The program is executed in the following manner:

A Field (columns 2-3), B Field (columns 22-23), and Result Should Be Field (columns 41-60) are loaded into the print area for printing purposes. The B Field is then compared with the A Field.

If the condition is equal, a test is made to check for "blank" in column 41. If blank, the equal-compare operation was executed correctly; if not blank, an error is indicated.

If the condition is unequal, a test is made to check for the letter "U" in column 41. If "U" is present, the unequal-compare operation was executed correctly; if "U" is not present, an error is indicated.

The position of Sense Switch E then determines whether the machine stops to permit console checking or prints the results with an "ERROR" indication.

NOTE: In a compare operation an unequal-compare results when the B Field is longer than the A Field. This circuit is tested by detail card 78 which is punched RW in both the A Field and the B Field. Normally this would result in an equal comparison if both fields were of equal size. However, for this particular card which has an "L" in column 46, an instruction in the program sets the word mark one position further to the left than for all other cards, thus enlarging the B Field, and forcing an unequal-compare result.

Checking Procedure

SENSE SWITCH E ON - Machine stops for errors.

1. Remove the last card in the stacker.
2. Visually check A Field, B Field, and Result Should Be in the card with Locations 202-203, 222-223, and 241 respectively.
3. Check B ≠ A logic light. Should be ON if "U" in Location 241; OUT if blank in Location 241.

SENSE SWITCH E OFF - Machine prints error results. Examples of error print-out:

A Field	B Field	Result Should Be	Result Is
6	6	Equal	ERROR
6		Unequal	ERROR
8	8	Equal	ERROR
8		Unequal	ERROR
RW	RW	Uneq Larger B Field	ERROR

SENSE SWITCH C ON - Machine prints correct results. Examples:

	6	6	Equal	Equal
	6		Unequal	Unequal
	8	8	Equal	Equal
	8		Unequal	Unequal
(Card 78)	RW	RW	Uneq Larger B Field	Uneq Larger B Field