

Section 11: Program units

The terms and basic concepts of program units were introduced in 2.2. A program unit is a main program, an external subprogram, a module, or a block data program unit.

This section describes all of these program units except external subprograms, which are described in Section 12.

11.1 Main program

A Fortran **main program** is a program unit that does not contain a SUBROUTINE, FUNCTION, MODULE, or BLOCK DATA statement as its first statement.

R1101 *main-program* is [*program-stmt*]
 [*specification-part*]
 [*execution-part*]
 [*internal-subprogram-part*]
 end-program-stmt

R1102 *program-stmt* is PROGRAM *program-name*

R1103 *end-program-stmt* is END [PROGRAM [*program-name*]]

C1101 (R1101) In a *main-program*, the *execution-part* shall not contain a RETURN statement or an ENTRY statement.

C1102 (R1101) The *program-name* may be included in the *end-program-stmt* only if the optional *program-stmt* is used and, if included, shall be identical to the *program-name* specified in the *program-stmt*.

C1103 (R1101) An automatic object shall not appear in the *specification-part* (R204) of a main program.

NOTE 11.1

The program name is global to the program (16.1.1). For explanatory information about uses for the program name, see section C.8.1.

NOTE 11.2

An example of a main program is:

```
PROGRAM ANALYSE
  REAL A, B, C (10,10)      ! Specification part
  CALL FIND                 ! Execution part
CONTAINS
  SUBROUTINE FIND          ! Internal subprogram
  ...
  END SUBROUTINE FIND
END PROGRAM ANALYSE
```

The main program may be defined by means other than Fortran; in that case, the program shall not contain a *main-program program-unit*.

A Fortran main program shall not be recursive; that is, a reference to it shall not appear in any program unit in the program, including itself.

In a scoping unit making reference to a module, the **ONLY** option in the **USE** statement may be used to further limit the accessibility, in that referencing scoping unit, of the public entities in the module.

11.2.2 The **USE** statement and use association

The **USE statement** provides the means by which a scoping unit accesses named data objects, derived types, type aliases, interface blocks, procedures, abstract interfaces, generic identifiers (12.3.2.1), and namelist groups in a module. The entities in the scoping unit are said to be **use associated** with the entities in the module. The accessed entities have the attributes specified in the module. The entities made accessible are identified by the names or generic identifiers used to identify them in the module. By default, they are identified by the same identifiers in the scoping unit containing the **USE** statement, but it is possible to specify that different local identifiers be used.

R1107 *use-stmt* **is** **USE** [[, *module-nature*] ::] *module-name* [, *rename-list*]
or **USE** [[, *module-nature*] ::] *module-name* , ■
 ■ **ONLY** : [*only-list*]

R1108 *module-nature* **is** **INTRINSIC**
or **NON_INTRINSIC**

R1109 *rename* **is** *local-name* => *use-name*
or **OPERATOR** (*local-defined-operator*) => ■
 ■ **OPERATOR** (*use-defined-operator*)

R1110 *only* **is** *generic-spec*
or *only-use-name*
or *rename*

R1111 *only-use-name* **is** *use-name*

C1108 (R1107) If *module-nature* is **INTRINSIC**, *module-name* shall be the name of an intrinsic module.

C1109 (R1107) If *module-nature* is **NON_INTRINSIC**, *module-name* shall be the name of a nonintrinsic module.

C1110 (R1105) Each *generic-spec* shall be a public entity in the module.

C1111 (R1107) Each *use-name* shall be the name of a public entity in the module.

R1112 *local-defined-operator* **is** *defined-unary-op*
or *defined-binary-op*

R1113 *use-defined-operator* **is** *defined-unary-op*
or *defined-binary-op*

C1112 (R1113) Each *use-defined-operator* shall be a public entity in the module.

A *use-stmt* without a *module-nature* provides access either to an intrinsic or to a nonintrinsic module. If the *module-name* is the name of both an intrinsic and a nonintrinsic module, the nonintrinsic module is accessed.

The **USE** statement without the **ONLY** option provides access to all public entities in the specified module.

A **USE** statement with the **ONLY** option provides access only to those entities that appear as *generic-specs*, *use-names*, or *use-defined-operators* in the *only-list*.

More than one **USE** statement for a given module may appear in a scoping unit. If one of the **USE** statements is without an **ONLY** qualifier, all public entities in the module are accessible. If all the

USE statements have ONLY qualifiers, only those entities in one or more of the *only-lists* are accessible.

An accessible entity in the referenced module has one or more local identifiers. These identifiers are

- (1) The identifier of the entity in the referenced module if that identifier appears as an *only-use-name* or as the *defined-operator* of a *generic-spec* in any *only* for that module,
- (2) Each of the *local-names* or *local-defined-operators* the entity is given in any *rename* for that module, and
- (3) The identifier of the entity in the referenced module if that identifier does not appear as a *use-name* or *use-defined-operator* in any *rename* for that module.

