Appendix A

The Screen Editor WORD6

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A.1 Basic Editing

The cursor can be moved with the four cursor control keys. The **<End>** key moves the cursor to the end of the line, and the **<Home>** key to the first character of the line. **<PgUp>** and **<PgDn>** move the cursor 22 lines up and 22 lines down, respectively. **<Ctrl>-<Home>** and **<Ctrl>-<End>** move the cursor to the beginning and end of the text respectively (**<Ctrl>-<Home>** means holding down the **<Ctrl>** key while pressing the **<Home>** key).

The backspace key <←> (upper right of keyboard) deletes the character at the cursor position and moves the cursor back one space. The **<Del>** key deletes the character at the cursor position without moving the cursor. To merge two lines, move the cursor to the far left of the screen (using **<Home>** and then the left arrow) and press the <←> key. The line will then be moved up and put on the end of the line above.

The **<Ins>** key toggles insert and overwrite modes. In insert mode characters will be inserted into the text at the current cursor position. In overwrite mode they replace the old character and the **<Enter>** key moves the cursor to the next line without inserting a new line. At the bottom of the screen, a message shows whether you are in insert or overwrite mode.

A.2 Alternate Keys

To perform special functions, *WORD6* makes use of the **<Alt>** key. The **<Alt>** key works in the same way as the **<Shift>** key. To enter **<Alt>-X**, for example, press the **<Alt>** key, and while still holding it down, press **X**. Note — either **X** or **x** will do, as the computer does not differentiate between upper and lower case alternate keys.

The two most essential **<Alt>**-keys are **<Alt>-R** and **<Alt>-W**. To read an ASCII file into the editor, type **<Alt>-R**, and then enter the name of the file to be read in. (Alternatively, you can type **WORD6 FNAME** to begin editing an existing file called FNAME.) When you have finished editing or creating a file, **<Alt>-W** can be used to write the file to disk.

To exit from *WORD6*, enter **<Alt>-X**. If you have edited a file without

saving it, you will be asked whether you really want to exit without saving the file. To save the file, answer n and then use <Alt>-W.

<Alt>-D and <Alt>-I can be used to delete and insert large sections of text quickly. <Alt>-D deletes the entire line at the current cursor position and moves all the text below it up one line. <Alt>-I inserts a blank line above the current cursor position.

If you have a color monitor, <Alt>-Z can be used to change the screen color.

A.3 Printing a File

To print a file, use <Alt>-W as though writing a file. Then when prompted for the file name, enter LPT1 (or possibly LPT2 if you have two printers). This is a DOS filename which allows the printer to be treated as though it were a file.

To make use of special printer control codes (for underlining, bold-face, etc.) enter these codes directly into the document. Use <Alt>-O to redefine <Alt>-(1-9) by ASCII code, and then any combination of control codes can be sent to the printer.

A.4 Merging Two or More Files

The <Alt>-R command does not replace the old document with a new one. It merges the new file into the current text. If there is no current text — as after using <Alt>-N or just after entering *WORD6* from the DOS prompt — the new file will obviously not be merged. For example, to merge a fifty line file between the tenth and eleventh lines of an old sixty line file, read in the sixty line file, insert a blank line between its tenth and eleventh lines, position the cursor anywhere on the blank line, and then read in the fifty line file using <Alt>-R. To merge the new file onto the end of the old one, just position the cursor at the end of the old one using <Ctrl>-<End>, press ↩ (optional), and read in the new one.

A.5 Margins and Left and Centre Justification

<Alt>-L and <Alt>-P set left and right margins, respectively. The margin will be set at wherever the cursor is when the key is pressed. The shading over the tab settings will change to show only what is included between the left and right margin. Text will automatically wrap around to the left margin on the next line if the cursor moves past the right margin on the current line. To left-justify text, press <Ctrl>-L (like <Alt>-L, except use

the <Ctrl> key instead of the <Alt> key). The current line will be moved so that it starts right on the left margin. <Ctrl>-M will centre-justify text by placing it centrally between the right and left margins.

A.6 Tab Settings

<Alt>-T sets or removes a tab setting. If there is a tab setting at the current cursor position, it will be removed, if there is no tab setting, one will be added. Tab settings are indicated by little white hats at the bottom of the screen. When the tab key is pressed, the cursor will automatically move to the next tab position.

> EXAMPLE: To get rid of the next tab setting, press the tab key to move there, and then press <Alt>-T to remove the setting. The hat marking that tab setting will disappear.

A.7 Block Commands

Large sections of text can be moved or erased as follows using the <Alt>-M command. Move to the first line of the section to be marked and press <Alt>-M. Then move to the last line and press <Alt>-M again. The entire block between and including the two lines will change color to show that it has been marked. After marking a block, the <Alt>-E and <Alt>-C commands can be used. <Alt>-E deletes the entire block. <Alt>-C makes a second copy of the block after the line at the current cursor position. For instance, to delete the entire text, press <Ctrl>-<Home>, <Alt>-M, <Ctrl>-<End>, <Alt>-M and then <Alt>-E will erase the entire text.

