local

RCBL (40ₜ) blank

RCCC character counter. Counts the number of characters processed so far in heading and/or answer portion of operand.

RCCH save location for character currently being processed.

RCCL (7₂ₜ) colon

RCCR (1₅ₜ) carriage return

RCCS colon switch. Flag that indicates a colon has been input and an answer must follow.

RCDT (1₀,₅,₅,₅,₅,₂,₂,₂,₂,₉) device table. The maximum number of operands that can be analyzed or tabulated for each output device.

RCID (4₄₅₀₄ₜ, 4₇₅₁₆ₜ, 4₆₁₃₁₈ₜ) "ID ONLY"

RCLP (5₀ₜ) left parenthesis

RCPA maximum number of operand parameters for current output device

RCPC location used to verify that an equal number of left parentheses and right parentheses are present. Incremented for left paren; decremented for right paren; zero at end of response if equal.

RCPM parameter code passed off to BLOO indicating the type of parameter currently being processed.

RCPX actual number of operand parameters.

RCRP (5₁ₜ) right parenthesis

RCSX save location for Request Buffer Pointer

3-346
3.3.31.3.1 Local (Continued)

RCTM \(177_8\) terminal character in Request Buffer

RCXX condition or What table pointer. Contains address of next available location or set of locations for flags and pointers associated with an operand.

3.3.31.3.2 Global

None

3.3.31.3.3 Entry Points

RCOO

3.3.31.3.4 External References

BLGO routine that builds the tree from the Boolean strings in the CONDITION response

CMOO routine that compares two sets of characters and returns equal to, greater than, or less than.

CPBB Bool Buffer

CPCT Condition Table

CPOB Operand Buffer

CFRB Request Buffer

CPRT Request Table

CPSW Status word from input. Equals number of characters input.

CFWT What Table

CPXB Bool Buffer pointer

CPXC Condition Table pointer
3.3.31.3.4 External References (Continued)

CPXO  Operand Buffer pointer.
CPXR  Request Buffer pointer
CPXW  What Table pointer
ER0O  routine used to output a precoded error message to the primary
      output device
FILL  routine to store a character or number in consecutive locations
LIID  ID only flag. Indicates that the WHAT response was "ID ONLY."
OMDC  output device code
OSBL  table containing the characters stored in the Request Buffer by
      OS0O
OS0O  routine that searches the input stream for an operator ("AND or
      "OR")
PKBX  buffer address for PK00
PKIX  index used with PK00
PKSW  switch indicating into which half of the word the next character
      is to be packed
PK00  routine that packs characters tow per word
RQQN  request question number
RQTB  Temporary Input Buffer
SI0O  routine to clear stacks used by BLOO
UPBX  buffer address for UP00
UPIX  index used with UP00
UPS W  switch indicating which half of the word the next character is
      to be unpacked from
UP00  routine to unpack characters from a buffer
3.3.31.4 Detailed Flow Chart

CLEAR PAREN CTR AND COLON SWITCH

QUESTION = WHAT

YES

STORE OP BFR PTR IN 7TH LOCATION OF REQUEST TABLE

CLEAR OP BUFFER

CLEAR CONDITION TABLE

CLEAR BOOL BUFFER

INITIALIZE BOOL BUFFER PTR

INITIALIZE RCXX TO 1ST LOCATION OF CONDITION TABLE

A

NO

STORE OP BFR PTR IN 5TH LOCATION OF REQUEST TABLE

CLEAR WHAT TABLE

CLEAR ID FLAG

INITIALIZE RCXX TO 1ST LOCATION OF WHAT TABLE
STORE CR AS TERMINAL CHAR. IN TEMP. INPUT BUFFER

S100
INITIALIZE STACKS

INITIALIZE UNPACK W/O UNPACKING 1ST CHARACTER

INITIALIZE PACK W/O PACKING 1ST CHAR. LOCATION

QUESTION COND.

YES

A1

A2

NO
ACTION TAB OR ANALYZE

YES

SET MAX. NUMBER OF PARAMETERS BASED ON PRIMARY OUT DEVICE

A3

NO

A2

RCO9

SET MAX. NUMBER OF PARAMETERS AT 10

A3

3-351
HEADING

SET HEADING
FLAG IN COND.
(WHAT) TABLE

SET PARA = 4

RC15
C

UP01
UNPACK CHARACTER

SAVE CHARACTER

CHAR = '('

YES

CHAR-CTR. = 0

NO

NO,

YES

INCREMENT PAREN CTR
(RCPC)

SET PARA = 1

BLOO
BOOL (PARA)

C

3-353
INPUT COMPLETE?

CHAR. = BLANK

CHAR. = CARRIAGE RETURN

PK01
STORE CHAR.

INCREMENT CHARACTER COUNTER

E

F

W

C

3-355
OSOO
SEARCH FOR OPERATOR

OP ?

CHAR. IN A-REGISTER UPON RETURN FROM OSOO

CHAR. = '('

CHAR. = ')

D1

D2

P1

RC30

F

G

RC34

CHAR. CTR. = 0

YES

H

SET PARA. = 3

G1

3-356
ALL PARAMETERS

1. K1 RC40

2. QUESTION = "CONDITION"
   YES K
   NO

3. ACTION ANALYZE
   YES
   NO
   K
   RC45

4. INCREMENT OP BUFFER PRINTER

5. BLOO
   BOOL (PARAM)

6. RC70

7. INCREMENT OP BUFFER PTR (CPX0)

8. K2

3-359
ALL PARAMETERS

K3

RC55

DECREMENT PAREN COUNTER (RCPC)

SET PARA = 2

M

RC65

BLOG (PARA)

A2

3-361
RC80

RC70

SET NUMERIC FLAG IN CONDITION (WHAT) TABLE

STORE REQUEST BFR PTR IN NEXT AVAILABLE LOCATION OF CONDITION (WHAT) TABLE

UP01

UNPACK A CHARACTER

SAVE CHARACTER

CHAR = '('.

YES

NO

Q

P1

CHAR = ')'.

YES

NO

P2
R

NON DIGIT FOUND

YES

Q

NO

RANGE FLAG SET

YES

T2

NO

R1

RCA4

ERO00

RQQN

Y

S

RCA5

CHAR = CARRIAGE RETURN

YES

W

NO

NUMERIC ARRANGE FLAG SET

YES

U

NO

S1

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Diagram: Diagram showing a decision-making process with nodes S1, S2, S3, S4, T2, and U. The diagram includes conditions such as "CHAR = DIGIT" and "CHAR = DECIMAL POINT" with corresponding branching paths.

3-367
T RCB5

CHAR = ' '.

YES

V

NO

RANGE FLAG SET

YES

R1

NO

T2

SET ALPHA FLAG IN CONDITION (WHAT) TABLE

U

PK01

PACK A CHARACTER

INCREMENT CHAR CTR (RCCC)

P
V
RCC5

SET RANGE FLAG IN COND (WHAT) TABLE

RC70

STORE CPXR IN COND (WHAT) TBL AT [CPXe OR CPxW] +2

P
TERMINAL

SET WHAT TABLE POINTER (CPXW)

SET ID FLAG (LIID)

SET CONDITION TABLE POINTER

RCD2

X2

X3

X1

QUESTION = CONDITION

YES

NO

ACTION LIST

SET CONDITION TABLE POINTER

X2

X3

X3

X3

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Y RCD5

QUESTION = WHAT

YES

NO

FILL
CLEAR CONDITION TABLE

CLEAR REQUEST TABLE ENTRY (CPRT+4)

Y2

Y1 RCEO

FILL
CLEAR WHAT TABLE

CLEAR REQUEST TABLE ENTRY (CPRT+6)

Y2
Y2  RCE5

RESET OPERAND
BUFFER PTR
(CEXX0)

CLEAR REQUEST
BUFFER CPRB

DECREMENT
QUESTION NO.
RQON

RETURN
S100

INITIALIZE STACK A POINTER (BLXA)

INITIALIZE STACK B POINTER (BLXB)

FILL ZERO STACK A

FILL ZERO STACK B

RETURN
3.3.32 RDOO - Request Date

3.3.32.1 Purpose
RDOO is a subroutine whose purpose is to process the user response for the date portion of the user request criteria.

3.3.32.2 Technical Description
After the "DATE" question is output, the user inputs his response to the question. The answer is moved character by character into a Temporary Input Buffer. RDOO first picks up the day representation from the Temporary Input Buffer. If the day portion of the response is not numeric, less than one, or greater than thirty-one, it is ruled invalid, an error message is sent to the user and control is passed to the calling program. If the day is valid, it is packed into the Request Buffer. The same procedure is followed for the month and year entries. Valid entries are stored in the Request Buffer and invalid entries cause an exit with an appropriate error message. Note, however, that the month is stored in binary and not alphabetic form, i.e., January is stored as 01, February is 02, etc. The only exception to this rule are the months October, November, and December, which are represented as 13, 14, and 15 which is necessary for MEDATA compatibility. If a date range is requested (for example, 05Jan71-10Mar71) both dates are processed in the same fashion and a flag pointing to the beginning address of the second date in the Request Buffer is set.
### 3.3.32.2.1 Calling Sequence

**CALL RD00**

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS</th>
<th>RETURNS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td></td>
<td>N/A</td>
</tr>
<tr>
<td>B</td>
<td></td>
<td>N/A</td>
</tr>
<tr>
<td>X</td>
<td></td>
<td>N/A</td>
</tr>
<tr>
<td>Overflow</td>
<td></td>
<td>N/A</td>
</tr>
</tbody>
</table>
3.3.32.2.2 General Flow Chart

RDOO

INITIALIZE FLAGS COUNTERS

A

UNPACK CHARACTER

SPACE?

YES

A

NO

DAY ≥ 1 OR ≤ 31?

NO

MONTH VALID?

YES

YEAR = 6 OR 7?

YES

PACK IN REQUEST BUFFER

B

NO

EXIT

ERROR MESSAGE
3.3.32.3 Label Description

3.3.32.3.1 Local

RDCT - storage location used to keep count of how many data characters have been processed.

RDDF - storage location which is set (incremented) upon detecting a range of dates as a user response.

RDMK - (value 177) storage location containing the sentinel character which follows the data.

RDMT - starting address of the twelve word date table. This table is used during the month validation processing.

