

Locals have visibility zone bounded by the program units where they are described. These objects are named constants, variables, arrays, vnutryshni procedure, labels, settings in the parameter list of software units. Thus, if in different program units one project found the same names of variables, local variables are different.

Global objects are absolute vidimosti zone. Access to these objects is possible in the name of beloved program unit. These objects include the same program unit, shared memory blocks and numbers of devices.

Zone visibility may change. PUBLIC operator assigns objects global zone visibility, operator PRIVAT - LAN.

Zone visibility of objects may extend the selected software unit. To do this, apply the modules and operator USE.

Internal procedures are announced, have a formal description and caused one and the same program unit. This local facilities. Terms recording source such procedures are no different from the usual rules of writing software units, but the code must be located at the end of the program the parent unit, the operator END. The sign start recording a code of internal procedures is operator CONTAINS.

Transfer data between software units possible in several ways: through the lists of parameters through common memory blocks through file sharing. Access variables and other objects by their names in different program units is possible through the use of modules.

According to the classical approach of von Neumann, program code and data are separated, and the formal recording software units are algorithmic abstraction.

In algorithmic abstraction used parameters whose values are not defined - formal settings. Their actual values transmitted from the software unit, which is, at the time of program transmission control unit caused.

Example. Actual and formal parameters X1, X2 routines TW.

The formal parameters of the subroutine: SUBROUTINE TW (X1, X2).

Actual parameters routines: CALL TW (X1, X2).

Since the parameters in software units are local objects, it could not submit "by name" - the data passed by value, that will be handed over only their values. At the same time, the software developer relies on the storage control manner following parameters in the parameter list (first actual parameter is passed to the first formal, the second - the second, etc.) and their number in the list of software interacting units.

The compiler also not responsible for the conformity of the types of data transmitted, the data types that ochykuyutsya in the programming unit, which called.