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**Natural**

**Programming Guide**

Version 8.2.3 for Mainframes

October 2012

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**Natural**

This document applies to Natural Version 8.2.3 for Mainframes.

Specifications contained herein are subject to change and these changes will be reported in subsequent release notes or new editions.

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# Preface

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This guide is complementary to the Natural reference documentation in that it provides basic information and some longer, in-depth articles on various aspects of programming with Natural. You should be familiar with this information before you start to write Natural applications. See also *First Steps*. This tutorial contains a series of sessions which introduce you to some of the basics of Natural programming.

|   |  |
|---|--|
| <b>Natural Programming Modes</b>              | Describes the differences between the two Natural programming modes: Reporting Mode and Structured Mode.<br><br>Generally, it is recommended to use structured mode exclusively, because it provides for more clearly structured applications. Therefore, all explanations and examples in this documentation refer to structured mode. Any peculiarities of reporting mode will not be taken into consideration.    |
| <b>Object Types</b>                           | Within an application, you can use several types of programming objects to achieve an efficient application structure. This document discusses the various types of Natural programming objects, such as data areas, programs, subprograms, subroutines, helproutines, maps.   |
| <b>Defining Fields</b>                        | Describes how you define the fields you wish to use in a program.  |
| <b>User-Defined Functions</b>                 | Explains the benefits of using the Natural programming object “function”, shows the difference between using function calls and subprogram calls and describes the methods available for defining and calling a function.  |
| <b>Accessing Data in a Database</b>           | Describes various aspects of using Natural to access data in an Adabas database and in various non-Adabas databases supported by Natural.<br><br>On principle, the features and examples described for Adabas also apply to other database management systems. Differences, if any, are described in the relevant interface documentation and in the <i>Statements</i> documentation or <i>Parameter Reference</i> . |
| <b>Controlling Data Output</b>                | Discusses various aspects of how you can control the format of an output report created with Natural, that is, the way in which the data are displayed.  |
| <b>Further Programming Aspects</b>            | Discusses various other aspects of programming with Natural.   |
| <b>Statements for Internet and XML Access</b> | Gives an overview of the Natural statements for internet and XML access, specifies the general prerequisites for using these statements in a mainframe environment and informs about the general restrictions that apply.  |
| <b>Designing Application User Interfaces</b>  | Provides information on components of Natural which you can use to design user interfaces for your applications.   |
| <b>NaturalX</b>                               | Describes how to develop object-based applications.  |
| <b>Natural Reserved Keywords</b>              | Contains a list of all keywords and words that are reserved in the Natural programming language.   |

**Referenced Example Programs**

The preceding sections of the *Programming Guide* contain several examples of Natural programs. In addition, links are provided there to further example programs (mainly for reporting mode) which are contained in this separate section.

**Note:**

1. All example programs shown in the *Programming Guide* are also provided in source-code form in the Natural library SYSEXP.G. The example programs use data from the files EMPLOYEES and VEHICLES, which are supplied by Software AG for demonstration purposes. The Natural library SYSEXP.G also includes example programs for *Natural Functions*.
2. Further example programs of using Natural statements are provided in the Natural library SYSEXSYN and are documented in the section *Referenced Example Programs* in the *Statements* documentation.
3. Please ask your Natural administrator about the availability of the libraries SYSEXP.G and SYSEXSYN at your site.
4. To use any Natural example program to access an Adabas database, the Adabas nucleus parameter OPTIONS must be set to TRUNCATION.

**Notation *vrs* or *vr***

When used in this documentation, the notation *vrs* or *vr* represents the relevant product version (see also *Version* in the *Glossary*).



**Note:** For information on Natural Application Programming Interfaces (APIs), see: SYSEXT - *Natural Application Programming Interfaces* and SYSAPI - *APIs of Natural Add-On Products* in the *Utilities* documentation.

# I Natural Programming Modes

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# 1 Natural Programming Modes

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|   |   |
|---|---|
| ■ Purpose of Programming Modes .....          | 4 |
| ■ Setting/Changing the Programming Mode ..... | 5 |
| ■ Functional Differences .....                | 5 |

## Purpose of Programming Modes

---

Natural offers two ways of programming:

- [Reporting Mode](#)
- [Structured Mode](#)

 **Note:** Generally, it is recommended to use structured mode exclusively, because it provides for more clearly structured applications.

### Reporting Mode

Reporting mode is only useful for the creation of adhoc reports and small programs which do not involve complex data and/or programming constructs. (If you decide to write a program in reporting mode, be aware that small programs may easily become larger and more complex.)

Please note that certain Natural statements are available only in reporting mode, whereas others have a specific structure when used in reporting mode. For an overview of the statements that can be used in reporting mode, see *Reporting Mode Statements* in the *Statements* documentation.

### Structured Mode

Structured mode is intended for the implementation of complex applications with a clear and well-defined program structure. The major benefits of structured mode are:

- The programs have to be written in a more structured way and are therefore easier to read and consequently easier to maintain.
- As all fields to be used in a program have to be defined in one central location (instead of being scattered all over the program, as is possible in reporting mode), overall control of the data used is much easier.

With structured mode, you also have to make more detail planning before the actual programs can be coded, thereby avoiding many programming errors and inefficiencies.

