## **System Review**

# The HP-41C: A Literate Calculator?

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#### Calculator vs Computer

The computer and the programmable calculator seem to be following paths of convergent evolution. As the one is made smaller while the other gains in capability, the line of demarcation between them becomes more and more arbitrary. For now at least, the programmable calculator remains a distinct and lesser species, but it shares many of the attributes of the computer. Moreover, the shared attributes are chiefly the ones that make the computer an interesting machine. Both devices offer an intimate acquaintance with the powers and pleasures of algorithms. Both exhibit an enigmatic unpredictability: the response of the machine to any given stimulus is wholly deterministic, yet the behavior of a large program



**Photo 1:** Components of the Hewlett-Packard HP-41C calculator system. Shown here are the calculator itself and three peripheral devices: a magnetic-card reader, a wand for reading printed bar codes, and a thermal dot-matrix printer. The peripheral units plug into four ports at the top of the calculator, which can also receive modules containing additional memory or precoded applications programs. The HP-41C alone costs about \$300; a system including all three peripheral devices and two memory or applications modules is about \$1000. (Photo by Ed Crabtree.)

can be full of surprises, often to the frustration of the programmer.

The HP-41C, which was introduced by the Hewlett-Packard Company about a year ago, is among the programmable calculators that lie closest to the computer borderline. It comes close enough for the jargon of computers to be useful in describing it. At the Corvallis Division of Hewlett-Packard, where the HP-41C is made, they refer to the calculator itself as the "mainframe" and to its accessory devices as the "peripherals." The calculator comes equipped with four input/output (I/O) ports, through which the various elements of the system are interconnected. Because the peripherals do some data processing internally, the system might even be said to have "distributed intelligence."

When compared with a computer, most programmable calculators have a rich instruction set, but they are deficient in memory capacity and in facilities for communication with the user. A calculator comes with such amenities as trigonometric, logarithmic, and statistical functions built in; with a computer, even floating-point arithmetic must usually be constructed out of software. On the other hand, no calculator has the memory needed to store large tables or other data structures. And it is the communication problem that most seriously limits the utility of the calculator. A display that can represent only the 10 digits, a decimal point, and a minus sign does not have much range of expression. Even for problems that have entirely numerical results, such a display is not always adequate, since without labeling of any kind it is easy to become confused about what a number means.

#### The HP-41C

In the HP-41C, the instruction set is at least the equal of that in any other calculator and the potential memory space is large (although it can never be large enough). The most conspicuous distinguishing features, however, have to do with communications and "human factors" (or, in other words, those things that aid in writing programs and in interpreting their results).

All three of the peripheral units now available serve to get information into or out of the HP-41C; they are a printer, a magnetic-card reader, and a wand for reading bar codes. But perhaps the most significant innovation of all is in the calculator itself: a liquid-crystal display that can represent not only numerals but also the complete uppercase alphabet and a few lowercase letters and other symbols. The letterforms are crude but perfectly legible; what they bring to the calculator is literacy, and it makes all the difference in man-machine relations.

The architecture of the HP-41C is not fundamentally different from that of its predecessors in the Hewlett-Packard line. There is a four-level stack of registers where pending operands are generally held; other registers are identified by a 2- or 3-digit address. The internal memory consists of 63 registers, but this number can be increased by plugging memory modules into the ports. Each module adds 64 registers, so that a full complement of four modules yields a total capacity of 319 registers; with all the ports occupied, however, no peripheral devices can be connected.

The memory available can be divided in any way desired between data storage and program storage. When allocated to data memory, a register holds a single floating-point number (10-digit mantissa and 2-digit exponent). Program capacity is more difficult to measure because instructions have varying space requirements. Without extra memory and with a reasonable allowance for data storage, the maximum for an unassisted HP-41C usually falls between 150 and 200 program lines. By adding three modules and keeping the same data space, the program capacity is expanded to about 1200 lines.

An additional wider register is dedicated to alphabetic operations. Up to 24 characters can be accumulated in the alpha register, although only 12 at a time fit in the liquidcrystal display; the extra characters scroll in to the left, marquee-style. The alphabetic capability is not a mere frill. The extent to which it is called upon in the everyday



operation of the calculator can be illustrated by considering one of the curious challenges of calculator design.

