



REPORT HALFDUCK Program F12 November, 1959 NUMBER 534 Computer Program Internal

## HALFDUCK (Program F12) G. A. Westlund

This program was suggested by L. J. Laslett on October 30, 1959. It solves the equations

$$\frac{dx}{d\phi} = p_x$$

$$\frac{dp_x}{d\phi} = \left[S + A\cos(m_1\phi + \lambda\pi) + B\cos(m_2\phi + \beta\pi)\right] + C\cos(m_3\phi + \lambda\pi) + D\cos(m_4\phi + \delta\pi)\right] x$$

in floating point arithmetic. The program was written in FORTRAN II language and uses the MURKY5 subroutine for the integration.

Entrance parameters are entered on the standard MURA/FORTRAN agendum sheets. NE integration steps of size  $\gamma/N_{RK}$  each are taken for each run, with printing every  $NP^{th}$  step.

For the first run of a series, enter only those values that are not zero. For subsequent runs of a series, enter only those values that differ from those of the previous run.

NOTE: The ID, NE, and NP must each be less than 32,768.

The sense switches have no effect on the program.

The addresses of the entrance parameters are as follows:

I. D.	20	m <sub>2</sub>	10
x <sub>o</sub>	1	$^{\mathrm{m}}$ 3	11
$\mathbf{p}_{\mathbf{x_{O}}}$	2	$^{\mathrm{m}}{_{4}}$	12
<sup>p</sup> x <sub>o</sub> (φ/π) <sub>o</sub>	3	٤	13
S	4	ß	14
A	5	y	15
В	6	S	16
C	7	NE	17
D	8	NP	18
m <sub>1</sub>	9	$^{ m N}_{ m RK}$	19

## MURA/FORTRAN AGENDUM

~		PROGRAM NO SUBMITTER
Instructi	ons:	
1	. Enter	program number and submitter's name above.
2	. Enter	address and value below for parameters desired.
3	. Enter	sense switch settings:
Notes:		

- 1. Decimal points may be omitted only if understood to follow the rightmost digit.
- 2. Addresses may not contain more than 4 digits.
- 3. Factors may not contain more than 8 digits.
- 4. Exponents may not contain more than 2 digits.
- 5. Exponents may be omitted if zero. If not, they must be signed.

Address	Value	Address		Value		<b>A</b> ddress	Value	
								!   
~,								
			,				A 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
								<del>                                     </del>
~								
<u> </u>		<u> </u>		-		"	END DATA	