For an overview of the statements that can be used in structured mode, see *Statements Grouped by Functions* in the *Statements* documentation.

## Setting/Changing the Programming Mode

---

The default programming mode is set by the Natural administrator with the profile parameter SM.

You can change the mode by using the Natural system command GLOBALS and the session parameter SM:

| Mode       | System Command |
|------------|----------------|
| Structured | GLOBALS SM=ON  |
| Reporting  | GLOBALS SM=OFF |

For further information on the Natural profile and session parameter SM, see *SM - Programming in Structured Mode* in the *Parameter Reference*.

For information on how to change the programming mode, see *Programming Modes* in *Using Natural* and *SM - Programming in Structured Mode* in the *Parameter Reference*.

## Functional Differences

---

The following major functional differences exist between reporting mode and structured mode:

- Syntax Related to Closing Loops and Functional Blocks
- Closing a Processing Loop in Reporting Mode
- Closing a Processing Loop in Structured Mode
- Location of Data Elements in a Program
- Database Reference



**Note:** For detailed information on functional differences that exist between the two modes, see the *Statements* documentation. It provides separate syntax diagrams and syntax element descriptions for each mode-sensitive statement. For a functional overview of the statements that can be used in reporting mode, see *Reporting Mode Statements* in the *Statements* documentation.

## Syntax Related to Closing Loops and Functional Blocks

|                         |   |
|-------------------------|---|
| <b>Reporting Mode:</b>  | (CLOSE) LOOP and DO ... DOEND statements are used for this purpose.<br><br>END-... statements (except END-DEFINE, END-DECIDE and END-SUBROUTINE) cannot be used.  |
| <b>Structured Mode:</b> | Every loop or logical construct must be explicitly closed with a corresponding END-... statement. Thus, it becomes immediately clear, which loop/logical constructs ends where.<br><br>LOOP and DO/DOEND statements cannot be used. |

The two examples below illustrate the differences between the two modes in constructing processing loops and logical conditions.

### Reporting Mode Example:

The reporting mode example uses the statements DO and DOEND to mark the beginning and end of the statement block that is based on the AT END OF DATA condition. The END statement closes all active processing loops.

```
READ EMPLOYEES BY PERSONNEL-ID
DISPLAY NAME BIRTH
AT END OF DATA
  DO
    SKIP 2
    WRITE / 'LAST SELECTED:' OLD(NAME)
  DOEND
END
```

### Structured Mode Example:

The structured mode example uses an END-ENDDATA statement to close the AT END OF DATA condition, and an END-READ statement to close the READ loop. The result is a more clearly structured program in which you can see immediately where each construct begins and ends:

```
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 BIRTH

END-DEFINE
READ MYVIEW BY PERSONNEL-ID
  DISPLAY NAME BIRTH
  AT END OF DATA
    SKIP 2
    WRITE / 'LAST SELECTED:' OLD(NAME)
  END-ENDDATA
```

```
END-READ  
END
```

## Closing a Processing Loop in Reporting Mode

The statements END, LOOP (or CLOSE LOOP) or SORT may be used to close a processing loop.

The LOOP statement can be used to close more than one loop, and the END statement can be used to close all active loops. These possibilities of closing several loops with a single statement constitute a basic difference to structured mode.

A SORT statement closes all processing loops and initiates another processing loop.

### Example 1 - LOOP:

```
FIND ...  
  FIND ...  
  ...  
  ...  
  LOOP      /* closes inner FIND loop  
LOOP      /* closes outer FIND loop  
...  
...
```

### Example 2 - END:

```
FIND ...  
  FIND ...  
  ...  
  ...  
END      /* closes all loops and ends processing
```

### Example 3 - SORT:

```
FIND ...  
  FIND ...  
  ...  
  ...  
SORT ...      /* closes all loops, initiates loop  
...  
END      /* closes SORT loop and ends processing
```

## Closing a Processing Loop in Structured Mode

Structured mode uses a specific loop-closing statement for each processing loop. Also, the END statement does not close any processing loop. The SORT statement must be preceded by an END-ALL statement, and the SORT loop must be closed with an END-SORT statement.

### Example 1 - FIND:

```
FIND ...
  FIND ...
  ...
  ...
END-FIND      /* closes inner FIND loop
END-FIND      /* closes outer FIND loop
...
```

### Example 2 - READ:

```
READ ...
  AT END OF DATA
  ...
END-ENDDATA
...
END-READ      /* closes READ loop
...
...
END
```

### Example 3 - SORT:

```
READ ...
  FIND ...
  ...
  ...
END-ALL      /* closes all loops
SORT         /* opens loop
...
...
END-SORT     /* closes SORT loop
END
```