#### **Mnemonic Functions**

The problem is that most scientific calculators have more instructions than they have keys; in the case of the HP-41C, there are more than 130 instructions and only thirty-five keys. A *shift* function doubles the number of distinguishable key sequences, but that still leaves almost half the instruction set without a home on the keyboard. Rather than further increase the number of keys or the number of shifted modes, Hewlett-Packard has adopted a solution familiar in larger systems: all instructions, whether or not they appear on the keyboard, can be executed by spelling out their mnemonic in the display. Programs resident in memory and instructions associated with peripheral devices can be executed in the same way.

Execution of a mnemonic label has the significant advantage of eliminating all dependence of the instruction set on the layout of the keyboard. It also has certain potential drawbacks that the designers of the HP-41C have gone to some lengths to remedy, largely by exploiting the alphabetic display. For example, if the spelling of a mnemonic is forgotten, a complete listing of the instruction set can be called up by the CATALOG function.

Another objection is that repeatedly spelling out a function can be tiresome on a keyboard smaller than the human hand. This burden has been relieved by the radical strategy of allowing all the keys to be redefined by the user. Any instruction (with the exception of a few program-editing pseudoinstructions) and any program can be assigned to any key.

The fluid indeterminacy of the keyboard leads to a further possible complaint: the user may lose track of what function has been assigned to a particular key. Two devices come to the aid of the forgetful. A keyboard overlay slides into place to relabel the keys according to the chosen assignments; if several programs require different key assignments, a separate overlay can be made up for each one. The second aid is more elegant: the current function of any key can be verified merely by pressing the key and holding it down a moment. The mnemonic of the function appears in the display. If the key is released, the function is executed; otherwise, the word "null" appears and the command is canceled.

[A third aid to the use of the HP-41C keyboard is the selection of the user/standard mode. The key redefinitions are valid only when the calculator is in the user mode. To use a key that has been redefined for its original function, the user has only to press the USER key to toggle the calculator back to its standard mode. In the standard mode, the HP-41C behaves as it would before any keys were assigned, thus giving the user the best of both worlds. . . . GW]

#### Further Features for the Programmer

The versatility of the liquid-crystal display is exploited in several other ways to make the HP-41C friendly and fool-resistant. A row of indicators below the main display provides various indications of mode and status. Error messages can be reasonably explicit: an attempt to divide by 0 elicits "data error," and a number greater than 10<sup>99</sup> is flagged as "out of range." When a conditional test, such as "X = 0?", is executed from the keyboard, the display answers the question "yes" or "no."

Alphabetic text can also have a valuable role within a program. How it is employed is largely up to the programmer, but two obvious uses are prompting for inputs and labeling outputs.

Even with the best of keyboard technologies, entering a long program is inevitably tedious. A feature of the HP-41C that helps in avoiding needless repetition of effort is a *continuous memory*, which maintains all data and programs even when the calculator is turned off. Key assignments, the settings of flags, and other status information (such as the angular mode) are also preserved. A program that is run frequently can be kept in the calculator. Memory resources are finite, however, and on occasion a program must be cleared to make room for another and later reloaded. It is for such purposes that the magnetic-card reader and the bar-code reader are intended.

#### Using Cards

The magnetic-card reader, which occupies one port, is a small unit that clips onto the top of the calculator and can be left in place. The cards are the standard 1 by 7 cm magnetic strips (slightly smaller than a stick of chewing gum) that are also employed by the HP-67 and HP-97 and by some Texas Instruments calculators. They are inserted in a slot at the side of the reader and pulled through by a motor for retrieval on the other side. Each card has two tracks and each track holds the contents of 16 registers, which can be either data or programs. A



long program requires several cards, and a routine that saves the state of the entire machine sometimes calls for a whole deck of them.

Cues provided by the calculator make operations with the cards almost mindless. When writing a program onto cards, a message in the display indicates how many tracks will be needed; when reading a program, the same message gives the lowest-numbered track that has yet to be read. The cards can be inserted in any sequence, and the information is sorted out internally. A defective card or an unsuccessful pass through the slot generates an appropriate error message.

