CUSTOMER ENGINEERING TESTS
FOR THE 1401 DATA PROCESSING SYSTEM

Block No. 1070A

READ-PUNCH

Purpose of Test

To test the Read-Punch circuitry by punching 20 cards with a 60-character table in ripple fashion. The detail cards used in this test are similar to the ones used in the Print-Read Test (Block No. 1060).

Units Required

1401 Processing Unit
1402 Card Reader-Punch

Operations Used	Code
Clear	(/)
Set Word Marks	(,)
Read	(1)
Load	(L)
Test Zone & Branch	(V------2)
Read-Punch	(5)
Read-Punch & Branch	(5---)
Branch	(B)
Move Digit	(D)
Stop	(.)

Method of Test

The complete test block consists of the following cards:

1. Title Card (0A)
2. Two Program Chaining Routine Cards (02-03)
3. Three Title and Headings Routine Cards (04-06)
4. Program Instruction Cards (07-26)
5. Detail Cards (27-46)

Two Sense Switches may be brought into play as follows:

Sense Switch B ON - permits the execution of the Read-Punch instruction as often as desired. Since this instruction combines the operation of punching one card and reading the next card, punching and card feeding will continue until the Read Feed Hopper or the Punch Feed Hopper is empty.

Sense Switch D ON - may be used only when this test is run separately. To repeat the test as often as desired the 20 cards punched during this test may be removed from the Punch Stacker and placed in the Read Feed Hopper.