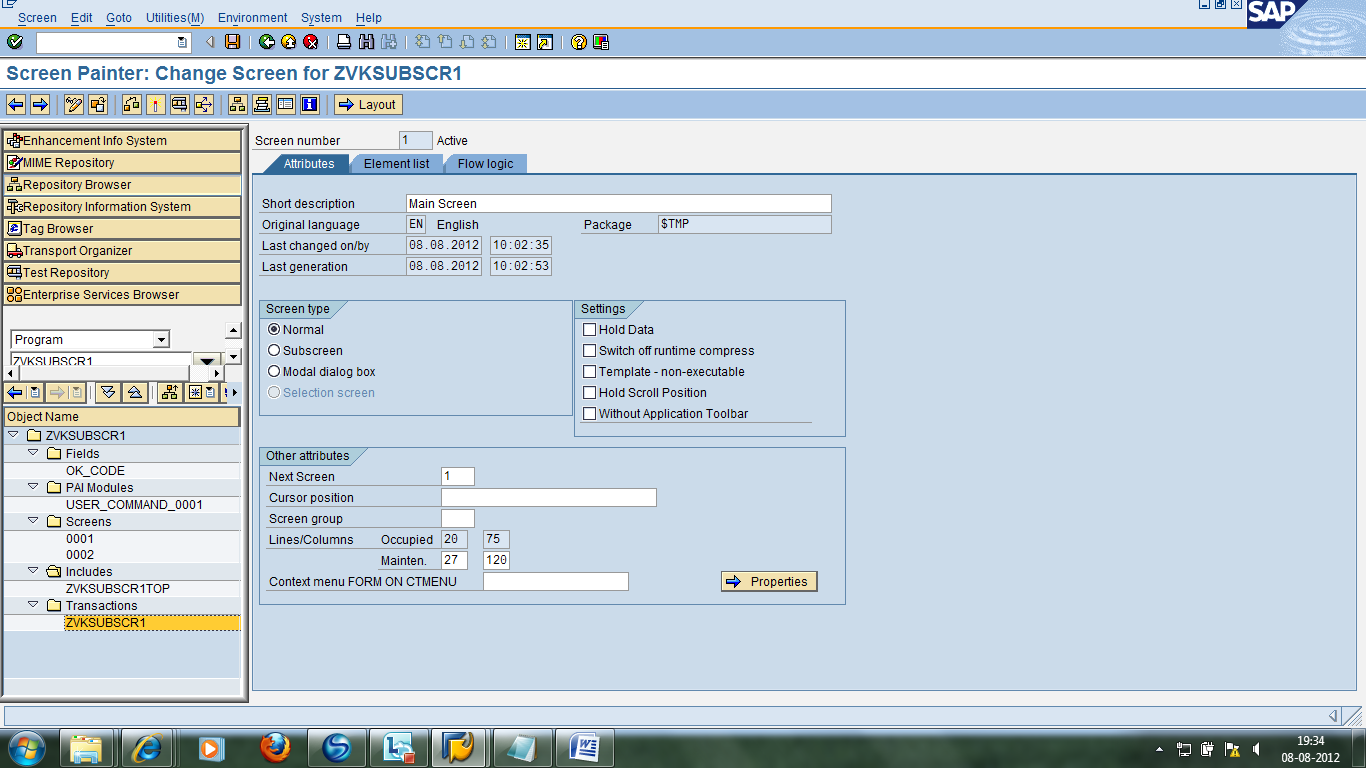
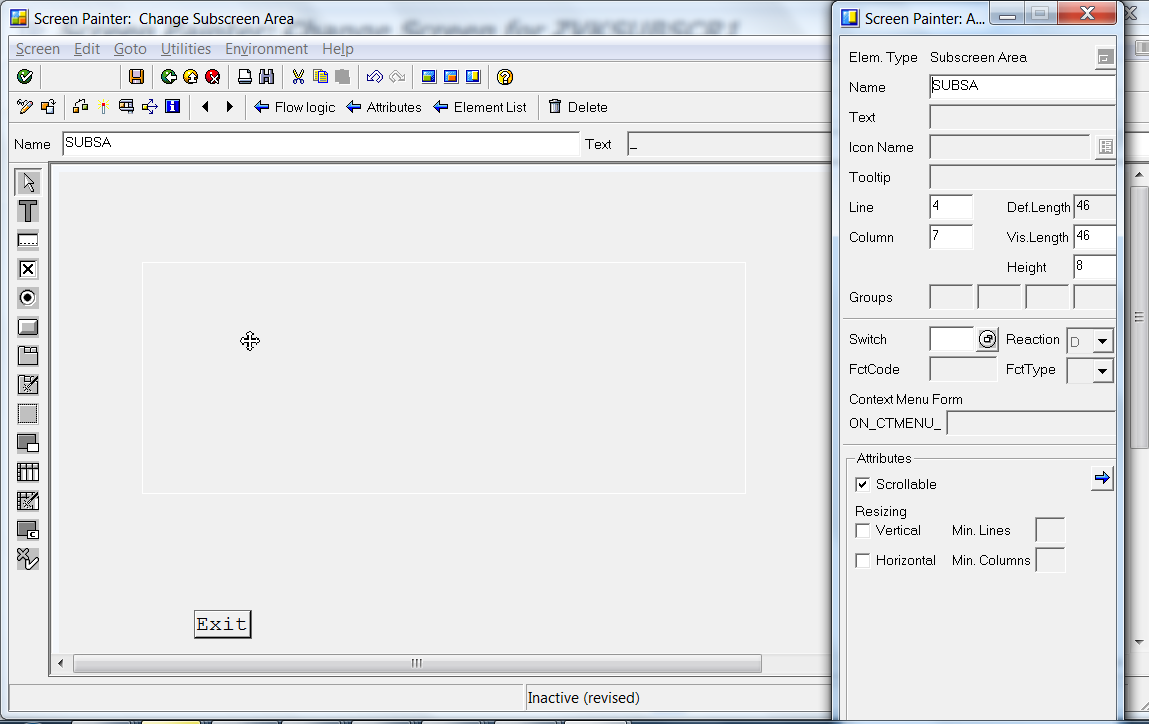