Cards can be both written and read at the command of a running program. For example, a data card might be requested during an initialization routine, and new values might be written onto the card at the end of a calculation. Or one of several possible subroutines might be appended to a running program once the program had determined which subroutine was needed. Unfortunately, all these procedures still require human intervention for the actual insertion of the card. Thus, the user must attend the machine and feed it by spoonfuls on demand.

An amusing feature of the card reader is its ability to create "private" program cards. When such a card is read back into the calculator, the program appears in the catalog and becomes available for execution, but it cannot be examined, modified, or copied onto another card. Any attempt to do so is blocked by the imperious message "private." The security measures seem to be effective (although I have not worked seriously at penetrating them); how often they will be needed is another question. In the realm of very-small-scale systems, the major worry is theft of hardware, not software.

#### Software Compatibility

The introduction of a new model computer often raises questions of software compatibility. In this case, Hewlett-Packard has made the new machine compatible with the old software by including a translator routine in the card reader. Magnetic cards written on the HP-67 or HP-97 can be entered into the HP-41C and, with no intervention by the user, will be converted into HP-41C programs. Thus, the machine has access to the large body of software written for the earlier calculators, including more than 3000 programs in a users' library administered by Hewlett-Packard.

An incidental benefit is the addition of more than a dozen instructions peculiar to the HP-67 and HP-97 that become available on the HP-41C whenever the card reader is plugged in, even though most of those instructions have nothing directly to do with card operations. For example, there is a block-memory swap that comes in handy occasionally.

#### **Bar-Code Wand**

One drawback of magnetic-card recording is the cost of the medium: roughly fifty cents a card, plus the considerable expense of the card reader itself. There is also the delicacy of the iron-oxide surface, which necessitates careful storage and the maintenance of duplicate copies for backup. A second input device for the HP-41C, the bar-code reader, relies on the most inexpensive of all known storage media, ink on paper. The reader is a hand-held wand similar to a general-purpose one introduced some months ago (the Hewlett-Packard HEDS-3000), but it has an interface and a plug specifically adapted to the HP-41C.

With programs encoded and printed by Hewlett-Packard, the wand works extremely well. A line of code can be scanned in either direction, although multiple lines must be read in sequence. The calculator display prompts for the lowest-numbered line not yet read. Even more helpful is audible confirmation. After each successful pass, the calculator emits a high-pitched beep; a failure results in a lower-pitched tone. The speed and orientation of the wand are not critical, and with practice the success rate becomes quite high.

The wand can also do a few things besides the straightforward loading of programs. Individual instructions can be executed from a "paper keyboard" (which is a table of bar codes, each of which is a single HP-41C instruction); data can be entered directly into designated storage registers; subroutines can be appended and programs merged. One wand function, instead of translating the scanned bar code into HP-41C operation codes, displays the actual binary value represented by the bars.

Printed machine-readable code is an ideal medium for the mass distribution of programs, and Hewlett-Packard will reportedly make all its software for the HP-41C available in this form. Programs from the users' library will also be offered in bar code, presumably at a lower price than programs on magnetic cards. For frequent users of such prepared software, bar code seems to be the medium of choice. The situation is somewhat different, however, for those whose main interest is in writing their own programs rather than in running other people's. The trouble is that bar code, for now, remains largely a one-way channel of communication.

It is possible to assemble by hand a bar-code representation of a program. The basic materials are adhesive labels, each bearing the code for a single instruction or a single numeric or alphabetic character. [*The "paper keyboard" can also be photocopied, with a program being created by cutting and pasting photocopied bar-code keystrokes.*... GW] A long program, however, would require several hundred labels; moreover, they must be scanned as a series of many short strokes. The ability to reproduce the program by photocopying might sometimes compensate for this inconvenience, although the wand owner's manual warns that such copies may not always give acceptable results. (Three copying machines I tried all produced readable images, although the error rate was somewhat higher than with originals.)

For those who have access to a computer system that includes a daisy-wheel printer or a plotter, Hewlett-Packard will supply programs in BASIC or FORTRAN that will generate bar code in the HP-41C format. A far more appealing method would be to produce the bar code on the printer in the HP-41C system; if that could be done, the wand might entirely displace the magnetic-card reader. The HP-41C printer can readily be made to generate patterns that superficially resemble bar codes. In several weeks of experimenting, however, I have been unable to persuade the wand to recognize those patterns

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Even if the problems of color, contrast, and resolution could be solved, there would remain other impediments. The bar pattern for most of the instruction codes exceeds the capacity of the print buffer; what is more, with no means of summoning up operation codes from program memory, printing the bar-code representation of a program would necessarily entail manual translation. With the system in its present configuration, bar-code output from the printer does not seem to be practical, although it is tantalizingly close.

