

The Cover Story

Take a look at the cover of the APL\360: User's Manual. It contains a printout generated by this simple APL program, printed on page 2 in the manual:

```

[1]    ▽ Z<-M G C
      Z<-((2↑M)×2↓M)ρ 2 4 1 3 &((M[3 4],ρC)ρC)[;;]?M[1 2]ρρC
      ▽

```

You start the program:

13 13 3 5 G ' APL\360 '

And get the following output:

```

00000AAAAA6666600000\\\\\\AAA          \\\\\\PPPPPPPPPPP
66666AAAAAPPPIP LLLL6666   LLLL \\\\\\\\\\\\\\\\\00000
66666AAAAAPPPIP LLLL6666   LLLL \\\\\\\\\\\\\\\\\00000
66666AAAAAPPPIP LLLL6666   LLLL \\\\\\\\\\\\\\\\\00000

```

Of course, this is not identical to the picture on the cover of the manual: The image depends upon the random number generator in APL. How can we reproduce the image exactly as shown on the cover? This is simple, we just have to set the correct random number seed before starting the program.

The random number generator used in APL repeats itself after $2^{31}-1$ steps, this would take too long time on the simulator. I wrote a [small C program](#) that test all possible values, and bingo! The value 1975574597 is the right seed value. The program has to take into account that we don't know if a space in the printout comes from the first or the last space in text string.

The public library no. 1 contains a working space named WSFNS. This contains the function SETLINK that can be used to set the random number seed. Originally, this function was locked, but here we can see how it is implemented. It uses a secret i-beam function. Type the following:

```

611 1975574597
13 13 3 5 G ' API\360 '

```

And you get:

```

3333300000000000\\\\\\LLLLPPP6666\\\\\\AAAAAA          66666
3333300000000000\\\\\\LLLLPPP6666\\\\\\AAAAAA          66666
3333300000000000\\\\\\LLLLPPP6666\\\\\\AAAAAA          66666
PPPPP      AAAA6666\\\\\\66666\\\\\\00000    66666LLLLL
PPPPP      AAAA6666\\\\\\66666\\\\\\00000    66666LLLLL
PPPPP      AAAA6666\\\\\\66666\\\\\\00000    66666LLLLL
      LLLL66666 00000  AAAA\\\\\\\\\\\\\\\\ 00000  \\\\\\ \\
      LLLL66666 00000  AAAA\\\\\\\\\\\\\\\\ 00000  \\\\\\ \\
      LLLL66666 00000  AAAA\\\\\\\\\\\\\\\\ 00000  \\\\\\ \\
AAAAA0000066666 66666 33333 6666600000  AAAA
AAAAA0000066666 66666 33333 6666600000  AAAA
AAAAA0000066666 66666 33333 6666600000  AAAA
      PPPP66666LLLLL00000\\\\\\  PPPP\\\\\\\\\\  AAAA00000
      PPPP66666LLLLL00000\\\\\\  PPPP\\\\\\\\\\  AAAA00000
      PPPP66666LLLLL00000\\\\\\  PPPP\\\\\\\\\\  AAAA00000
      LLLL33333PPPPAAAAA\\\\\\  PPPP  6666600000\\\\\\
      LLLL33333PPPPAAAAA\\\\\\  PPPP  6666600000\\\\\\
      LLLL33333PPPPAAAAA\\\\\\  PPPP  6666600000\\\\\\
33333  LLLLLLLLL\\\\\\AAAALLLL  AAAA\\\\\\\\\\\\\\\\
33333  LLLLLLLLL\\\\\\AAAALLLL  AAAA\\\\\\\\\\\\\\\\
33333  LLLLLLLLL\\\\\\AAAALLLL  AAAA\\\\\\\\\\\\\\\\
      AAAA\\\\\\333336666AAAALLLL33333PPPP  66666  00000
      AAAA\\\\\\333336666AAAALLLL33333PPPP  66666  00000
      AAAA\\\\\\333336666AAAALLLL33333PPPP  66666  00000
66666\\\\\\66666\\\\\\PPPPPLLLLPPPPP\\\\\\00000  AAAA

```

```
66666\\\\\\66666\\\\\\\\\\PPPPPLLLLPPPPP\\\\\\00000      AAAAAA
66666\\\\\\66666\\\\\\\\\\PPPPPLLLLPPPPP\\\\\\00000      AAAAAA
AAAAALLLLPPP33333LLL\\66666LLLAAAAPP\\\\\\\\AAAAAA
AAAAALLLLPPP33333LLL\\66666LLLAAAAPP\\\\\\\\AAAAAA
AAAAALLLLPPP33333LLL\\66666LLLAAAAPP\\\\\\\\AAAAAA
6666666666666000033333000033333LLL66666\\\\\\PPPP3333
6666666666666000033333000033333LLL66666\\\\\\PPPP3333
6666666666666000033333000033333LLL66666\\\\\\PPPP3333
66666          0000\\\\\\33333LLL000003333300000AAAAAA
66666          0000\\\\\\33333LLL000003333300000AAAAAA
66666          0000\\\\\\33333LLL000003333300000AAAAAA
AAAAA    AAAA\\00000LLL\\\\\\\\LLL       PPPP6666
AAAAA    AAAA\\00000LLL\\\\\\\\LLL       PPPP6666
AAAAA    AAAA\\00000LLL\\\\\\\\LLL       PPPP6666
```

Exactly like the cover page.