2.3.3.2 ROUND(X)

X must be of type real or integer, and the function returns the 'nearest' integer to X (according to standard rounding rules). Examples:

ROUND(-6.5) returns -6   ROUND(11.7) returns 12
ROUND(-6.51) returns -7   ROUND(23.5) returns 24

2.3.3.3 ENTIER(X)

X must be of type real or integer – ENTIER returns the greatest integer less than or equal to X, for all X. Examples:

ENTIER(-6.5) returns -7   ENTIER(11.7) returns 11

Note: ENTIER is not a Standard Pascal function but is the equivalent of BASIC's INT. It is useful when writing fast routines for many mathematical applications.

2.3.3.4 ORD(X)

X may be of any scalar type except real. The value returned is an integer representing the ordinal number of the value of X within the set defining the type of X.

If X is of type integer then ORD(X) = X ; this should normally be avoided

Examples:

ORD('a') returns 97   ORD('3') returns 64

2.3.3.5 CHR(X)

X must be of type integer. CHR returns a character value corresponding to the ASCII value of X. Examples:

CHR(49) returns '1'   CHR(91) returns '['