## Location of Data Elements in a Program

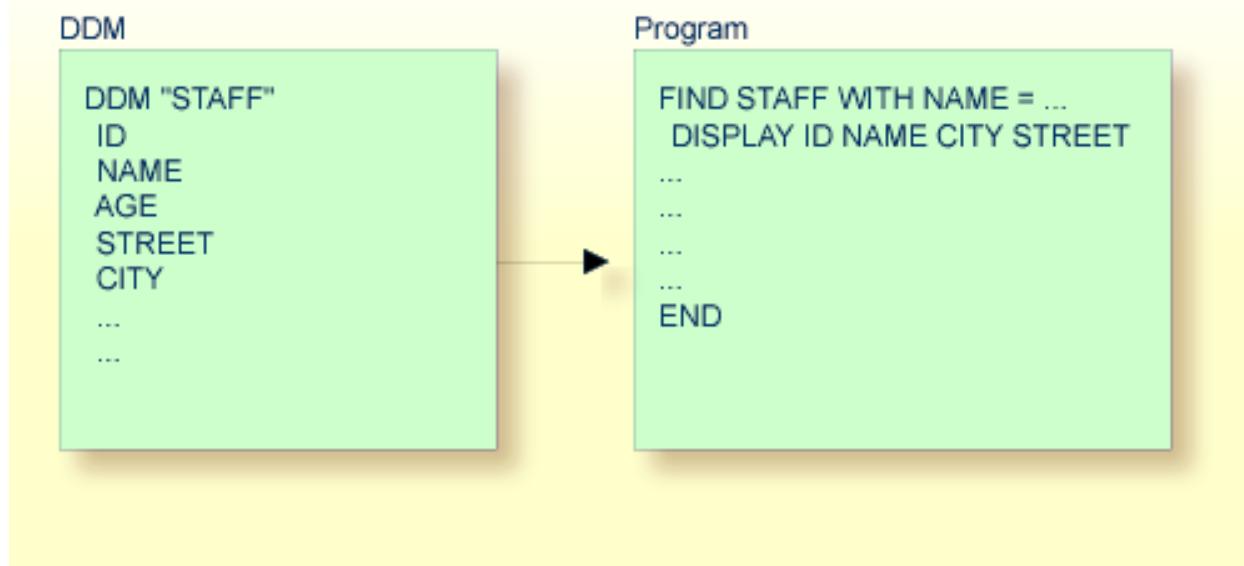
In reporting mode, you can use database fields without having to define them in a `DEFINE DATA` statement; also, you can define user-defined variables anywhere in a program, which means that they can be scattered all over the program.

In structured mode, *all* data elements to be used have to be defined in one central location (either in the `DEFINE DATA` statement at the beginning of the program, or in a data area outside the program).

## Database Reference

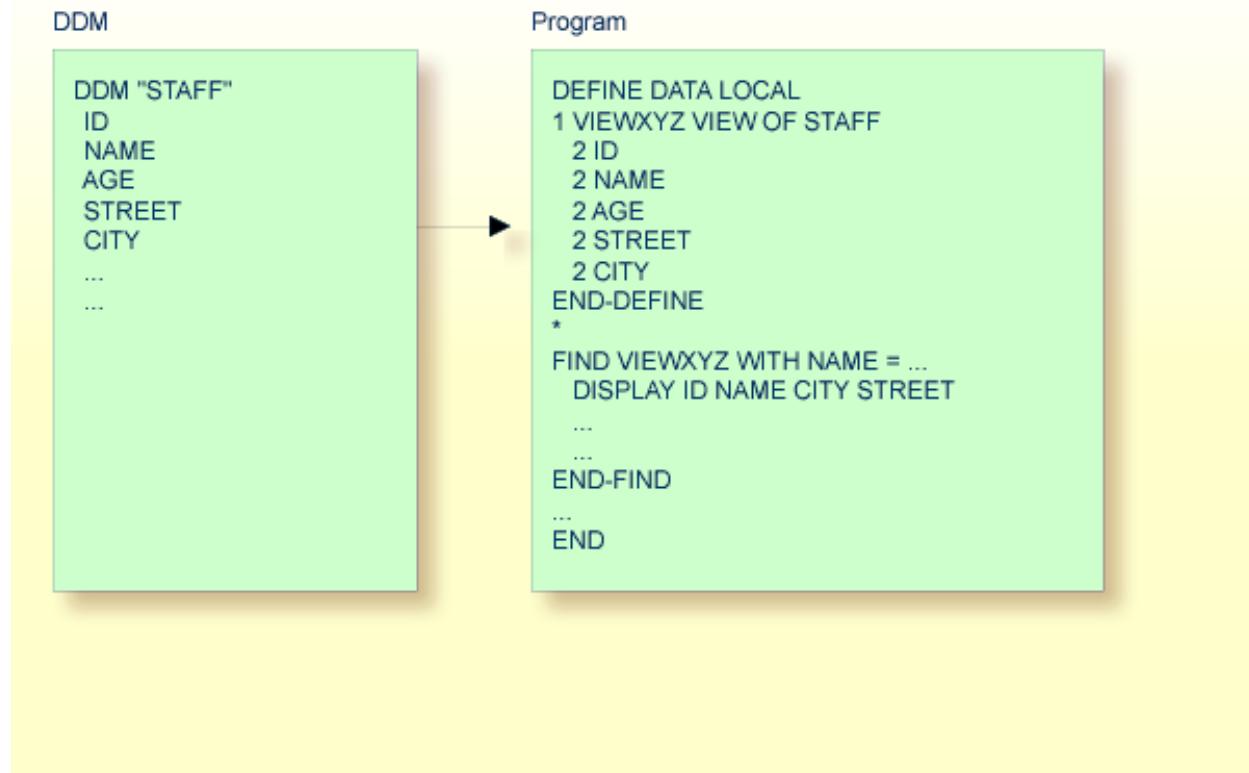
### Reporting Mode:

In reporting mode, database fields and data definition modules (DDMs) may be referenced without having been defined in a **data area**.



