The program is executed in the following manner:

The A Field and the Result Should Be Field are loaded into the print area for printing purposes. Column 10 is then tested for a blank. If no blank a 5-position A Field (columns 6-10) is reset added into a 10-position accumulator and the result is compared with the Result Should Be Field. If column 10 is blank, a 1-position A Field (column 1) is loaded into the accumulator; then the accumulator is reset added into the same storage area. The result in the accumulator is next compared with the Result Should Be Field. If the comparison in either case is unequal, 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 results with an "ERROR" indication.

Checking Procedure

SENSE SWITCH E ON - Machine stops for errors.

1. Remove the last card in the stacker.
2. If card number 48-52, visually check the A Field in the card with Locations 206-210; then check Locations 241-250 with 261-270.
   If card number 53-56, visually check the A Field in the card with Location 201; then check Location 241 with 261.
3. Check B ≠ A logic light. Should be OUT if the 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	
01234		000000123D	01234	ERROR
5678Z		000005678I	000005678Z	ERROR
AKTM		00000 123M	000000123M	ERROR
T		C	T	ERROR

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

01234	000000123D	000000123D
5678Z	000005678I	000005678I
AKTM	00000 123M	00000 123M
T	C	C

NOTE: A Reset Add instruction (1) places an appropriate sign in the units position of the accumulator; (2) moves blanks or numerical portions of characters in the A Field to corresponding positions in the accumulator; (3) inserts fill-in zeros in the accumulator after a word mark in the A Field is sensed.