Four Sense Switches may be brought into play as follows:

Sense Switch B ON - permits scoping of Compare and Br Low 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 7 819 91
     (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 two characters in Locations 703-704 (.blank) are compared with the two blanks in Locations 701-702. The comparison should be LOW; if not, an erroneous HIGH 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 LOW 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 HIGH. A test for LOW, therefore, should not branch. If it does, an erroneous LOW or EQUAL condition branches to the error print routine and either prints the results or stops the machine.

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

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