3.3.32.3.2 Global

N/A
3.3.32.3.3 Entry Points
RDOO - primary entry point

3.3.32.3.4 External References

3.3.32.3.4.1 External Labels
CPRT - starting address of the Request Table

CPSW - storage location containing the number of data characters input

CPXR - storage location for the request buffer pointer

RQQN - storage location for the question number index

RQTB - starting address of the Temporary Input Buffer

3.3.32.3.4.2 External Subroutines
EROO - output error message routine

PKOO - pack character routine

UPOO - unpack character routine
3.3.32.3.3 Entry Points
RDOO - primary entry point

3.3.32.3.4 External References

3.3.32.3.4.1 External Labels
CPRT - starting address of the Request Table

CPSW - storage location containing the number of data characters input

CPXR - storage location for the request buffer pointer

RQQN - storage location for the question number index

RQTB - starting address of the Temporary Input Buffer

3.3.32.3.4.2 External Subroutines
ER00 - output error message routine

PK00 - pack character routine

UP00 - unpack character routine
A

IS DAY < 1?

NO

IS DAY > 31?

NO

PK01
STORE CHARACTER

UP01
GET NEXT CHARACTER

RD70
CHECK FOR SPACE

UP01
GET NEXT CHARACTER

RD70
CHECK FOR SPACE

PK01
STORE ZERO

B

RD 50

3-385
B

UP01
GET NEXT CHARACTER

RD70
CHECK FOR SPACE

RD 10

MONTH VALID?

NO

END OF MONTH TABLE

YES

NO

INCREMENT TABLE INDEX

RD 10

YES

RD 1.2

RD 10

RD 1.2

RD 50
RD 12

IS MONTH 10-12?

YES

ADD 3 TO BINARY MONTH COUNT

NO

PK01
STORE MONTH

UP01
GET NEXT CHARACTER

RD70
CHECK FOR SPACE

YEAR VALID?

YES

NO

RD 18

RD 50

3-387
3.3.33 RM00 - Record Match

3.3.33.1 Purpose

RM00 is a subroutine whose purpose is to determine if the current master record matches the user selection criteria of the retrieval request.

3.3.33.2 Technical Description

Each response in the selection criteria of the retrieval request must be matched before a record is accepted for further processing by other modules of the system. If a match does not occur on any one of the responses, the tape record is rejected. If, however, a match is found for all five responses, the record is accepted and control is transferred to the Control Program (CP00). RM00 performs the match test in the following order: SS NO, RECORD, TYPE, DATE, CONDITION. The results of the match are passed to the Control Program via the X-register. If a match is found, a one is returned in the X-register; if the ID portion of the request (SS NO, RECORD, TYPE, DATE) is less than the corresponding entry in the current master record, a two is returned; otherwise, a zero is returned.
3.3.33.2.1 Calling Sequence

CALL RM00

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Saved upon entry</td>
<td>Restored upon exit</td>
</tr>
<tr>
<td>B</td>
<td>Saved upon entry</td>
<td>Restored upon exit</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>Status of the compare</td>
</tr>
</tbody>
</table>

Overflow | N/A | N/A |
3.3.18.2.2 General Flow Chart

RMOO

SS NO. MATCH?

YES

RECORD MATCH?

NO

YES

TYPE MATCH?

NO

YES

MDOO MATCH DATE

MATCH?

NO

YES

MCOO MATCH CONDITION

MATCH?

NO

EXIT

NO MATCH

YES

EXIT

MATCH

3-394
3.3.3.3 Label Description

3.3.3.3.1 Local

RMBF - a 13 word buffer used for temporary storage for each request parameter as it is being processed.

RMCT - storage location used to save the starting address of each request parameter as it is being processed.

RMFG - flag that is set if request data has been found.

RMKA - temporary starting location for the contents of the A-register.

RMXX - temporary starting location for the contents of the X-register.

RMPT - counter which signifies how many characters have been processed for this request parameter.

RMSA - temporary starting location for the contents of the B-register.

RMSB - temporary starting location for the contents of the B-register.

3.3.3.3.2 Global

N/A

3.3.3.3.3 Entry Point

RM00 - primary entry point
3.3.3.4 External References

3.3.3.4.1 External Labels

CPRB - beginning address of the Request Buffer

CPRT - storage location which contains the first word of the request SS NO

CPTB - beginning address of the Tape Input Buffer

3.3.3.4.2 External Subroutines

CMOO - Compare two values

MCOO - Match condition

MD00 - Match date

PK00 - Pack character

UP00 - Unpack character
SAVE REGISTERS

SS NO DEFAULT? YES RM 10

INVALID SS NO. YES RM 50

INITIALIZE COUNTERS, ADDRESSES

CMOO COMPARE SS NO.

SS NO MATCH? YES RM 10

NO RM 50
RM 50

MATCH?

NO

REQUEST < TAPE?

YES

YES

CLEAR FLAG

SET FLAG

RM 38

RM 60

SAVE REGISTERS

UP00 PICK UP CHARACTER

RM 64

3-404
INCREMENT CHARACTER COUNT

ALL DATA PROCESSED?

YES

LOAD SPACE

PK01 STORE IT

RESTORE REGISTERS

EXIT

NO

RM 62

RM 72
3.3.34 RQOO Request

3.3.34.1 Purpose
RQOO, the Request Subroutine, outputs all the questions to be answered and accepts the answer from the user. Each response is edited for line error, abort, and input complete codes. If the default parameter has been entered, the subroutine sets the default flag and proceeds to the next question. If the default parameter is not the response, the subroutine sends control to the subroutine corresponding to question number to edit the answer. When all questions have been answered, the subroutine returns control to RPOO, the Control Program.

3.3.34.2 Technical Description
The subroutine saves the A, B and X-registers, and the question number pointer is initialized to zero. The following pointers are initialized as follows:

<table>
<thead>
<tr>
<th>POINTER</th>
<th>INITIALIZED TO</th>
</tr>
</thead>
<tbody>
<tr>
<td>CPXB</td>
<td>CPBB, address of first word of BOOL Buffer</td>
</tr>
<tr>
<td>CPXO</td>
<td>CPOB, address of first word of Operand Buffer</td>
</tr>
<tr>
<td>CPXR</td>
<td>CPRB, address of first word of Request Buffer</td>
</tr>
<tr>
<td>CPXC</td>
<td>CPCT, address of first word of Condition Table</td>
</tr>
<tr>
<td>CPXW</td>
<td>CPWT, address of first word of What Table</td>
</tr>
</tbody>
</table>
The subroutine displays the question based on question number by accessing the address of the appropriate message from RQAM. The messages are listed below:

<table>
<thead>
<tr>
<th>QUESTION NUMBER</th>
<th>MESSAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>'SS-NO'</td>
</tr>
<tr>
<td>1</td>
<td>'RECORD'</td>
</tr>
<tr>
<td>2</td>
<td>'TYPE'</td>
</tr>
<tr>
<td>3</td>
<td>'CONDITION'</td>
</tr>
<tr>
<td>4</td>
<td>'DATE'</td>
</tr>
<tr>
<td>5</td>
<td>'ACTION'</td>
</tr>
<tr>
<td>6</td>
<td>'WHAT'</td>
</tr>
</tbody>
</table>

The Input Message Routine (IMOO) is called to accept the response from the user. The status word set by IMOO is checked to determine the action to be taken.

<table>
<thead>
<tr>
<th>STATUS WORD</th>
<th>ACTION TO BE TAKEN</th>
</tr>
</thead>
<tbody>
<tr>
<td>&gt;0</td>
<td>Input complete - process data</td>
</tr>
<tr>
<td>-1</td>
<td>Input busy - wait for completion</td>
</tr>
<tr>
<td>-2</td>
<td>Line Error - repeat question</td>
</tr>
<tr>
<td>-3</td>
<td>Abort - Repeat SS-NO.</td>
</tr>
<tr>
<td>0</td>
<td>Default value - set Request Table entry to zero</td>
</tr>
</tbody>
</table>
When the status word is greater than zero, the response is compared against the corresponding entry in the default table (RQDT). See Table 1. If the default condition is true, zero is set in the word of the Request Table corresponding to question number, and the next question is processed.

<table>
<thead>
<tr>
<th>QUESTION</th>
<th>DEFAULT CONDITION</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>'ALL'</td>
</tr>
<tr>
<td>1</td>
<td>'ALL'</td>
</tr>
<tr>
<td>2</td>
<td>'ALL'</td>
</tr>
<tr>
<td>3</td>
<td>'ALL'</td>
</tr>
<tr>
<td>4</td>
<td>'NONE'</td>
</tr>
<tr>
<td>5</td>
<td>'LIST'</td>
</tr>
<tr>
<td>6</td>
<td>'ALL'</td>
</tr>
</tbody>
</table>

Table 1

If the response is not the default condition, the address of appropriate subroutine needed to process the answer is retrieved from end-action table (RQET) and the subroutine called. See Table 2. On return RQ00 determines if all questions have been answered. If they have, the registers are restored and control is returned to CP00. If they have not, the next question is displayed.
### Table 2

<table>
<thead>
<tr>
<th>QUESTION NUMBER</th>
<th>SUBROUTINE</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>RSOO</td>
</tr>
<tr>
<td>1</td>
<td>RROO</td>
</tr>
<tr>
<td>2</td>
<td>RROO</td>
</tr>
<tr>
<td>3</td>
<td>RDOO</td>
</tr>
<tr>
<td>4</td>
<td>RCOO</td>
</tr>
<tr>
<td>5</td>
<td>RAOO</td>
</tr>
<tr>
<td>6</td>
<td>RCOO</td>
</tr>
</tbody>
</table>

#### 3.3.34.2.1 Calling Sequence

CALL RQOO

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>Same</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>Same</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>Same</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>Modified</td>
</tr>
</tbody>
</table>
RQ00

1

ZERO QUESTION NUMBER

SET BUFFER ADDRESS

2

DISPLAY QUESTION

ACCEPT INPUT

LINE ERROR?

YES

NO

ABORT?

YES

NO

DEFAULT?

YES

NO

ZERO ENTRY IN REQUEST-TABLE

3

4

RQ00

3-410
EDIT THE REQUEST

ADD 1 TO QUESTION NUMBER

END OF QUESTION?

NO

YES

3

4

2
3.3.34.3 Label Description

/  

3.3.34.3.1 Local

RQAC  'ACTION' Message

RQAM  7 word Table of Address of Message (See Section 3.3.34.2)

RQCN  7 word Table containing Length of Messages

Entry as follows:

8  SS-NO
10  RECORD
8  TYPE
8  DATE
13  CONDITION
10  ACTION
8  WHAT

RQCO  'CONDITION' Message

RQCU  Max. number of 240, the max input character

RQDA  'DATE' Message

RQDT  7 word table of address of default test. See Table 1.

RQD5  'SS NO' Message

RQET  7 word Table of Address of end action. See Table 2.

RQRE  'RECORD' Message
3.3.34.3.1 Local (Continued)

RQSA Temporary location to save register A on entry.