Note:

1. Only one block can exist at once. <Alt>-C makes a copy of the old block and leaves it marked.
2. To unmark a block, press <Alt>-M. If a block already exists, <Alt>-M removes the marking.
3. To move a section of text, mark it, move the cursor to the line before the new desired position and press <Alt>-C, and then press <Alt>-E to get rid of the old block.

If you wish to write only part of the text to a file, mark the required block, and then press <Alt>-B. You will be prompted for the file name.

Vertical blocks may also be manipulated by using <Alt>-F. Mark each end of the block by pressing <Alt>-F. To delete a marked block press <Alt>-G. To move a marked block to the right or left, press <Alt>-U and use the arrow keys. When the marked block is appropriately located press ↩ . To unmark the block press <Alt>-F again.

A.8 Searching

To locate a certain word or set of characters in a file, use <Alt>-R to read the file into *WORD6*. Then type <Alt>-S. You will be prompted for a string to search for and what to replace it with. If you want to search and not replace, just press ↩ when asked Replace with ?. You will then be asked the question Ignore case (Y/N) ?. (If you answer N then a search for *The* will not find *the*.) The cursor will then be moved to the first occurrence of the string after the current cursor position. If the string is not found in the text, the cursor will reappear at the end of the file. Searching and replacing is always global, but can be aborted with the <Esc> key. Each time the string is found, you will be prompted as to whether or not to replace it. If you enter N or n, the search will go on to the next occurrence of the string. Since a search always starts at the current cursor position, it is usually a good idea to go to the beginning of the text using <Ctrl>-<Home> before carrying out a search.

> EXAMPLE: To replace every occurrence of *this* in the text with *that*, go to the beginning of the text by pressing <Ctrl>-<Home>. Then press <Alt>-S. Then enter **this** and then enter **that**. *WORD6* will then give the prompt Replace (Y/N)? for every occurrence of this in the text. If you enter y or Y the *this* at the cursor position will be changed to a *that*.
>
> <Alt>-Q repeats the last search, and does not replace.

Instead of searching only within a file, you can search through specified files in a directory with the <Alt>-J command.

> EXAMPLE: To replace every occurrence of *xaxis* by *yaxis* in the files with names ending in *.for* in the current directory, type **word6** from the DOS prompt and then type <Alt>-J. When **File specification** is requested, type ***.for**. Then proceed as in the previous example, typing **xaxis** (the string to be replaced) and **yaxis** (the replacement string) as required. Each time the search reaches the end of a file you will be given the opportunity to save the new file with the specified changes.

A.9 Special Characters

By making use of <Alt>-(1-9), *WORD6* can access characters which cannot normally be accessed from the keyboard. Each time *WORD6* is run, a set of some of the more useful Greek letters are loaded into the keys <Alt>-1, <Alt>-2, ... <Alt>-9. However these can be redefined by ASCII code by pressing <Alt>-0.

A box can be created by using ASCII codes 192, 196, 217, 179, 218 and 191. These each display a different segment of the box. Press `<Alt>-0` and enter these six numbers for six of the nine `<Alt>`-keys. Then by pressing `<Alt>-(1-9)`, these segments of the box can be put on the screen and edited to the correct position.

A.10 Function Keys

Function can be defined to be any string of up to forty characters. It can save time to redefine commonly used phrases as function keys (for instance `write(*,*)` in Fortran.) Press `<F10>` to redefine a function key. When asked which one to define, press the function key you wish to assign a string to.[1] Then enter the string. You may define up to nine different function keys at once.

A.11 Editing Information

At the bottom of the screen is a list of parameters. At the far left is a message `F1 = Help`. Next to that is either Insert or Overwrite. This is the current editing mode, which can be toggled using the `<Ins>` key. Next to that a number displays the column number of the cursor (anywhere from 1 to 65535). At the far right are two numbers, separated by a slash. The number on the left of the slash is the number of the line at which the cursor is currently located. The number on the right of the slash is the total number of lines in the document.

On the line above all this information, a series of hats may be displayed. These are all the tab settings. In addition to the tab settings, this line is shaded to show the left and right margins.

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[1]The tab key will appear as a small circle when used in the definition of a function key, and will be decoded when the function key is pressed while editing. Thus function key definitions including tabs will be placed on the screen as though the tab key is pressed at the position it appears on the screen. It is not converted into a set number of spaces to be put on the screen.

