Pascal III: Regular Units

Regular Units in Pascal allow the programmer to write and compile code in sections. The programmer can then link the sections to form a single code file that will run without the need to refer to a library. The following is a simple example of how to write a regular unit. It is a supplement to the information in chapter 14 of the Programmer's Manual.

First let's enter the unit. This unit has one function that asks for an integer number and returns that number doubled. Enter the editor and enter:

```
UNIT LIB1;

INTERFACE
FUNCTION DOUBLE (NUM:INTEGER):INTEGER;

IMPLEMENTATION
FUNCTION DOUBLE;
BEGIN
   DOUBLE := NUM + NUM;
END;

BEGIN
  WRITELN ('LIB1 INITIALIZATION');
END.
```

Save the file as LIB1, quit the Editor and compile the unit. Now enter the program that will use LIB1:

```
PROGRAM TEST1;

USES {$USING LIB1.CODE} LIB1;

VAR INT : INTEGER;

BEGIN
   READLN (INT);
   WRITELN (DOUBLE (INT));
END.
```

Save this file as TEST1, Quit the Editor, and Compile TEST1. Now you have the code file for the unit and the program. The next step is to link them together. Enter L from command mode to get into the Linker.

```
        The Host File is TEST1
        The Lib file is LIB1
        Just press return for the next two questions
        The output file will be TEST1

Now TEST1 is ready to execute.  Any time you change or re-compile either TEST1
or LIB1 you will have to re-link them.
Apple Tech Notes


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