### The mere possibility of obtaining hard copy greatly enhances the utility of the calculator . . .

#### The Printer

The printer is easily the most engaging component of the HP-41C system. The mere possibility of obtaining hard copy greatly enhances the utility of the calculator, since it relieves the operator of the need to transcribe results as they become available. The printer for the HP-41C does more than that: it will reproduce anything that appears in the display and much else besides.

The print mechanism is a thermal, dot-matrix one; 24-character lines are printed on rolls of heat-sensitive paper about 6 cm wide. There is a standard set of 127 characters, including full uppercase and lowercase alphabets, the ten numerals, a few Greek letters, and miscellaneous other symbols and punctuation marks. All characters can be printed in a standard 5 by 7 matrix or in a double-width format. A few of the standard calculator instructions trigger printing and, in addition, the printer has its own repertoire of about twenty-five instructions.

Programs can be listed in their entirety, or a designated number of lines can be printed out; in either case, the listing shows the same mnemonics that appear in the display. The path followed by the calculator through a program being executed can be traced, providing a record of all instructions and operands; this is a useful facility when the program does not function as expected. The contents of the operand stack can be printed out with a single command; so can the contents of all allocated memory registers, or of a defined block of registers. In addition, assignments of nonstandard functions to the keyboard and the status of all flags can be listed. All of these functions can be executed manually or within a program.

The most commonly invoked print functions are those that print the contents of the X register (roughly equivalent to an accumulator), the alpha register, or a print buffer. The variations offered by these instructions allow the output of a program to take almost any format within the physical capabilities of the printer. The main limitations are the time and space the programmer wishes to dedicate to format commands. It is easy to list a series of variable names, each followed by a colon or an equals sign and a value. Tabulating two or three columns of numbers so they line up vertically on their decimal points demands a somewhat larger investment of program memory and execution time.

The dot-matrix print head is a single vertical row of print elements that sweeps across the paper forming characters as a series of columns (see table 1a). A special set of printer instructions brings this process under program control so that nonstandard characters can be created. Indeed, the printer reproduces any pattern that can be defined by a matrix 7 dots high and no more than 40 dots wide. If the pattern fits in a 7 by 7 box, it can be treated as a special character, stored in a register, and called up as needed. In principle, a complete font could be built up in this way, although its usefulness might be somewhat impaired by the limited capacity of the print buffer: only 6 special characters per line can be printed. A more practical application is the creation of schematic symbols and markers, such as playing-card suits, chess pieces, or the phases of the moon (see table 1b).

Another capability of the printer is the plotting of graphs for any function that can be expressed in the form y = f(x). The graph is drawn under the direction of a

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**Table 1:** Character set as printed by the HP-41C printer. The standard character set, shown in table 1a, contains 127 letters, numbers, and other symbols. About sixty of them, including the full uppercase alphabet, can also be represented in a somewhat different form in the display of the HP-41C itself. Each character can be printed in a standard 5 by 7 dot matrix or in a double-width format. Special characters (table 1b) can also be created by specifying the pattern of dots in each column of the character.

program called PRPLOT (print plot), which is committed to read-only memory in the printer. When PRPLOT is executed (see listing 1), it first asks the user to supply certain information that determines the form of the graph, such as the range of x and y. It then calls on a named program, also supplied by the user, that for each given value of x must return a value f(x). The resulting graphs cannot compare to the product of an x, y plotter, but they can be run off quickly and are adequate for gauging the basic form and range of a function. PRPLOT can also be executed from within a program without the prompting for input values, and various parts of it can be called independently.

#### **Programming with Labels**

An organizing principle of programs for the HP-41C is that all references and transfers of control are made by means of *labels*. The name given to a program constitutes a global label, one that can be accessed from any point in program memory. By invoking the name, a program can be called as a subroutine and can even call itself, although there are limits to such recursion.

