

GnuCOBOL Quick Reference

For Version 3.1 RC-1 [July2020]

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1. CDF

When the compiler is operating in Fixed Format Mode, all CDF statements must begin in column eight (8) or beyond.

There are two types of supported CDF statements in GnuCOBOL — Text Manipulation Statements and Compiler Directives.

The CDF text manipulation statements COPY and REPLACE are used to introduce new code into programs either with or without changes, or may be used to modify existing statements already in the program. Text manipulation statements are always terminated with a period.

CDF directives, denoted by the presence of a ">>" character sequence as part of the statement name itself, are used to influence the process of program compilation.

Compiler directives are never terminated with a period.

CDF CALL-CONVENTION Statement Syntax

```
>>CALL-CONVENTION  { COBOL  }
~~~~~               { EXTERN }
                    { STDCALL }
                    { STATIC  }
```

CDF COPY Statement Syntax

```
COPY copybook-name
~~~~
[ IN|OF library-name ]
  ~ ~
[ SUPPRESS PRINTING ]
  ~~~~~~
[ REPLACING { Phrase-Clause | String-Clause }... ] .
  ~~~~~~
```

CDF COPY Phrase-Clause Syntax

```
{ ==pseudo-text-1== } BY { ==pseudo-text-2== }
{ identifier-1       } ~ { identifier-2       }
{ literal-1          }   { literal-2          }
{ word-1             }   { word-2             }
```

CDF COPY String-Clause Syntax

```
[ LEADING|TRAILING ] ==partial-word-1== BY ==partial-word-2==
```

~~~~~ ~~~~~~

~~

**CDF REPLACE Statement (Format 1) Syntax**

```
REPLACE [ ALSO ] { Phrase-Clause | String-Clause }... .
~~~~~ ~~~~~
```

**CDF REPLACE Statement (Format 2) Syntax**

```
REPLACE [LAST] OFF .
~~~~~ ~~~~~ ~~~
```

**CDF REPLACE Phrase-Clause Syntax**

```
{ ==pseudo-text-1== } BY { ==pseudo-text-2== }
                        ~~
```

**CDF REPLACE String-Clause Syntax**

```
[ LEADING|TRAILING ] ==partial-word-1== BY ==partial-word-2==
~~~~~ ~~~~~~ ~~~
```

## CDF &gt;&gt;DEFINE Directive Syntax

```
>>DEFINE [CONSTANT] cdf-variable-1 AS { OFF }
~~~~~      ~~~~~~
                                   { ~~~                }
                                   { literal-1 [ OVERRIDE ] }
                                   { ~~~~~~            }
                                   { PARAMETER [ OVERRIDE ] }
                                   ~~~~~~      ~~~~~~
```

## CDF &gt;&gt;IF Directive Syntax

```
>>IF CDF-Conditional-Expression-1
~~~~~      [ Program-Source-Lines-1 ]

[ >>ELIF CDF-Conditional-Expression-2
~~~~~      [ Program-Source-Lines-2 ] ]...

[>>ELSE
~~~~~      [ Program-Source-Lines-3 ] ]

>>END-IF
~~~~~
```

## CDF-Conditional-Expression Syntax

```
{ cdf-variable-1 } IS [NOT] { DEFINED }
{ literal-1 } ~~~ { ~~~~~~ }
 { SET }
 { ~~~ }
 { CDF-RelOp { cdf-variable-2 } }
 { { literal-2 } }
```

## CDF-RelOp Syntax

```
>= or GREATER THAN OR EQUAL TO
~~~~~      ~~~ ~~~~~~

>     or   GREATER THAN
~~~~~

<= or LESS THAN OR EQUAL TO
~~~~~      ~~~ ~~~~~~

<     or   LESS THAN
~~~~~

= or EQUAL TO
~~~~~

<>    or   EQUAL TO (with "NOT")
~~~~~
```

## CDF &gt;&gt;SET Directive Syntax

```

>>SET { [CONSTANT] cdf-variable-1 literal-1] }
~~~~~ { ~~~~~~ }
      { SOURCEFORMAT AS FIXED|FREE }
      { ~~~~~~ ~~~~~ ~~~~~ }
      { NOFOLDCOPYNAME }
      { ~~~~~~ }
      { FOLDCOPYNAME AS UPPER|LOWER }
      { ~~~~~~ ~~~~~ ~~~~~ }

```

## CDF &gt;&gt;SOURCE Directive Syntax

```

>>SOURCE FORMAT IS FIXED|FREE|VARIABLE
~~~~~ ~~~~~ ~~~~~ ~~~~~

```

## CDF &gt;&gt;TURN Directive Syntax

```

>>TURN { exception-name-1 [file-name-1]... }...
~~~~~
      { OFF }
      { ~~~ }
      { CHECKING ON [ WITH LOCATION ] }
      { ~~~~~ ~ ~~~~~ }

```



**CDF >>D Directive Syntax**

```
>>D  
~~~
```

**CDF >>DISPLAY Directive Syntax**

```
>>DISPLAY source-text [VCS = version-string]
~~~~~          ~~~
```

**CDF >>PAGE Directive Syntax**

```
>>PAGE  
~~~~~
```

**CDF >>LISTING Directive Syntax**

```
>>LISTING {ON}
~~~~~ {OFF}
```

**CDF >>LEAP-SECONDS Directive Syntax**

```
>>LEAP-SECONDS  
~~~~~
```

The ">>LEAP-SECONDS" CDF directive is syntactically recognized but is otherwise non-functional.

## CDF \$ Directives Syntax

\$ (Dollar) Directives - Active.

These directives are active and have the same function as ones starting with >>:

```
$DEFINE
$DISPLAY ON|OFF
$IF
$ELIF
$ELSE
$ELSE-IF
$END
$SET
```

It is recommend to use the standard directives only instead of the MF directives (when possible) as these have a a higher chance for being portable.

\$ (Dollar) Directives - Not Active.

These are NOT active and will produce a warning message:

```
$DISPLAY VCS ...
```

Recognised but otherwise ignored.

```
@OPTIONS options-text
```

Additional Micro-Focus directives accepted :

```
ADDRSV | ADD-RSV literal-1
ADDSYN | ADD-SYN literal-1 = literal-2
ASSIGN "EXTERNAL" | "DYNAMIC"
BOUND
CALLFH literal-1
COMP1 | COMP-1 "BINARY" | "FLOAT"
FOLDCOPYNAME | FOLD-COPY-NAME AS "UPPER" | "LOWER"
MAKESYN | MAKE-SYN
NOBOUND | NO-BOUND
NOFOLDCOPYNAME | NOFOLD-COPY-NAME | NO-FOLD-COPY-NAME
OVERRIDE literal-1 = literal-2
REMOVE literal-1
SOURCEFORMAT | SOURCE-FORMAT "FIXED" | "FREE" | "VARIABLE"
SSRANGE "2"
NOSSRANGE | NO-SSRANGE
```

## CDF Predefined Compilation Variables Syntax

GnuCOBOL defines compilation variables when various conditions are true.  
If the condition associated with a variable is false, the variable is not defined.

|                  |                                                                                                                                                                                                                 |
|------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| DEBUG            | The -d debug flag is specified.                                                                                                                                                                                 |
| EXECUTABLE       | Module being compiled contains the main program.                                                                                                                                                                |
| GCCOMP           | The size of a COMP item is determined according to the GnuCOBOL scheme,<br>where for a picture of length:<br>1 - 2, item = 1 byte<br>3 - 4, item = 2 bytes<br>5 - 9, item = 4 bytes<br>10 - 18, item = 8 bytes. |
| GNUCOBOL         | GnuCOBOL is compiling the source unit.                                                                                                                                                                          |
| HOSTSIGN         | A signed packed decimal item's value may be considered NUMERIC if<br>sign = X"F".                                                                                                                               |
| IBMCOMP          | The size of a COMP item is determined according to the IBM scheme,<br>where for a PICTURE of length :<br>1 - 4, item = 2 bytes<br>5 - 9, item = 4 bytes<br>10 - 18, item = 8 bytes.                             |
| MODULE           | The element being compiled does not contain the main program.                                                                                                                                                   |
| NOHOSTSIGN       | A signed packed decimal item's value may NOT be considered<br>NUMERIC if sign = X"F".                                                                                                                           |
| NOIBMCOMP        | The size of a COMP item is NOT determined according to the IBM scheme.                                                                                                                                          |
| NOSTICKY-LINKAGE | Sticky linkage (linkage section items remaining allocated between<br>invocations) is NOT active.                                                                                                                |
| NOTRUNC          | Numeric data items are truncated according to their internal<br>representation.                                                                                                                                 |
| P64              | Pointers are greater than 32 bits.                                                                                                                                                                              |
| STICKY-LINKAGE   | Sticky linkage (linkage section items remaining allocated between<br>invocations) is active.                                                                                                                    |
| TRUNC            | Numeric data items are truncated according to their PICTURE clauses.                                                                                                                                            |

These, while still supported may well be removed in the future and should not be used. See GCCOMP and GNUCOBOL instead:

|        |                                                                                                                                                                                      |
|--------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| OCCOMP | The size of a COMP item is determined according to the GnuCOBOL scheme,<br>where for a PICTURE of length :<br>1 - 2, item = 1 byte<br>3 - 4, item = 2 bytes<br>5 - 9, item = 4 bytes |
|--------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

10 - 18, item = 8 bytes.

OPENCOBOL    GnuCOBOL is compiling the source unit.

## 2. IDENTIFICATION DIVISION Syntax

### IDENTIFICATION DIVISION Syntax

```
[{ IDENTIFICATION } DIVISION.]
{ ~~~~~~ } ~~~~~~
{ ID
 ~
 ~
{ PROGRAM-ID. } { program name } .
{ ~~~~~~ } { literal-1 } [AS { literal-2 }] [Type-clause] .
{ FUNCTION-ID. } { literal-3 } [AS literal-4] .
  ~~~~~~ { function-name } .
{ OPTIONS. }
  ~~~~~~

[DEFAULT ROUNDED MODE IS {AWAY-FROM-ZERO }
  ~~~~~~ ~~~~~~ {NEAREST-AWAY-FROM-ZERO }
                  {NEAREST-EVEN          }
                  {NEAREST-TOWARDS-ZERO   }
                  {PROHIBITED             }
                  {TOWARDS-GREATER        }
                  {TOWARDS-LESSER         }
                  {TRUNCATION              }]]

[ ENTRY-CONVENTION IS {COBOL   }
  ~~~~~~ {EXTERN   }
 {STDCALL }]]

[AUTHOR. comment-1.]
  ~~~~~~

[ DATE-COMPILED. comment-2. ]
  ~~~~~~

[DATE-MODIFIED. comment-3.]
  ~~~~~~

[ DATE-WRITTEN.  comment-4. ]
  ~~~~~~

[INSTALLATION. comment-5.]
  ~~~~~~

[ REMARKS.      comment-6. ]
  ~~~~~~

[SECURITY. comment-7.]
  ~~~~~~
```

The "AUTHOR", "DATE-COMPILED", "DATE-MODIFIED", "DATE-WRITTEN", "INSTALLATION", "REMARKS" and "SECURITY" paragraphs are supported by GNU COBOL only to provide compatibility with programs written for the ANS1974 (or earlier) standards. As of the ANS1985 standard, these clauses have become obsolete and should not be used in new programs.

**PROGRAM-ID Type Clause Syntax**

```
IS [ COMMON ] [ INITIAL|RECURSIVE PROGRAM ]  
   ~~~~~      ~~~~~ ~~~~~~
```

### 3. ENVIRONMENT DIVISION Syntax

#### ENVIRONMENT DIVISION Syntax

```

ENVIRONMENT DIVISION.
~~~~~

[ CONFIGURATION SECTION. ]
~~~~~

[SOURCE-COMPUTER. Compilation-Computer-Specification .]
~~~~~

[ OBJECT-COMPUTER.          Execution-Computer-Specification . ]
~~~~~

[SPECIAL-NAMES. Program-Configuration-Specification .]
~~~~~

[ REPOSITORY.               Function-Specification... . ]
~~~~~

[INPUT-OUTPUT SECTION.]
~~~~~

[ FILE-CONTROL.             General-File-Description... . ]
~~~~~

[I-O-CONTROL. File-Buffering Specification... .]
~~~~~

```

#### CONFIGURATION SECTION Syntax

```

CONFIGURATION SECTION.
~~~~~

[SOURCE-COMPUTER. Compilation-Computer-Specification .]
~~~~~

[ OBJECT-COMPUTER. Execution-Computer-Specification . ]
~~~~~

[SPECIAL-NAMES. Program-Configuration-Specification .]
~~~~~

[ REPOSITORY.      Function-Specification... . ]
~~~~~

```

#### SOURCE-COMPUTER Syntax

```

SOURCE-COMPUTER. computer-name [WITH DEBUGGING MODE] .
~~~~~

```

## OBJECT-COMPUTER Syntax

```

OBJECT-COMPUTER.  [ computer-name ]
~~~~~

[MEMORY SIZE IS integer-1 WORDS|CHARACTERS]
~~~~~

[ PROGRAM COLLATING SEQUENCE IS alphabet-name-1 ]
~~~~~

[SEGMENT-LIMIT IS integer-2]
~~~~~

[ CHARACTER CLASSIFICATION IS { locale-name-1  } ]
~~~~~
 { LOCALE }
 { ~~~~~ }
 { USER-DEFAULT }
 { ~~~~~ }
 { SYSTEM-DEFAULT }
                                ~~~~~

.
```

The "MEMORY SIZE" and "SEGMENT-LIMIT" clauses are syntactically recognized but are otherwise non-functional.



## SPECIAL-NAMES Syntax

## SPECIAL-NAMES.