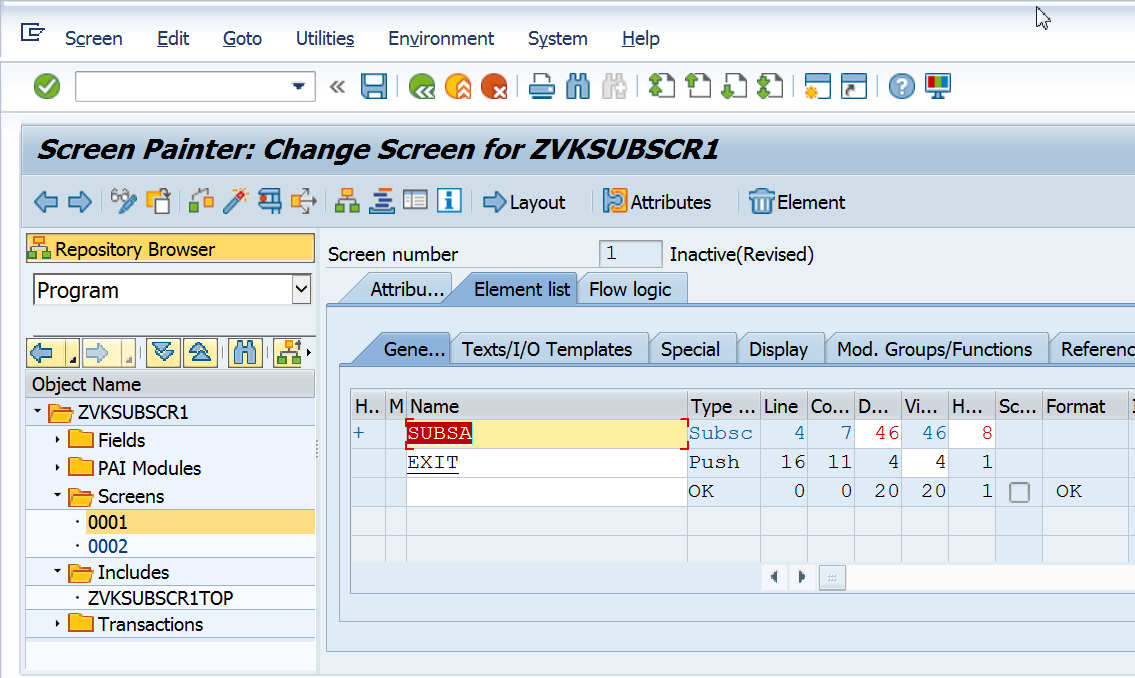
Create a Module pool program with the following attributes.