Labels within programs are generally local, so that the same labels can be repeated in different programs without interference. Subroutine calls and branches can be made only to a label; there is no absolute addressing by line number. As a result, all programs and procedures within programs can be relocated at will. Lines can also be freely inserted or deleted without adjusting references elsewhere.

Instructions that require an address or a numerical argument can be given it either directly or indirectly. The addressing modes are uniform for all memory operations, subroutine calls, branching, loop control, the setting, clearing, and testing of flags, and even such functions as setting the display format and determining the pitch of the beeper. A subroutine is called by the XEQ (execute) function, which must be followed by a local label or the name of a program.

If the instruction is an indirect one (XEQ IND), the 2-digit number that follows is interpreted as the register where the subroutine name or label will be found. Any register, including those of the stack, can hold the indirect address. Subroutines can be nested six levels deep before the return address of the highest-level routine is lost.

Conditional tests of numerical data include various combinations of "less than," "greater than," "equal to," and "not equal to"; alphabetic strings can also be compared, but only for equivalence. All the tests have the same format, in which a false result causes the instruction following the test to be skipped. Tests of flags (set or clear) employ the same scheme. The complement of fiftysix flags seems particularly generous. Eleven flags are completely unencumbered for use in programs; the rest control the status of the HP-41C and its peripherals, thereby affording the calculator a valuable amount of self-knowledge.

#### Loops

The control of loops in HP-41C programs is facilitated by two instructions that store all the needed information in a single register. The instructions, ISG (increment, skip if greater) and DSE (decrement, skip if equal), refer directly or indirectly to a register holding a number of the form *nnnn.tttcc*. Here *nnnnn* is the number to be tested, *ttt* is the value against which it is tested, and *cc* is the amount by which *nnnnn* is incremented, or decremented. The compacted form is a convenience, although I find it odd that the incremented number has a range of up to 99,999, whereas a jump must take place whenever it exceeds 999.

#### Other Programming Features

The HP-41C cannot realistically be said to support structured programming, not as I understand the term. The rule that all procedures should have a single entry point and a single exit, which is one of the precepts of structured programming, cannot be observed without extreme awkwardness. On the other hand, the programcontrol structures of the HP-41C strongly encourage the composition of modular programs, where each procedure is a self-contained unit, small enough to be fully understood and capable of being tested independently. In a program longer than a few hundred lines, some such technique for imposing order is obligatory.

In the end, the capabilities of the HP-41C can be exhibited best by real programs and their output. A few short utility routines and a longer program, called CHART, are given in listings 2 and 3. CHART, which incidentally shows off to good advantage the versatility of the printer, produces a bar graph, a form of display that is more appropriate for some kinds of data than the line graphs of PRPLOT.



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The main program in CHART (listing 2), which is confined to the first 20 lines, is little more than a list of XEQ statements. It first prompts the user for needed information, then does some preliminary calculations and prints a header that will identify the graph. An external program (see listing 4) is then called once for each bar; it is expected to return a value defining the length of the bar and a label of not more than 4 characters.

It is worth noting that the actual calculation of the bar length is a trivial operation. The bulk of the program is taken up with input and output routines, which are intended to minimize the burden on the user's memory and faculties of interpretation. A bar graph generated by the CHART program is shown for data on the distribution of digits obtained from the RDM LN pseudorandomnumber generator; see listing 5.

#### **Next Generations**

What more can one ask for in a programmable calculator? Quite a lot; there is much to look forward to in the next generation. More memory is always near the top of such a wish list. One way of supplying it, which might be compatible with the present mainframe, would be in a double-density memory module. The entire address space could then be utilized without filling all the ports.

The very existence of ports inspires thoughts of other Text continued on page 136

**Listing 1:** Graph of the function  $(\sin x)/x$  was drawn by PRPLOT, a program that resides in read-only memory in the HP-41C printer. The function itself is defined by a separate program (at bottom), which evaluates the expression each time it is supplied with a value of x and called PRPLOT.

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331.	x						
369.							