RQSB Temporary location to save register B on entry.

RQSX Temporary location to save Register X on entry.

RQTP 'TYPE' Message

RQMH 'WHAT' Message

RQXT Temporary Index

RQ37 Mask to mask out two characters -- 7 bits.

3.3.34.3.2 Global

RQQN Question number, referenced by RS00, RR00, RD00, RC00, and RA00.

RQTB Temporary input buffer; referenced by following subroutines:
    RS00, RR00, RD00, RC00, and RA00.

3.3.34.3.3 Entry Point

RQ00

3-413
3.3.34.3.4 External References

CPBB  Defined in Appendix C, Bool Buffer
CPCT  Defined in Appendix F, Condition Table
CPNC  Defined in CP00, the number of characters input through IM00
CPOB  Defined in Appendix D, Operand Buffer
CPRB  Defined in Appendix E, Request Buffer
CPSW  Defined in CP00, Status Word for Input and Output Routine
CPWT  Defined in Appendix G, What Table
CPXB  Defined in CP00, Pointer into Bool Buffer
CPXC  Defined in CP00, Pointer into Condition Table
CPXO  Defined in CP00, Pointer into Operand Buffer
CPXR  Defined in CP00, Pointer into Request Buffer
CPXW  Defined in CP00, Pointer into What Table

EP00  Subroutine to Output Error Message
IM00  Subroutine to accept input for User
OM00  Subroutine to Output Question
RA00  Subroutine to process 'ACTION' Response
RC00  Subroutine to process 'CONDITION' and 'WHAT' Response
RD00  Subroutine to process 'DATE' Response
RR00  Subroutine to process 'RECORD and 'TYPE' Response
RS00  Subroutine to process 'SS-NO' Response
3.3.34.4 Detailed Flow Chart

 Rao

 SAVE REGA, B, X IN RQSA, RQSB, RQSB, & RSX

 ZERO QUESTION NUMBER

 LOAD ADDRESS OF BOOL BUFFER IN CPXB

 LOAD ADDRESS OF OP BUFFER IN CPXO

 LOAD ADDRESS OF REQUEST BUFFER IN CPXR

 LOAD ADDRESS OF CONDITION BUFFER IN CPXC

 LOAD ADDRESS OF WHAT BUFFER IN CPXW

 RQ 02

 3-415

 RQ00

 1 OF 8
ZERO TEMP BUFFER INDEX

LOAD INDEX WITH QUESTION NO.

PICK # OF CHARACTER TO OUTPUT FROM RQLN INDEX

PICK ADDRESS OF BUFFER TO OUTPUT FROM RQAM, INDEX

RQ 03
RQ 10

STATUS ZERO

YES

RQ 15
DEFAULT

NO

PICK UP DEFAULT
CHECK ADDRESS

0 1 2 3 4 5 6

RQ 20 RQ 20 RQ 20 RQ 20 RQ 25 RQ 25 RQ 20
SS-NO RECORD TYPE DATE CONDITION ACTION WHAT

RQ000
5 OF 8
3-419
ZERO ENTRY IN REQUEST TABLE

RQ 15

QUESTION WHAT

YES -> RQ 17

NO

RQ 16

ZERO ENTRY IN REQUEST TABLE

RQ 15

RQ 52

RQ 17

ACTION TAB OR ANALYZE

NO -> RQ 16

YES

ERO0 DISPLAY 'INVALID WHAT'

RQ 02
RQ 52

LAST QUESTION PROCESSED

YES

NO

ADD 1 TO QUESTION NO.

RESTORE REGISTER

RETURN

RQ 02
3.3.35 RROO - Request Record and Type

3.3.35.1 Purpose

RROO subroutine packs the user's response to the "RECORD" and "TYPE" queries into the request buffer.

3.3.35.2 Technical Description

The subroutine packs the response from "record" and "type" queries into the request buffer. If the number of characters is greater than twenty-four, an error message is output to the user, the question number is decremented by one, and control returned to RQ00.

If the number of characters is 24 or less, the next available address in the request buffer is picked up from CPXR to initialize the pack subroutine, PK00. Only non-space characters are packed into the request buffer. When the complete response has been packed in the request buffer, 1778 is stored at the end of the buffer.

The address in CPXR is stored in the second word of Request-Table for record, or in the third word of the Request-Table for type. The next available address is computed by dividing (the number of character inputs +2) by 2 and storing it in CPXP. Control is then returned to RQ00.
3.3.35.2.1 Calling Sequence

CALL RROO

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>Modified</td>
</tr>
</tbody>
</table>
3.35.2.2 General Flow Chart

1. **Input greater than 24?**
   - Yes: Display invalid type or record
   - No: Set cnt to zero

2. Get a character from temp. buffer
3. Add 1 to count
4. **Character blank?**
   - Yes
   - No: Pack character in request buffer

5. **All character processes**
   - Yes: End
   - No: Repeat process
3.3.35.3 Label Description

3.3.35.3.1 Local

None

3.3.35.3.2 Global

None

3.3.35.3.3 Entry Point

RROO

3.3.35.3.4 External References

CPRT  Defined in CPOO, Request Table
CPSW  Defined in CPOO, contains number of character input
CPXR  Defined in CPOO, contains the next available location in the Request Buffer
EROO  Subroutine to output error message
PK00  Subroutine entry used to initialize the packing into the Request Buffer
PK01  Subroutine entry used to pack into the Request Buffer
RQQN  Defined in EQOO, question number (i.e., 1 or Record, or 2 for Type.)
RQTB  Defined in RQOO, temporary Input Buffer
RSMK  Defined in RS00, 7 bit mask for ASCII code.
UP00  Subroutine entry used to initialize the impacking of the characters from the temporary Request Buffer
UP01  Subroutine entry used to unpack characters from the temporary Request Buffer
3.3.35.4 Detailed Flow Chart

RRO00

CHARACTER INPUT > 24

YES

ERRO0
DISPLAY INVALID TYPE OR RECORD

NO

SUBTRACT 1 FROM QUESTION NO.

RETURN

URO00
GET 1ST CHARACTER FROM TEMP BUFFER

RR15

RRO00

1 OF 5
SUBTRACT 1 FROM CHARACTER COUNT

NO

PICK ADDRESS FROM CPXR THE ADDRESS OF REQUEST BUFFER

PK 00
PACK 1ST CHARACTER IN REQUEST BUFFER

SUBTRACT 1 FROM CHARACTER COUNT

CHARACTER COUNT ZERO

YES

RR 25

NO

RR 16

YES

RR 45

RR 15
PK01
PACK 0177 IN REQUEST BUFFER

STORE START ADDRESS OF TYPE OR RECORD IN REQUEST-TABLE

COMPUTE ENDING ADDRESS OF TYPE OR RECORD

RETURN
SUBTRACT 1 FROM CHARACTER COUNT

CHARACTER COUNT ZERO

STORE ZERO IN REQUEST TABLE

RETURN
3.3.36 RSOO - Request Social Security Number

3.3.36.1 Purpose
RSOO is a subroutine whose purpose is to edit the Social Security Number and move it from the temporary input buffer to the request buffer.

3.3.36.2 Technical Description
The subroutine edits Social Security Number for 11 digits including dashes. If the Social Security does not meet this criteria, the error message 'INVALID SS-NO' is displayed, the question is decremented and control is returned to RQOO.

The Social Security Number is moved from the temporary input buffer to the beginning of the request buffer. The first word of the request table (CPRT) is set to the address of the first word of the request buffer (CPRB). The next available address, CPXR is set to the address of the 7th word of CPRB.

3.3.36.2.1 Calling Sequence
CALL RSOO

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>Modified</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>Same</td>
</tr>
</tbody>
</table>

3-433
3.3.36.2.2 General Flow Chart

RS00

NO

CHARACTER INPUT: 11

YES

NO

CHARACTER '9' - '9'

YES

PACK SS NO. IN REQUEST BUFFER

NO

CHECK ALL SS NO.

YES

RETURN

RETURN

DISPLAY INVALID SS-NO.

RS00
3.3.36.3 Label Description

3.3.36.3.1 Local
None

3.3.36.3.2 Global

RSMK 7 bit mask used to mask out ASCII code. The subroutine RROO also uses it as a mask.

3.3.36.3.3 Entry Point
RROO

3.3.36.3.4 External References
CPRB Defined in CROO, Request Buffer
CPRT Defined in CP00, Request Table
CPSW Defined in CP00, contains number of characters input
CPXR Defined in CP00, next available address in Request Buffer
ER00 Subroutine called to output error message
PK00 Subroutine entry used to initialize the pack of the Request Buffer
PK01 Subroutine entry used to pack the Request Buffer
RQTB Defined in RQ00, Temporary Input Buffer
UPOO Subroutine entry used to initialize the unpacking of the Temporary Input Buffer
UP01 Subroutine entry used to unpack the Temporary Input Buffer
3.3.36.4 Detailed Flow Chart

RS00

NO
CHARACTER
INPUT: 11

YES

UPO0
GET 1ST
CHARACTER FROM
TEMP BUFFER

CHARACTER
0 - 9

YES

PK00
PACK 1ST
CHARACTER IN
REQUEST BUFFER

LOAD LOOP
CONTROL WITH
10

RS 02

RS00
1 OF 3

3-436
RS 04

PK01
PACK NEXT CHARACTER IN REQUEST BUFFER

SUBTRACT 1 FROM LOOP CONTROL

LOOP CONTROL 0
NO RS 02
YES

STORE NEXT AVAILABLE ADDRESS IN REQUEST BUFFER IN CPXR

STORE START ADDRESS OF SS-NO OF REQ BUFFER IN THE REQ TABLE

RETURN

RS 50

E000
DISPLAY 'INVALID SS-NO'

RETURN
UP01
GET NEXT CHARACTER FROM TEMP BUFFER

CHARACTER (-)

YES

CHARACTER 0 - 9

NO

YES

RS04

RS04

RS02
3.3.37 SE00 - System Error

3.3.37.1 Purpose
The purpose of this subroutine is to output an error message to the system input/output device, the teletype.

3.3.37.2 Technical Description
Error messages are precoded and a table of pointers (SETB) can be indexed to access the beginning locations of each message buffer. The appropriate message may then be output through a call to IS90. All messages are twelve words (24 characters) in length. The calling routine passes off the number of the error message to be output which is used as the index into the pointer table.

3.3.37.2.1 Calling Sequence
CALL SE00

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>X</td>
<td>number of error message to be output</td>
<td>N/A</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

3.3.37.2.2 General Flow Chart
See Section 3.3.37.4
3.3.37.3 Label Description

3.3.37.3.1 Local

SENC - (24) the number of characters in each error message.

