The program is executed in the following manner:

Detail cards numbered 47-57 are punched with an A Field (columns 1-10) and a Result Should Be Field (columns 41-50). The significant digits in both fields are alike. However, they are preceded by zeros and punctuation symbols in the A Field and blanks in corresponding positions of the Result Should Be Field. Some of the cards in this group have signs in the units position of the A Field.

Both fields are loaded into the print area for printing purposes. The A Field is then Moved and Zero Suppressed into the Result Is print area. A compare operation is then executed comparing the Result Should Be Field with the Result Is Field. For unequal conditions the program branches to the Error Print Routine. The position of Sense Switch E then determines whether the machine stops to permit console checking or prints the result with an "ERROR" indication.

Another group of detail cards numbered 58-64 test the operation with one-character A Fields.

Checking Procedure

SENSE SWITCH E ON - Machine stops for errors.

1. Remove the last card in the stacker.
2. Visually check A Field in the card with Location 201-210; then check Location 241-250 with Location 261-270.
3. Check B ≠ A logic light. Should be OUT if Result Should Be and Result Is fields are the same; should be ON if not.

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

A Field	B Field	Result Should Be	Result Is	
00,000,80I		809	80I	ERROR
00,050T0Q0		50T Q	50T0Q0	ERROR
00,40D0Z0Z		40D Z 9	40D0Z0Z	ERROR

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

00,000,80I	809	809
00,050T0Q0	50T Q	50T Q
00,40D0Z0Z	40D Z 9	40D Z 9