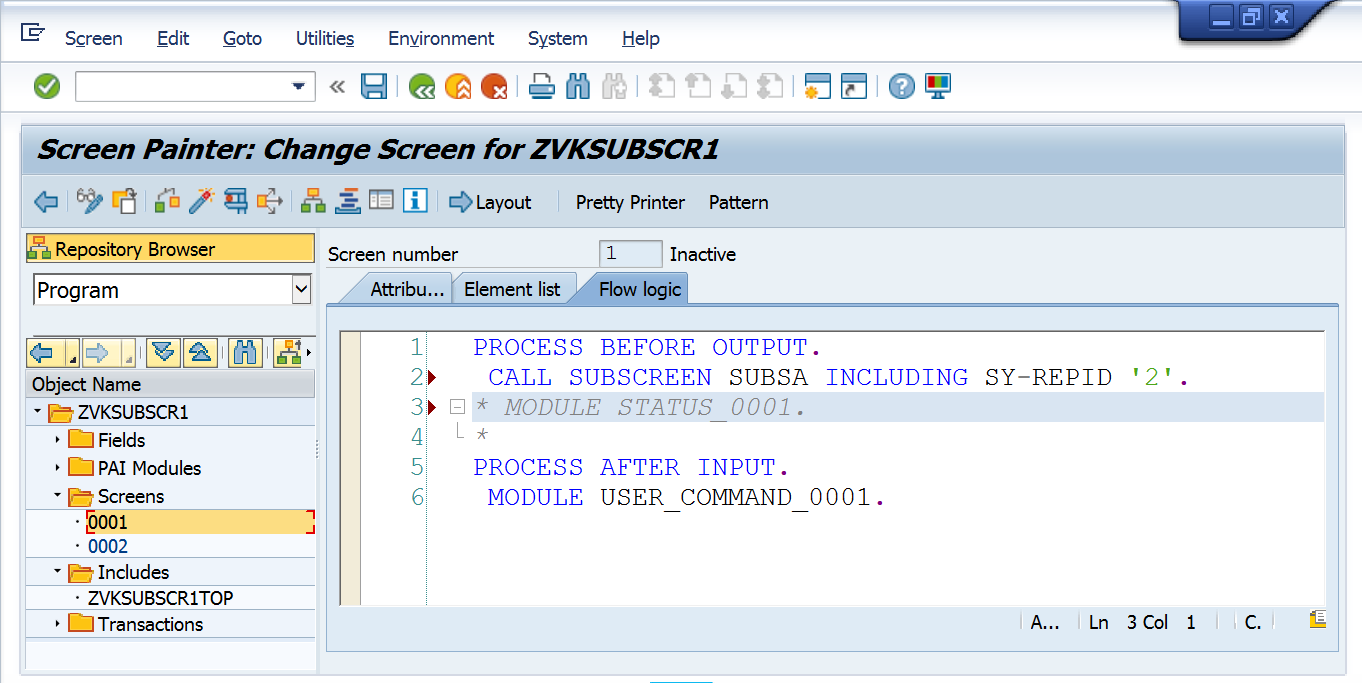
Screen number 001(Normal screen) with area named SUBSA and two pushbuttons.