SETB - (SE10, SE11, SE12) table of pointers to beginning locations of each error message buffer.

SE10 - (carriage return, line feed, "PARITY ERROR", carriage return, line feed)

SE11 - (carriage return, line feed, "MODEM DISCONNECTED", carriage return, line feed)

SE12 - (carriage return, line feed, "CRT NOT READY", carriage return, line feed)

3.3.37.3.2 Global

None

3.3.37.3.3 Entry Points

SE00

3.3.37.3.4 External References

IS90 - output handler to system input/output device, the teletype.
3.3.37.4 Detailed Flow Chart

- 3000
- PICK UP ADDRESS OF ERROR MESSAGE
- IS90
  OUTPUT TO TELETYPewriter
- RETURN
3.3.38 TAOO - Tabulate and Analyze

3.3.38.1 Purpose

TAOO is a subroutine whose purpose is to tabulate or analyze those parameters specified in a Retrieval Request and then output those values in an ordered sequence.

3.3.38.2 Technical Description

TAOO initially collects all user specified WHAT headings which are to be tabulated or analyzed and outputs those in the form of a heading line. Six headings are allowed for a line being output to Teletype while only two headings are allowed per CRT line. After all headings have been output, MATCH WHAT is called to check for matches between the current tape record and the Retrieval Request WHAT parameter. If a match is found, the data is moved to a print buffer. Four types of data are possible: heading with no answer, heading with alpha answer, heading with numeric answer, and heading with a range of numeric data. If the tabulate action is requested, all numeric data is collected and stored for future use in calculating the Mean and Standard Deviation. The formulae used in calculating those are as follows:

The Mean of N numbers

\[ \text{Mean} = \frac{\sum_{i=1}^{N} X_i}{N} \]

The Standard Deviation of N numbers

\[ \text{S.D.} = \sqrt{\frac{\sum_{i=1}^{N} X_i^2 - \left(\sum_{i=1}^{N} X_i\right)^2}{N(N-1)}} \]
For each WHAT heading answer, an associated social security number and date are shown with the data. A sample analyze request is shown below. The tabulate request would be identical except for an omission of the Mean and Standard Deviation lines.

<table>
<thead>
<tr>
<th>SSN</th>
<th>Date</th>
<th>Height</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>123-45-6789</td>
<td>01JAN68</td>
<td>71</td>
<td>160</td>
</tr>
<tr>
<td>234-56-7890</td>
<td>10MAR68</td>
<td>68.5</td>
<td>150</td>
</tr>
<tr>
<td>345-67-8901</td>
<td>30MAR68</td>
<td>69</td>
<td>170</td>
</tr>
<tr>
<td>MEAN</td>
<td></td>
<td>69.5</td>
<td>160</td>
</tr>
<tr>
<td>SD</td>
<td></td>
<td>2.33</td>
<td>9.85</td>
</tr>
</tbody>
</table>

3.3.38.2.1 Calling Sequence

CALL TA00 (for all data values to be output)
CALL TAA1 (for outputting of the Mean and Standard Deviation)

REGISTER CONTENTS UPON ENTRY CONTENTS UPON EXIT
A Saved upon entry Restored upon exit
B Saved upon entry Restored upon exit
X Saved upon entry Restored upon exit
Overflow N/A N/A
3.38.2.2 General Flow Chart

TA00

INITIALIZE COUNTERS, POINTERS, BUFFERS

LOAD ADDRESS OF FIRST HEADING

MOVE HEADING TO PRINT LINE

INCREMENT TO NEXT HEADING

ALL HEADINGS PROCESSED

YES

OUTPUT HEADER LINE

INITIALIZE QUESTION NO.

A

3-444
3.3.38.3 Label Description

3.3.38.3.1 Local

TAAD a ten word table containing values by which headings are to be biased in the output buffer.

TABF temporary storage location for the contents of the 61 word print output buffer

TABL nine word table used to flag headings which have been processed and are ready to be output

TACR individual data field output character count

TACW storage location which contains the status of the I/O function being performed

TAFG flag which is set whenever a line of data has been output

TAML heading location indicator

TANC a seven word table used to store sums, squares, etc.

TAOP operand buffer index counter

TAPU flag which is set whenever a header line has been output

TAQN storage location containing the number of the question being processed

TASA temporary storage location for the contents of the A-register

TASB temporary storage location for the contents of the B-register

TASS an eighteen word table used to store sums of squared data values which will be used in the Standard Deviation calculations

TASW storage location which contains the status of the I/O function being performed

TASX temporary storage location for the contents of the X-register

TAUC storage location which is used to keep count of the number of characters output for a particular heading. A maximum of eight characters are allowed per heading.
3.3.38.3.1 Local (Continued)

TAXC a nine word table used to store various integer values that are to be converted to floating point at a later time.

TAXG flag which is set whenever data has been found for a particular parameter

TAXI an eighteen word table used to store sums of numbers which will be used in the Standard Deviation calculations

TAXS a two word buffer used to store miscellaneous floating point data values

TAXX storage location for the contents of the X-register

3.3.38.3.2 Global

TAPU flag which is set whenever a header line has been output

3.3.38.3.3 Entry Points

TA00 - primary entry point

TAA1 - entry point to the routine which calculates and outputs the Mean and Standard Deviation

3.3.38.3.4 External References

3.3.38.3.4.1 External Labels

CPRT starting address of the seven word Request Table

CPTB starting address of the Tape Input Buffer

MAS1 switch which is set if any matched data has been found on the master
3.3.38.3.4.1 External Labels (Continued)

MATC    storage location which contains the number of coded data
         characters found in an answer area
MATE    storage location which signifies where the decimal is to be
         placed in a fractional number
MATM    starting address of the buffer where the answer data is stored
MATS    storage location which contains the sign of the numeric data
         being processed (0-positive, 1-negative)
MWFG    a storage location containing the tape question number currently
         being processed
MWXP    a storage location containing the beginning address of the
         WHAT Table
PKSW    switch which controls into which half of a data word a character
         is to be put

3.3.38.3.4.2 External Subroutines

CD00    Convert and Store Month
FA00    Floating Point to ASCII Conversion
FLO0    ASCII to Floating Point Conversion
MAB0    Find Matched Data Routine
MW00    Match WHAT Routine
OM00    Output Header/Data Line
PK00    Pack Character
SQRT    Square Root Calculation
UF00    Unpack Character
$QK     Floating Point Add
3.3.38.3.4.2 External Subroutines (Continued)

$QL$ Floating Point Subtract
$QM$ Floating Point Multiply
$QN$ Floating Point Divide
$QS$ Integer to Floating Point Conversion
3.3.38.4 DETAILED FLOW CHART

TA00

SAVE REGISTERS

INITIALIZE FLAGS, COUNTERS

TA96 CLEAR HEADINGS TABLE

PK00 STORE SPACE

TA95 CLEAR OUTPUT BUFFER

PK00 STORE SOM

PK01 STORE CARRIAGE RETURN

TA95 POSITION TO 1ST HEADING

TA02

3-451
TA 06

CALCULATE NUMBER OF SPACES BETWEEN HEADINGS

TA 08

TA 95

OUTPUT SPACES BETWEEN HEADINGS.

INCREMENT TO NEXT ENTRY IN OPERAND BUFFER

IS POINTER ZERO?

YES

TA 10

NO

TA 02

3-453
TA 40

CONTINUE ON SAME LINE? YES

NO

TA 90
ADD SS NO. AND DATE

ANY DATA TO OUTPUT? NO

YES

TA 96
CLEAR HEADING TABLE

TA 46

OM 00
OUTPUT PRINT LINE

OUTPUT COMPLETE? NO

YES

TA 95
CLEAR PRINT LINE

TA 46

3-456
LOAD ANSWER TYPE FLAG

HEADING ONLY?

YES -> TA 50

NO

HEADING PLUS ANSWER RANGE?

YES -> TA 51

NO

TA 85
ANSWER TO PRINT LINE

TA 72
ANALYZE ROUTINE

TA 50

3-457
TA 53

CALCULATE PAINT LINE ANSWER ADDRESS

PK00 STORE SPACE

ANY CODED DATA?

YES

NEGATIVE NUMBER?

NO

PK01 STORE ZERO

EXIT

YES

PK01 STORE MINUS

UP00 PICK UP FIRST CHARACTER OF ANSWER

TA 57
TA 85

NEW HEADER?

YES

INCREMENT CHARACTER COUNT

NO

CALCULATE BUFFER ADDRESS OF ANSWER

PK00
STORE CHARACTER

UP00
PICK UP CHARACTER

PK01
STORE CHARACTER

TA 87
TA 90

PK00
STORE
CARRIAGE
RETURN

PK01
STORE LINE
FEED

UPO0
GET 1ST
CHARACTER OF
SS NO.

PK01
STORE IT

UPO1
GET NEXT
CHARACTER

PK01
STORE IT

FINISHED?

YES

TA 92

3-465

NO
TA97
CALCULATE CHARACTER COUNT

AHY DATA TO OUTPUT?

OUTPUT SD

OUTPUT COMPLETE?

CLEAR SD TABLES

EXIT
3.3.39 TC00 - Trace Condition

3.3.39.1 Purpose

The purpose of this routine is to trace through the tree network in the Bool Buffer and return a true status if the top of the tree is reached, thus indicating that the entire Boolean expression of the CONDITION response is true.

3.3.39.2 Technical Description

Appendices D and C explain in detail the layout of the Operand and Bool Buffers respectively. A thorough knowledge of these buffers and the purpose and function of BLOO will be very helpful in understanding the operation of TC00.

An address (link) from the Operand Buffer is passed in the calling sequence. From the point of this address TC00 begins its tracing until one of two conditions exists: (1) the null link (-1) is reached indicating the top of the tree, or (2) a Bool Buffer nodal operation is found to be false.

Tracing is done in the following manner; as each nodal operation is found to be true, the link associated with the node is picked up and the logical conclusion of the next node is tested. This test is done in the following manner: the conclusion (left or right) pointed to by the link is set true. If the nodal operator is OR, the logical conclusion of the node is true. If the nodal operator is AND, the other conclusion (left or right) is tested. If that conclusion is true, the nodal operation
3.3.39.2 Technical Description (Continued)

is true. When the logical conclusion of the node is found to be false, the subroutine returns control to the calling routine, two locations past the normal return point. The normal return point is the location immediately following the calling sequence parameter.

