

READLN may be used to skip the blank line which is present at the beginning of the execution of the object code i.e. it has the effect of reading in a new buffer. This will be useful if you wish to read a component of type character at the beginning of a program but it is not necessary if you are reading an integer or a real (since end-of-line markers are skipped) or if you are reading characters from subsequent lines.

2.3.2 Input Functions.

2.3.2.1 EOLN

The function EOLN is a Boolean function which returns the value TRUE if the next char to be read would be an end-of-line character (CER(13)). Otherwise the function returns the value FALSE.

2.3.2.2 INCH

The function INCH causes the keyboard of the computer to be scanned and, if a key has been pressed, returns the character represented by the key pressed. If no key has been pressed then CER(0) is returned. The function therefore returns a result of type character.

2.3.3 Transfer Functions.

2.3.3.1 TRUNC(X)

The parameter X must be of type real or integer and the value returned by TRUNC is the greatest integer less than or equal to X if X is positive or the least integer greater than or equal to X if X is negative. Examples:

TRUNC(-1.5) returns -1 TRUNC(1.9) returns 1