

RECOMP II USERS' PROGRAM NO. 1140

PROGRAM TITLE: SCIRVI - Signal Corps Information Retrieval Vitalizer

PROGRAM CLASSIFICATION: General Topics

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PURPOSE: To provide an easy method of preparing a demonstration using a two digit code for asking the computer a question.

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1. INTRODUCTION

This program provides easy entry of alphanumeric data which is to be typed out as answers to questions asked the computer during a demonstration, using a two digit input to select the question. It also provides a means of saving information entered by producing a paper tape of an Information Retrieval program using the input format of the entry program and the actual information that was entered.

2. METHOD

2.1 Alphanumeric Data Entry Program

2.1.1 Asks for a code to identify the following information to be entered from the typewriter.

2.1.2 Stores the entered code and the computed beginning address of the information that is to follow.

2.1.3 Sets up for the entry of eight (8) characters from the typewriter.

2.1.4 Stores the eight characters entered and checks for end of statement and statement error conditions.

2.1.4.1 If the statement error condition exists the program sets up for the re-entry of the same code and statement. Returns to step 2.1.1.

2.1.4.2 If the end of statement condition exists the program sets up for the next code and statement. Returns to step 2.1.1.

2.1.4.3 If neither condition exists control goes to step 2.1.3.

2.1.5 Steps 2.1.1 thru 2.1.4.3 are repeated until all allotted memory is filled or all the allotted number of codes are used.

2.2 Information Retrieval Program

2.2.1 Computer asks for the entry of a code.

2.2.2 After entry the code is checked for validity.

2.2.2.1 If code is not valid an error printout occurs.

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- 2.2.2.2 If code is valid, SENSE SWITCH 'B' is checked to see if a flashing delay is being called.
 - 2.2.2.2.1 If no delay is called for, the statement is typed immediately.
 - 2.2.2.2.2 If delay is called, first the delay occurs and then the statement is typed.
 - 2.2.3 Control is returned to step 2.2.1 after typing.
 - 2.3 Dump Program
 - 2.3.1 Computes the last address into which information was stored from a constant of the Alphanumeric Data Entry program and punches first the Information Retrieval program and then the information entered.
 - 3. RESTRICTIONS
 - 3.1 Alphanumeric Data Entry Program
 - 3.1.1 Code entry
 - 3.1.1.1 All codes must consist of no more than two characters, usually numeric digits.
 - 3.1.1.2 The program allows for the entry of 32 (decimal) codes.
 - 3.1.2 Statement entry
 - 3.1.2.1 The maximum storage for DATA is 3918 words of memory.
 - 3.1.2.2 If all 32 codes are used and all statements are to be the same size the maximum words of storage per statement would be 121 (8 character) words.
 - 3.1.3 The size of statements may vary in length.
 - 3.2 Information Retrieval Program
 - 3.2.1 The codes entered must be two characters in length.
 - 4. USAGE
 - 4.1 Alphanumeric Data Entry Program

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- 4.1.1 Read in and verify the tape.
- 4.1.2 Set the left Margin at 10.
- 4.1.3 Depress START 2 -- Computer will type:
- ITEM IDENTIFICATION:
- 4.1.4 Type in the desired two digit code for the statement that is to follow.
- 4.1.5 When the typewriter carriage returns, start typing the statement to be entered. Always begin with a case shift.
- 4.1.6 If an error is made during the typing of the statement slowly continue to depress the 'E' key until the computer types: ITEM IDENTIFICATION.
- 4.1.6.1 Retype the code and then retype the statement.
- 4.1.7 When the end of a statement is reached slowly continue to depress the 'BLANK' key on the typewriter until the computer types: ITEM IDENTIFICATION.
- 4.1.8 Repeat steps 4.1.4 thru 4.1.7 until all the desired data has been entered.
- 4.2 If a paper tape of the information entered is desired turn on the paper tape punch and press START 3.
- 4.3 Information Retrieval Program.
- 4.3.1 This program may be operated after the entry of the data without reading in the tape produced by the Dump program.
- 4.3.2 Depress START 1 -- Computer will type:
- TYPE IN ITEM CODE:
- 4.3.3 Type in the desired code.
- 4.3.4 If the code entered is not valid the computer will type: ////??? and ask again for an item code.
- 4.3.5 If the code is valid the corresponding statement for the code is typed. Control is automatically transferred to step 4.3.2.

- 4.3.6 Steps 4.3.2 thru 4.3.5 are indefinitely repeated.
- 4.4 ERROR PRINTOUTS
- 4.4.1 Alphanumeric Data Entry Program
- 4.4.1.1 'ALL CODES USED' -- is typed after the 32nd code and statement are entered.
- 4.4.1.2 'MEMORY FILLED' -- is typed when the last word of allowed data storage is filled.
- 4.4.2 Information Retrieval Program
- 4.4.2.1 '////???' -- is typed when an invalid code is entered.
- 4.5 RESTARTING PROCEDURES
- 4.5.1 For all programs depress the designated START.
- 4.6 OPTIONS
- 4.6.1 Alphanumeric Data Entry Program
- 4.6.1.1 SENSE SWITCH "C"
- 4.6.1.1.1 If in the ON (down) position and START 2 is pressed all initialization is skipped. Gives an alternate procedure for a statement error. Put SENSE SWITCH "C" down and press START 2.
- 4.6.1.1.2 If in the OFF (up) position and START 2 is pressed initialization occurs which sets up for the entry of the first code and statement. Also zeros the locations where the codes entered are stored.
- 4.6.2 Information Retrieval Program
- 4.6.2.1 SENSE SWITCH "B"
- 4.6.2.1.1 If in the ON (down) position a flashing delay will occur before the typing of the statement.
- 4.6.2.1.2 If in the OFF (up) position delay is omitted.

5. CODING INFORMATION

5.1 Locations used:

LOCATIONSCONSTANTS

0004-0041	Alphanumeric Data Entry Program
0042-0120	Dump Program
0120-0177	Information Retrieval Program
0200-0237	Code input storage
0240-7755	Data input storage
7756-7757	End of data storage constants