screen numbered 2 is a subscreen.



Note: You cannot put any objects in Subscreenarea.

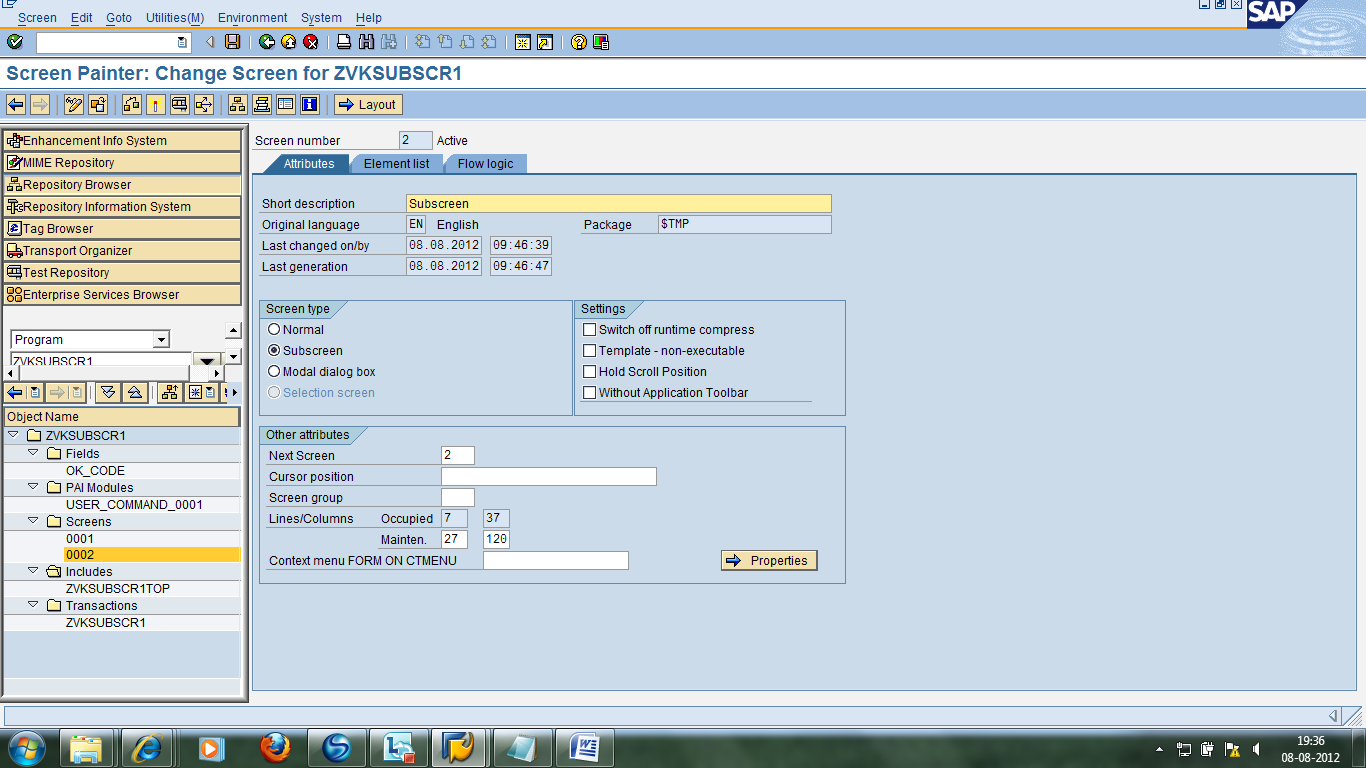


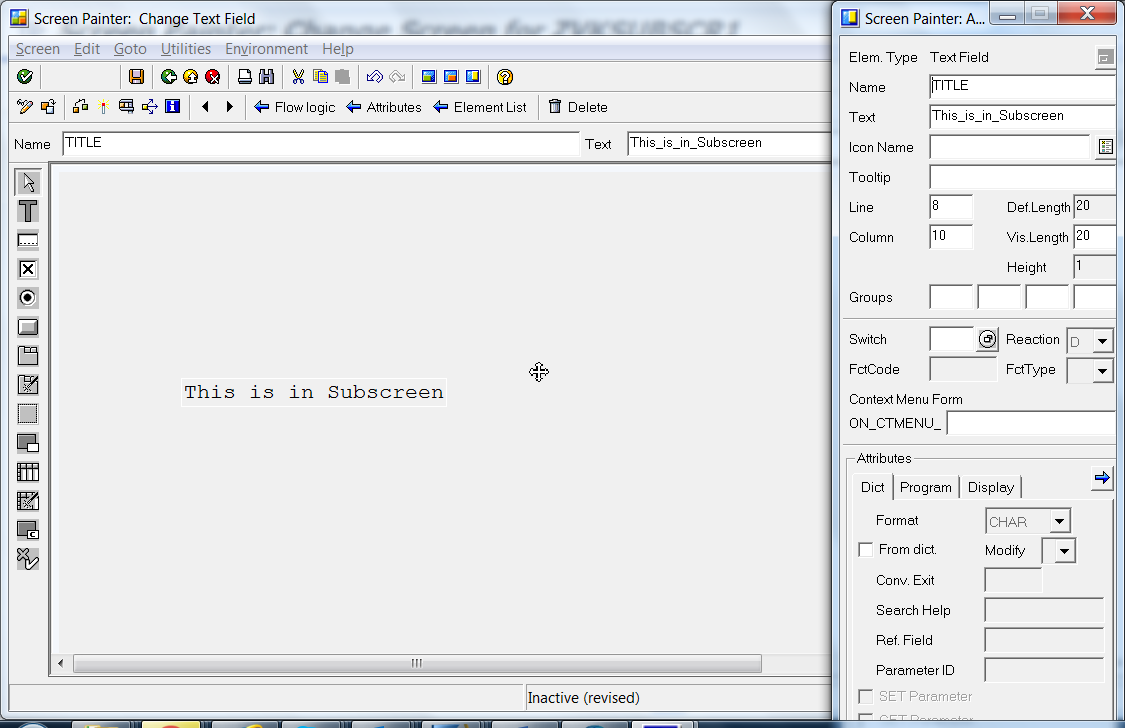


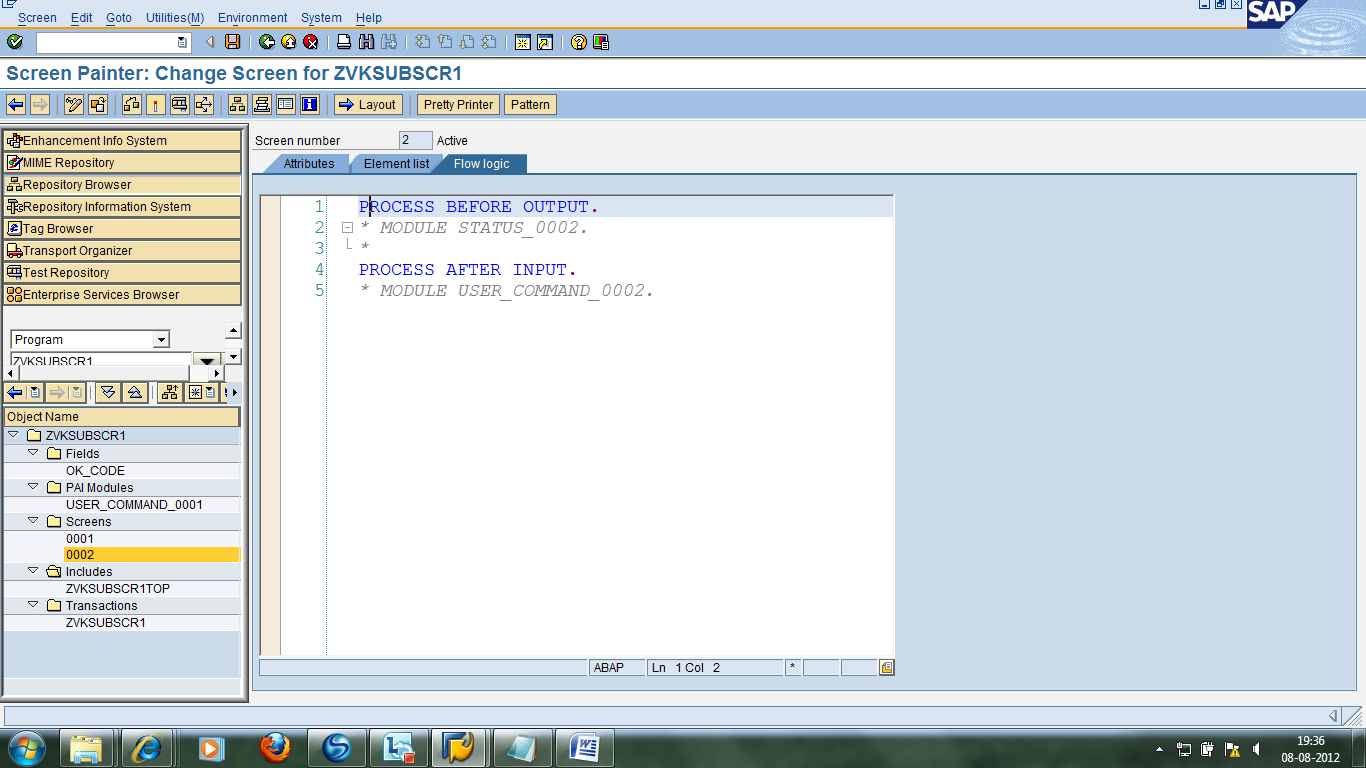
PROCESS BEFORE OUTPUT.  
 CALL SUBSCREEN SUBSA INCLUDING SY-REPID '2'.  
\* MODULE STATUS\_0001.  
\*  
PROCESS AFTER INPUT.  
 MODULE USER\_COMMAND\_0001.

Note: No code is required in PAI.

The name of the subscreen is SUBSA.



  
*\*----------------------------------------------------------------------\**  
*\*\*\*INCLUDE ZNYN\_MODULE\_POOL\_9\_USER\_COMI01.*  
*\*----------------------------------------------------------------------\**  
*\*&---------------------------------------------------------------------\**  
*\*&      Module  USER\_COMMAND\_0001  INPUT*  
*\*&---------------------------------------------------------------------\**  
*\*       text*  
*\*----------------------------------------------------------------------\**  
MODULE USER\_COMMAND\_0001 INPUT.  
CASE SY-UCOMM.  
WHEN 'EXIT'.  
      LEAVE PROGRAM.  
ENDCASE.  
ENDMODULE.



Create a transaction code and execute the program.