3.3.39.2.1 Calling Sequence

CALL TCO0, LINK

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>B</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

LINK  The contents of LINK is a link address from the Operand Buffer.
3.3.39°2.2 General Flow Chart

TC00

PICK UP LINK

NULL

YES

SET CONCLUSION TRUE

YES

OPERATOR = OR

NO

YES

OTHER CONCLUSION TRUE

NO

RETURN INCOMPLETE PATH

RETURN COMPLETE PATH

3-475
3.3.39.3 Label Description

/ 

3.3.39.3.1 Local
None

3.3.39.3.2 Global
None

3.3.39.3.3 Entry Points
TC00

3.3.39.3.4 External References
CPBB     Bool Buffer
3.3.39.4 Detailed Flow Chart

TC00

PICK UP AND SAVE LINK

LINK NULL (-1)

YES

RETURN COMPL. PATH

NO

A

DETERMINE LEFT OR RIGHT CONCLUSION

SET CONCLUSION TRUE

B
3.3.40 UPOO - Unpack Character

3.3.40.1 Purpose.
UPOO is a subroutine whose purpose is to return ASCII characters which have been packed two per word from a specified buffer into the A-register. The routine returns one character per call.

3.3.40.2 Technical Description
This routine has two entry points, UPOO and UP01. The first time that the routine is called control must be passed to UPOO and the starting address of the source buffer must be in the B-register. For all subsequent calls control must be passed to UP01. In both cases, the character will be returned in the A-register.
3.3.40.2.1 Calling Sequence

CALL UP00 (for initial call)

CALL UP01 (for all subsequent calls)

<table>
<thead>
<tr>
<th>REGISTER</th>
<th>CONTENTS UPON ENTRY</th>
<th>CONTENTS UPON EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>N/A</td>
<td>Unpacked data character</td>
</tr>
<tr>
<td>B</td>
<td>Source buffer address (initial call only)</td>
<td>original data restored</td>
</tr>
<tr>
<td>X</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Overflow</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>
3.3.40.3 Label Description

3.3.40.3.1 Local

UPBX - starting address of the source buffer

UPIX - index into the source buffer

UPSB - temporary storage location for the contents of the B-register

UPTS - switch which controls from which half of a data word a character is to be extracted.

UPXX - storage location initially containing the starting address of the source buffer; thereafter, its contents are incremented by the buffer index.

3.3.40.3.2 Global

None

3.3.40.3.3 Entry Points

UP00 - entry point for the first call to this routine.

UP01 - entry point for all subsequent calls to this routine.

3.3.40.3.4 External References

None

3-482
3.3.40.4 Detailed Flow Chart

UPOO

INITIALIZE SWITCHES, BUFFER INDEX

SAVE SOURCE BUFFER ADDRESS

UP01

SAVE REGISTERS

CHARACTER SWITCH SET?

NO

YES

PICK UP LOWER CHARACTER

CLEAR CHARACTER SWITCH

INCREMENT SOURCE BUFFER INDEX

RESTORE REGISTERS

EXIT

PICK UP UPPER CHARACTER

RIGHT JUSTIFY CHARACTER

SET CHARACTER SWITCH

3-483
3.3.41 $KLF - TTY carriage return, line feed

3.3.41.1 Purpose

This routine outputs to the TTY the specified number of carriage returns and line feeds.

3.3.41.2 Technical Description

N/A

3.3.41.2.1 Calling Sequence

CALL $KLF, CNT

PARAMETER

FUNCTION

CNT the number of desired carriage returns and line feeds to be output to the TTY.

REGISTER

CONTENTS UPON ENTRY

CONTENTS UPON EXIT

A destroyed
B destroyed
X destroyed
Overflow destroyed
3.3.41.2.2 General Flow Chart

$KLF$

OUTPUT
CARRIAGE RETURN
AND LINE FEEDS
3.3.41.3.1 Local

None

3.3.41.3.2 Global

None

3.3.41.3.3 Entry Points

$KLF primary entry point

3.3.41.3.4 External References

OZKR output one carriage return and line feed to teletype.
3.3.41.4 Detailed Flow Chart

$KLF$

PICKUP COUNT TO BE OUTPUT

OUTPUT CR, LF

ALL OUTPUT?

NO

YES
4.0 PROGRAM UTILIZATION

The Medical Data Tape Retrieval System (MDTRS) is a user oriented information retrieval system designed to provide on-line data retrieval capabilities. The NASA CAAD UNIVAC 1108 MEDATA system creates a master tape containing records of various medical information which is used as input to MDTRS. The user makes a retrieval request by answering pre-programmed retrieval questions. MDTRS responds to the retrieval request by searching the MEDATA master tape for the data satisfying the request criteria, formatting the selected data for output, and displaying the data on the terminal.

4.1 COMPUTER OPERATOR INSTRUCTIONS

- Load the MDTRS program from either paper tape or magnetic tape.
- Turn on the Magnetic Tape Unit.
- Mount the retrieval master tape.
- If the primary retrieval device is to be the 103A modem, it must be placed in AUTO mode.
- Begin program execution at location zero (0).
- The computer will respond with the message:

  PLEASE INITIALIZE SYSTEM

  COMPUTER CODES ARE AS FOLLOWS

  DOC*A = 1
  DOC*B = 2
  CLINC = 3
4.1 COMPUTER OPERATOR INSTRUCTIONS (Continued)

DEVICE CODES ARE AS FOLLOWS

0 = NOT REQUIRED
1 = CLINC TTY#1
2 = CLINC TTY#2
3 = DOC TTY
4 = 103A MODEM
5 = CLINC CRT 73
6 = CLINC CRT 74
7 = DOC CRT 71
8 = DOC CRT 74 (REMOTE)
9 = CLINC LINE PRINTER

WHAT COMPUTER IS THIS (MUST ANSWER 1, 2, OR 3)

The operator must input the proper computer code at this time.
- The computer will then respond with the message:

PRIMARY RETRIEVAL DEVICE
(MUST ANSWER 1, 2, 3, OR 4)

The operator must input the proper device code at this time. Note that only device codes 1 thru 4 are operational at the present time.
- After the device code has been input, the computer will output the following message:

PLEASE MOUNT MASTER TAPE
TYPE UNIT NUMBER (10 OR 11)

The operator must input the tape unit number on which the retrieval master is to be placed.
4.1 COMPUTER OPERATOR INSTRUCTIONS (Continued)

- If the user requests the COPY option, the computer will output the message "MOUNT OUTPUT TAPE ON UNIT XX". The operator must mount a scratch tape on the magnetic tape unit not reserved for the retrieval master. On program termination, the message "DISMOUNT AND LABEL TAPE UNIT XX" will be output, requiring the operator to wrapup the retrieval.

4.2 OPERATIONAL PROCEDURES

There are two processes involved in retrieving: definition (defining the specific record(s) or information of interest) and action (indicating how that information is to be retrieved or output). A series of seven questions are posed to the user. See Figure 1. The answers entered in response to these questions provide the definitions of the record(s) to be considered as well as the action to be performed on the records.

The first four questions allow the user to identify the record(s) of interest. They are the same four questions or headings which comprise the identification portion of all MEDATA records in the computer, namely SS NO, RECORD, TYPE, and DATE.

SS NO

The user may specify one social security number example (SS NO: 123-45-6709) or he may answer "ALL", in which case all social security numbers in the file would be accepted. If a social security number is specified, it must be in the form of XXX-XX-XXXX, where X is a digit. If no answer is given to this question, the "default" condition "ALL" is assumed.
4.2 OPERATIONAL PROCEDURES (Continued)

RECORD

The user may specify one particular record of interest example (RECORD: SURVEY) or he may answer "ALL". The RECORD response may not exceed twenty-four characters. If no answer is given to the question, "ALL" is assumed.

TYPE

The user may specify one particular type of record example (TYPE: LABORATORY) or he may answer "ALL". The TYPE response may not exceed twenty-four characters. If no answer is given to this question, "ALL" is assumed.

DATE

The user may specify one specific date example (DATE:01JAN71), a range of dates example (DATE:01JAN70-04MAR71), or "ALL". DATE must always be answered in the form of day, month, year with a three letter alpha month. If no answer is given to this question, "ALL" is assumed.

See Figure 2 for sample lists.

CONDITION

The fifth retrieval question, CONDITION, further limits the records searched to those containing specific information so that the user may specify portions of records or items from records as selection criteria. These selection criteria may be particular heading(s) with or without data. The user indicates whether a particular character string is heading
4.2 OPERATIONAL PROCEDURES (Continued)

CONDITION (Continued)

or data by utilizing the colon just as it is used in the basic file
structure; characters preceding the colon are interpreted as heading
and characters following the colon are understood to be data. The user may
wish to specify only a heading and no dat, but if he wishes to specify a
data string, it must always be preceded by a heading and colon. The data
itself may be either of two types: prose or coded. Prose data is
alphanumeric, whereas coded data is numeric data and enclosed
in parenthesis.

The CONDITION question offers the user three types of capabilities: string
search, ranging, and Boolean logic.

STRING SEARCH

If the user specifies data as part of his selection criteria, and that data
is prose, a search is made of the data field corresponding to each matching
heading in every pertinent record in the file to find the exact string of
characters that the user has specified. See Figure 3.

In a string search, prose and coded data may not be mixed in the same
character string. For example, PURPOSE:(71)ANNUAL must be retrieved in
the following way: PURPOSE:71 AND PURPOSE: ANNUAL.

Furthermore, in a string search the user may not retrieve prose numeric
data (numeric data not enclosed in parentheses) unless at least one
alphanumeric character is included. For example, WEIGHT:160 LBS will not
be retrieved if the user specifies only WEIGHT:160. He must include at
least one alpha character since 160 is not coded, but is prose numeric data.
4.2 OPERATIONAL PROCEDURES (Continued)

RANGING

The user has the capability to specify a range of numeric values as part of his selection criteria. Any record containing a data value which falls within the range will be retrieved if that record also meets all other specifications as well. Only coded data will be searched under the ranging selection. See Figure 4.

BOOLEAN

This feature adds another dimension to the search definition AND/OR control by offering the user the capability to link selection parameters logically together with the Boolean operators AND and OR. Several sets of headings with or without data may be linked by these terms into complex retrieval requests. AND linkage requires that both criteria be met in order to constitute a valid retrieval. The OR linkage is an inclusive OR and requires that either one or both of the criteria be met. See Figure 5. The user may specify no more than ten Boolean strings in response to the CONDITION and WHAT questions. The CONDITION question may be answered with "NONE"; indicating that there is no specific selection criteria within the body of the record(s) of interest. If the question is unanswered, "NONE" is assumed.

ACTION

The first five questions (SS NO, RECORD, TYPE, DATE and CONDITION) comprise the definition segment of the retrieval. So far, the computer has been told only which records are to be searched. The sixth question indicates the action to be taken, i.e., how the computer is to output the selected information.
Valid actions are LIST, COUNT, COPY, TABULATE and ANALYZE. For a description of each output type see Section 4.4.1, Reports. Note that the LIST option is assumed if the user leaves this question unanswered.