01+LBL -SIN/X-02 RCL X 03 SIN 04 X<>Y 05 / 06 END **Listing 2:** A bar-graph program. CHART, the HP-41C program for generating bar graphs, is written as a series of modules. The first of these prompts the user to supply certain initial information that will determine the form of the graph. An alternative entry point, CHARTP, is intended for occasions when the bar-graph routine is called from another program; this entry point bypasses the prompting. For each bar drawn, CHART calls on a user-supplied program, which must return two items, the value to be plotted in the X register and a label for the bar no more than 4 characters long in the alpha register. The bar is actually formed in subroutine 08 out of a standard character and additional print columns for fine adjustment of the length.

01+LBL -CHART- 02+LBL a 03 XEQ 00 04+LBL -CHARTP- 05 XEQ 01 06 XEQ 02 07 XEQ -BAR- 08+LBL A 09 XEQ 03 10 XEQ 04 11 XEQ 05 12+LBL 30 13 XEQ 07 14 RCL 18 15 INT	Initialization; can be executed from the keyboard by pressing "A." Main calculation and printing of bars. Calls a user program whose name is stored in register 11.	61 RCL 15 62 XEQ 10 63 STO 17 64 5 65 X<>Y 66 X<=Y? 67 ST- 17 68 132 69 X<>Y 70 X>Y? 71 ST- 17 72 RTN	Calculate absolute position of axis; if beyond the range of the graph, axis is suppressed.	117 ADV 118 RTN 119+LBL 05 120 0 121 STO 10 122 RCL 17 123 X=0? 124 RTN 125 119 126 ACCOL 127 PTN	
16 XEQ IND 11 17 XEQ 08 18 ISG 18 19 GTO 30 20 XEQ 07 21 GTO 50		73+LBL 02 74 ADV 75 ADV 76 -P- 77 RCA 78 SF 13 79 -LOT OF - 80 RCA 81 CF 13 82 SF 12	Print identifying header: "Plot of 'PGM NAME' "	128 RCL 15 129 XEQ 11 130 ST+ 10 131 2 132 / 133 - 134 5 135 X)Y? 136 GTO 52 137 RDH	Labels axis within graph, if it has not been suppressed.
22 CF 23 24 -PGN NAKE?- 25 AON 26 PRONPT 27 FS? 23 28 ASTO 11 29 AOFF 30 CF 22 31 -NO. OF BARS?- 32 PRONPT 33 FS?C 22 34 STO 12 35 -Y MIN?- 36 PROMPT 37 FS?C 22 38 STO 13	Subroutine that prompts for inputs. In each case the prompting message appears in the display but is not printed. If no value is input following the prompt, the program assumes the value supplied on the previous run is still valid.	83 RCL 11 84 RCX 85 CF 12 86 PRBUF 87 RTN 88+LBL 03 89 SF 12 90 -X- 91 RCA 92 7 93 ACCHR 94 29 95 SKPCOL	Print labels for X and Y axes.	139 RCL 10 140 - 141 X(Y? 142 GTO 52 143 RDH 144+LBL 52 145 INT 146 SKPCGL 147 ST+ 10 148 RCL 15 149 ACX 150 XEG 12 151 RTN	
39 -Y MAX? 40 PROHPT 41 F5?C 22 42 STO 14 43 -AXIS? 44 PROHPT 45 F5? 22 46 STO 15 47 RTN		96 "Y" 97 ACA 98 125 99 ACCHR 180 CF 12 101 PRBUF 182 RTH		152+LBL 07 153 119 154 ACCOL 155 0 156 STO 10 157 XEQ 17 158 XEQ 12 159 RTN	Accumulates markers for the extrema points and the axis in spaces between bars.
48+LBL 01 49 RCL 12 50 1 51 - 52 1 E3 53 / 54 STO 18 55 137 56 RCL 14 57 RCL 13 58 - 59 / 60~STO 16	Set up register for looped calls to user program. Calculate coefficient relating Y-axis scale to graph width of 137 columns.	103+LBL 04 104 RCL 13 105 ACX 106 XEQ 11 107 STO 10 108 RCL 14 109 XEQ 11 110 ST+ 10 111.144 112 RCL 10 113 - 114 SKPCOL 115 RCL 14 116 ACX	Labels extrema of Y axis.	160+LBL 08 161 ACA 162 3 163 SKPCOL 164 RDH 165 XEQ 10 166 X(=0? 167 GTO 0? 168 127 169 ACCOL 170 RDN 171 136	Master subroutine for accumulating and printing a bar. Checks if the length is zero; if so, executes LBL 07. Checks if the length is Listing 2 continued on page 134

