the result type of the function.

PEEK is used to retrieve data from the memory of the computer, and the result may be of any type.

In all PEEK and POKE (the opposite of PEEK) operations data is moved in Hisoft Pascal 4's own internal representation detailed in Appendix 3. For example: if the memory from £5000 onwards contains the values: 50 61 73 63 61 6C (in hexadecimal) then:

```
WRITE(PEEK(£5000,ARRAY[1..6] OF CHAR)) gives 'Pascal'
WRITE(PEEK(£5000,CHAR)) gives 'P'
WRITE(PEEK(£5000,INTEGER)) gives 24912
WRITE(PEEK(£5000,REAL)) gives 2.46227E+29
```

see Appendix 3 for more details on the representation of types within Hisoft Pascal 4.

2.3.6.7 SIZE(V)

The parameter of this function is a variable. The integer result is the amount of storage taken up by that variable, in bytes.

2.3.6.3 INP(P)

INP is used to access the Z80's ports directly without using the procedure INLINE. The value of the integer parameter P is loaded into the BC register and the character result of the function is obtained by executing the assembly language instruction IN A,(C).