Answers - 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