# Overview

During this exercise you will modify your input processing code to use input sets.

# Resources

* [Synergy DBL Language Reference](https://www.synergex.com/docs/index.htm)
* [Synergy Best Practices - Coding Standards](http://jobfunc2.cu.net/Job%20Functions/Programmer/Programmer%20Handbook/Tims%20Best%20Practices%20-%20Standards/Synergy%20Best%20Practices%20-%20Coding%20Standards.docx)
* [Traditional Synergy in Visual Studio - CU Wiki](http://echo.cu.net/cuwiki/Traditional_Synergy_in_Visual_Studio)
* [Traditional Synergy in Visual Studio Common Terminology - CU Wiki](http://echo.cu.net/cuwiki/Traditional_Synergy_in_Visual_Studio_Common_Terminology)
* [Debugging (TSVS) - CU Wiki](http://echo.cu.net/cuwiki/Debugging_(TSVS))

# Exercise

1. Using Visual Studio, open the previously created “**Demo**” project.
2. Using Visual Studio, open “**Demo.wsc**”.
3. Create an input structure in the “STTEmpdtl” input window, called employee, and containing all fields from the employee record that are part of the “STTEmpdtl” input window, in the same order that they appear in the employee record.
4. Create an input set “INPUT” in the “STTEmpdtl” input window, which contains all of the fields in the structure in the order in which you would like them to be input (generally the same order they appear in the window).
5. Use the script compiler to re-compile the script into the windows library.
6. Using Visual Studio, open “**Demo.dbv**”.
7. Change the call to CUI\_INPUT to pass the name of the set to process. You should pass “INPUT” in this argument, as we will always process the “INPUT” set.
8. Compile, link, and run the application.

# Discussion

By using sets, you will now be able to define a subset of fields for input, change the field processing order, and Process multiple structures in a single input window.