## VI.3.3B-STOP PROGRAM PPINIT COMMAND STOP

## <u>Purpose</u>

Command STOP stops execution of the program.

Any input cards found after the STOP command will not be processed and a message indicating the number of cards not processed will be printed.

Command STOP is not required since the program stops when the end of input is encountered.

## <u>Format</u>

@STOP