~~~~~

[CALL-CONVENTION integer-1 IS mnemonic-name-1]

~~~~~

[ CONSOLE IS CRT ]

~~~~~      ~~~

[CRT STATUS IS identifier-1]

~~~      ~~~~~

[ CURRENCY SIGN IS literal-1 ]

~~~~~      ~~~~~

[CURSOR IS identifier-2]

~~~~~

[ DECIMAL-POINT IS COMMA ]

~~~~~      ~~~~~

[EVENT STATUS IS identifier-3]

~~~~~      ~~~~~

[ LOCALE locale-name-1 IS literal-2 ]...

~~~~~

[NUMERIC SIGN IS TRAILING SEPARATE]

~~~~~      ~~~~~      ~~~~~~      ~~~~~~

[ SCREEN CONTROL IS identifier-4 ]

~~~~~      ~~~~~

[device-name-1 IS mnemonic-name-2]...

[feature-name-1 IS mnemonic-name-3]...

[Alphabet-Clause]...

[Class-Definition-Clause]...

[Switch-Definition-Clause]...

[Symbolic-Characters-Clause]...

.

The "EVENT STATUS" and "SCREEN CONTROL" clauses are syntactically recognized but are otherwise non-functional.

REPOSITORY Syntax

REPOSITORY.

~~~~~

```

FUNCTION { function-prototype-name-1 [ AS literal-1 ] }...
~~~~~ { ~ ~ ~ ~ ~ }
 { intrinsic-function-name-1 [AS literal-2] }
 { ~ ~ ~ ~ ~ }
 { intrinsic-function-name-2 INTRINSIC }
 { ALL INTRINSIC ~~~~~~ }
 ~ ~ ~ ~~~~~

```

### SPECIAL-NAMES Alphabet-Clause Syntax

```

ALPHABET alphabet-name-1 IS { ASCII }
~~~~~ { ~~~~~ }
        { EBCDIC }
        { ~~~~~ }
        { NATIVE }
        { ~~~~~ }
        { STANDARD-1 }
        { ~~~~~~ }
        { STANDARD-2 }
        { ~~~~~~ }
        { Literal-Clause... }

```

### SPECIAL-NAMES ALPHABET Literal-Clause Syntax

```

literal-1 [ { THRU|THROUGH literal-2 } ]
          { ~~~~ ~~~~~~ }
          { {ALSO literal-3}... }
          ~~~~

```

### SPECIAL-NAMES Class-Definition-Clause Syntax

```

CLASS class-name-1 IS { literal-1 [THRU|THROUGH literal-2] }...
~~~~~ ~~~~~~

```

### SPECIAL-NAMES Switch-Definition-Clause Syntax

```

switch-name-1 [ IS mnemonic-name-1 ]

[ ON STATUS IS condition-name-1 ]
~~
[ OFF STATUS IS condition-name-2 ]
~~~

```

**SPECIAL-NAMES-Symbolic-Characters-Clause Syntax****SYMBOLIC CHARACTERS**

~~~~~

{ symbolic-character-1... IS|ARE integer-1... }...

[ IN alphabet-name-1 ]  
~~

### INPUT-OUTPUT SECTION Syntax

```
[INPUT-OUTPUT SECTION.]
~~~~~

[ FILE-CONTROL. ]
~~~~~

 [SELECT-Statement...]

[I-O-CONTROL.]
~~~~~

    [ MULTIPLE-FILE-Statement ]

    [ SAME-RECORD-Statement ]
```

### I-O-CONTROL MULTIPLE FILE Syntax

```
MULTIPLE FILE TAPE CONTAINS
~~~~~

 { file-name-1 [POSITION integer-1] }...
      ~~~~~

    .
```

The "MULTIPLE FILE TAPE" clause is obsolete and is therefore recognized but not functional.

### I-O-CONTROL SAME AREA Syntax

```
SAME { SORT-MERGE } AREA FOR file-name-1... .
~~~~ { ~~~~~~ }
 { SORT }
 { ~~~~~~ }
 { RECORD }
      ~~~~~~
```

The "SAME SORT-MERGE" and "SAME SORT" clauses are syntactically recognized but are otherwise non-functional.

## SELECT Statement Syntax

```

SELECT [ [ NOT ] OPTIONAL ] file-name-1
~~~~~
[ASSIGN { TO } [{ EXTERNAL }] [{ DISC|DISK }] [{ identifier-1 }]]
~~~~~ { USING } { ~~~~~~ } { ~~~~ ~~~~ } { word-1      }
      { DYNAMIC  } { DISPLAY      } { literal-1     }
      ~~~~~~    { ~~~~~~        }
 { KEYBOARD }
 { ~~~~~~ }
 { LINE ADVANCING }
 { ~~~~ ~~~~~~ }
 { PRINTER }
 { ~~~~~~ }
 { RANDOM }
 { ~~~~~~ }
 { TAPE }
      ~~~~

[ COLLATING SEQUENCE IS alphabet-name-1 ]
~~~~~

[FILE|SORT] STATUS IS identifier-2 [identifier-3]]
~~~~~ ~~~~~ ~~~~~

[ LOCK MODE IS { MANUAL|AUTOMATIC } ]
~~~~~ { ~~~~~ ~~~~~~ }
 { EXCLUSIVE [WITH { LOCK ON MULTIPLE RECORDS }] }
      ~~~~~~ { ~~~~ ~ ~ ~~~~~~ ~~~~~~ }
              { LOCK ON RECORD }
              { ~~~~ ~ ~ ~~~~~~ }
              { ROLLBACK }
              { ~~~~~~ }

[ ORGANIZATION Clause ]
~~~~~

[ORGANISATION Clause]
~~~~~

[ RECORD DELIMITER IS STANDARD-1 ]
~~~~~ ~~~~~~ ~~~~~~

[RESERVE integer-1 AREAS]
~~~~~

[ SHARING WITH { ALL OTHER } ]
~~~~~ { ~~~ }
 { NO OTHER }
 { ~~~ }
 { READ ONLY }
      ~~~~ ~~~~

```

The "COLLATING SEQUENCE", "RECORD DELIMITER", "RESERVE" and "ALL OTHER" clauses are syntactically recognized but are otherwise non-functional.

### ORGANIZATION SEQUENTIAL Clause Syntax

```
[ ORGANIZATION|ORGANISATION IS ] RECORD BINARY SEQUENTIAL
~~~~~
[ACCESS MODE IS SEQUENTIAL]
~~~~~
```

### ORGANIZATION LINE SEQUENTIAL Clause Syntax

```
[ ORGANIZATION|ORGANISATION IS ] LINE SEQUENTIAL
~~~~~
[ACCESS MODE IS SEQUENTIAL]
~~~~~
[ PADDING CHARACTER IS literal-1 | identifier-1 ]
~~~~~
```

The "PADDING CHARACTER" clause is syntactically recognized but is otherwise non-functional.

### ORGANIZATION RELATIVE Clause Syntax

```
[ORGANIZATION|ORGANISATION IS] RELATIVE
~~~~~
[ ACCESS MODE IS { SEQUENTIAL } ]
~~~~~
 { ~~~~~~ }
 { DYNAMIC }
 { ~~~~~~ }
 { RANDOM }
 { ~~~~~~ }
[RELATIVE KEY IS identifier-1]
~~~~~
```

|                                           |
|-------------------------------------------|
| <b>ORGANIZATION INDEXED Clause Syntax</b> |
|-------------------------------------------|

```
[ ORGANIZATION|ORGANISATION IS ] INDEXED
~~~~~
[ACCESS MODE IS { SEQUENTIAL }]
~~~~~
                { ~~~~~~ }
                { DYNAMIC   }
                { ~~~~~~ }
                { RANDOM     }
                ~~~~~~

[RECORD KEY IS { [data-name-1]
~~~~~
                { [ record-key-name-1 ]
                  [ =|{SOURCE IS} data-name-2 ] ... ] }
                  ~~~~~~

[ALTERNATE RECORD KEY IS { [data-name-3]
~~~~~
                        { [ record-key-name-2 ]
                          [ =|{SOURCE IS} data-name-4 ] ... ] }
                          ~~~~~~
 [WITH DUPLICATES]]...
                        ~~~~~~
                        [ SUPPRESS WHEN ALL literal      ]
                        ~~~~~~
 [SUPPRESS WHEN SPACES | ZEROES]
                        ~~~~~~
```





## 4. DATA DIVISION Syntax

### DATA DIVISION Syntax

```

DATA DIVISION.
~~~~ ~~~~~~

[FILE SECTION.
~~~~ ~~~~~~

{ File/Sort-Description [ { FILE-SECTION-Data-Item } ]... }... ]
{                               { 01-Level-Constant      }      }
{                               { 78-Level-Constant      }      }
{ 01-Level-Constant                               }
{ 78-Level-Constant                               }

[ WORKING-STORAGE SECTION.
~~~~~ ~~~~~~

[{ WORKING-STORAGE-SECTION-Data-Item }]...]
{ 01-Level-Constant }
{ 78-Level-Constant }

[LOCAL-STORAGE SECTION.
~~~~~ ~~~~~~

[ { LOCAL-STORAGE-SECTION-Data-Item } ]... ]
{ 01-Level-Constant                }
{ 78-Level-Constant                }

[ LINKAGE SECTION.
~~~~~ ~~~~~~

[{ LINKAGE-SECTION-Data-Item }]...]
{ 01-Level-Constant }
{ 78-Level-Constant }

[REPORT SECTION.
~~~~~ ~~~~~~

{ Report-Description [ { Report-Group-Definition } ]... }... ]
{                               { 01-Level-Constant      }      }
{                               { 78-Level-Constant      }      }
{ 01-Level-Constant                               }
{ 78-Level-Constant                               }

[ SCREEN SECTION.
~~~~~ ~~~~~~

[{ SCREEN-SECTION-Data-Item }]...]
{ 01-Level-Constant }
{ 78-Level-Constant }

```

## File/Sort-Description Syntax

```

FD|SD file-name-1 [IS EXTERNAL|GLOBAL]
~~ ~~~
[BLOCK CONTAINS [integer-1 TO] integer-2 CHARACTERS|RECORDS]
~~~~~ ~~~ ~~~~~~ ~~~~~~
[ CODE-SET IS alphabet-name-1 ]
~~~~~
[DATA { RECORD IS } identifier-1...]
~~~~ { ~~~~~~ }
      { RECORDS ARE }
      ~~~~~~
[LABEL { RECORD IS } OMITTED|STANDARD]
~~~~~ { ~~~~~~ } ~~~~~~ ~~~~~~
      { RECORDS ARE }
      ~~~~~~
[LINAGE IS integer-3 | identifier-2 LINES
~~~~~
    [ LINES AT BOTTOM integer-4 | identifier-3 ]
      ~~~~~~
 [LINES AT TOP integer-5 | identifier-4]
      ~~~
    [ WITH FOOTING AT integer-6 | identifier-5 ] ]
      ~~~~~~
[RECORD { CONTAINS [integer-7 TO] integer-8 CHARACTERS }]
~~~~~ { ~~~~~~ }
      { IS VARYING IN SIZE                                     }
      { ~~~~~~                                                }
      { [ FROM [ integer-7 TO ] integer-8 CHARACTERS    }
      { ~~~~~~ }
      { DEPENDING ON identifier-6 ]
      ~~~~~~
[RECORDING MODE IS recording-mode]
~~~~~
[ { REPORT IS    } report-name-1... ]
  { ~~~~~~ }
  { REPORTS ARE }
  ~~~~~~
[VALUE OF implementor-name-1 IS literal-1 | identifier-7] .
~~~~~ ~~~

```

The "BLOCK CONTAINS", "DATA RECORD", "LABEL RECORD", "RECORDING MODE" and "VALUE OF" clauses are syntactically recognized but are obsolete and non-functional. These clauses should not be coded in new programs.

## FILE-SECTION-Data-Item Syntax

```

level-number [ identifier-1 | FILLER ] [ IS GLOBAL|EXTERNAL ]
               ~~~~~~                ~~~~~~ ~~~~~~

[BLANK WHEN ZERO]
  ~~~~~~      ~~~~~~

[ JUSTIFIED RIGHT ]
  ~~~~~~

[OCCURS [integer-1 TO] integer-2 TIMES
  ~~~~~~                ~~
    [ DEPENDING ON identifier-2 ]
      ~~~~~~
 [ASCENDING|DESCENDING KEY IS identifier-3]
      ~~~~~~ ~~~~~~
    [ INDEXED BY identifier-4 ] ]
      ~~~~~~

[PICTURE IS picture-string]
  ~~~

