# Overview

To become familiar with basic input method processing.

# 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)
* [Installing Traditional Synergy in Visual Studio Templates - CU Wiki](http://echo.cu.net/cuwiki/Installing_Traditional_Synergy_in_Visual_Studio_Templates)
* [Creating a New DBR Project (TSVS) - CU Wiki](http://echo.cu.net/cuwiki/Creating_a_New_DBR_Project_(TSVS))
* [Debugging (TSVS) - CU Wiki](http://echo.cu.net/cuwiki/Debugging_(TSVS))
* [CU Toolkit Manual](http://jobfunc2.cu.net/Job%20Functions/Programmer/Programmer%20Handbook/Synergy%20Reference%20-%20CUToolkit%20Reference%20Manual.doc)
* [Getting Started With Repository](https://www.synergex.com/docs/versions/v111/index.htm#rps/1_WELCOME_RPS.htm)
* [Synergy Data Language](https://www.synergex.com/docs/versions/v111/index.htm#rps/6_SDL.htm)

# Exercise

1. Using Visual Studio, add the following methods to your “DemoMntG.dbl” file:
   * Input arrive method (**iam\_**).
   * Input display method (**idsp\_**).
2. For each of the input methods you write, they will all have the same functionality:
   * Using **E\_SECT** (this will allow you to run the program and see when the various methods are being called in the processing loop):
     + Place the subroutine name in the info bar.
     + Place the current value of **G\_ENTNAM** in the info bar.
     + With the text left justified.
     + Specifying to clear the info line each time.

# Discussion

This is just a brief introduction to CU Toolkit Methods. The methods in this exercise are intentionally simple, and are not meant to represent the complexity found in a typical production program.