

AN EXAMPLE OF A PRAGMATIC APPROACH TO
PORTABLE INTERACTIVE GRAPHICS

by

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Standards for graphics subroutines would encourage the coding of portable programs using graphics. However such standards do not yet exist. In this paper a small set of generally available primitive subroutines, and FORTRAN, are used to pragmatically provide a degree of portability for a second level graphics package. This package consists of only nine subroutines and yet provides considerable power for coding interactive graphical numerically oriented programs.

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