[ REDEFINES identifier-5 ]
  ~~~~~~

[SIGN IS LEADING|TRAILING [SEPARATE [CHARACTER]]]
  ~~~~~ ~~~~~~ ~~~~~~ ~~~~~~

[ SYNCRONIZED|SYNCHRONISED [ LEFT|RIGHT ] ]
  ~~~~~ ~~~~~ ~~~~~ ~~~~~

[USAGE IS data-item-usage] . [FILE-SECTION-Data-Item]...
  ~~~~~

```

The "LEFT" and "RIGHT" (SYNCRONIZED) clauses are syntactically recognized but are otherwise non-functional.

**WORKING-STORAGE-SECTION-Data-Item Syntax**

```

level-number [ identifier-1 | FILLER ] [ IS GLOBAL | EXTERNAL ]
               ~~~~~
[BASED]
  ~~~~~
[ BLANK WHEN ZERO ]
  ~~~~~
[JUSTIFIED RIGHT]
  ~~~~~
[ OCCURS [ integer-1 TO ] integer-2 TIMES
  ~~~~~
 [DEPENDING ON identifier-2]
      ~~~~~
    [ ASCENDING|DESCENDING KEY IS identifier-3 ]
      ~~~~~
 [INDEXED BY identifier-4]]
      ~~~~~
[ PICTURE IS picture-string ]
  ~~~
[REDEFINES identifier-5]
  ~~~~~
[ SIGN IS LEADING|TRAILING [ SEPARATE CHARACTER ] ]
  ~~~~~
[SYNCHRONIZED|SYNCHRONISED [LEFT|RIGHT]]
  ~~~~~
[ USAGE IS data-item-usage ]
  ~~~~~
[VALUE IS [ALL] literal-1] . [WORKING-STORAGE-SECTION-Data-Item]...
  ~~~~~

```

The "LEFT" and "RIGHT" (SYNCHRONIZED) clauses are syntactically recognized but are otherwise non-functional.

## LOCAL-STORAGE-SECTION-Data-Item Syntax

```

level-number [ identifier-1 | FILLER ] [ IS GLOBAL|EXTERNAL ]
               ~~~~~~                ~~~~~~ ~~~~~~

[BASED]
  ~~~~~

[ BLANK WHEN ZERO ]
  ~~~~~ ~~~~~

[JUSTIFIED RIGHT]
  ~~~~~

[ OCCURS [ integer-1 TO ] integer-2 TIMES
  ~~~~~~ ~~
 [DEPENDING ON identifier-2]
      ~~~~~~
    [ ASCENDING|DESCENDING KEY IS identifier-3 ]
      ~~~~~~ ~~~~~~
 [INDEXED BY identifier-4]]
      ~~~~~~

[ PICTURE IS picture-string ]
  ~~~

[REDEFINES identifier-5]
  ~~~~~~

[ SIGN IS LEADING|TRAILING [ SEPARATE CHARACTER ] ]
  ~~~~ ~~~~~~ ~~~~~~ ~~~~~~

[SYNCHRONIZED|SYNCHRONISED [LEFT|RIGHT]]
  ~~~~~ ~~~~~ ~~~~~ ~~~~~

[ USAGE IS data-item-usage ]
  ~~~~~

[VALUE IS [ALL] literal-1] . [LOCAL-STORAGE-SECTION-Data-Item]...
  ~~~~~ ~~~

```

The "LEFT" and "RIGHT" (SYNCHRONIZED) clauses are syntactically recognized but are otherwise non-functional.

## LINKAGE-SECTION-Data-Item Syntax

```

level-number [ identifier-1 | FILLER ] [ IS GLOBAL|EXTERNAL ]
               ~~~~~
[ANY LENGTH]
  ~~~ ~~~~~
[ BASED ]
  ~~~~~
[BLANK WHEN ZERO]
  ~~~~~ ~~~~~
[ JUSTIFIED RIGHT ]
  ~~~~~
[OCCURS [integer-1 TO] integer-2 TIMES
  ~~~~~ ~
    [ DEPENDING ON identifier-3 ]
      ~~~~~
 [ASCENDING|DESCENDING KEY IS identifier-4]
      ~~~~~ ~~~~~
    [ INDEXED BY identifier-5 ] ]
      ~~~~~
[PICTURE IS picture-string]
  ~~~
[ REDEFINES identifier-6 ]
  ~~~~~
[SIGN IS LEADING|TRAILING [SEPARATE CHARACTER]]
  ~~~ ~~~~~ ~~~~~ ~~~~~
[ SYNCRONIZED|SYNCHRONISED [ LEFT|RIGHT ] ]
  ~~~ ~~~~~ ~~~~~ ~~~~~
[USAGE IS data-item-usage] . [LINKAGE-SECTION-Data-Item]...
  ~~~~~

```

The "LEFT" and "RIGHT" (SYNCRONIZED) clauses are syntactically recognized but are otherwise non-functional.

## Report-Description (RD) Syntax

```

RD report-name [ IS GLOBAL ]
~~
~~~~~

[CODE IS literal-1 | identifier-1]
~~~~

[ { CONTROL IS    } { FINAL          }...  ]
{ ~~~~~~         } { ~~~~~         }
{ CONTROLS ARE } { identifier-2 }
~~~~~

[PAGE [{ LIMIT IS }] [{ literal-2 } LINES]
~~~~ { ~~~~~         } { identifier-3 } ~~~~
      { LIMITS ARE }
      ~~~~~

 [literal-3 | identifier-4 COLUMNS|COLS]
      ~~~~~~ ~~~~

      [ HEADING IS literal-4 | identifier-5 ]
      ~~~~~~

 [FIRST DE|DETAIL IS literal-5 | identifier-6]
      ~~~~~ ~ ~~~~~~

      [ LAST CH|{CONTROL HEADING} IS literal-6 | identifier-7 ]
      ~~~~~ ~ ~~~~~~ ~~~~~~

 [LAST DE|DETAIL IS literal-7 | identifier-8]
      ~~~~~ ~ ~~~~~~

      [ FOOTING IS literal-8 | identifier-9 ] ] .
      ~~~~~~

```

## Report-Group-Definition Syntax

```

01 [identifier-1]

[LINE NUMBER IS { integer-1 [[ON NEXT PAGE] }]
  ~~~~          {          ~~~~ ~~~~          }
                { +|PLUS integer-1          }
                {          ~~~~          }
                { ON NEXT PAGE          }
                ~~~~ ~~~~

[NEXT GROUP IS { [+|PLUS] integer-2 }]
  ~~~~ ~~~~~~   {          ~~~~          }
                { NEXT|{NEXT PAGE}|PAGE }
                ~~~~ ~~~~ ~~~~ ~~~~

[TYPE IS { RH|{REPORT HEADING} }]
  ~~~~   { ~ ~ ~~~~~~ ~~~~~~          }
        { PH|{PAGE HEADING}          }
        { ~ ~ ~~~~~~ ~~~~~~          }
        { CH|{CONTROL HEADING} FINAL|identifier-2 }
        { ~ ~ ~~~~~~ ~~~~~~ ~~~~~~          }
        { DE|DETAIL          }
        { ~ ~ ~~~~~~          }
        { CF|{CONTROL FOOTING} FINAL|identifier-2 }
        { ~ ~ ~~~~~~ ~~~~~~ ~~~~~~          }
        { PF|{PAGE FOOTING}          }
        { ~ ~ ~~~~~~ ~~~~~~          }
        { RF|{REPORT FOOTING}          }
        ~ ~ ~~~~~~ ~~~~~~

. [ REPORT-SECTION-Data-Item ]...
```



## REPORT-SECTION-Data-Item Syntax

```

level-number [ identifier-1 ]

[ BLANK WHEN ZERO ]
~~~~~
[COLUMN [{ NUMBER IS }] [+|PLUS] integer-1]
~~~~~ { ~~~~~~ } ~~~~~
        { NUMBERS ARE }
        ~~~~~~

[GROUP INDICATE]
~~~~~

[ JUSTIFIED RIGHT ]
~~~~~

[LINE NUMBER IS { integer-2 [[ON NEXT PAGE] }]
~~~~~ { +|PLUS integer-2 ~~~~ ~~~~ }
        { ~~~~~ }
        { ON NEXT PAGE }
        ~~~~ ~~~~

[OCCURS [integer-3 TO] integer-4 TIMES
~~~~~ ~~~
    [ DEPENDING ON identifier-2 ]
    ~~~~~~
 [STEP integer-5]
    ~~~~
    [ VARYING identifier-3 FROM { identifier-4 } BY { identifier-5 } ]
    ~~~~~~ ~~~~ { integer-6 } ~~ { integer-7 }

[PICTURE IS picture-string]
~~~~

[ PRESENT WHEN condition-name ]
~~~~~

[SIGN IS LEADING|TRAILING [SEPARATE CHARACTER]]
~~~~~ ~~~~~~ ~~~~~~ ~~~~~~

[ { SOURCE IS literal-1|identifier-6 [ ROUNDED ] } ]
{ ~~~~~~ ~~~~~~ }
{ SUM OF { identifier-7 }... [ { RESET ON FINAL|identifier-8 } ] }
{ ~~~ { literal-2 } { ~~~~~ ~~~~~ } }
{ VALUE IS [ ALL ] literal-3 { UPON identifier-9 } }
~~~~~ ~~~ ~~~~~

. [REPORT-SECTION-Data-Item]...

```

## SCREEN-SECTION-Data-Item Syntax

```

level-number [identifier-1 | FILLER]
               ~~~~~

[ AUTO | AUTO-SKIP | AUTOTERMINATE ] [ BELL | BEEP ]
  ~~~~      ~~~~~~      ~~~~~~      ~~~~      ~~~~

[BACKGROUND-COLOR|BACKGROUND-COLOUR IS integer-1 | identifier-2]
  ~~~~~~      ~~~~~~

[ BLANK LINE|SCREEN ] [ ERASE EOL|EOS ]
  ~~~~~ ~~~~~ ~~~~~      ~~~~~ ~~~~

[BLANK WHEN ZERO] [JUSTIFIED RIGHT]
  ~~~~~      ~~~~~      ~~~~~

[ BLINK ] [ HIGHLIGHT | LOWLIGHT ] [ REVERSE-VIDEO ]
  ~~~~~      ~~~~~~      ~~~~~~      ~~~~~~

[COLUMN NUMBER IS [+|PLUS] integer-2 | identifier-3]
  ~~~~      ~~~~~~

[ FOREGROUND-COLOR|FOREGROUND-COLOUR IS integer-3 | identifier-4 ]
  ~~~~~~      ~~~~~~

[{ FROM literal-1 | identifier-5 }]
 { ~~~~ }
 { TO identifier-5 }
 { ~~ }
 { USING identifier-5 }
 { ~~~~~ }
 { VALUE IS [ALL] literal-1 }
  ~~~~~      ~~~~

[ FULL | LENGTH-CHECK ] [ REQUIRED | EMPTY-CHECK ] [ SECURE | NO-ECHO ]
  ~~~~      ~~~~~~      ~~~~~~      ~~~~~~      ~~~~~~      ~~~~~~

[LEFTLINE] [OVERLINE] [UNDERLINE]
  ~~~~~~      ~~~~~~      ~~~~~~

[ LINE NUMBER IS [ +|PLUS ] integer-4 | identifier-6 ]
  ~~~~      ~~~~~~

[OCCURS integer-5 TIMES]
  ~~~~~~

[ PICTURE IS picture-string ]
  ~~~~

[PROMPT [CHARACTER IS literal-2 | identifier-7]]
  ~~~~~~      ~~~~~~

[ SIGN IS LEADING|TRAILING [ SEPARATE CHARACTER ] ]
  ~~~~      ~~~~~~ ~~~~~~      ~~~~~~

. [SCREEN-SECTION-Data-Item]...

```

## 01-Level-Constant Syntax

```

01 constant-name-1 CONSTANT [IS GLOBAL]
    ~~~~~~          ~~~~~~

    { AS { literal-1
    {     { { BYTE-LENGTH } OF { identifier-1 } } }
    {     { { ~~~~~~ }      { usage-name   } } }
    {     { { LENGTH      }      } }
    {         ~~~~~~
    { FROM CDF-variable-name-1
    ~~~~~~

```

## 66-Level-Data-Item Syntax

```

66 identifier-1 RENAMES identifier-2 [THRU|THROUGH identifier-3] .
    ~~~~~~          ~~~~~~ ~~~~~~

```

## 77-Level-Data-Item Syntax

```

77 identifier-1 [ IS GLOBAL|EXTERNAL ]
    ~~~~~~ ~~~~~~

[BASED]
    ~~~~~~

[ BLANK WHEN ZERO ]
    ~~~~~~ ~~~~~~

[JUSTIFIED RIGHT]
    ~~~~~~

[ PICTURE IS picture-string ]
    ~~~~

[REDEFINES identifier-5]
    ~~~~~~

[ SIGN IS LEADING|TRAILING [ SEPARATE CHARACTER ] ]
    ~~~~~~ ~~~~~~ ~~~~~~ ~~~~~~

[SYNCHRONIZED|SYNCHRONISED [LEFT|RIGHT]]
    ~~~~~~ ~~~~~~ ~~~~~~ ~~~~~~

[ USAGE IS data-item-usage ]
    ~~~~~~

[VALUE IS [ALL] literal-1] .
    ~~~~~~ ~~~~~~

```

The "LEFT" and "RIGHT" (SYNCHRONIZED) clauses are syntactically recognized but are otherwise non-functional.

## 78-Level-Constant Syntax

```

78 constant-name-1 VALUE IS literal-1 .
    ~~~~~~

```

**88-Level-Data-Item Syntax**

```

88 condition-name-1 { VALUE IS } {literal-1 [THRU|THROUGH literal-2]}...
 { ~~~~~ } ~~~~ ~~~~~~
 { VALUES ARE }
                   ~~~~~

[ WHEN SET TO FALSE IS literal-3 ] .
  ~~~~~

```

## 5. PROCEDURE DIVISION Syntax

### PROCEDURE DIVISION Syntax

```

PROCEDURE DIVISION [{ USING Subprogram-Argument ... }]
~~~~~ ~~~~~~ { ~~~~~ }
                { CHAINING Main-Program-Argument... }
                ~~~~~~

 [RETURNING identifier-1] .
[DECLARATIVES.] ~~~~~~
~~~~~
[ Event-Handler-Routine... . ]

[ END DECLARATIVES. ]
~~~ ~~~~~~
General-Program-Logic

[Nested-Subprogram...]