Appendix B

Data Sets

USPOP.DAT Population of United States at ten-year intervals, 1790–1980 (U.S.Bureau of the Census). *BD Example 1.1.2.*

STRIKES.DAT Strikes in the U.S.A., 1951–1980 (Bureau of Labor Statistics). *BD Example 1.1.3.*

SUNSPOTS.DAT The Wolfer sunspot numbers, 1770–1869. *BD Example 1.1.5.*

DEATHS.DAT Monthly accidental deaths in the U.S.A., 1973–1978 (National Safety Council). *BD Example 1.1.6.*

AIRPASS.DAT International airline passenger monthly totals (in thousands), Jan. 49 – Dec. 60. From Box and Jenkins (*Time Series Analysis: Forecasting and Control, 1970*). *BD Example 9.2.2.*

E911.DAT 200 simulated values of an ARIMA(1,1,0) process. *BD Example 9.1.1.*

E921.DAT 200 simulated values of an AR(2) process. *BD Example 9.2.1.*

E923.DAT 200 simulated values of an ARMA(2,1) process. *BD Example 9.2.3.*

E951.DAT 200 simulated values of an ARIMA(1,2,1) process. *BD Example 9.5.1.*

E1021.DAT Sinusoid plus simulated Gaussian white noise. *BD Example 10.2.1.*

E1042.DAT 160 simulated values of an MA(1) process. *BD Example 10.4.2.*

E1062.DAT 400 simulated values of an MA(1) process. *BD Example 10.6.2.*

LEAD.DAT Leading Indicator Series from Box and Jenkins (*Time Series Analysis: Forecasting and Control, 1970*). *BD Example 11.2.2.*

SALES.DAT Sales Data from Box and Jenkins (*Time Series Analysis: Forecasting and Control, 1970*). *BD Example 11.2.2.*

E1321.DAT 200 values of a simulated fractionally differenced MA(1) series. *BD Example 13.2.1.*

E1331.DAT 200 values of a simulated MA(1) series with standard Cauchy white noise. *BD Example 13.3.2.*

E1332.DAT 200 values of a simulated AR(1) series with standard Cauchy white noise. *BD Example 13.3.2.*

APPA.DAT Lake level of Lake Huron in feet (reduced by 570), 1875–1972. *BD Appendix Series A.*

APPB.DAT Dow Jones Utilities Index, Aug.28–Dec.18, 1972. *BD Appendix Series B.*

APPC.DAT Private Housing Units Started, U.S.A. (monthly). From the Makridakis competition, series 922. *BD Appendix Series C.*

APPD.DAT Industrial Production, Austria (quarterly). From the Makridakis competition, Series 337. *BD Appendix Series D.*

APPE.DAT Industrial Production, Spain (monthly). From the Makridakis competition, Series 868. *BD Appendix Series E.*

APPF.DAT General Index of Industrial Production (monthly). From the Makridakis competition, Series 904. *BD Appendix, Series F.*

APPG.DAT Annual Canadian Lynx Trappings, 1821–1934. *BD Appendix Series G.*

APPH.DAT Annual Mink Trappings, 1848–1911. *BD Appendix Series H.*

APPI.DAT Annual Muskrat Trappings, 1848–1911. *BD Appendix Series I.*

APPJ.DAT Simulated input series for transfer function model. *BD Appendix Series J.*

APPK.DAT Simulated output series for transfer function model. *BD Appendix Series K.*

LRES.DAT Whitened Leading Indicator Series obtained by fitting an MA(1) to the mean-corrected differenced series LEAD.DAT. *BD Section 13.1.*

SRES.DAT Residuals obtained from the mean-corrected and differenced SALES.DAT data when the filter used for whitening the mean-corrected differenced LEAD.DAT series is applied. *BD Section 3.1.*

APPJK2.DAT The two series APPJ and APPK (see above) in bivariate format for analysis by ARVEC and BURG.

LS2.DAT Lead-Sales data in bivariate format for analysis by ARVEC and BURG.

GNFP.DAT Australian gross non-farm product at average 1984/5 prices in millions of dollars. September quarter, 1959, through March quarter, 1990 (Australian Bureau of Statistics).

FINSERV.DAT Australian expenditure on financial services in millions of dollars. September quarter, 1969, through March quarter, 1990 (Australian Bureau of Statistics).

BEER.DAT Australian monthly beer production in megalitres, including ale and stout and excluding beverages with alcohol percentage less than 1.15. January, 1956, through April, 1990 (Australian Bureau of Statistics).

ELEC.DAT Australian monthly electricity production in millions of kilowatt hours. January, 1956, through April, 1990 (Australian Bureau of Statistics).

CHOCS.DAT Australian monthly chocolate-based confectionery production in tonnes. July, 1957, through October, 1990 (Australian Bureau of Statistics).

IMPORTS.DAT Australian imports of all goods and services in millions of Australian dollars at average 1984/85 prices. September quarter, 1959, through December quarter, 1990 (Australian Bureau of Statistics).

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