

## Assessment - COBOL Structure and Cross-Program Communication

### Video 6 – Data Division

- 1: MOVE and COMPUTE are used to do what?
  - a) Upgrade the version of COBOL
  - b) Defragment internal storage
  - c) Shift data into new registers
  - d) Alter the value of variables
- 2: When you're running COBOL on a mainframe, you run it by submitting the \_\_\_\_\_
  - a) EBCIDEC Character Set
  - b) Punch Card Emulation Deck
  - c) JCL
  - d) Procedure Division
- 3: MOVE and COMPUTE go into what division?
  - a) Procedure
  - b) Data
  - c) Intrinsic
  - d) Environment

### Video 7 – File Handling

- 1: What clause is used to describe a data set source file?
  - a) Link
  - b) Pointer
  - c) Load
  - d) Assign
- 2: The SELECT and ASSIGN clauses go into which division?
  - a) Data
  - b) Environment
  - c) Processing
  - d) Assignment
- 3: In the JCL, what does the DD statement help define?
  - a) The actual data set on the disk
  - b) The Data Driver used to access our modules
  - c) The FILE\_RECORD limit has been reached
  - d) The record we just loaded is equal to the previous record

### Video 8 – Procedure Division

- 1: What construct do we use to perform an action one or multiple times in COBOL?
  - a) DO
  - b) ITERATE
  - c) PERFORM
  - d) SUB-ACT
- 2: What line of code is used to cease use of the ACCT-REC file after we're done with it?
  - a) DISCONNECT
  - b) READ-DONE
  - c) DEALLOC
  - d) CLOSE
- 3: In the example, why would LASTREC = Y?
  - a) We processed the last record
  - b) The next read will hit the last record
  - c) The FILE\_RECORD limit has been reached
  - d) The record we just loaded is equal to the previous record

## **Video 9 – Program Structure**

- 1: A loop in program structure is sometimes referred to as a:
  - a) Campaign
  - b) Policy Execution
  - c) Inline Perform
  - d) Out-of-Line Perform
- 2: What style of programming creates objects, methods, and instances?
  - a) Fully Recursive Programming
  - b) Object Oriented Programming
  - c) Top-to-Bottom Programming
  - d) Abstract Cellular Programming
- 3: How is using PERFORM different from using a GO TO?
  - a) PERFORM uses call-by-reference variables
  - b) GO TO runs entirely in-memory
  - c) PERFORM returns to where it was called from after an implicit or explicit termination
  - d) PERFORM can only perform diagonal jumps

## **Video 10 – Paragraphs**

- 1: In COBOL, which section of columns must a paragraph start in?
  - a) 0-5
  - b) 1-22

- c) 8-11
- d) 22-30

2: Where should a paragraph be written in order for it to be called?

- a) Immediately after the line of code calling it
- b) Anywhere in the Procedure Division
- c) It must be written in full above where it gets called
- d) In the Paragraphs Division

3: If we wanted to PERFORM a series of paragraphs, in order, and then return after performing a specific paragraph, we could use what?

- a) PERFORM BRANCH
- b) PERFORM MISSION
- c) PERFORM PARALLEL
- d) PERFORM THRU

### **Video 11 – Program Linkage**

1: A COBOL program can use code from another COBOL program using what keyword.

- a) CALL
- b) HEAP
- c) EXTEND
- d) PEEK

2: Variables that will get used by the program being called go into what section?

- a) EXTEND SECTION
- b) VIRTUAL SECTION
- c) LINKAGE SECTION
- d) TEAM SECTION

3: To specify those variables when we invoke the called program's logic, we use what phrase?

- 1) USING
- 2) WITH
- 3) WITHIN
- 4) INTO

### **Video 12 – File Output and Reports**

1: The File Descriptor (FD) goes within what paragraph of the Input-Output Section?

- a) FILE-CONTROL
- b) INPUT DECLARATION
- c) FILE-HANDLER
- d) IO-DIRECTOR

2: The COBOL reserved word used to allocate memory space with pre-defined content is:

- a) PADDING
- b) EXTRA
- c) STUFFING
- d) FILLER

3: We can define how the fields of data are structured by defining the \_\_\_\_\_

- a) Data Capsule
- b) Data Name Layout
- c) Field Allocation Table
- d) Sub-Field Structure