[END PROGRAM|FUNCTION name-1]
~~~ ~~~~~~ ~~~~~~

```

### PROCEDURE DIVISION Subprogram-Argument Syntax

```

[ BY { REFERENCE [ OPTIONAL ]          } ] identifier-1
  { ~~~~~ ~~~~~~ }
  { VALUE [ [ UNSIGNED ] SIZE IS { AUTO      } ] }
    ~~~~~ ~~~~~~ ~~~~~ { ~~~~~ }
 { DEFAULT }
 { ~~~~~~ }
 { integer-1 }

```

### PROCEDURE DIVISION Main-Program-Argument Syntax

```

[BY REFERENCE] [OPTIONAL] identifier-1
~~~~~ ~~~~~~

```

### PROCEDURE DIVISION RETURNING Syntax

```

RETURNING identifier-1
~~~~~

```

### DECLARATIVES Syntax

section-name-1 SECTION.

```

USE { [GLOBAL] AFTER STANDARD { EXCEPTION } PROCEDURE ON { INPUT } }
~~~ { ~~~~~~ { ~~~~~~ } { ~~~~~ } }
    {          { ERROR      } { OUTPUT  } }
    {          ~~~~~~ { ~~~~~~ } }
    {          { I-O        } }
    { FOR DEBUGGING ON { procedure-name-1      } { ~~~ } }
    { ~~~~~~ { ALL PROCEDURES } { EXTEND } }
    { ~~~ ~~~~~~ { ~~~~~~ } }
    { REFERENCES OF identifier-1 } { file-name-1 } }
    { ~~~~~~ }
    { [ GLOBAL ] BEFORE REPORTING identifier-2 }
    { ~~~~~~ ~~~~~~ ~~~~~~ }
    { ~~~~~~ }
    { AFTER EC|{EXCEPTION CONDITION} }
      ~ ~ ~~~~~~ ~~~~~~

```

The "AFTER EXCEPTION CONDITION" and "AFTER EC" clauses are syntactically recognized but are otherwise non-functional.

### LENGTH OF Syntax

```

LENGTH OF numeric-literal-1 | identifier-1
~~~~~

```

### Reference Modifier (Format 1) Syntax

```

identifier-1 [OF|IN identifier-2] [(subscript...)] (start:[length])
 ~ ~

```

### Reference Modifier (Format 2) Syntax

```

intrinsic-function-reference (start:[length])

```

### Arithmetic-Expression Syntax

```

Unary-Expression-1 { **|^ } Unary-Expression-2
 { *// }
 { +|- }

```

## Unary-Expression Syntax

```

{ [+|-] { (Arithmetic-Expression-1) } }
{ { [LENGTH OF] { identifier-1 } } }
{ { ~~~~~~ ~~ { literal-1 } } }
{ { { Function-Reference } } }
{ Arithmetic-Expression-2 }

```

## Class-Condition Syntax

```

identifier-1 IS [NOT] { NUMERIC }
 { ~~~~~~ }
 { ALPHABETIC }
 { ~~~~~~ }
 { ALPHABETIC-LOWER }
 { ~~~~~~ }
 { ALPHABETIC-UPPER }
 { ~~~~~~ }
 { OMITTED }
 { ~~~~~~ }
 { class-name-1 }

```

## Sign-Condition Syntax

```

identifier-1 IS [NOT] { POSITIVE }
 { ~~~~~~ }
 { NEGATIVE }
 { ~~~~~~ }
 { ZERO }
 { ~~~~~~ }

```

## Relation-Condition Syntax

```

{ identifier-1 } IS [NOT] RelOp { identifier-2 }
{ literal-1 } ~~~~ { literal-2 }
{ arithmetic-expression-1 } { arithmetic-expression-2 }
{ index-name-1 } { index-name-2 }

```

### RelOp Syntax

```

{ EQUAL TO }
{ ~~~~~~ }
{ EQUALS }
{ ~~~~~~ }
{ GREATER THAN }
{ ~~~~~~ }
{ GREATER THAN OR EQUAL TO }
{ ~~~~~~ }
{ LESS THAN }
{ ~~~~~~ }
{ LESS THAN OR EQUAL TO }
{ ~~~~~~ }
{ = }
{ > }
{ >= }
{ < }
{ <= }

```

### Combined Condition Syntax

```

[(] Condition-1 [)] { AND } [(] Condition-2 [)]
 { ~~~ }
 { OR }
 { ~~~ }

```

### Negated Condition Syntax

```

NOT Condition-1
~~~

```

### ACCEPT FROM CONSOLE Syntax

```

ACCEPT { identifier-1 } [ FROM mnemonic-name-1 ]
~~~~~                ~~~~~

 { OMITTED }
      ~~~~~~

[ END-ACCEPT ]
~~~~~

```



### ACCEPT FROM COMMAND-LINE Syntax

```

ACCEPT identifier-1
~~~~~

      FROM { COMMAND-LINE                                }
      ~~~~ { ~~~~~~                                       }
 { ARGUMENT-NUMBER }
 { ~~~~~~ }
 { ARGUMENT-VALUE }
 { ~~~~~~ }
 { [ON EXCEPTION imperative-statement-1] }
 { ~~~~~~ }
 { [NOT ON EXCEPTION imperative-statement-2] }
[END-ACCEPT] ~~~~ ~~~~~~
~~~~~

```

### ACCEPT FROM ENVIRONMENT Syntax

```

ACCEPT identifier-1
~~~~~

 FROM { ENVIRONMENT-VALUE }
      ~~~~ { ~~~~~~                                       }
            { ENVIRONMENT { literal-1    } }
            { ~~~~~~ { identifier-1 } }
[ ON EXCEPTION imperative-statement-1 ]
      ~~~~~~
[NOT ON EXCEPTION imperative-statement-2]
      ~~~~ ~~~~~~
[ END-ACCEPT ]
~~~~~

```

## ACCEPT screen-data-item Syntax

```

ACCEPT { identifier-1 }
~~~~~

    { OMITTED      }
      ~~~~~

 [{ FROM EXCEPTION-STATUS }]
          ~~~~ ~~~~~

        [{ FROM CRT ] [ MODE IS BLOCK ]}
          ~~~~ ~~~~ ~~~~~ ~~~~~

[AT { | LINE NUMBER { integer-1 } | }]
 ~ { | ~~~~ { identifier-2 } | }
 { | COLUMN|COL|POSITION NUMBER { integer-2 } | }
 { | ~~~~~~ ~~~ ~~~~~~ { identifier-3 } | }
 { }
 { { integer-3 } }
 { { identifier-4 } }

[WITH [Attribute-Specification]...
  ~~~~~

    [ LOWER|UPPER ]
      ~~~~~ ~~~~~

 [SCROLL { UP } [{ integer-4 } LINE|LINES]]
      ~~~~~~ { ~      } { identifier-5 }
              { DOWN }
              ~~~~~

 [TIMEOUT|TIME-OUT AFTER { integer-5 }]
      ~~~~~~ ~~~~~~          { identifier-6 }

    [ CONVERSION ]
      ~~~~~~

 [UPDATE]
      ~~~~~

    [ SIZE { integer-6      } ]
      ~~~~ { identifier-7 }

[ON EXCEPTION imperative-statement-1]
  ~~~~~~

[ NOT ON EXCEPTION imperative-statement-2 ]
  ~~~~ ~~~~~~

[END-ACCEPT]
  ~~~~~~

```

The "FROM CRT", "MODE IS BLOCK" and "CONVERSION" clauses are syntactically recognized but are otherwise non-functional.

**ACCEPT FROM DATE/TIME Syntax**

```

ACCEPT identifier-1 FROM { DATE [ YYYYMMDD ] }
~~~~~          ~~~~ { ~~~~~ ~~~~~~ }
 { DAY [YYYYDDD] }
 { ~~~ ~~~~~~ }
 { DAY-OF-WEEK }
 { ~~~~~~ }
[END-ACCEPT] { TIME }
~~~~~

```

**ACCEPT FROM Screen-Info Syntax**

```

ACCEPT identifier-1
~~~~~
 FROM { LINES|LINE-NUMBER }
      ~~~~ { ~~~~~ ~~~~~~ }
            { COLS|COLUMNS }
            { ~~~~ ~~~~~~ }
            { ESCAPE KEY }
            ~~~~~ ~~~
[END-ACCEPT]
~~~~~

```

**ACCEPT FROM Runtime-Info Syntax**

```

ACCEPT identifier-1
~~~~~
 FROM { EXCEPTION STATUS }
      ~~~~ { ~~~~~ ~~~~~~ }
            { USER NAME }
            ~~~~ ~~~~
[END-ACCEPT]
~~~~~

```

**ACCEPT OMITTED Syntax**

```

ACCEPT OMITTED
~~~~~

1. For console : See 6.17.1.1 (ACCEPT FROM CONSOLE Syntax)

2. For Screen : See 6.17.1.4 (ACCEPT screen-data-item Syntax)

[END-ACCEPT]
~~~~~

```

**ACCEPT FROM EXCEPTION-STATUS Syntax**

```
ACCEPT exception-status-pic-9-4  FROM EXCEPTION-STATUS
~~~~~                          ~~~~~ ~~~~~~
[END-ACCEPT]
~~~~~
```

## ADD TO Syntax

```

ADD { literal-1      }...
~~~ { identifier-1 }

 TO { identifier-2
 ~~

 [ROUNDED [MODE IS { AWAY-FROM-ZERO }]] }...
            ~~~~~ ~~~~ { ~~~~~~ }
                        { NEAREST-AWAY-FROM-ZERO }
                        { ~~~~~~ }
                        { NEAREST-EVEN          }
                        { ~~~~~~ }
                        { NEAREST-TOWARD-ZERO    }
                        { ~~~~~~ }
                        { PROHIBITED              }
                        { ~~~~~~ }
                        { TOWARD-GREATER          }
                        { ~~~~~~ }
                        { TOWARD-LESSER          }
                        { ~~~~~~ }
                        { TRUNCATION              }
                        ~~~~~~

 [ON SIZE ERROR imperative-statement-1]
        ~~~~ ~~~~~~

    [ NOT ON SIZE ERROR imperative-statement-2 ]
        ~~~~ ~~~~~~ ~~~~~~

[END-ADD]
~~~~~

```

**ADD GIVING Syntax**

```

ADD { literal-1      }...
~~~ { identifier-1 }

[TO identifier-2]
~~

GIVING { identifier-3
~~~~~

    [ ROUNDED [ MODE IS { AWAY-FROM-ZERO          } ] ] }...
      ~~~~~      ~~~~ { ~~~~~~ }
 { NEAREST-AWAY-FROM-ZERO }
 { ~~~~~~ }
 { NEAREST-EVEN }
 { ~~~~~~ }
 { NEAREST-TOWARD-ZERO }
 { ~~~~~~ }
 { PROHIBITED }
 { ~~~~~~ }
 { TOWARD-GREATER }
 { ~~~~~~ }
 { TOWARD-LESSER }
 { ~~~~~~ }
 { TRUNCATION }
 { ~~~~~~ }

[ON SIZE ERROR imperative-statement-1]
  ~~~~ ~~~~~

[ NOT ON SIZE ERROR imperative-statement-2 ]
  ~~~~ ~~~~~ ~~~~~

[END-ADD]
~~~~~

```

**ADD CORRESPONDING Syntax**

```

ADD CORRESPONDING identifier-1
~~~
 TO identifier-2
 ~~
 [ROUNDED [MODE IS { AWAY-FROM-ZERO }]]
      ~~~~~~      ~~~~      { ~~~~~~ }
                              { NEAREST-AWAY-FROM-ZERO }
                              { ~~~~~~ }
                              { NEAREST-EVEN          }
                              { ~~~~~~ }
                              { NEAREST-TOWARD-ZERO    }
                              { ~~~~~~ }
                              { PROHIBITED            }
                              { ~~~~~~ }
                              { TOWARD-GREATER         }
                              { ~~~~~~ }
                              { TOWARD-LESSER          }
                              { ~~~~~~ }
                              { TRUNCATION             }
                              ~~~~~~

 [ON SIZE ERROR imperative-statement-1]
      ~~~~ ~~~~~~

    [ NOT ON SIZE ERROR imperative-statement-2 ]
      ~~~~ ~~~~~~ ~~~~~~

[END-ADD]
~~~~~

```

**ALLOCATE Syntax**

