Four Sense Switches may be brought into play as follows:

Sense Switch B ON - permits scoping of **Compare and Br High operations as** often as desired.
Sense Switch D ON - permits execution of the Error Print Routines as often as desired.
Sense Switch E OFF - prints for error results.
ON - stops for error results.
Sense Switch G ON - repeats the program for the entire test as often as desired.

The following characters and blanks are stored in ascending sequence by the loading routine in Locations 701-830, except the word marks in all odd-numbered positions, the Word Separator Character in Location 733, and the a-bit in Location 739 which are program generated:

```
             12 12 12        11 11 11         0  0  0
              5  6  7         5  6  7         5  6  7         5  6  7 12
      .  ⌑  8  8  8  &  $  *  8  8  8  -  /  ,  %  8  8  8  a  #  @  8  8  8  o  A  B  C  D  E  F
     (777777                                    77       77                                  77
Loc. (000000                                    33       34                                  66
     (123456                                    34       90                                  34

                                        0
                11                      2
      G  H  I  o  J  K  L  M  N  O  P  Q  R  8  S  T  U  V  W  X  Y  Z  0  1  2  3  4  5  6  7  8  9
     (7777                              77                                                  8888
Loc. (6666                              99                                                  2223
     (5678                              12                                                  7890
```

The program is executed in the following manner:

After storing the above table in the locations indicated, the first two characters in Locations 701-702 (blank blank) are compared with the next pair of characters in Locations 703-704 (. blank). The comparison should be HIGH; if not, an erroneous LOW or EQUAL condition branches to an error print routine and prints the results if Sense Switch E is OFF or stops the machine if the switch is ON. If the comparison is HIGH as it should be, the program branches to a set of instructions which will interchange the A and B Fields of the compare instruction. The comparison should now be LOW. A test for HIGH, therefore, should not branch. If it does, an erroneous HIGH or EQUAL condition branches to the error print routine and either prints the results or stops the machine.

The B Field loading address (704) in the compare instruction is then increased by 2 and the two blanks in 701-702 are now compared with ⌑ blank in Locations 705-706 in the same manner as described above, including the interchanging of the A and B Fields in the compare instruction. The two blanks have been compared with all other characters in the table when the B Field loading address reaches 830.

Next, the two characters in 703-704 (. blank) must now be compared with all other higher characters in the table. This is done by setting both the A and B Fields of the compare instruction to 704 and 706 respectively. Thus, the two characters in 703-704 (. blank) will first be compared to the two characters in 705-706 (⌑ blank), second with 12-5-8 blank in 707-708, third with 12-6-8 blank in 709-710, and so on until the B Field loading address again reaches 830.