

BASIC, FORTRAN, & ALGOL W Simulations (BASIC)

```
10 I = 1 : J = 2 : K = 3
20 D := FNW(I, J-2)
30 PRINT I

100 DEF FNW(L, M)
110 L = 10 : J = 6
120 PRINT M : FNW = 0
140 FNEND
999 END
```

output - > 0
1

```
#include <iostream> //
using namespace std;
int I, J, K; float D;

float W(int L, int M)
{
    L = 10; J = 6;
    cout << M << endl;
    return 0;
}

int main()
{
    I = 1; J = 2; K = 3;
    D = W(I, J-2);
    cout << I << endl;
    return 0;
}
```

executable C++

FORTRAN

```
I = 1
J = 2
K = 3
D = W(I, J-2)
15 WRITE(4, 15) I
   FORMAT(1X, I7)
   END
```

FUNCTION W(L, M)
L = 10
J = 6
WRITE(4, 15) M
W = 0
END

output - > 0
10

```
#include <iostream> // executable C++
using namespace std;

float W(int &L, int &M)
{
    int J = 6; L = 10;
    cout << M << endl;
    return 0;
}

int main()
{
    int temp, I, J, K; float D;

    I = 1; J = 2; K = 3;
    temp = J-2;
    D = W(I, temp); // (use J-2 in FORTRAN)
    cout << I << endl;
    return 0;
}
```

ALGOL W

```
INTEGER I,J,K; REAL D;
```

```
I := 1; J := 2; K := 3;
```

```
D := W(I, J-2);
```

```
WRITE I;
```

```
REAL PROCEDURE W(INTEGER L, M)
```

```
BEGIN    L := 10;    J := 6;
```

```
WRITE M;
```

```
0
```

```
output - > 4
```

```
END;
```

```
10
```

```
#include <iostream> //
```

```
executable C++
```

```
using namespace std;
```

```
int I, J, K; float D;
```

```
float W(int &L, int M)
```

```
{
```

```
    J = 6; L = 10; // J is global
```

```
    cout << // M << endl;
```

```
                J-2 << endl; (M names J-2 in main)
```

```
    return 0;
```

```
}
```

```
int main()
```

```
{
```

```
    I = 1; J = 2; K = 3;
```

```
    D = W(I, J-2);
```

```
    cout << I << endl;
```

```
    return 0;
```

```
}
```