```

ALLOCATE { expression-1 CHARACTERS } [ { INITIALIZED } ]
~~~~~ { identifier-1 ~~~~~ } { ~~~~~ }
 { INITIALISED }
 [RETURNING identifier-2]
      ~~~~~

```

**ALTER Syntax**

```

ALTER procedure-name-1 TO PROCEED TO procedure-name-2
~~~~~      ~~~

```

## CALL Syntax

```

CALL [{ STDCALL }] { literal-1 }
~~~~ { ~~~~~~            } { identifier-1 }
      { STATIC            }
      { ~~~~~~            }
      { mnemonic-name-1  }

[ USING CALL-Argument... ]
~~~~~

[RETURNING|GIVING identifier-2]
~~~~~ ~~~~~~

[ ON OVERFLOW|EXCEPTION imperative-statement-1 ]
~~~~~ ~~~~~~

[NOT ON OVERFLOW|EXCEPTION imperative-statement-2]
~~~ ~~~~~~ ~~~~~~

[ END-CALL ]
~~~~~

```

## CALL Argument Syntax

```

[BY { REFERENCE }]
 { ~~~~~~ }
 { CONTENT }
 { ~~~~~~ }
 { VALUE }
  ~~~~~

  { OMITTED                                     }
  { ~~~~~~                                     }
  { [ UNSIGNED ] [ SIZE IS { AUTO           } ] [ { literal-2   } ]
    ~~~~~~      ~~~~ { ~~~~ } { identifier-2 }
 { DEFAULT }
 { ~~~~~~ }
 { integer-1 }

```

## CANCEL Syntax

```

CANCEL { literal-1 }...
~~~~~ { identifier-1 }

```



**CLOSE Syntax**

```

CLOSE { file-name-1 [ { REEL|UNIT [ FOR REMOVAL ] } ] }...
~~~~~
 { ~~~~ ~~~~ ~~~~~~ }
 { WITH LOCK }
 { ~~~~~~ }
 { WITH NO REWIND }
 { ~ ~ ~~~~~~ }

```

The "REEL", "LOCK" and "NO REWIND" clauses are syntactically recognized but are otherwise non-functional, except for the "CLOSE...NO REWIND" statement, which will generate a file status of 07 rather than the usual 00 (but take no other action).

**COMMIT Syntax**

```

COMMIT
~~~~~

```

**COMPUTE Syntax**

```

COMPUTE { identifier-1
~~~~~
 [ROUNDED [MODE IS { AWAY-FROM-ZERO }]] }...
      ~~~~~~ ~~~~ { ~~~~~~ }
                  { NEAREST-AWAY-FROM-ZERO }
                  { ~~~~~~ }
                  { NEAREST-EVEN          }
                  { ~~~~~~ }
                  { NEAREST-TOWARD-ZERO    }
                  { ~~~~~~ }
                  { PROHIBITED              }
                  { ~~~~~~ }
                  { TOWARD-GREATER          }
                  { ~~~~~~ }
                  { TOWARD-LESSER           }
                  { ~~~~~~ }
                  { TRUNCATION              }
                  { ~~~~~~ }

      =|EQUAL arithmetic-expression-1
      ~~~~~~

 [ON SIZE ERROR imperative-statement-1]
      ~~~~ ~~~~~~

      [ NOT ON SIZE ERROR imperative-statement-2 ]
      ~~~~ ~~~~~~ ~~~~~~

 [END-COMPUTE]
      ~~~~~~

```

### CONTINUE Syntax

CONTINUE  
~~~~~

```

CONTINUE AFTER { identifier-1          }
               { literal-1            } SECONDS
~~~~~ { arithmetic-expression-1 } ~~~~~

```

DELETE Syntax

```

DELETE file-name-1 RECORD
~~~~~

[ INVALID KEY imperative-statement-1 ]
  ~~~~~

[ NOT INVALID KEY imperative-statement-2 ]
  ~~~ ~~~~~

[ END-DELETE ]
  ~~~~~

```

DISPLAY UPON device Syntax

```

DISPLAY { literal-1    }...
~~~~~ { identifier-1 }
      [ UPON mnemonic-name-1 ]
        ~~~~

      [ WITH NO ADVANCING ]
        ~ ~ ~ ~ ~ ~ ~ ~

      [ ON EXCEPTION imperative-statement-1 ]
        ~~~~~~

      [ NOT ON EXCEPTION imperative-statement-2 ]
        ~~~ ~~~~~

[ END-DISPLAY ]
  ~~~~~

```

DISPLAY UPON COMMAND-LINE Syntax

```

DISPLAY { literal-1    }...
~~~~~ { identifier-1 }
      UPON { ARGUMENT-NUMBER|COMMAND-LINE }
        ~~~ { ~~~~~~ }
      [ ON EXCEPTION imperative-statement-1 ]
        ~~~~~~

      [ NOT ON EXCEPTION imperative-statement-2 ]
        ~~~ ~~~~~

[ END-DISPLAY ]

```

~~~~~

### DISPLAY UPON ENVIRONMENT-NAME Syntax

```

DISPLAY { literal-1      }... UPON { ENVIRONMENT-VALUE }
~~~~~ { identifier-1 }    ~~~~ { ~~~~~~ }
 { ENVIRONMENT-NAME }
                                   ~~~~~~

[ ON EXCEPTION imperative-statement-1 ]
~~~~~

[NOT ON EXCEPTION imperative-statement-2]
~~~~~

[ END-DISPLAY ]
~~~~~

```

### DISPLAY screen-data-item Syntax

```

DISPLAY identifier-1 [UPON CRT|CRT-UNDER]
~~~~~

[ AT { | LINE NUMBER { integer-1      }          | } ]
~~ { | ~~~~~ { identifier-2 }          | }
   { |                                     | }
   { | COLUMN|POSITION NUMBER { integer-2      } | }
   { | ~~~~~ ~~~~~ { identifier-3 } | }
   {                                     }
   { { integer-3      }                  }
   { { identifier-4 }                  }

[ WITH [ DISPLAY-Attribute ]...
~~~~~

 [SCROLL { UP } [{ integer-4 } LINE|LINES]]
      ~~~~~ { ~~   } { identifier-5 }
            { DOWN }
            ~~~~~

 [SIZE { integer-5 }
        ~~~~ { identifier-6 } ]

[ ON EXCEPTION imperative-statement-1 ]
~~~~~

[NOT ON EXCEPTION imperative-statement-2]
~~~~~

[ END-DISPLAY ]
~~~~~

```

The "UPON CRT", "UPON CRT-UNDER" and "CONVERSION" clauses are syntactically recognized but are otherwise non-functional. They are supported to provide compatibility with COBOL source written for other COBOL implementations.

## DIVIDE INTO Syntax

DIVIDE { literal-1 } INTO { identifier-2  
~~~~~ { identifier-1 } ~~~~

```
[ROUNDED [MODE IS { AWAY-FROM-ZERO }]] }...
~~~~~      ~~~~~      {  ~~~~~~  }
                        {  NEAREST-AWAY-FROM-ZERO  }
                        {  ~~~~~~  }
                        {  NEAREST-EVEN  }
                        {  ~~~~~~  }
                        {  NEAREST-TOWARD-ZERO  }
                        {  ~~~~~~  }
                        {  PROHIBITED  }
                        {  ~~~~~~  }
                        {  TOWARD-GREATER  }
                        {  ~~~~~~  }
                        {  TOWARD-LESSER  }
                        {  ~~~~~~  }
                        {  TRUNCATION  }
                        ~~~~~~
```

```
[ON SIZE ERROR imperative-statement-1]
      ~~~~ ~~~~~~
```

```
[ NOT ON SIZE ERROR imperative-statement-2 ]
  ~~~      ~~~~ ~~~~~~
```

```
[END-DIVIDE]
~~~~~
```

**DIVIDE INTO GIVING Syntax**

```

DIVIDE { literal-1      } INTO { literal-2      } GIVING { identifier-3
~~~~~ { identifier-1 } ~~~~ { identifier-2 } ~~~~~~

 [ROUNDED [MODE IS { AWAY-FROM-ZERO }]] }...
      ~~~~~~      ~~~~ { ~~~~~~ }
                        { NEAREST-AWAY-FROM-ZERO }
                        { ~~~~~~ }
                        { NEAREST-EVEN          }
                        { ~~~~~~ }
                        { NEAREST-TOWARD-ZERO    }
                        { ~~~~~~ }
                        { PROHIBITED              }
                        { ~~~~~~ }
                        { TOWARD-GREATER          }
                        { ~~~~~~ }
                        { TOWARD-LESSER           }
                        { ~~~~~~ }
                        { TRUNCATION              }
[ REMAINDER identifier-4 ] ~~~~~~
~~~~~
[ON SIZE ERROR imperative-statement-1]
~~~~~ ~~~~~~
[ NOT ON SIZE ERROR imperative-statement-2 ]
~~~~~ ~~~~~~ ~~~~~~
[END-DIVIDE]
~~~~~

```

### DIVIDE BY GIVING Syntax

```

DIVIDE { literal-1      } BY { literal-2      } GIVING { identifier-3
~~~~~ { identifier-1 } ~~ { identifier-2 } ~~~~~

 [ROUNDED [MODE IS { AWAY-FROM-ZERO }]] }...
      ~~~~~ ~~~~ { ~~~~~~ }
                  { NEAREST-AWAY-FROM-ZERO }
                  { ~~~~~~ }
                  { NEAREST-EVEN          }
                  { ~~~~~~ }
                  { NEAREST-TOWARD-ZERO   }
                  { ~~~~~~ }
                  { PROHIBITED             }
                  { ~~~~~~ }
                  { TOWARD-GREATER         }
                  { ~~~~~~ }
                  { TOWARD-LESSER          }
                  { ~~~~~~ }
                  { TRUNCATION              }
[ REMAINDER identifier-4 ] ~~~~~~
~~~~~
[ON SIZE ERROR imperative-statement-1]
~~~~~ ~~~~~
[ NOT ON SIZE ERROR imperative-statement-2 ]
~~~~~ ~~~~~ ~~~~~
[END-DIVIDE]
~~~~~

```

### ENTRY Syntax

```

ENTRY literal-1 [ USING ENTRY-Argument... ]
~~~~~ ~~~~~

```

### ENTRY-Argument Syntax

```

[BY { REFERENCE }] identifier-1
 { ~~~~~~ }
 { CONTENT }
 { ~~~~~~ }
 { VALUE }
  ~~~~~~

```

## EVALUATE Syntax

```

EVALUATE Selection-Subject-1 [ ALSO Selection-Subject-2 ]...
~~~~~
{ { WHEN Selection-Object-1 [ALSO Selection-Object-2] }...
  ~~~~
    [ imperative-statement-1 ] }...
[ WHEN OTHER
  ~~~~ ~~~~~~
 imperative-statement-other]

[END-EVALUATE]
~~~~~

```

## EVALUATE Selection Subject Syntax

```

{ TRUE      }
{ ~~~~      }
{ FALSE     }
{ ~~~~~     }
{ expression-1 }
{ identifier-1 }
{ literal-1   }

```

## EVALUATE Selection Object Syntax

```

{ ANY                      }
{ ~~~                      }
{ TRUE                     }
{ ~~~~                    }
{ FALSE                    }
{ ~~~~~                   }
{ partial-expression-1    }
{                          }
{ { expression-2 } [ THRU|THROUGH { expression-3 } ] }
{ { identifier-2 } ~~~~ ~~~~~~ { identifier-3 } }
{ { literal-2   }           { literal-3   } }

```



**EXIT Syntax**

```

EXIT [ { PROGRAM          } ]
~~~~ { ~~~~~~            }
 { FUNCTION }
 { ~~~~~~ }
 { PERFORM [CYCLE] }
 { ~~~~~~ ~~~~~~ }
 { SECTION }
 { ~~~~~~ }
 { PARAGRAPH }
      ~~~~~~

```

**FREE Syntax**

```

FREE { [ ADDRESS OF ] identifier-1 }...
~~~~ ~~~~~~

```

**GENERATE Syntax**

```

GENERATE { report-name-1 }
~~~~~ { identifier-1 }

```

**GOBACK Syntax**

```

GOBACK [ { RETURNING|GIVING { literal-1 } ]
~~~~~ { ~~~~~~ ~~~~~~ { identifier-1 }

```

**Simple GO TO Syntax**

```

GO TO procedure-name-1
~~

```

**GO TO DEPENDING ON Syntax**

```

GO TO procedure-name-1...
~~
 DEPENDING ON identifier-1
    ~~~~~~

```

### IF Syntax

```

IF conditional-expression
~~
THEN { imperative-statement-1 }
      { NEXT SENTENCE          }
      ~~~~ ~~~~~
[ELSE { imperative-statement-2 }]
 { NEXT SENTENCE }
      ~~~~ ~~~~~
[ END-IF ]
~~~~~