WHAT

The seventh retrieval question, WHAT, allows the user to specify exactly which items in the record(s) are to be retrieved if he does not wish to retrieve the whole record. The user may specify data (including numeric ranges) as well as headings. If the whole record is desired, WHAT is answered with "ALL or left unanswered.

SPECIAL CHARACTERS

The three characters described below are used to control the query-response interaction between the computer and the user.

* - An asterisk indicates the final character of each of the seven answers.

$ - The dollar sign character causes the current question to be output over again.

@ - The at sign character causes the current retrieval to be aborted.

EXECUPORT OPERATING INSTRUCTIONS

See Appendix H.
4.3 INPUT DESCRIPTION

MDTRS requires two types of input, namely; (1) Master tape records and (2) User responses to questions. MDTRS accepts the tape in MEDATA format and extracts any user requested information required. The user communicates his retrieval request to the computer by answering preprogrammed retrieval questions output by MDTRS.

4.4 OUTPUT DESCRIPTION

4.4.1 Reports

LIST

The LIST option reproduces upon output the specified record(s) or portions of records exactly as they were input. The format in which the data is retrieved is identical to the format of the stored records.

COPY

The COPY option takes those records selected for retrieval from the master tape and outputs them to a second magnetic tape, thus allowing the user to interrogate a subset of the master file as opposed to interrogating the larger master file.

COUNT

The COUNT option displays a count of all records which satisfy the selection criteria or a count of specific items within records. If the retrieval question "WHAT" is answered with "ALL", or left unanswered, all records which satisfy the selection criteria are counted, whereas, if "WHAT" is answered with a specific heading or heading/answer pair, that specific item is counted.
4.4.1 **Reports** (Continued)

**TABULATE**

The TABULATE option prints out the specified information in a tabular column form. The headings corresponding to the tabular columns of data are printed above their respective columns. Each horizontal line of tabular output begins with the social security number and the date associated with that row of data. The user may tabulate coded or prose data. See Figure 6.

**ANALYZE**

The ANALYZE option is identical to TABULATE with one exception. At the end of the tabulation a mean and standard deviation is provided for each heading. See Figure 7.

4.4.2 **Tapes**

If the user request the COPY option, the system creates as output a magnetic tape containing those records selected for retrieval. This tape may itself be used as a retrieval master tape for subsequent retrievals.

4.4.3 **Messages**

4.4.3.1 **Diagnostics**

<table>
<thead>
<tr>
<th>Message</th>
<th>Explanation</th>
<th>Corrective Measure</th>
</tr>
</thead>
<tbody>
<tr>
<td>ILLEGAL CODE</td>
<td>Operator has specified an incorrect computer code, device code, or magnetic tape unit number.</td>
<td>Input another code or tape unit number.</td>
</tr>
</tbody>
</table>
4.4.3.1 Diagnostics

<table>
<thead>
<tr>
<th>Message</th>
<th>Explanation</th>
<th>Corrective Measure</th>
</tr>
</thead>
<tbody>
<tr>
<td>INVALID SS NO</td>
<td>User has requested an invalid Social Security number; possibly an incorrect format or an alpha character in the number.</td>
<td>Input another Social Security number.</td>
</tr>
<tr>
<td>INVALID RECORD</td>
<td>User has requested a Record Name which exceeds twenty-four characters.</td>
<td>Input another Record name.</td>
</tr>
<tr>
<td>INVALID TYPE</td>
<td>User has requested a record Type name which exceeds twenty-four characters.</td>
<td>Input another Type name.</td>
</tr>
<tr>
<td>INVALID DATE</td>
<td>User has requested an invalid Date, possibly due to an alpha character in the day or year or an invalid format.</td>
<td>Input another Date.</td>
</tr>
<tr>
<td>INVALID CONDITION</td>
<td>User has requested an invalid Condition; possibly a format.</td>
<td>Input another Condition.</td>
</tr>
<tr>
<td>Message</td>
<td>Explanation</td>
<td>Corrective Measure</td>
</tr>
<tr>
<td>-----------------------</td>
<td>------------------------------------------------------------------------------</td>
<td>-----------------------------------------</td>
</tr>
<tr>
<td>INVALID ACTION</td>
<td>User has requested something other than a valid Action (LIST, COPY, TABULATE, ANALYZE or COUNT).</td>
<td>Input another Action.</td>
</tr>
<tr>
<td>INVALID WHAT</td>
<td>User has requested an invalid What condition.</td>
<td>Input another What.</td>
</tr>
<tr>
<td>CANNOT ANALYZE</td>
<td>User has requested the Analyze action for prose data.</td>
<td>Request another Action or different What parameters.</td>
</tr>
<tr>
<td>ILLEGAL PARENTHESIS</td>
<td>A parenthesis has occurred in an illegal position in the answer or number of right parentheses unequal to number of left parentheses.</td>
<td>Make correction and input another response to the CONDITION question.</td>
</tr>
</tbody>
</table>
4.4.3.1 Diagnostics (Continued)

**Message**

**RECORD BAD-SKIPPED**

**Explanation**

There is some illegal data on the record being processed. The tape is advanced to the next record and the bad record is disregarded.

**Corrective Measure**

None required.

**TAPE ERROR**

**RECORD SKIP**

The computer is unable to read a master tape record. The tape is advanced to the next record and the bad record disregarded.

**Corrective Measure**

None Required.

**NO ANSWER WITH COLON**

A WHAT or CONDITION heading followed by a colon has been found, but no answer following the colon has been specified.

**Corrective Measure**

Make correction and input another response to the question in error.

**TOO MANY PARAMETERS**

Too many WHAT parameters specified for the requested output device for the ANALYZE or TABULATE option.

**Corrective Measure**

Make correction. Only five headings are allowed for the teletype or 103A Modem.
4.4.3.2 Advisory/System Queries

Message

OUTPUT COMPLETE

User Action

Output for this request is complete. User may key in new request if desired.

PLEASE INITIALIZE
SYSTEM COMPUTER CODES
ARE AS FOLLOWS

DOC*A = 1
DOC*B = 2
CLINC = 3

DEVELOPMENT CODES ARE AS FOLLOWS

0 = NOTE REQUIRED
1 = CLINC TTY #1
2 = CLINC TTY #2
3 = DOC TTY
4 = 103A MODEM
5 = CLINC CRT 73
6 = CLINC CRT 74
7 = DOC CRT 71
8 = DOC CRT 74 (REMOTE)
9 = CLINC LINE PRINTER

WHAT COMPUTER IS THIS
(MUST ANSWER 1, 2
OR 3)

Operator must specify on which computer the retrieval is taking place (see above for computer codes).

PRIMARY RETRIEVAL
DEVICE (MUST ANSWER
1, 2, 3 OR 4)

Operator must specify on which primary I/O device the retrieval is taking place (see above for device codes). Presently only codes 1 thru 4 are operational.
4.4.3.2 Advisory/System Queries (Continued)

Message                                                                 User Action

PLEASE MOUNT MASTER TAPE TYPE UNIT NUMBER (10 OR 11) operator must specify the unit number of the tape
drive on which the master file tape has been mounted.

SYSTEM INITIALIZED READY no user action required. the system has been
initialized properly and the user may now input his retrieval request.

MTU IS NOT READY, AFTER YOU READY MTU, PROGRAM WILL CONTINUE ready the magnetic tape unit on which the retrieval master tape is mounted.

PUT MAG TAPE UNIT(S) ON LINE due to a power failure, the magnetic tape units must be initialized to an on-line status. this is done by pressing LOAD twice and ON LINE once.

SS NO: user must specify one Social Security number on which he wants to retrieve data or he may answer "ALL" which tells the computer to accept all Social Security numbers in the file.

RECORD: user must specify one record name on which he wants to retrieve data or he may answer "ALL".

TYPE: user must specify one record type on which he wants to retrieve data or he may answer "ALL".
4.4.3.2 Advisory/System Queries (Continued)

**Message**

**DATE:**  
User must specify one date, a range of dates, or "ALL" dates on which he wants to retrieve data.

**CONDITION:**  
User must specify the condition parameter(s) on which he wants to retrieve data.

**ACTION:**  
User must specify the action (COPY, COUNT, LIST, TABULATE, or ANALYZE) he wants taken on the retrieved data.

**WHAT:**  
User must specify upon what parameter(s) he wants the above action taken.

**RETRIEVAL WORKING**  
No user response necessary. The retrieval is in progress.

**RETRIEVAL ABORTED**  
No user action required. This message occurs when the user has voluntarily aborted the retrieval currently in progress by pressing the @ key.

**OUTPUT TERMINATED**  
No user response necessary. The retrieval is in progress.

**POWER FAILURE. PLEASE RESTART REQUEST *******  
Power failure has occurred. User must re-enter the retrieval request.
4.4.3.2 Advisory/System Queries (Continued)

<table>
<thead>
<tr>
<th>Message</th>
<th>User Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>CRT NOT READY</td>
<td>No user action required. The program will continue ignoring the last I/O request.</td>
</tr>
<tr>
<td>PARITY ERROR</td>
<td>No user action required. The program will continue, ignoring the last I/O request.</td>
</tr>
<tr>
<td>MODEM DISCONNECTED</td>
<td>No user action required. The program will continue, ignoring the last I/O request.</td>
</tr>
</tbody>
</table>

4.5 RESTRICTIONS

- Due to space limitations, a maximum of five headings for the teletype are allowed as WHAT answer responses when the TABULATE or ANALYZE actions are requested.

- The user may not specify a range or a series of Social Security numbers.