Two or more accessible entities, other than generic interfaces or defined operators, may have the same identifier only if the identifier is not used to refer to an entity in the scoping unit. Generic interfaces and defined operators are handled as described in section 16.1.2.3. Except for these cases, the local identifier of any entity given accessibility by a USE statement shall differ from the local identifiers of all other entities accessible to the scoping unit through USE statements and otherwise.

NOTE 11.8

There is no prohibition against a *use-name* or *use-defined-operator* appearing multiple times in one USE statement or in multiple USE statements involving the same module. As a result, it is possible for one use-associated entity to be accessible by more than one local identifier.

The local identifier of an entity made accessible by a USE statement shall not appear in any other nonexecutable statement that would cause any attribute (5.1.2) of the entity to be specified in the scoping unit that contains the USE statement, except that it may appear in a PUBLIC or PRIVATE statement in the scoping unit of a module and it may be given the ASYNCHRONOUS or VOLATILE attribute.

The appearance of such a local identifier in a PUBLIC statement in a module causes the entity accessible by the USE statement to be a public entity of that module. If the identifier appears in a PRIVATE statement in a module, the entity is not a public entity of that module. If the local identifier does not appear in either a PUBLIC or PRIVATE statement, it assumes the default accessibility attribute (5.2.1) of that scoping unit.

NOTE 11.9

The constraints in sections 5.5.1, 5.5.2, and 5.4 prohibit the *local-name* from appearing as a *common-block-object* in a COMMON statement, an *equivalence-object* in an EQUIVALENCE statement, or a *namelist-group-name* in a NAMELIST statement, respectively. There is no prohibition against the *local-name* appearing as a *common-block-name* or a *namelist-object*.

A procedure with an implicit interface and public accessibility shall explicitly be given the EXTERNAL attribute in the scoping unit of the module; if it is a function, its type and type parameters shall be explicitly declared in a type declaration statement in that scoping unit.

An intrinsic procedure with public accessibility shall explicitly be given the INTRINSIC attribute in the scoping unit of the module or be used as an intrinsic procedure in that scoping unit.

NOTE 11.10

For a discussion of the impact of the ONLY clause and renaming on dependent compilation, see section C.8.2.1.

NOTE 11.11

Examples:

```
USE STATS_LIB
```

provides access to all public entities in the module STATS_LIB.

```
USE MATH_LIB; USE STATS_LIB, SPROD => PROD
```

makes all public entities in both MATH_LIB and STATS_LIB accessible. If MATH_LIB contains an entity called PROD, it is accessible by its own name while the entity PROD of STATS_LIB is accessible by the name SPROD.

```
USE STATS_LIB, ONLY: YPROD; USE STATS_LIB, ONLY : PROD
```

makes public entities YPROD and PROD in STATS_LIB accessible.

```
USE STATS_LIB, ONLY : YPROD; USE STATS_LIB
```

makes all public entities in STATS_LIB accessible.

11.3 Block data program units

A **block data program unit** is used to provide initial values for data objects in named common blocks.

```
R1114 block-data           is block-data-stmt
                               [ specification-part ]
                               end-block-data-stmt
```

```
R1115 block-data-stmt      is BLOCK DATA [ block-data-name ]
```

```
R1116 end-block-data-stmt  is END [ BLOCK DATA [ block-data-name ] ]
```

C1113 (R1114) The *block-data-name* may be included in the *end-block-data-stmt* only if it was provided in the *block-data-stmt* and, if included, shall be identical to the *block-data-name* in the *block-data-stmt*.

C1114 (R1114) A *block-data specification-part* may contain only USE statements, type declaration statements, IMPLICIT statements, PARAMETER statements, derived-type definitions, and the following specification statements: COMMON, DATA, DIMENSION, EQUIVALENCE, INTRINSIC, POINTER, SAVE, and TARGET.

C1115 (R1114) A type declaration statement in a *block-data specification-part* shall not contain ALLOCATABLE, EXTERNAL, or BIND attribute specifiers.

NOTE 11.12

For explanatory information about the uses for the *block-data-name*, see section C.8.1.

If an object in a named common block is initially defined, all storage units in the common block storage sequence shall be specified even if they are not all initially defined. More than one named common block may have objects initially defined in a single block data program unit.

NOTE 11.13

In the example

```
BLOCK DATA INIT
  REAL A, B, C, D, E, F
  COMMON /BLOCK1/ A, B, C, D
  DATA A /1.2/, C /2.3/
  COMMON /BLOCK2/ E, F
  DATA F /6.5/
END BLOCK DATA INIT
```

common blocks BLOCK1 and BLOCK2 both have objects that are being initialized in a single block data program unit. B, D, and E are not initialized but they need to be specified as part of the common blocks.

Only an object in a named common block may be initially defined in a block data program unit.

NOTE 11.14

Objects associated with an object in a common block are considered to be in that common block.

The same named common block shall not be specified in more than one block data program unit in a program.

There shall not be more than one unnamed block data program unit in a program.

NOTE 11.15

An example of a block data program unit is:

```
BLOCK DATA WORK
  COMMON /WRKCOM/ A, B, C (10, 10)
  REAL :: A, B, C
  DATA A /1.0/, B /2.0/, C /100 * 0.0/
END BLOCK DATA WORK
```