```

### INITIALIZE Syntax

```

INITIALIZE|INITIALISE identifier-1...
~~~~~
[ WITH FILLER ]
~~~~~
[{ category-name-1 } TO VALUE]
 { ALL } ~~~~~
  ~~~
[ THEN REPLACING { category-name-2 DATA BY
  ~~~~~~ ~~~
 [LENGTH OF] { literal-1 } }...]
  ~~~~~~ { identifier-1 }

```

### INITIATE Syntax

```

INITIATE report-name-1
~~~~~

```

## INSPECT Syntax

```

INSPECT { literal-1 }
~~~~~ { identifier-1        }
      { function-reference-1 }

[ TALLYING { identifier-2 FOR { ALL|LEADING|TRAILING { literal-2    } }
  ~~~~~ ~~~ { ~~~ ~~~~~ ~~~~~ { identifier-3 } }
 { CHARACTERS }
              ~~~~~
          [ | { AFTER|BEFORE } INITIAL { literal-3    } | ] }... ]
          | ~~~~ ~~~~~ { identifier-4 } |

[ REPLACING { { { ALL|FIRST|LEADING|TRAILING { literal-4    } }
  ~~~~~ { { ~~~ ~~~~~ ~~~~~ ~~~~~ { identifier-5 } }
 { CHARACTERS }
 { ~~~~~ }
 }

 BY { [ALL] literal-5 }
 ~ { ~~~ }
 { identifier-6 }

 [| { AFTER|BEFORE } INITIAL { literal-6 } |] }...]
 | ~~~~ ~~~~~ { identifier-7 } |

[CONVERTING { { literal-7 } TO { literal-8 }
  ~~~~~ { identifier-8 } ~ { identifier-9 }

          [ | { AFTER|BEFORE } INITIAL { literal-9    } | ] ]
          | ~~~~ ~~~~~ { identifier-10 } |

```

### MERGE Syntax

```

MERGE sort-file-1
~~~~~
{ ON { ASCENDING } KEY identifier-1... }...
 { ~~~~~~ }
 { DESCENDING }
    ~~~~~~
[ WITH DUPLICATES IN ORDER ]
~~~~~
[COLLATING SEQUENCE IS alphabet-name-1]
~~~~~
USING file-name-1 file-name-2...
~~~~~
{ OUTPUT PROCEDURE IS procedure-name-1 }
{ ~~~~~~ ~~~~~~ ~~~~~~ ~~~~~~ ~~~~~~ }
{ [THRU|THROUGH procedure-name-2] }
{ ~~~~~~ ~~~~~~ ~~~~~~ ~~~~~~ }
{ GIVING file-name-3... }
{ ~~~~~~ }

```

The "DUPLICATES" clause is syntactically recognized but is otherwise non-functional.

### Simple MOVE Syntax

```

MOVE { literal-1 } TO identifier-2...
~~~~ { identifier-1 } ~~

```

### MOVE CORRESPONDING Syntax

```

MOVE CORRESPONDING identifier-1 TO identifier-2...
~~~~ ~~~~~~ ~~~~~~ ~~~~~~ ~~~~~~ ~~~~~~ ~~~~~~ ~~~~~~ ~~~~~~ ~~~~~~ ~~~~~~ ~~~~~~

```

## MULTIPLY BY Syntax

```
MULTIPLY { literal-1 } BY { identifier-2
~~~~~ { identifier-1 } ~~
```

```

    [ ROUNDED [ MODE IS { AWAY-FROM-ZERO          } ] ] }...
      ~~~~~ ~~~~ { ~~~~~~ }
 { NEAREST-AWAY-FROM-ZERO }
 { ~~~~~~ }
 { NEAREST-EVEN }
 { ~~~~~~ }
 { NEAREST-TOWARD-ZERO }
 { ~~~~~~ }
 { PROHIBITED }
 { ~~~~~~ }
 { TOWARD-GREATER }
 { ~~~~~~ }
 { TOWARD-LESSER }
 { ~~~~~~ }
 { TRUNCATION }
                  ~~~~~~

    [ ON SIZE ERROR imperative-statement-1 ]
      ~~~~ ~~~~~

 [NOT ON SIZE ERROR imperative-statement-2]
      ~~~~ ~~~~~ ~~~~~

    [ END-MULTIPLY ]
      ~~~~~~
```



## Procedural PERFORM Syntax

```

PERFORM procedure-name-1 [THRU|THROUGH procedure-name-2]
~~~~~
[ { [ WITH TEST { BEFORE } ] { VARYING-Clause } } ]
{      ~~~~ { ~~~~~ } { UNTIL conditional-expression-1 } }
{      { AFTER }      ~~~~~ }
{      ~~~~~ }
{ UNTIL EXIT|FOREVER }
{ ~~~~~ ~~~~ ~~~~~ }
{ { literal-1 } TIMES }
{ { identifier-1 } ~~~~~ }

```

## Inline PERFORM Syntax

```

PERFORM
~~~~~
[{ [WITH TEST { BEFORE }] { VARYING-Clause } }]
{ ~~~~ { ~~~~~ } { UNTIL conditional-expression-1 } }
{ { AFTER } ~~~~~ }
{ ~~~~~ }
{ UNTIL EXIT|FOREVER }
{ ~~~~~ ~~~~ ~~~~~ }
{ { literal-1 } TIMES }
{ { identifier-1 } ~~~~~ }

```

```

imperative-statement-1

```

```

[END-PERFORM]
~~~~~

```

## VARYING Syntax

```

VARYING identifier-2 FROM { literal-2 } [ BY { literal-3 } ]
~~~~~ ~~~~ { identifier-3 } ~~ { identifier-4 }
[UNTIL conditional-expression-1]
~~~~~
[ AFTER identifier-5 FROM { literal-4 } [ BY { literal-5 } ]
~~~~~ ~~~~ { identifier-6 } ~~ { identifier-7 }
[UNTIL conditional-expression-2]]...
~~~~~

```

## Sequential READ Syntax

```

READ file-name-1 [ { NEXT|PREVIOUS } ] RECORD [ INTO identifier-1 ]
~~~~~
[{ IGNORING LOCK }]
 { ~~~~~~ ~~~~~~ }
 { WITH [NO] LOCK }
 { ~~~ ~~~~~ }
 { WITH KEPT LOCK }
 { ~~~~~ ~~~~~ }
 { WITH IGNORE LOCK }
 { ~~~~~~ ~~~~~ }
 { WITH WAIT }
 { ~~~~~~ }

[AT END imperative-statement-1]
  ~~~~

[ NOT AT END imperative-statement-2 ]
  ~~~~ ~~~~~

[END-READ]
~~~~~

```

## Random READ Syntax

```

READ file-name-1 RECORD [ INTO identifier-1 ]
~~~~~
[{ IGNORING LOCK }]
 { ~~~~~~ ~~~~~~ }
 { WITH [NO] LOCK }
 { ~~~ ~~~~~ }
 { WITH KEPT LOCK }
 { ~~~~~ ~~~~~ }
 { WITH IGNORE LOCK }
 { ~~~~~~ ~~~~~ }
 { WITH WAIT }
 { ~~~~~~ }

[KEY IS identifier-2]
  ~~~~

[ INVALID KEY imperative-statement-1 ]
  ~~~~~~

[NOT INVALID KEY imperative-statement-2]
  ~~~~ ~~~~~~

[ END-READ ]
~~~~~

```



**READY TRACE Syntax**

```
READY TRACE
~~~~~
```

**RELEASE Syntax**

```
RELEASE record-name-1 [ FROM { literal-1   } ]
~~~~~                ~~~~ { identifier-1 }
```

**RESET TRACE Syntax**

```
RESET TRACE
~~~~~
```

**RETURN Syntax**

```
RETURN sort-file-name-1 RECORD
~~~~~
 [INTO identifier-1]
    ~~~~
    AT END imperative-statement-1
      ~~~
 [NOT AT END imperative-statement-2]
      ~~~ ~~~~
  [ END-RETURN ]
    ~~~~~~
```

**REWRITE Syntax**

```
REWRITE record-name-1
~~~~~
  [ FROM { literal-1   } ]
    ~~~~ { identifier-1 }

 [WITH [NO] LOCK]
    ~~~ ~~~~

  [ INVALID KEY imperative-statement-1 ]
    ~~~~~~

 [NOT INVALID KEY imperative-statement-2]
    ~~~ ~~~~~~

  [ END-REWRITE ]
    ~~~~~~
```

**ROLLBACK Syntax**

```
ROLLBACK
~~~~~
```

**SEARCH Syntax**

```
SEARCH table-name-1
~~~~~
 [VARYING index-name-1]
      ~~~~~
    [ AT END imperative-statement-1 ]
      ~~~
 { WHEN conditional-expression-1 imperative-statement-2 }...
      ~~~~
[ END-SEARCH ]
~~~~~
```

**SEARCH ALL Syntax**

```
SEARCH ALL table-name-1
~~~~~ ~~~
    [ AT END imperative-statement-1 ]
      ~~~
 WHEN conditional-expression-1 imperative-statement-2
      ~~~~
[ END-SEARCH ]
~~~~~
```

**SET ENVIRONMENT Syntax**

```
SET ENVIRONMENT { literal-1 } TO { literal-2 }
~~~ ~~~~~ { identifier-1 } ~~ { identifier-2 }
```

**SET Program-Pointer Syntax**

```
SET program-pointer-1 TO ENTRY { literal-1    }
~~~          ~~ ~~~~~ { identifier-1 }
```

**SET ADDRESS Syntax**

```
SET [ADDRESS OF] { pointer-name-1 }...
~~~ ~~~~~ ~~~ { identifier-1 }

    TO [ ADDRESS OF ] { pointer-name-2 }
    ~~ ~~~~~ ~~~ { identifier-2 }
```

**SET Index Syntax**

```
SET index-name-1 TO { literal-1    }
~~~                ~~ { identifier-2 }
```

**SET UP/DOWN Syntax**

```
SET identifier-1 { UP } BY [LENGTH OF] { literal-1 }
~~~                { ~~~ } ~~~ ~~~~~ ~~~ { identifier-2 }
                  { DOWN }
                  ~~~~
```

**SET Condition Name Syntax**

```
SET condition-name-1... TO { TRUE }
~~~                ~~~ { ~~~~ }
                  { FALSE }
                  ~~~~~
```

**SET Switch Syntax**

```
SET mnemonic-name-1... TO { ON }
~~~                ~~~ { ~~~ }
                  { OFF }
                  ~~~
```

**SET ATTRIBUTE Syntax**

```
SET identifier-1 ATTRIBUTE { { BELL } { ON }...
~~~                ~~~~~ { ~~~~          } { ~~~ }
                        { BLINK          } { OFF }
                        { ~~~~~          } ~~~
                        { HIGHLIGHT      }
                        { ~~~~~          }
                        { LEFTLINE       }
                        { ~~~~~          }
                        { LOWLIGHT       }
                        { ~~~~~          }
                        { OVERLINE       }
                        { ~~~~~          }
                        { REVERSE-VIDEO }
                        { ~~~~~          }
                        { UNDERLINE     }
                        ~~~~~
```

**SET LAST EXCEPTION Syntax**

```
SET LAST EXCEPTION TO { OFF }
~~~ ~~~~ ~~~~~~ ~ ~ ~~~
```

## File-Based SORT Syntax

```

SORT sort-file-1
~~~~
 { ON { ASCENDING } KEY identifier-1... }...
 { ~~~~~~ }
 { DESCENDING }
      ~~~~~~
  [ WITH DUPLICATES IN ORDER ]
    ~~~~~~

 [COLLATING SEQUENCE IS alphabet-name-1]
    ~~~~~~

  { INPUT PROCEDURE IS procedure-name-1      }
  { ~~~~~~ ~~~~~~                          }
  {      [ THRU|THROUGH procedure-name-2 ]    }
  {      ~~~~~~ ~~~~~~                      }
  { USING file-name-1 ...                    }
  ~~~~~~

 { OUTPUT PROCEDURE IS procedure-name-3 }
 { ~~~~~~ ~~~~~~ }
 { [THRU|THROUGH procedure-name-4] }
 { ~~~~~~ ~~~~~~ }
 { GIVING file-name-2 ... }
  ~~~~~~

```

The "DUPLICATES" clause is syntactically recognized but is otherwise non-functional.

## Table SORT Syntax

```

SORT table-name-1
~~~~
 { ON { ASCENDING } KEY identifier-1... }...
 { ~~~~~~ }
 { DESCENDING }
      ~~~~~~
  [ WITH DUPLICATES IN ORDER ]
    ~~~~~~

 [COLLATING SEQUENCE IS alphabet-name-1]
    ~~~~~~

```

The "DUPLICATES" clause is syntactically recognized but is otherwise non-functional.