- The user may specify only one type of data per heading. In a string search, prose and coded data may not be mixed in the same character string. For example,

  PURPOSE:(71)ANNUAL must be retrieved in the following way:
  PURPOSE:71 AND PURPOSE:ANNUAL.
<table>
<thead>
<tr>
<th>Function</th>
<th>Question</th>
<th>Answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Search</td>
<td>SS NO</td>
<td>WHO?</td>
</tr>
<tr>
<td>Criteria</td>
<td>RECORD</td>
<td>WHAT group of records?</td>
</tr>
<tr>
<td></td>
<td>TYPE</td>
<td>WHAT subset of that group of records</td>
</tr>
<tr>
<td></td>
<td>DATE</td>
<td>WHEN?</td>
</tr>
<tr>
<td></td>
<td>CONDITION</td>
<td>WHAT limitations narrow that subset?</td>
</tr>
<tr>
<td>Type of retrieval</td>
<td>ACTION</td>
<td>HOW are these items to be output?</td>
</tr>
<tr>
<td>Retrieval parameters</td>
<td>WHAT</td>
<td>WHAT specific items are to be output?</td>
</tr>
</tbody>
</table>

**FIGURE 4-1 - SEVEN RETRIEVAL QUESTIONS**
<table>
<thead>
<tr>
<th>SS NO</th>
<th>RECORD</th>
<th>TYPE</th>
<th>DATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>123-45-6789</td>
<td>SURVEY</td>
<td>LABORATORY</td>
<td>01FEB69</td>
</tr>
<tr>
<td>ALL</td>
<td>ALL</td>
<td>FAMILY HISTORY</td>
<td>01JAN70 - 01MAR70</td>
</tr>
<tr>
<td>234-56-7891</td>
<td>ALL</td>
<td>PE</td>
<td>ALL</td>
</tr>
<tr>
<td>345-67-8912</td>
<td>SURVEY</td>
<td>ALL</td>
<td>30MAR70</td>
</tr>
</tbody>
</table>

**FIGURE 4-2 - SAMPLE IDENTIFICATION LISTS**

4-18
SAMPLE RETRIEVAL REQUEST

<table>
<thead>
<tr>
<th>SS NO</th>
<th>111-11-1111*</th>
</tr>
</thead>
<tbody>
<tr>
<td>RECORD</td>
<td>REPORT*</td>
</tr>
<tr>
<td>TYPE</td>
<td>EKG*</td>
</tr>
<tr>
<td>DATE</td>
<td>01JAN69*</td>
</tr>
<tr>
<td>CONDITION</td>
<td>PURPOSE: APOLLO 13*</td>
</tr>
<tr>
<td>ACTION</td>
<td>LIST*</td>
</tr>
<tr>
<td>WHAT</td>
<td>ALL*</td>
</tr>
</tbody>
</table>

SAMPLE RETRIEVAL OUTPUT

<table>
<thead>
<tr>
<th>111-11-1111</th>
<th>REPORT</th>
<th>EKG</th>
<th>01JAN69</th>
</tr>
</thead>
<tbody>
<tr>
<td>NAME:</td>
<td>DOE, JOHN</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PURPOSE:</td>
<td>APOLLO 13 F-5</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

MEASUREMENTS

- RHYTHM: (xxx)
- RATE: (xxx)

INTERVALS

- P-R: (xxx)
- QRS: (xxx)
- QT: (xxx)
- AXIS: (xxx)

DESCRIPTIONS

- LIMB LEADS: xxx
- PRECORDIAL LEADS: xxx
- INTERPRETATION: xxx
- COMMENTS: xxx
- EXAMINER: xxx

FIGURE 4-3 - CHARACTER STRING SEARCH

4-19
<table>
<thead>
<tr>
<th>SS NO</th>
<th>ALL*</th>
</tr>
</thead>
<tbody>
<tr>
<td>RECORD</td>
<td>SURVEY*</td>
</tr>
<tr>
<td>TYPE</td>
<td>MEASUREMENT*</td>
</tr>
<tr>
<td>DATE</td>
<td>ALL*</td>
</tr>
<tr>
<td>CONDITIONS</td>
<td>WEIGHT: 150-200*</td>
</tr>
<tr>
<td>ACTION</td>
<td>LIST*</td>
</tr>
<tr>
<td>WHAT</td>
<td>ALL*</td>
</tr>
</tbody>
</table>

**FIGURE 4-4 - SAMPLE RANGING**

4-20
<table>
<thead>
<tr>
<th>SS NO</th>
<th>ALL*</th>
</tr>
</thead>
<tbody>
<tr>
<td>RECORD</td>
<td>REPORT*</td>
</tr>
<tr>
<td>TYPE</td>
<td>LABORATORY*</td>
</tr>
<tr>
<td>DATE</td>
<td>ALL*</td>
</tr>
<tr>
<td>CONDITIONS</td>
<td>EXAM: HEMATOLOGY AND PURPOSE: APOLLO 13 AND WBC: 3800-4400 AND (HB: 15-16 OR HCT: 0-45)*</td>
</tr>
<tr>
<td>ACTION</td>
<td>LIST*</td>
</tr>
<tr>
<td>WHAT</td>
<td>ALL*</td>
</tr>
</tbody>
</table>

**FIGURE 4-5 - SAMPLE BOOLEAN**
SAMPLE RETRIEVAL REQUEST

SS NO  ALL*
RECORD  SURVEY*
TYPE  MEASUREMENT*
DATE  15JAN69-15MAR69*
CONDITIONS  NONE*
ACTION  TABULATE*
WHAT  HEIGHT AND WEIGHT AND BUILD AND TEMP: 99-100

SAMPLE RETRIEVAL OUTPUT

<table>
<thead>
<tr>
<th>SS NO</th>
<th>DATE</th>
<th>HEIGHT</th>
<th>WEIGHT</th>
<th>BUILD</th>
<th>TEMP</th>
</tr>
</thead>
<tbody>
<tr>
<td>123-45-6789</td>
<td>23JAN69</td>
<td>70.50</td>
<td>175.00</td>
<td>MEDIUM</td>
<td>99</td>
</tr>
<tr>
<td>456-78-9123</td>
<td>3FEB69</td>
<td>68.75</td>
<td>167.00</td>
<td>MEDIUM</td>
<td>99</td>
</tr>
<tr>
<td>678-23-4567</td>
<td>15MAR69</td>
<td>68.00</td>
<td>152.00</td>
<td>SMALL</td>
<td>100</td>
</tr>
</tbody>
</table>

FIGURE 4-6 - SAMPLE TABULATE
SAMPLE RETRIEVAL REQUEST

<table>
<thead>
<tr>
<th>SS NO.</th>
<th>111-11-1111*</th>
</tr>
</thead>
<tbody>
<tr>
<td>RECORD</td>
<td>SURVEY*</td>
</tr>
<tr>
<td>TYPE</td>
<td>MEASUREMENT*</td>
</tr>
<tr>
<td>DATE</td>
<td>ALL*</td>
</tr>
<tr>
<td>CONDITIONS</td>
<td>WEIGHT*</td>
</tr>
<tr>
<td>ACTION</td>
<td>ANALYZE*</td>
</tr>
<tr>
<td>WHAT</td>
<td>ALL*</td>
</tr>
</tbody>
</table>

SAMPLE RETRIEVAL OUTPUT

<table>
<thead>
<tr>
<th>SS NO.</th>
<th>DATE</th>
<th>WEIGHT</th>
</tr>
</thead>
<tbody>
<tr>
<td>111-11-1111</td>
<td>01JAN68</td>
<td>180</td>
</tr>
<tr>
<td>111-11-1111</td>
<td>01FEB68</td>
<td>181</td>
</tr>
<tr>
<td>111-11-1111</td>
<td>01MAR68</td>
<td>183</td>
</tr>
<tr>
<td>111-11-1111</td>
<td>01APR68</td>
<td>180</td>
</tr>
<tr>
<td>111-11-1111</td>
<td>01SEP68</td>
<td>185</td>
</tr>
</tbody>
</table>

MEAN 181.8
SD 2.46

FIGURE 4-7 - SAMPLE ANALYZE
APPENDIX A

TAPE DESCRIPTION

The Master File is composed of N records of variable length, not to exceed 2880 words. At the end of the data a special end of file record is written to avoid any incompatibility between drives that would prevent the hardware end of file from being recognized.

<table>
<thead>
<tr>
<th>RECORD 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>RECORD 2</td>
</tr>
<tr>
<td>RECORD 3</td>
</tr>
<tr>
<td>RECORD 4</td>
</tr>
<tr>
<td>RECORD 5</td>
</tr>
<tr>
<td>RECORD N-1</td>
</tr>
<tr>
<td>RECORD N</td>
</tr>
<tr>
<td>END-OF-FILE RECORD</td>
</tr>
<tr>
<td>END-OF-FILE</td>
</tr>
</tbody>
</table>

FIGURE A-1 MASTER FILE STRUCTURE

MASTER FILE
MASTER FILE INFORMATION

The Master File information is made up of three parts: Heading, Answer, and Level Code. The Heading is that background data that asks a question (e.g., Blood Pressure, Temperature, etc.). In some cases, however, it merely identifies the category of the Headings (or questions) to follow (e.g., Cardiovascular, Musculoskeletal, etc.). The Answer is the response made to the question. This response may be narrative or numeric (coded) data. The Level Code defines the relationship among all the Headings and Answers on a record. The use of Level Codes breaks down a particular record into paragraphs of related information.
A data record consists of a Fixed Length Identification and Variable Length Body. FIGURE A-2 illustrates the organization of a record. The segments are identified by mnemonics which were used in addressing these same segments in the original MEDATA programs. Six of the seven segments of a record are composed of word blocks and their size in words is specified in the parenthesis following each mnemonic. The number following the parenthesis is the number of blocks in each segment of the Identification. (The blocks of the segment IANS are variable length.) The number of blocks in each segment of the Body is dependent upon the contents of the IQNDEX segment.

IQNDEX

This segment of the Identification is a number that specifies the total number of Headings that are found in the record. All records have at least eight Headings, so IQNDEX will be greater than eight.
IANDEX

This segment of the Identification specifies the length of the segment IANS.

ID

The ID segment is made up of four 36-word blocks. These blocks contain the Answers to the first four Headings of a record. These Headings are: SS NO, RECORD, TYPE, and DATE. The Answers begin in the fourth word of the block.

IQ

This segment of the Body contains all the Headings of the record, one in each twelve word block. The number of blocks is equal to the value in the IQNDEX segment.

LCQ

This segment of the Body contains the Level Codes which are found in the third word of each three word block. The number of blocks is equal to the value in the IQNDEX segment.

IFWAA

This segment of the Body contains pointers relative to the beginning of the IANS segment. These pointers address the beginning of each respective Answer to the Heading in IQ. The number of three word blocks is equal to the value in the IQNDEX segment.
IANS

This segment of the Body is made up of variable length blocks which contain the Answers associated with the Headings in IQ. There are three types of data allowed in IANS and they have priorities:

(1) date data
(2) numeric data
(3) narrative data

The date is a fixed length of seven characters and is preceded by an equal sign. The narrative data is variable in length and is always preceded by a colon. The numeric data is found between the two, and is also variable in length.
The end-of-file record has an IQNDEX value of one. This is the only record on the entire record with such a value.
APPENDIX B
REQUEST TABLE

The Request Table is a seven word buffer that correlates each Request question either to some location in memory where the user response is saved, or to a flag which represents certain standard responses. The seven Request questions are:

- SS NO
- RECORD
- TYPE
- DATE
- CONDITION
- ACTION
- WHAT

Responses are saved in the Request Buffer, and, for the first four questions, the Request Table relates directly to this buffer through pointers. These pointers are indices into the buffer, and they locate the beginning of each saved response.

