

Subroutine RANDOM_SEED

There are 3 optional arguments and only one can be used each call.

SIZE integer

POT integer array (length m , say)

GET integer array (length m)

0) CALL RANDOM_SEED

→ uses SEED from system time.

1) CALL RANDOM_SEED (size = n)

- this sets the number of integers (n) in the SEED.

2) CALL RANDOM_SEED (GET = seed)

seed is an INTEGER array
of dimension $\geq n$.

After this call, seed will
contain the integers used by
the random number generator
for the SEED.

3) CALL RANDOM_SEED (PUT = seed)

seed is an INTEGER array
of dimension $\geq n$

The values of seed must be
given before this call.

This call sets the SEED for
the random number generator.