### Structured Mode:

In structured mode, each database field to be used must be specified in a `DEFINE DATA` statement as described in [Defining Fields](#) and [Accessing Data in an Adabas Database](#).



# II      Object Types

---

This part describes the various types of Natural programming objects that can be used to achieve an efficient application structure. All Natural objects are stored in Natural libraries. Natural libraries are contained in Natural system files.

## [Using Natural Programming Objects](#)

### [Data Areas](#)

### [Programs, Functions, Subprograms and Subroutines](#)

### [Processing a Rich GUI Page - Adapter](#)

### [Maps](#)

### [Helproutines](#)

### [Multiple Use of Source Code - Copycode](#)

### [Documenting Natural Objects - Text](#)

### [Creating Component Based Applications - Class](#)

### [Using Non-Natural Files - Resource](#)



## 2 Using Natural Programming Objects

---

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|--|----|
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| ■ Creating and Maintaining Programming Objects ..... | 14 |

## Types of Programming Objects

---

Within a Natural application, you can use the following types of programming objects:

- [Program](#)
- [Class](#)
- [Subprogram](#)
- [Function](#)
- [Adapter](#)
- [Subroutine](#)
- [Copycode](#)
- [Helproutine](#)
- [Text](#)
- [Map](#)
- [Local Data Area](#)
- [Global Data Area](#)
- [Parameter Data Area](#)

## Creating and Maintaining Programming Objects

---

To create and maintain the programming objects, you use the Natural editors.

- Local data areas, global data areas and parameter data areas are created and maintained with the data area editor.
- Maps are created and maintained with the map editor.
- Classes are created and maintained with the program editor.
- All other types of objects listed above are created and maintained with the program editor.

For information about the naming conventions that apply to Natural objects, see *Object Naming Conventions*.

For detailed information on using these programming objects, see *Maintaining and Executing Natural Objects* in *Using Natural*.

# 3 Data Areas

---

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## Use of Data Areas

---

As explained in [Defining Fields](#), all fields that are to be used in a program have to be defined in a `DEFINE DATA` statement.

The fields can be defined within the `DEFINE DATA` statement itself; or they can be defined outside the program in a separate data area, with the `DEFINE DATA` statement referencing that data area.

A separate data area is a Natural object that can be used by multiple Natural programs, subprograms, subroutines, help routines or classes. A data area contains data element definitions, such as user-defined variables, constants and database fields from a data definition module (DDM).

All data areas are created and edited with the data area editor.

Natural supports three types of data area:

- [Local Data Area](#)
- [Global Data Area](#)
- [Parameter Data Area](#)

## Local Data Area

---

Variables defined as local are used only within a single Natural programming object. There are two options for defining local data:

- Define local data within a program.
- Define local data outside a program in a separate Natural programming object, a local data area (LDA).

Such a local data area is initialized when a program, subprogram or external subroutine that uses this local data area starts to execute.

For a clear application structure and for easier maintainability, it is usually better to define fields in data areas outside the programs.

### Example 1 - Fields Defined Directly within a `DEFINE DATA` Statement:

In the following example, the fields are defined directly within the `DEFINE DATA` statement of the program.

```
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 PERSONNEL-ID
1 #VARI-A (A20)
1 #VARI-B (N3.2)
1 #VARI-C (I4)
END-DEFINE
...
```

### Example 2 - Fields Defined in a Separate Data Area:

In the following example, the same fields are not defined in the `DEFINE DATA` statement of the program, but in an LDA, named `LDA39`, and the `DEFINE DATA` statement in the program contains only a reference to that data area.

Program:

```
DEFINE DATA LOCAL
    USING LDA39
END-DEFINE
...
```

Local Data Area `LDA39`:

| I   | T  | L            | Name  | F | Length | Miscellaneous |
|-----|----|--------------|-------|---|--------|---------------|
| All | -- | -----        | ----- | - | -----  | ----->        |
| V   | 1  | VIEWEMP      |       |   |        | EMPLOYEES     |
|     | 2  | PERSONNEL-ID |       | A | 8      |               |
|     | 2  | FIRST-NAME   |       | A | 20     |               |
|     | 2  | NAME         |       | A | 20     |               |
|     | 1  | #VARI-A      |       | A | 20     |               |
|     | 1  | #VARI-B      |       | N | 3.2    |               |
|     | 1  | #VARI-C      |       | I | 4      | ↔             |

## Global Data Area

The following topics are covered below:

- [Creating and Referencing a GDA](#)
- [Creating and Deleting GDA Instances](#)

- Data Blocks

## Creating and Referencing a GDA

GDAs are created and modified with the data area editor. For further information, refer to *Data Area Editor* in the *Editors* documentation.

A GDA that is referenced by a Natural programming object must be stored in the same Natural library (or a steplib defined for this library) where the object that references this GDA is stored.



**Note:** Using a GDA named COMMON for startup:

If a GDA named COMMON exists in a library, the program named ACOMMON is invoked automatically when you LOGON to that library.



**Important:** When you build an application where multiple Natural programming objects reference a GDA, remember that modifications to the data element definitions in the GDA affect all Natural programming objects that reference that data area. Therefore these objects must be recompiled by using the CATALOG or STOW command after the GDA has been modified.