The fifth and seventh questions relate indirectly to the Request Buffer in that they point to a location in the Operand Buffer whose contents addresses the saved response in the Request Buffer.

STANDARD RESPONSES

All the responses to the sixth question and one response to the other questions are called standard responses. In the case of these responses
The Request Table location contains a flag rather than a pointer.

The standard responses are:

- SS NO: ALL*
- RECORD: ALL*
- TYPE: ALL*
- DATE: ALL*
- CONDITION: NONE*
- ACTION: LIST, COPY, COUNT, TABULATE, OR ANALYZE*
- WHAT: ALL*

The flags for each of these responses are:

- ALL = 0
- NONE = 0
- LIST = 0
- COPY = 1
- COUNT = 2
- TABULATE = 3
- ANALYZE = 4

**DEFAULT RESPONSES**

If no response is given to a question, the standard response whose flag is zero is assumed as follows:

- SS NO: ALL*
- RECORD: ALL*
- TYPE: ALL*
- DATE: ALL*
- CONDITION: NONE*
- ACTION: LIST*
- WHAT: ALL*

See FIGURES 3-1, 3-2, and 3-3 for examples of the Request Table.
APPENDIX C

BOOL BUFFER

The Bool Buffer consists of several nodes. Each node is made up of four parts: left conclusion, right conclusion, operator, and link.

<table>
<thead>
<tr>
<th>LEFT CONCLUSION</th>
<th>OPERATOR</th>
<th>RIGHT CONCLUSION</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The node is two memory locations which represent a simple Boolean expression, which is an expression in Boolean algebra that consists of one operator and two operands (however, the operand may itself be a simple expression). The logical conclusion of any node is the Boolean result of the nodal operation of that node.

The link, the second word in a node (node 1), is a pointer to another node (node 2). If the link of node 1 addresses the first word or second word of node 2, then node 1 represents the left operand or right operand, respectively, of node 2. Thus, if the logical conclusion of node 1 is found to be true, and if the link of node 1 addresses the second word of node 2, then the right conclusion of node 2 must be set true. FIGURE 3-3 is a diagram of the relation of the Bool Buffer to a Retrieval Request. Section 3.3.1 gives a thorough description of how the links are created in the Bool Buffer, and Section 3.3.39 describes the use of this buffer in evaluating a Boolean expression.

C-1
APPENDIX D

OPERAND BUFFER

The Operand Buffer is a buffer, forty words in length, that is utilized in two-word sets. Each set contains two pointers; the first pointer addresses the Request Buffer and the second links to the Bool Buffer.

The responses to the Retrieval Request questions CONDITION and WHAT may consist of a Boolean expression, where the operand of the expression is saved in the Request Buffer, and a coded version of the operator is saved in the Bool Buffer. To maintain the original form of the expression, the Operand Buffer is used to link each operand to an operator.

See FIGURES 3-2 and 3-3 for a diagram of the relation of the sets in the Operand Buffer.
APPENDIX E

REQUEST BUFFER

The Request Buffer (CPRB) is a 480 word buffer into which all non-standard responses are saved (see Appendix B for explanation of standard responses). The data is packed two ASCII characters per word, with all blanks removed.

SS NO

The response to the first question in the Retrieval Request (SS NO) is saved in the first six locations of the Request Buffer, unless there is no response or the standard response ALL is found. This response is not terminated by the terminal character (177) as is the case with other responses.

RECORD and TYPE

If a non-standard response is made to the second and/or third questions of the Retrieval Request, it/they will be saved beginning at the next available new word boundary. The last character in both cases will be the terminal character (177).

DATE

The non-standard response to the fourth question of the Retrieval Request will be one of two forms: a single data or two dates representing a range of dates. If a single date is the response, the data is stored beginning at the next available word boundary, and a terminal character
is stored at the end. If two dates are input, both begin at the next available word boundary, and end with a terminal character.

CONDITION and WHAT
Non-standard responses to the fifth and seventh questions of the Retrieval Request may be one of four forms:

1. Heading alone
2. Heading plus alpha Answer
3. Heading plus numeric Answer
4. Heading plus a range of numeric Answer.

In each case the Heading is stored beginning at the next available word boundary, and terminated with a terminal character. For the second and third forms the Answer is also begun on a new word boundary and ended with a terminal character. For the fourth form each Answer, representing the upper and lower limit of the range, is stored in the same manner as the second and third forms.

ACTION
All responses to the sixth question of the Retrieval Request are standard responses, and since only non-standard responses are stored in the Request Buffer, the response to this question is not saved.

See FIGURES 3-1, 3-2, and 33 for diagrams of the Request Buffer.
APPENDIX F
CONDITION TABLE

The Condition Table is broken down into one, two, or three word sets. The first word of each set is a flag and is associated with one operand in the response to the fifth question of the Retrieval Request, CONDITION. This response may be made up of several operands and they may be one of four different forms:

1. Heading alone
2. Heading plus alpha Answer
3. Heading plus numeric Answer
4. Heading plus a range of numeric Answer.

HEADING ALONE

If the operand is a Heading alone, the Condition Table will supply one word whose contents is zero.

HEADING PLUS ALPHA ANSWER

The set associated with this form of operand is two words. The first word is a flag of one; the second word is a pointer to the beginning of the Answer in the Request Buffer.

HEADING PLUS NUMERIC ANSWER

The set associated with this form of operand is two words. The first word is a flag of two; the second word is a pointer to the beginning of the Answer in the Request Buffer.
HEADING PLUS A RANGE OF NUMERIC ANSWER

The set associated with this form of operand is three words. The first word is a flag of three; the second and third words are pointers to the lower limit and upper limit respectively of the Answer stored in the Request Buffer.

SUMMARY

<table>
<thead>
<tr>
<th>FORM</th>
<th>FLAG</th>
<th>NO. OF WORDS IN SET</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heading alone</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Heading plus alpha Answer</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Heading plus numeric Answer</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Heading plus range of numeric Answer</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

See FIGURE 3-3 for a diagram of the Condition Table.
APPENDIX G

WHAT TABLE

The format of the What Table is the same as the Condition Table (see Appendix F).

See FIGURES 3-3 for a diagram of the What Table.
APPENDIX H

READYING THE EXECUPORT 300 RETRIEVAL SYSTEM

1. If the computer has not already been readied, call 713-483-4796 or Philco at 713-488-1270, X-564 and have the Retrieval System initialized for remote terminal use.

2. Lift the lid of the Execuport 300 and position the five switches at the front as follows:

<table>
<thead>
<tr>
<th>Switch</th>
<th>Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>MODE</td>
<td>Line</td>
</tr>
<tr>
<td>DUPLEX</td>
<td>Full</td>
</tr>
<tr>
<td>CHAR/SEC</td>
<td>30</td>
</tr>
<tr>
<td>PARITY</td>
<td>Odd</td>
</tr>
<tr>
<td>QSL</td>
<td>Upper</td>
</tr>
</tbody>
</table>

3. Turn on Execuport 300.

4. From any telephone dial 713-483-6260 and wait for a continuous high-pitched tone. This should come after one ring.

5. Insert the telephone receiver, with the cord toward the front, into the receptacle on the side of the Execuport 300. Make certain that the receiver is secure.

6. Wait for the "Ready" light, on the left front panel, above the keyboard of the Execuport 300 to come on.

7. Type in "@". This will begin the output of the seven retrieval request-questions.
### APPENDIX I

#### SAMPLE INPUT

<table>
<thead>
<tr>
<th>INDEX</th>
<th>INDEX</th>
</tr>
</thead>
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TAPE INPUT

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I-1
SAMPLE REQUESTS

SS NO: *
RECORD: REPORT*
TYPE: LABORATORY*
DATE: *
CONDITION: EXAM: SERUM*
ACTION: *
WHAT: *

SS NO: *
RECORD: *
TYPE: *
DATE: *
CONDITION: *
ACTION: COUNT*
WHAT: *

SS NO: *
RECORD: REPORT*
TYPE: LABORATORY*
DATE: *
CONDITION: EXAM: SERUM*
ACTION: TABU*
WHAT: GLU AND SGOT AND A1 AND A2 AND B*

SS NO: *
RECORD: REPORT*
TYPE: LABORATORY*
DATE: *
CONDITION: EXAM: SERUM AND GLU: 70-80*
ACTION: ANALYZE*
WHAT: GLU AND SGOT AND A1 AND A2 AND B*

SS NO: 111-22-3333*
RECORD: REPORT*
TYPE: LABORATORY*
DATE: 01JUN72-09SEP74*
CONDITION: EXAM: UA RANDOM OR (EXAM: SERUM AND GLU: 70-80)*
ACTION: LIST*
WHAT: EXAM AND NAME AND GLU*
SAMPLE INPUT (Continued)

DEFAULT

SS NO:*  RECORD:*  TYPE:*  DATE:*  CONDITION:*  ACTION:*  WHAT:*  

ID LIST

SS NO:*  RECORD:*  TYPE:*  DATE:*  CONDITION:*  ACTION:*  WHAT: ID ONLY*  

I-3
APPENDIX J

SAMPLE OUTPUT

LIST

111-22-3456 REPORT LABORATORY 10JUN71

UPDAtED
COR
TYPED: 000000
PROC: 710706
NAME: 
PERSISTENT BASE: KSC
PURPOSE: APOLLO 15 SURVEILLANCE PC
SEX: M
BIRTHYEAR: (TF)
CATEGORY: COMPLETE
EXAM: SERUM
SEROLOGY
CRP: POS
HEMATOLOGY
HCT: (36) PCT
WBC: (10300) MM
DIFF
NEUT: (7931) MM
LYMPH: (2163) MM
MONO: (0) MM
EO: (206) MM
BASO: (0) MM
BANDS: (0) MM
MORPH: MOD. HYPOCHROMIA
CHEMISTRY
GLU: (74) MG PCT
SGOT: (13) MU/ML
BUN: (21) MG PCT
URIC ACID: (5.9) MG PCT
ALK PHOS: (28) IU
CREATININE: (1.8) MG PCT
LDH: (253) MU/ML
ELECTROPHORESIS
PROTEIN: (7.1) GM PCT
ACIUMIN: (4.0) GM PC
GLOBULIN
A1: (0.3) GM PCT
A2: (0.9) GM PCT
B: (1.0) GM PCT
G: (0.8) GM PCT
OTHER:
COMMENTS:

J-1
SAMPLE OUTPUT (Continued)

COUNT

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