### STRING Syntax

```

STRING
~~~~~
{ { literal-1 } [DELIMITED BY { SIZE }] }...
 { identifier-1 } ~~~~~ { ~~~~ }
 { literal-2 }
 { identifier-2 }

 INTO identifier-3
  ~~~~

  [ WITH POINTER identifier-4 ]
    ~~~~~~

 [ON OVERFLOW imperative-statement-1]
    ~~~~~~

  [ NOT ON OVERFLOW imperative-statement-2 ]
    ~~~~ ~~~~~~

[END-STRING]
~~~~~

```

### SUBTRACT FROM Syntax

```

SUBTRACT { literal-1      }... FROM { identifier-2
~~~~~ { identifier-1 }   ~~~~

 [ROUNDED [MODE IS { AWAY-FROM-ZERO }]] }...
        ~~~~~ ~~~~ { ~~~~~~ }
                    { NEAREST-AWAY-FROM-ZERO }
                    { ~~~~~~ }
                    { NEAREST-EVEN          }
                    { ~~~~~~ }
                    { NEAREST-TOWARD-ZERO    }
                    { ~~~~~~ }
                    { PROHIBITED             }
                    { ~~~~~~ }
                    { TOWARD-GREATER         }
                    { ~~~~~~ }
                    { TOWARD-LESSER          }
                    { ~~~~~~ }
                    { TRUNCATION             }
                    ~~~~~~

 [ON SIZE ERROR imperative-statement-1]
    ~~~~ ~~~~~~

  [ NOT ON SIZE ERROR imperative-statement-2 ]
    ~~~~ ~~~~~~ ~~~~~~

[END-SUBTRACT]
~~~~~

```

## SUBTRACT GIVING Syntax

```

SUBTRACT { literal-1      }... FROM identifier-2
~~~~~ { identifier-1 }      ~~~~

 GIVING { identifier-3
      ~~~~~

          [ ROUNDED [ MODE IS { AWAY-FROM-ZERO          } ] ] }...
              ~~~~~      ~~~~ { ~~~~~ }
 { NEAREST-AWAY-FROM-ZERO }
 { ~~~~~ }
 { NEAREST-EVEN }
 { ~~~~~ }
 { NEAREST-TOWARD-ZERO }
 { ~~~~~ }
 { PROHIBITED }
 { ~~~~~ }
 { TOWARD-GREATER }
 { ~~~~~ }
 { TOWARD-LESSER }
 { ~~~~~ }
 { TRUNCATION }
                                ~~~~~

      [ ON SIZE ERROR imperative-statement-1 ]
          ~~~~ ~~~~~

 [NOT ON SIZE ERROR imperative-statement-2]
          ~~~~ ~~~~~ ~~~~~

[ END-SUBTRACT ]
~~~~~

```



**SUBTRACT CORRESPONDING Syntax**

```

SUBTRACT CORRESPONDING identifier-1 FROM identifier-2
~~~~~
[ ROUNDED [ MODE IS { AWAY-FROM-ZERO      } ] ]
    ~~~~~      ~~~~ { ~~~~~~ }
 { NEAREST-AWAY-FROM-ZERO }
 { ~~~~~~ }
 { NEAREST-EVEN }
 { ~~~~~~ }
 { NEAREST-TOWARD-ZERO }
 { ~~~~~~ }
 { PROHIBITED }
 { ~~~~~~ }
 { TOWARD-GREATER }
 { ~~~~~~ }
 { TOWARD-LESSER }
 { ~~~~~~ }
 { TRUNCATION }
 { ~~~~~~ }

[ON SIZE ERROR imperative-statement-1]
    ~~~~~ ~~~~~

[ NOT ON SIZE ERROR imperative-statement-2 ]
    ~~~ ~~~~~ ~~~~~

[END-SUBTRACT]
    ~~~~~~

```

**SUPPRESS Syntax**

```

SUPPRESS PRINTING
~~~~~

```

**TERMINATE Syntax**

```

TERMINATE report-name-1...
~~~~~

```

**TRANSFORM Syntax**

```

TRANSFORM identifier-1 FROM { literal-1    } TO { literal-2    }
~~~~~          ~~~~ { identifier-2 } ~~ { identifier-3 }

```

**UNLOCK Syntax**

```

UNLOCK filename-1 RECORD|RECORDS
~~~~~

```

## UNSTRING Syntax

```

UNSTRING identifier-1
~~~~~

 DELIMITED BY { [ALL] literal-1 } [OR { [ALL] literal-2 }]...
    ~~~~~ { ~~~ } ~~ { ~~~ }
            { identifier-2 } { identifier-3 }

    INTO { identifier-4
    ~~~~ [ DELIMITER IN identifier-5 ] [ COUNT IN identifier-6 ] }...
        ~~~~~ ~~~~~

    [ WITH POINTER identifier-7 ]
      ~~~~~

 [TALLYING IN identifier-8]
      ~~~~~

    [ ON OVERFLOW imperative-statement-1 ]
      ~~~~~

 [NOT ON OVERFLOW imperative-statement-2]
      ~~~ ~~~~~

[ END-UNSTRING ]
~~~~~

```

## WRITE Syntax

```

WRITE record-name-1
~~~~~

    [ FROM { literal-1 } ]
      ~~~~ { identifier-1 }

 [WITH [NO] LOCK]
      ~~~ ~~~~

    [ { BEFORE } ADVANCING { { literal-2 } LINE|LINES } ]
      { ~~~~~ } { { identifier-2 } }
      { AFTER } { PAGE }
      ~~~~~ { ~~~ }
 { mnemonic-name-1 }

 [AT END-OF-PAGE|EOP imperative-statement-1]
      ~~~~~ ~~~

    [ NOT AT END-OF-PAGE|EOP imperative-statement-2 ]
      ~~~ ~~~~~ ~~~

 [INVALID KEY imperative-statement-3]
      ~~~~~

    [ NOT INVALID KEY imperative-statement-4 ]
      ~~~ ~~~~~

[END-WRITE]
~~~~~

```

## 6. Intrinsic Functions Syntax

### ABS Function Syntax

ABS(number)  
~~~

ACOS Function Syntax

ACOS(cosine)
~~~~

### ANNUITY Function Syntax

ANNUITY(interest-rate, number-of-periods)  
~~~~~

ASIN Function Syntax

ASIN(sine)
~~~~

### ATAN Function Syntax

ATAN(tangent)  
~~~~

BYTE-LENGTH Function Syntax

BYTE-LENGTH(string)
~~~~~

### CHAR Function Syntax

CHAR(integer)  
~~~~

COMBINED-DATETIME Function Syntax

COMBINED-DATETIME(days, seconds)
~~~~~

**CONCATENATE Function Syntax**

```
CONCATENATE(string-1 [, string-2 ]...)  
~~~~~
```

**COS Function Syntax**

```
COS(angle)
~~~
```

**CURRENCY-SYMBOL Function Syntax**

```
CURRENCY-SYMBOL  
~~~~~
```

**CURRENT-DATE Function Syntax**

```
CURRENT-DATE
~~~~~
```

**DATE-OF-INTEGERS Function Syntax**

```
DATE-OF-INTEGERS(integer)  
~~~~~
```

**DATE-TO-YYYYMMDD Function Syntax**

```
DATE-TO-YYYYMMDD(yymmdd [, yy-cutoff [, yy-execution-time]])
~~~~~
```

**DAY-OF-INTEGERS Function Syntax**

```
DAY-OF-INTEGERS(integer)  
~~~~~
```

**DAY-TO-YYYYDDD Function Syntax**

```
DAY-TO-YYYYDDD(yyddd [, yy-cutoff [, yy-execution-time]])
~~~~~
```

**E Function Syntax**

```
E  
~
```

**EXCEPTION-FILE Function Syntax**

EXCEPTION-FILE  
~~~~~

EXCEPTION-LOCATION Function Syntax

EXCEPTION-LOCATION
~~~~~

**EXCEPTION-STATEMENT Function Syntax**

EXCEPTION-STATEMENT  
~~~~~

EXCEPTION-STATUS Function Syntax

EXCEPTION-STATUS
~~~~~

**EXP Function Syntax**

EXP(number)  
~~~

EXP10 Function Syntax

EXP10(number)
~~~~~

**FACTORIAL Function Syntax**

FACTORIAL(number)  
~~~~~

FORMATTED-CURRENT-DATE Function Syntax

FORMATTED-CURRENT-DATE (argument-1)
~~~~~

**FORMATTED-DATE Function Syntax**

FORMATTED-DATE ( argument-1, argument-2 )  
~~~~~

FORMATTED-DATETIME Function Syntax

```
FORMATTED-DATETIME ( argument-1, argument-2, argument-3, argument-4 )  
~~~~~
```

FORMATTED-TIME Function Syntax

FORMATTED-TIME (argument-1, argument-2, argument-3)
 ~~~~~

**FRACTION-PART Function Syntax**

FRACTION-PART(number)  
 ~~~~~

HIGHEST-ALGEBRAIC Function Syntax

HIGHEST-ALGEBRAIC(numeric-identifier)
 ~~~~~

**INTEGER Function Syntax**

INTEGER(number)  
 ~~~~~

INTEGER-OF-DATE Function Syntax

INTEGER-OF-DATE(date)
 ~~~~~

**INTEGER-OF-DAY Function Syntax**

INTEGER-OF-DAY(date)  
 ~~~~~

INTEGER-OF-FORMATTED-DATE Function Syntax

INTEGER-OF-FORMATTED-DATE (argument-1, argument-2)
 ~~~~~

**INTEGER-PART Function Syntax**

INTEGER-PART(number)  
 ~~~~~

LENGTH Function Syntax

LENGTH(string)
 ~~~~~

**LENGTH-AN Function Syntax**

`LENGTH-AN(string)`  
~~~~~


LOCALE-COMPARE Function Syntax

```
LOCALE-COMPARE(argument-1, argument-2 [ , locale ])
~~~~~
```

LOCALE-DATE Function Syntax

```
LOCALE-DATE(date [, locale ])
~~~~~
```

LOCALE-TIME Function Syntax

```
LOCALE-TIME(time [, locale ])
~~~~~
```

LOCALE-TIME-FROM-SECONDS Function Syntax

```
LOCALE-TIME-FROM-SECONDS(seconds [, locale ])
~~~~~
```

LOG Function Syntax

```
LOG(number)
~~~
```

LOG10 Function Syntax

```
LOG10(number)
~~~~~
```

LOWER-CASE Function Syntax

```
LOWER-CASE(string)
~~~~~
```

LOWEST-ALGEBRAIC Function Syntax

```
LOWEST-ALGEBRAIC(numeric-identifier)
~~~~~
```

MAX Function Syntax

```
MAX(number-1 [, number-2 ]...)
~~~
```

MEAN Function Syntax

```
MEAN(number-1 [, number-2 ]...)  
~~~~
```

MEDIAN Function Syntax

```
MEDIAN(number-1 [, number-2 ]...)  
~~~~~
```

MIDRANGE Function Syntax

```
MIDRANGE(number-1 [, number-2 ]...)  
~~~~~
```

MIN Function Syntax

```
MIN(number-1 [, number-2 ]...)  
~~~
```

MOD Function Syntax

```
MOD(value, modulus)  
~~~
```

MODULE-CALLER-ID Function Syntax

```
MODULE-CALLER-ID  
~~~~~
```

MODULE-DATE Function Syntax

```
MODULE-DATE  
~~~~~
```

MODULE-FORMATTED-DATE Function Syntax

```
MODULE-FORMATTED-DATE  
~~~~~
```

MODULE-ID Function Syntax

```
MODULE-ID  
~~~~~
```

MODULE-PATH Function Syntax

```
MODULE-PATH  
~~~~~
```

MODULE-SOURCE Function Syntax

MODULE-SOURCE
~~~~~

**MODULE-TIME Function Syntax**

MODULE-TIME  
~~~~~

MONETARY-DECIMAL-POINT Function Syntax

MONETARY-DECIMAL-POINT
~~~~~

**MONETARY-THOUSANDS-SEPARATOR Function Syntax**

MONETARY-THOUSANDS-SEPARATOR  
~~~~~

NUMERIC-DECIMAL-POINT Function Syntax

NUMERIC-DECIMAL-POINT
~~~~~

**NUMERIC-THOUSANDS-SEPARATOR Function Syntax**

NUMERIC-THOUSANDS-SEPARATOR  
~~~~~

NUMVAL Function Syntax

NUMVAL(string)
~~~~~

**NUMVAL-C Function Syntax**

NUMVAL-C (string [, symbol ]  
~~~~~  
[, LOCALE locale-name-1] [, ANYCASE])

NUMVAL-F Function Syntax

NUMVAL-F(char)
~~~~~

**ORD Function Syntax**

ORD(char)  
~~~

ORD-MAX Function Syntax

```
ORD-MAX(char-1 [, char-2 ]...)  
~~~~~
```

ORD-MIN Function Syntax

```
ORD-MIN(char-1 [, char-2 ]...)  
~~~~~
```

PI Function Syntax

```
PI  
~~
```

PRESENT-VALUE Function Syntax

```
PRESENT-VALUE(rate, value-1 [, value-2 ])  
~~~~~
```

RANDOM Function Syntax

```
RANDOM[(seed)]  
~~~~~
```

RANGE Function Syntax

```
RANGE(number-1 [, number-2 ]...)  
~~~~~
```

REM Function Syntax

```
REM(number,divisor)  
~~~
```

REVERSE Function Syntax

```
REVERSE(string)  
~~~~~
```

SECONDS-FROM-FORMATTED-TIME Function Syntax

```
SECONDS-FROM-FORMATTED-TIME(format,time)  
~~~~~
```

SECONDS-PAST-MIDNIGHT Function Syntax