To use a GDA, a Natural programming object must reference it with the GLOBAL clause of the DEFINE DATA statement. Each Natural programming object can reference only one GDA; that is, a DEFINE DATA statement must not contain more than one GLOBAL clause.

## Creating and Deleting GDA Instances

The first instance of a GDA is created and initialized at runtime when the first Natural programming object that references it starts to execute.

Once a GDA instance has been created, the data values it contains can be shared by all Natural programming objects that reference this GDA (DEFINE DATA GLOBAL statement) and that are invoked by a PERFORM, INPUT or FETCH statement. All objects that share a GDA instance are operating on the same data elements.

A new GDA instance is created if the following applies:

- A subprogram that references a GDA (*any* GDA) is invoked with a CALLNAT statement.
- A subprogram that does *not* reference a GDA invokes a programming object that references a GDA (*any* GDA).

If a new instance of a GDA is created, the current GDA instance is suspended and the data values it contains are stacked. The subprogram then references the data values in the newly created GDA instance. The data values in the suspended GDA instance or instances is inaccessible. A programming object only refers to one GDA instance and cannot access any previous GDA instances. A GDA data element can only be passed to a subprogram by defining the element as a parameter in the CALLNAT statement.

When the subprogram returns to the invoking programming object, the GDA instance it references is deleted and the GDA instance suspended previously is resumed with its data values.

A GDA instance and its contents is deleted if any of the following applies:

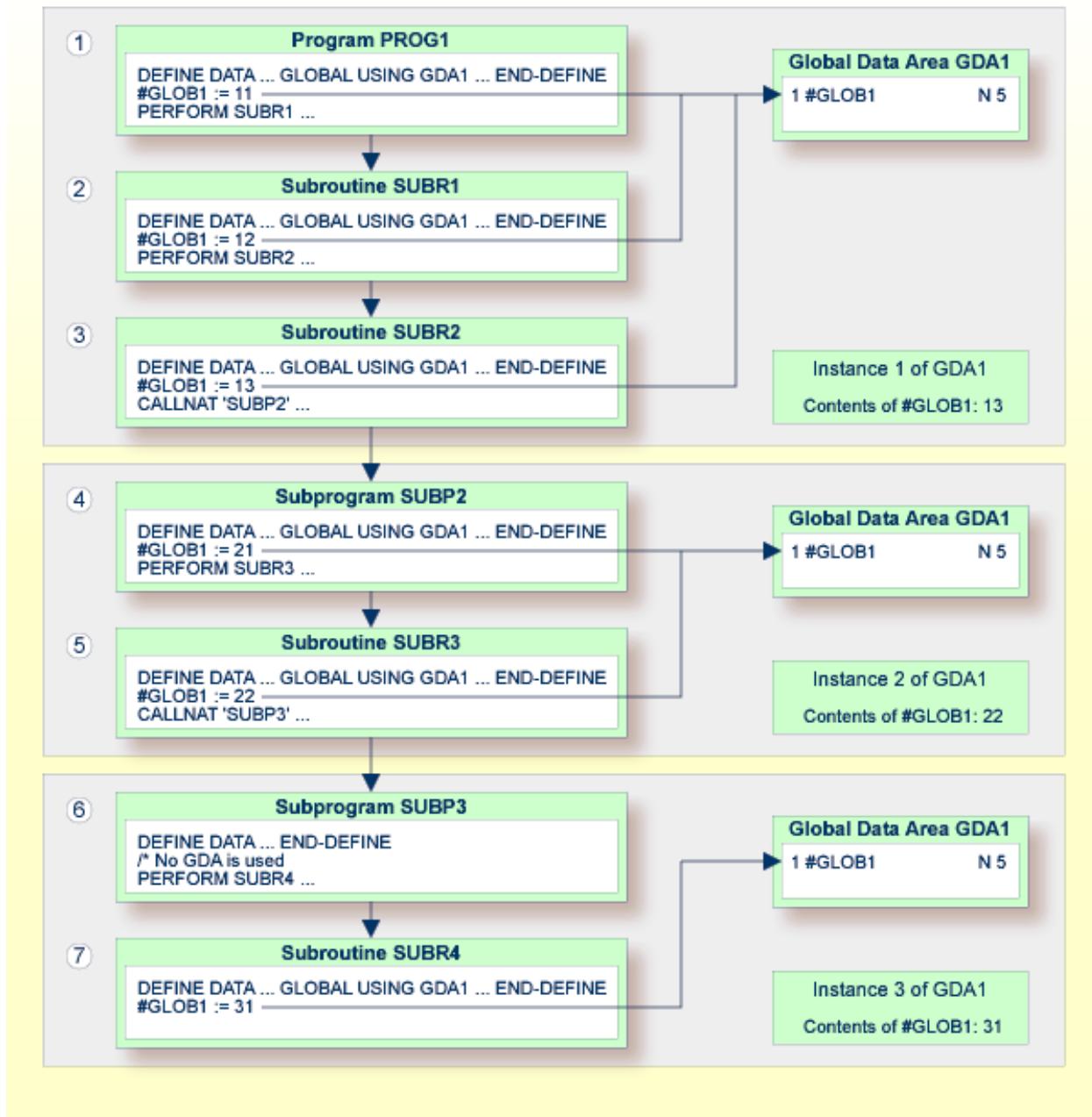
- The next LOGON is performed.
- Another GDA is referenced on the same level (levels are described later in this section).
- A RELEASE VARIABLES statement is executed. In this case, the data values in a GDA instance are reset either when a program at the level 1 finishes executing, or if the program invokes another program via a FETCH or RUN statement.

