2.3.6.1 RANDOM

This returns a pseudo-random number between 0 and 255 inclusive. Although this routine is very fast it gives poor results when used repeatedly within loops that do not contain I/O operations.

If the user requires better results than this function yields then he/she should write a routine (either in Pascal or machine code) tailored to the particular application.

2.3.6.2 SUCC(X)

X may be of any scalar type except real and SUCC(X) returns the successor of X. Examples:

SUCC('A') returns 'B'   SUCC('5') returns '6'

2.3.6.3 PRED(X)

X may be of any scalar type except real; the result of the function is the predecessor of X. Examples:

PRED('j') returns 'i'   PRED(TRUE) returns FALSE

2.3.6.4 ODD(X)

X must be of type integer. ODD returns a Boolean result which is TRUE if X is odd and FALSE if X is even.

2.3.6.6 ADDR(V)

This function takes a variable identifier of any type as a parameter and returns an integer result which is the memory address of the variable identifier V. For information on how variables are held, at runtime, within Hisoft Pascal 4 see Appendix 3. For an example of the use of ADDR see Appendix 4.

2.3.6.7 PEEK(X,T)

The first parameter of this function is of type integer and is used to specify a memory address (see Section 2.3.5.5). The second argument is a type; this is