Listing 2 con 172 X(=Y? 173 GTO 09 174 RDN 175 STO 10 176 XEQ 15 177 RDN 178 XEQ 16 179 127	ntinued: greater than the maximum; if so, executes LBL 09. Otherwise, the bar is built up by LBL 15 and LBL 16.	204+LBL 16 205 1 206 X>Y? 207 RTH 208 X=Y? 209 RTH 210 42 211 Accol 212 RDH	Finishes a bar by accumulating individual		239+LBL 10 240 RCL 13 241 - 242 RCL 16 243 * 244 FIX 0 245 RND 246 FIX 2 247 RTH	Calculates the length of the bar.
180 ACCOL 181 XEQ 17 182 XEQ 12 183 RTN 184+LBL 09 185 STO 10 186 XEQ 15 187 RDN 188 XEQ 16 189 127	Special routine for a bar that must fill the entire width of	213'- 214 1 215 X>Y? 216 RTH 217 X=Y? 218 RTN 219 85 220 ACCOL 221 RDN 222 - 223 GTO 16	length equals specified length.		248+LBL 11 249 RBS 250 SF 25 251 LOG 252 CF 25 253 INT 254 5 255 + 256, 7 257 * 258 RTN	Calculates width of a number (eg: axis or extrema labels) in number of columns.
198 ACCOL 191 ADV 192 RTN 193+LBL 15 194 7 195 X)Y? 196 RTN 197 X=Y? 198 PTN	Accumulates the maximum integer number of gray-tone characters (standard char-	224+LBL 17 225 RCL 10 226 1 227 + 228 RCL 17 229 X#0? 230 X<=Y? 231 RTH 232 STO 10 277 V/Y	Inserts space from end of bar to maximum then adds a marker for maximum $Y$	Y	259+LBL 12 260 135 261 RCL 10 262 - 263 SKPCOL 264 119 265 RCCOL 266 ADV 267 RTH	Adds space to fill out a line, other than a line with a bar, then prints a Y - maximum marker.
199 31 200 ACCHR 201 RDN 202 - 203 GTO 15	acter 31) that will fit in the bar.	233 XCY 234 - 235 SKPCOL 236 119 237 ACCOL 238 RTH			268+LBL 50 269 ADV 270 ADV 271 BEEP 272 END	Beeps to mark finish.

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#### Text continued from page 130:

peripheral devices. A cassette recorder could provide mass storage and would make feasible operations on large blocks of data. An x, y plotter could be driven very efficiently by the HP-41C, albeit at a leisurely pace. With a fairly simple interface, it should be possible to connect the calculator to a computer system. The likelihood that any of these products will ever be forthcoming is unknown. It is probably too much to ask that Hewlett-Packard release technical information on the signals available at the ports so that others could develop plugcompatible devices. Some intrepid experimenter with a logic probe may do it anyway.

There are a few gaps in the instruction set of the HP-41C that should not be perpetuated in future calculators. For example, there are tests for x < y, for  $x \le y$  and for x > y, but there is no test for  $x \ge y$ . Of course, any desired logic function can be fabricated out of the existing instructions, but the programmer should not have to go to that trouble and should not have to remember which of the tests is the missing one.

The most fundamental defect in the architecture of the HP-41C, inadequate numerical precision, is a serious flaw indeed. Numbers are represented, both internally and in the display, with 10 decimal digits; there are no guard digits. As a result, inaccuracies are quite often introduced into the least-significant digit. For example,  $(\sqrt{2})^2$  is evaluated by the calculator as 1.9999999999. For operations on some data, the corruption goes still deeper and 2 or 3 digits become suspect. There is something absurd about the world's fanciest calculator not being able



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Actually, a subsidiary problem is more serious than that. Conditional tests on data are carried out on the full 10-digit representation. Consequently, a test that effectively asks "Is  $(\sqrt{2})^2$  equal to 2?" will give a false result, which can lead a program far astray.