```
SECONDS-PAST-MIDNIGHT  
~~~~~
```

SIGN Function Syntax

SIGN(number)
~~~~

**SIN Function Syntax**

SIN(angle)  
~~~

SQRT Function Syntax

SQRT(number)
~~~~

**STANDARD-DEVIATION Function Syntax**

STANDARD-DEVIATION(number-1 [, number-2 ]...)  
~~~~~

STORED-CHAR-LENGTH Function Syntax

STORED-CHAR-LENGTH(string)
~~~~~

**SUBSTITUTE Function Syntax**

SUBSTITUTE(string, from-1, to-1 [, from-n, to-n ]...)  
~~~~~

SUBSTITUTE-CASE Function Syntax

SUBSTITUTE-CASE(string, from-1, to-1 [, from-n, to-n]...)
~~~~~

**SUM Function Syntax**

SUM(number-1 [, number-2 ]...)  
~~~

TAN Function Syntax

TAN(angle)
~~~



**TEST-DATE-YYYYMMDD Function Syntax**

TEST-DATE-YYYYMMDD(date)  
~~~~~

TEST-DATE-YYYYDDD Function Syntax

```
TEST-DATE-YYYYDDD(date)
~~~~~
```

TEST-FORMATTED-DATETIME Function Syntax

```
TEST-FORMATTED-DATETIME ( argument-1, argument-2 )
~~~~~
```

TEST-NUMVAL Function Syntax

```
TEST-NUMVAL(string)
~~~~~
```

TEST-NUMVAL-C Function Syntax

```
TEST-NUMVAL-C(string[,symbol])
~~~~~
```

TEST-NUMVAL-F Function Syntax

```
TEST-NUMVAL-F(string)
~~~~~
```

TRIM Function Syntax

```
TRIM(string [, LEADING|TRAILING ])
~~~~~
```

UPPER-CASE Function Syntax

```
UPPER-CASE(string)
~~~~~
```

VARIANCE Function Syntax

```
VARIANCE(number-1 [, number-2 ]...)
~~~~~
```

WHEN-COMPILED Function Syntax

```
WHEN-COMPILED
~~~~~
```

YEAR-TO-YYYY Function Syntax

```
YEAR-TO-YYYY(yy [, yy-cutoff [, yy-execution-time ]])  
~~~~~
```

BOOLEAN-OF-INTEGER function Syntax

```
BOOLEAN-OF-INTEGER(argument-1 argument-2)
~~~~~
```

This option is not yet implemented.

The included file NEWS will indicate when it is.

CHAR-NATIONAL Function Syntax

```
CHAR-NATIONAL(argument-1)
~~~~~
```

This option is not yet implemented.

The included file NEWS will indicate when it is.

DISPLAY-OF Function Syntax

```
DISPLAY-OF(argument-1 [ argument-2] )
~~~~~
```

This option is not yet implemented.

The included file NEWS will indicate when it is.

EXCEPTION-FILE-N Function Syntax

```
EXCEPTION-FILE-N
~~~~~
```

This option is not yet implemented.

The included file NEWS will indicate when it is.

EXCEPTION-LOCATION-N Function Syntax

```
EXCEPTION-LOCATION-N
~~~~~
```

This option is not yet implemented.

The included file NEWS will indicate when it is.

INTEGER-OF-BOOLEAN Function Syntax

```
INTEGER-OF-BOOLEAN(argument-1)
~~~~~
```

This option is not yet implemented.

The included file NEWS will indicate when it is.

NATIONAL-OF Function Syntax

`NATIONAL-OF(argument-1 [argument-2])`
 ~~~~~

This option is not yet implemented.

The included file NEWS will indicate when it is.

**STANDARD-COMPARE Function Syntax**

`STANDARD-COMPARE(argument-1 argument-2 [ordering-name-1] [argument-4] )`  
 ~~~~~

This option is not yet implemented.

The included file NEWS will indicate when it is.

7. Built-In Subroutines Syntax

C\$CALLEDDBY Built-In Subroutine Syntax

```
CALL "C$CALLEDDBY" USING prog-name-area  
~~~~~
```

C\$CHDIR Built-In Subroutine Syntax

```
CALL "C$CHDIR" USING directory-path, result  
~~~~~
```

C\$COPY Built-In Subroutine Syntax

```
CALL "C$COPY" USING src-file-path, dest-file-path, 0  
~~~~~
```

C\$DELETE Built-In Subroutine Syntax

```
CALL "C$DELETE" USING file-path, 0  
~~~~~
```

C\$FILEINFO Built-In Subroutine Syntax

```
CALL "C$FILEINFO" USING file-path, file-info  
~~~~~
```

C\$GETPID Built-In Subroutine Syntax

```
CALL "C$GETPID"  
~~~~~
```

C\$JUSTIFY Built-In Subroutine Syntax

```
CALL "C$JUSTIFY" USING data-item, "justification-type"  
~~~~~
```

C\$MAKEDIR Built-In Subroutine Syntax

```
CALL "C$MAKEDIR" USING dir-path  
~~~~~
```

C\$NARG Built-In Subroutine Syntax

```
CALL "C$NARG" USING arg-count-result
~~~~~      ~~~~~~
```

C\$PARAMSIZE Built-In Subroutine Syntax

```
CALL "C$PARAMSIZE" USING argument-number
~~~~~      ~~~~~~
```

C\$PRINTABLE Built-In Subroutine Syntax

```
CALL "C$PRINTABLE" USING data-item [ , char ]
~~~~~      ~~~~~~
```

C\$SLEEP Built-In Subroutine Syntax

```
CALL "C$SLEEP" USING seconds-to-sleep
~~~~~      ~~~~~~
```

C\$TOLOWER Built-In Subroutine Syntax

```
CALL "C$TOLOWER" USING data-item, BY VALUE convert-length
~~~~~      ~~~~~~      ~~~~~~
```

C\$TOUPPER Built-In Subroutine Syntax

```
CALL "C$TOUPPER" USING data-item, BY VALUE convert-length
~~~~~      ~~~~~~      ~~~~~~
```

CBL_AND Built-In Subroutine Syntax

```
CALL "CBL_AND" USING item-1, item-2, BY VALUE byte-length
~~~~~      ~~~~~~      ~~~~~~
```

CBL_CHANGE_DIR Built-In Subroutine Syntax

```
CALL "CBL_CHANGE_DIR" USING directory-path
~~~~~      ~~~~~~
```

CBL_CHECK_FILE_EXIST Built-In Subroutine Syntax

```
CALL "CBL_CHECK_FILE_EXIST" USING file-path, file-info
~~~~~      ~~~~~~
```


CBL_CLOSE_FILE Built-In Subroutine Syntax

```
CALL "CBL_CLOSE_FILE" USING file-handle  
~~~~~
```

CBL_COPY_FILE Built-In Subroutine Syntax

```
CALL "CBL_COPY_FILE" USING src-file-path, dest-file-path  
~~~~~
```

CBL_CREATE_DIR Built-In Subroutine Syntax

```
CALL "CBL_CREATE_DIR" USING dir-path  
~~~~~
```

CBL_CREATE_FILE Built-In Subroutine Syntax

```
CALL "CBL_CREATE_FILE" USING file-path, 2, 0, 0, file-handle  
~~~~~
```

CBL_DELETE_DIR Built-In Subroutine Syntax

```
CALL "CBL_DELETE_DIR" USING dir-path  
~~~~~
```

CBL_DELETE_FILE Built-In Subroutine Syntax

```
CALL "CBL_DELETE_FILE" USING file-path  
~~~~~
```

CBL_EQ Built-In Subroutine Syntax

```
CALL "CBL_EQ" USING item-1, item-2, BY VALUE byte-length  
~~~~~
```

CBL_ERROR_PROC Built-In Subroutine Syntax

```
CALL "CBL_ERROR_PROC" USING function, program-pointer  
~~~~~
```

CBL_EXIT_PROC Built-In Subroutine Syntax

```
CALL "CBL_EXIT_PROC" USING function, program-pointer  
~~~~~
```

CBL_FLUSH_FILE Built-In Subroutine Syntax

```
CALL "CBL_FLUSH_FILE" USING file-handle
~~~~~
```

CBL_GC_FORK Built-In Subroute Syntax

```
CALL "CBL_GC_FORK" USING Child-PID
~~~~~
```

CBL_GC_GETOPT Built-In Subroutine Syntax

```
CALL "CBL_GC_GETOPT" USING BY REFERENCE SHORTOPTIONS LONGOPTIONS LONGIND
~~~~~
                        BY VALUE LONG-ONLY
                        BY REFERENCE RETURN-CHAR OPT-VAL
```

CBL_GC_HOSTED Built-In Subroutine Syntax

```
CALL "CBL_GC_HOSTED" USING ARG-1 ARG-2
~~~~~
```

Note replaces CBL_OC_HOSTED which is kept as a legacy item.

CBL_GC_NANOSLEEP Built-In Subroutine Syntax

```
CALL "CBL_GC_NANOSLEEP" USING nanoseconds-to-sleep
~~~~~
```

Note replaces CBL_OC_NANOSLEEP which is kept as a legacy item.

CBL_GC_PRINTABLE Built-In Subroutine Syntax

```
CALL "CBL_GC_PRINTABLE" USING data-item [ , char ]
~~~~~
```

Note replaces C\$PRINTABLE which is kept as a legacy item.

CBL_GC_WAITPID Built-In Subroutine Syntax

```
CALL "CBL_GC_WAITPID" USING ARG-1
~~~~~
                        RETURNING RET-STATUS
                        ~~~~~
```

CBL_GET_CSR_POS Built-In Subroutine Syntax

```
CALL "CBL_GET_CSR_POS" USING cursor-locn-buffer
~~~~~
```

CBL_GET_CURRENT_DIR Built-In Subroutine Syntax

```
CALL "CBL_GET_CURRENT_DIR" USING BY VALUE 0,
~~~~~
                                BY VALUE length,
                                ~~~~~
                                BY REFERENCE buffer
                                ~~~~~
```

CBL_GET_SCR_SIZE Built-In Subroutine Syntax

```
CALL "CBL_GET_SCR_SIZE" USING no-of-lines, no-of-cols
~~~~~
```

CBL_IMP Built-In Subroutine Syntax

```
CALL "CBL_IMP" USING item-1, item-2, BY VALUE byte-length
~~~~~
```

CBL_NIMP Built-In Subroutine Syntax

```
CALL "CBL_NIMP" USING item-1, item-2, BY VALUE byte-length
~~~~~
```

CBL_NOR Built-In Subroutine Syntax

```
CALL "CBL_NOR" USING item-1, item-2, BY VALUE byte-length
~~~~~
```

CBL_NOT Built-In Subroutine Syntax

```
CALL "CBL_NOT" USING item-1, BY VALUE byte-length
~~~~~
```

CBL_OPEN_FILE Built-In Subroutine Syntax

```
CALL "CBL_OPEN_FILE" USING file-path, access-mode, 0, 0, handle
~~~~~
```

CBL_OR Built-In Subroutine Syntax

```
CALL "CBL_OR" USING item-1, item-2, BY VALUE byte-length
~~~~~
```

CBL_READ_FILE Built-In Subroutine Syntax

```
CALL "CBL_READ_FILE" USING handle, offset, nbytes, flag, buffer
~~~~~
```

CBL_READ_KBD_CHAR Built-In Subroutine Syntax

```
CALL "CBL_READ_KBD_CHAR" USING char RETURNING status-code.
~~~~~
```

CBL_RENAME_FILE Built-In Subroutine Syntax

```
CALL "CBL_RENAME_FILE" USING old-file-path, new-file-path
~~~~~
```

CBL_SET_CSR_POS Built-In Subroutine Syntax

```
CALL "CBL_SET_CSR_POS" USING cursor-locn-buffer ?
~~~~~
```

CBL_TOLOWER Built-In Subroutine Syntax

```
CALL "CBL_TOLOWER" USING data-item, BY VALUE convert-length
~~~~~
```

CBL_Toupper Built-In Subroutine Syntax

```
CALL "CBL_Toupper" USING data-item, BY VALUE convert-length
~~~~~
```

CBL_WRITE_FILE Built-In Subroutine Syntax

```
CALL "CBL_WRITE_FILE" USING handle, offset, nbytes, 0, buffer
~~~~~
```

CBL_XOR Built-In Subroutine Syntax

```
CALL "CBL_XOR" USING item-1, item-2, BY VALUE byte-length
~~~~~          ~~~~~~          ~~~~~~
```

SYSTEM Built-In Subroutine Syntax

```
CALL "SYSTEM" USING command  
~~~~ ~~~~~
```

X"91" Built-In Subroutine Syntax

```
CALL X"91" USING return-code, function-code, binary-variable-arg  
~~~~ ~~~~~
```

X"E4" Built-In Subroutine Syntax

```
CALL X"E4"  
~~~~
```

X"E5" Built-In Subroutine Syntax

```
CALL X"E5"  
~~~~
```

X"F4" Built-In Subroutine Syntax

```
CALL X"F4" USING byte, table  
~~~~ ~~~~~
```

X"F5" Built-In Subroutine Syntax

```
CALL X"F5" USING byte, table  
~~~~ ~~~~~
```

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