# Overview

During this exercise you will add environment processing to the application. Environment processing is an extremely powerful tool, but our use of it will be relatively simple.

# 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

To complete this exercise you should complete the following steps, in the order shown:

1. Using Visual Studio, open the previously created “**Demo**” project.
2. Using Visual Studio, open “**Demo.dbv**”.
3. At the beginning of your input processing routine, protect the routine by entering a new environment level.
4. Just before the input processing routine returns to the menu processing event loop, exit from the newly created environment level.
5. Before entering the input-processing loop, remove all LOCAL menu columns.
6. Compile, link, and run the application.

# Discussion

Hopefully, you will see that as soon as you go into the input processing section in your application the “Employee” menu column is removed. The column is automatically replaced upon exiting the environment at the end of the input processing routine.