**Listing 3:** Utility routines for the HP-41C. These two routines are the kinds of programs that can remain in memory as resources to be drawn on by other programs, somewhat like macro instructions in an assembly language. BAR simply prints a heavy bar across the width of the paper to separate different kinds of information. TAB handles the spacing of numbers to be printed in vertical columns. It must be supplied with the number to be printed (in the X register) and the number of character spaces to be measured from the present position in the line of print to the decimal point. TAB was employed in formatting the random-number data in listing 2.

01+LBL "BAR"	01+LBL "TAB"
82 ADV	02 ABS
03.023	03 SF 25
84 31	84 LCG
85+LBL 01	85 CE 25
R6 RCCHR	96 1/=92
A7 ISC Y	97 CLX
A8 CTO A1	00 INT
	00 101
	10 1
10 HUY	10 +
II HUY	11 RUL X
12 END	12 3.1
	13 /
	14 INT
	15 +
	16 CHS
	17 +
	18 SKPCHP
	10 SKI CHK
	19 END

**Listing 4:** Random-number routines for the HP-41C. These two random-number generators, standard coding exercises for programmable calculators, both calculate a pseudorandom real value, then select a single pseudorandom digit for return to the calling program. RDM LC employs the standard linearcongruential method, which has virtues and failings that are well understood. In this example,  $R_{n+1}$  is equal to [24,298 $R_n$  + 99,991]<sub>mod 199,017</sub>.

RDM LN is an algorithm the author stumbled upon but has not seen in the literature.  $R_{n+1}$  is defined as  $1/\ln R_n$ . Experimental runs of up to several thousand iterations have given good results, but the behavior of the algorithm is not understood. A sample test is shown in listing 5.

01+LBL "RDN LN"	01+LBL "RDM LC"
02 RCL 20	02 RCL 20
93 ABS	<b>83</b> 24298
04 LN	<b>84</b> *
85 1/X	85 99991
06 STO 20	<b>96</b> +
07 1 E3	07 199017
88 *	<b>88 MOD</b>
09 FRC	09 STO 20
10 10	10 1 E3
11 +	11 /
12 INT	12 FRC
13 ABS	13 10
14 END	14 *
	15 INT
	16 END

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**Listing 5:** Bar-graph results of the CHART program, given in listing 2. The graph represents pictorially the distribution of the 10 digits in a sample of 2500 pseudorandom numbers. The numbers were generated by another program, RDM LN (shown in listing 4), with the bookkeeping done by a third program.

Test of "RDM LN"

Plot of "RANDOM"

Number of trials 2500

Seed = 1.234567890

DIGIT COUNTS

250.00

237.

259.

234.

228.

256.

265.

268.

251.

259.

243.

211.

MEAN =

 $\langle \beta \rangle =$ 

(1) =

<2> =

(3) =

**(4)** =

<5> =

<6> =

<7> =

<8> =

<9> =

RUNS OF 2:

X↑	Y	÷
1	289.00	300.00
1	25	9.00 i
!		1
<0>6		1
;		
<i>8</i>		n i
1		
<2>8	ierzyki	
⟨3⟩∎		
1		l l
<b>{4</b> }8		
1		
<5>8		
:		1
<b>(6)</b>		i i i i i i i i i i i i i i i i i i i
1		

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RUNS OF 3: 14. RUNS OF 4: 3. RUNS OF 5: 0.

#### STATISTICS

CHI SQUARED	=	6.8240
HIGH/LOW =		1.0593
ODD/EVEN =		0.9936

#### **BRERSEBRERERERERERE**

It is easy to imagine that some programmable calculator evolved from the HP-41C would have instructions much like those of a higher-level language. Having introduced named programs, the next obvious step is named variables, which would relieve the programmer of much tedious worry over memory allocation. Let the machine keep track of where the numbers are; it does so better than people can. The existing conditional tests, which act directly on particular registers, might be recast as a more general *if* . . . *then* . . . *else* construction, employing the named variables. Also, *do* . . . *while* and *repeat* . . . *until* commands would be a welcome addition; indeed, the loop-control instructions of the HP-41C already come close.

One essential capability must be added to the calculator before such higher-level commands can be made available. A higher-level language is a program whose output is another program, and so it is necessary that instructions be allowed to operate not only on data but also on other instructions. In this context, it seems significant that the inability of a calculator to alter its own instructions is what most clearly distinguishes calculators from computers.