The following graphics illustrate how programming objects reference GDAs and share data elements in GDA instances.

### Sharing GDA Instances

The graphic below illustrates that a subprogram referencing a GDA cannot share the data values in a GDA instance referenced by the invoking program. A subprogram that references the same GDA as the invoking program creates a new instance of this GDA. The data elements defined in a GDA that is referenced by a subprogram can, however, be shared by a subroutine or a helproutine invoked by the subprogram.

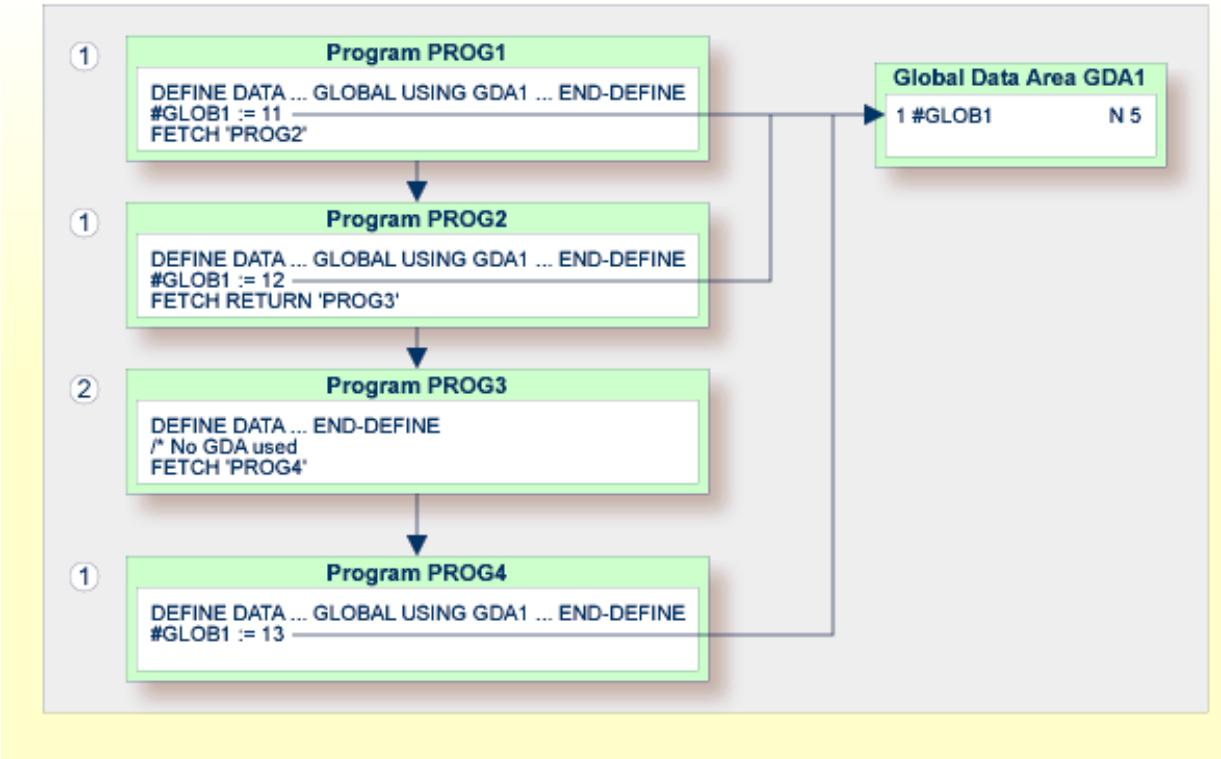
The graphic below shows three GDA instances of GDA1 and the final values each GDA instance is assigned by the data element #GL0B1. The numbers ① to ⑦ indicate the hierarchical levels of the programming objects.



### Using FETCH or FETCH RETURN

The graphic below illustrates that programs referencing the same GDA and invoking one another with the `FETCH` or `FETCH RETURN` statement share the data elements defined in this GDA. If any of these programs does not reference a GDA, the instance of the GDA referenced previously remains active and the values of the data elements are retained.

The numbers ① and ② indicate the hierarchical levels of the programming objects.



