

Fibonacci

COLLABORATORS

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REVISION HISTORY

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Chapter 1

Fibonacci

1.1 Fibonacci

```
Fibonacci is a small program for calculating Fibonacci's numbers. ↵
    It is
intended solely for entertainment purposes. It was written by me, JIPsoft
(Joona I Palaste) in April 1998 with DICE C.
```

Further info:

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```

1.2 Installation

Installation is simple: copy the files to wherever you want to. The program file "Fibonacci" is the only file you need to run the program.

1.3 Usage

Fibonacci is used from the CLI. Its template is as follows:

```
Fibonacci n=number/n/a,o=outfile/k,q=quiet/s
```

You must supply at least the number parameter, which tells the program which number to calculate (integers from 2 onwards). If you supply the outfile parameter (you must state the keyword o or outfile), the program will try to

write the result into the specified file. If no outfile is specified, or writing fails, the result will be printed to StdOut. If the "quiet" keyword is not specified, the program will report the progress of calculating Fibonacci's numbers over 50 with a string of 50 dots. If the keyword is specified, only the result is printed, regardless of the calculated number.

1.4 Requirements

Fibonacci requires:

- An Amiga® computer.
- Workbench 2.0 or above
- The library dos.library (should be included in any Workbench 2.x).
- Electricity.

1.5 Notes

In the previous version, Fibonacci numbers that were after the 150th number were displayed too short. This was because I made the length-calculation algorithm too simple, and it underestimated large lengths.

I tested this with the aid of another Fibonacci program, written by someone called FrEdY (maniac@mx3.redestb.es). His program used a different way of calculation, so the results were a lot quicker, but hopelessly less accurate. The program displayed numbers less than 16 digits long correctly, but then floating-point conversion limits started to cause errors. My program can be slow on large numbers, but they're ALL 100% accurate down to the last number!

In this version, I adjusted the length-calculation algorithm. It should now display large numbers correctly. I have tested this up to the 1400th number, but FrEdY's program can't go further than that (mine can!), so I'm on my own from there.

1.6 Author

I, the author of "Fibonacci" am named Joona I Palaste, am 21 years old, male, and live in Espoo, Finland. I have made many programs on the Amiga before, but this is my first real Intuition C program.

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I also like Transformers toys, preferably Generation 1 (1984-1991). If you have any you'd care to sell, contact me.

1.7 Copyrights

Fibonacci is © Joona I Palaste 1998.

DICE is © Matthew Dillon 1991.

Amiga and all associated names are © Commodore-Amiga 1985-1992.

Transformers is © Hasbro 1984.

The concept of Fibonacci's numbers was invented by Leonardo Fibonacci in the 13th century.

Fibonacci is "postcardware". It can, as such, be freely distributed to anyone. If you like it, and want me to develop more similar programs, send a postcard to my snail mail address. If you want the source code by e-mail, include your e-mail address in the postcard. Donations of money, sweets (particularly English ones), Amiga and Transformers related products are also welcome.

1.8 History

v1.1 (7th March 1999) Fixed a bug that caused numbers after the 150th number to appear too short. Now they are the correct length.

v1.0 (25th April 1998) First public release.