### Using `FETCH` with different GDAs

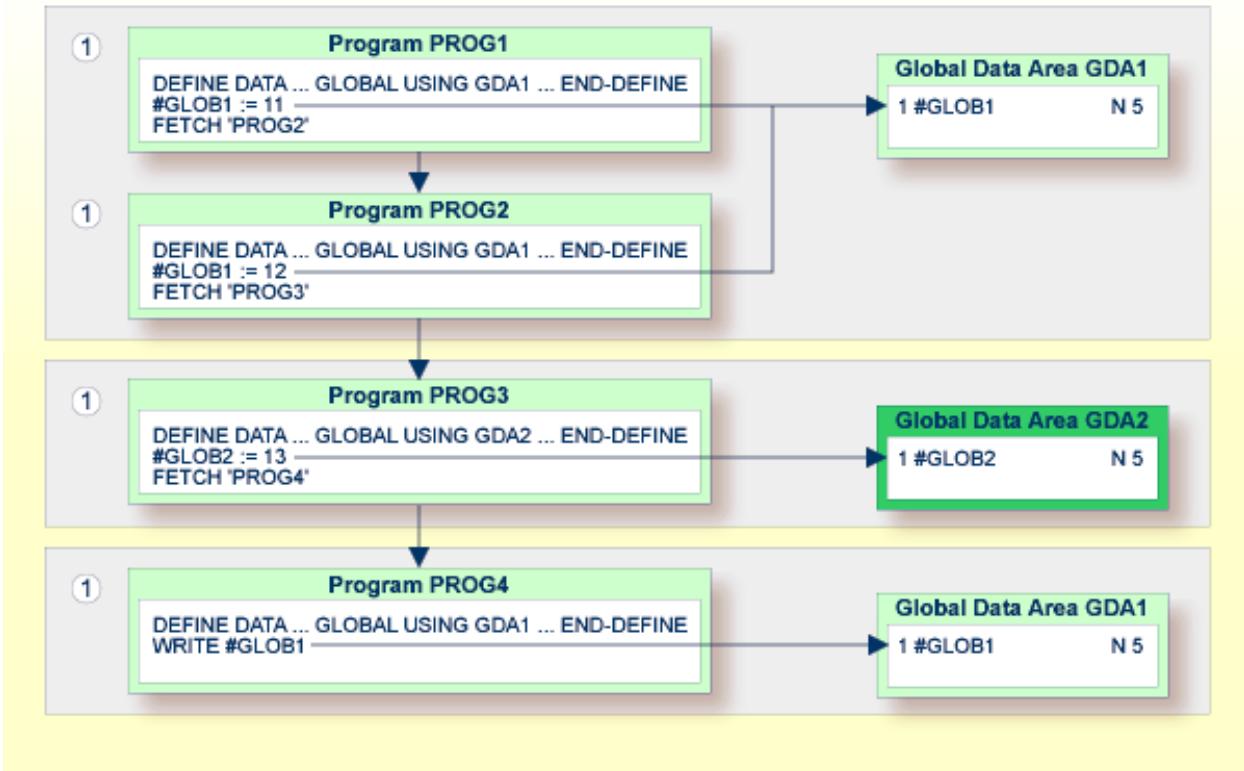
The graphic below illustrates that if a program uses the `FETCH` statement to invoke another program that references a different GDA, the current instance of the GDA (here: GDA1) referenced by the invoking program is deleted. If this GDA is then referenced again by another program, a new instance of this GDA is created where all data elements have their initial values.

You cannot use the `FETCH RETURN` statement to invoke another program that references a different GDA.

The number ① indicates the hierarchical level of the programming objects.

The invoking programs PROG3 and PROG4 affect the GDA instances as follows:

- The statement `GLOBAL USING GDA2` in PROG3 creates an instance of GDA2 and deletes the current instance of GDA1.
- The statement `GLOBAL USING GDA1` in PROG4 deletes the current instance of GDA2 and creates a new instance of GDA1. As a result, the `WRITE` statement displays the value zero (0).



## Data Blocks

To save data storage space, you can create a GDA with data blocks.

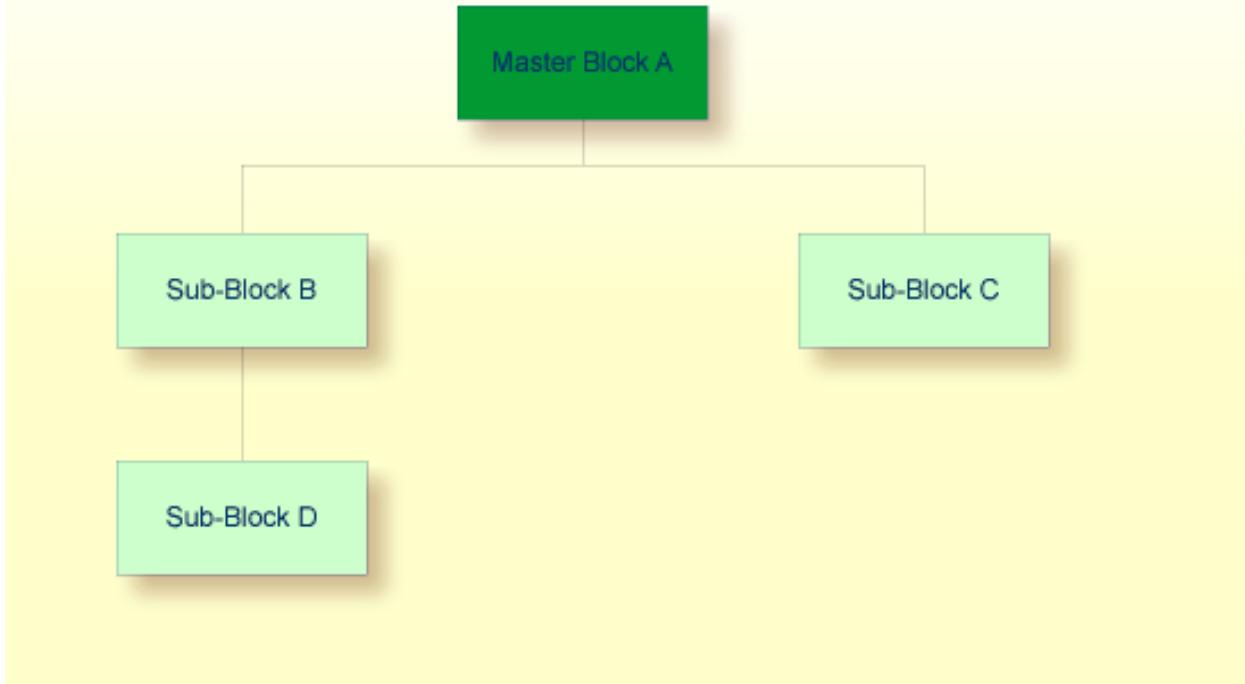
The following topics are covered below:

- Example of Data Block Usage
- Defining Data Blocks
- Block Hierarchies

### Example of Data Block Usage

Data blocks can overlay each other during program execution, thereby saving storage space.

For example, given the following hierarchy, Blocks B and C would be assigned the same storage area. Thus it would not be possible for Blocks B and C to be in use at the same time. Modifying Block B would result in destroying the contents of Block C.



## Defining Data Blocks

You define data blocks in the data area editor. You establish the block hierarchy by specifying which block is subordinate to which: you do this by entering the name of the “parent” block in the comment field of the block definition.

In the following example, SUB-BLOCKB and SUB-BLOCKC are subordinate to MASTER-BLOCKA; SUB-BLOCKD is subordinate to SUB-BLOCKB.

The maximum number of block levels is 8 (including the master block).

### Example:

Global Data Area G-BLOCK:

| I | T | L | Name          | F | Leng | Index/Init/EM/Name/Comment |
|---|---|---|---------------|---|------|----------------------------|
| - | - | - | -             | - | -    | -                          |
| B |   |   | MASTER-BLOCKA |   |      |                            |
|   | 1 |   | MB-DATA01     | A | 10   |                            |
| B |   |   | SUB-BLOCKB    |   |      | MASTER-BLOCKA              |
|   | 1 |   | SBB-DATA01    | A | 20   |                            |
| B |   |   | SUB-BLOCKC    |   |      | MASTER-BLOCKA              |
|   | 1 |   | SBC-DATA01    | A | 40   |                            |
| B |   |   | SUB-BLOCKD    |   |      | SUB-BLOCKB                 |

|              |      |
|--------------|------|
| 1 SBD-DATA01 | A 40 |
|--------------|------|

To make the specific blocks available to a program, you use the following syntax in the **DEFINE DATA** statement:

Program 1:

```
DEFINE DATA GLOBAL
    USING G-BLOCK
    WITH MASTER-BLOCKA
END-DEFINE
```

Program 2:

```
DEFINE DATA GLOBAL
    USING G-BLOCK
    WITH MASTER-BLOCKA.SUB-BLOCKB
END-DEFINE
```

Program 3:

```
DEFINE DATA GLOBAL
    USING G-BLOCK
    WITH MASTER-BLOCKA.SUB-BLOCKC
END-DEFINE
```

Program 4:

```
DEFINE DATA GLOBAL
    USING G-BLOCK
    WITH MASTER-BLOCKA.SUB-BLOCKB.SUB-BLOCKD
END-DEFINE
```

With this structure, Program 1 can share the data in **MASTER-BLOCKA** with Program 2, Program 3 or Program 4. However, Programs 2 and 3 cannot share the data areas of **SUB-BLOCKB** and **SUB-BLOCKC** because these data blocks are defined at the same level of the structure and thus occupy the same storage area.

## Block Hierarchies

Care needs to be taken when using data block hierarchies. Let us assume the following scenario with three programs using a data block hierarchy:

Program 1:

```
DEFINE DATA GLOBAL
    USING G-BLOCK
    WITH MASTER-BLOCKA.SUB-BLOCKB
END-DEFINE
*
MOVE 1234 TO SBB-DATA01
FETCH 'PROGRAM2'
END
```

Program 2:

```
DEFINE DATA GLOBAL
    USING G-BLOCK
    WITH MASTER-BLOCKA
END-DEFINE
*
FETCH 'PROGRAM3'
END
```

Program 3:

```
DEFINE DATA GLOBAL
    USING G-BLOCK
    WITH MASTER-BLOCKA.SUB-BLOCKB
END-DEFINE
*
WRITE SBB-DATA01
END
```

Explanation:

- Program 1 uses the global data area G-BLOCK with MASTER-BLOCKA and SUB-BLOCKB. The program modifies a field in SUB-BLOCKB and fetches Program 2 which specifies only MASTER-BLOCKA in its data definition.
- Program 2 resets (deletes the contents of) SUB-BLOCKB. The reason is that a program on Level 1 (for example, a program called with a `FETCH` statement) resets any data blocks that are subordinate to the blocks it defines in its own data definition.
- Program 2 now fetches Program 3 which is to display the field modified in Program 1, but it returns an empty screen.

For details on program levels, see [Multiple Levels of Invoked Objects](#).

## Parameter Data Area

---

A subprogram is invoked with a CALLNAT statement. With the CALLNAT statement, parameters can be passed from the invoking object to the subprogram.

These parameters must be defined with a DEFINE DATA PARAMETER statement in the subprogram:

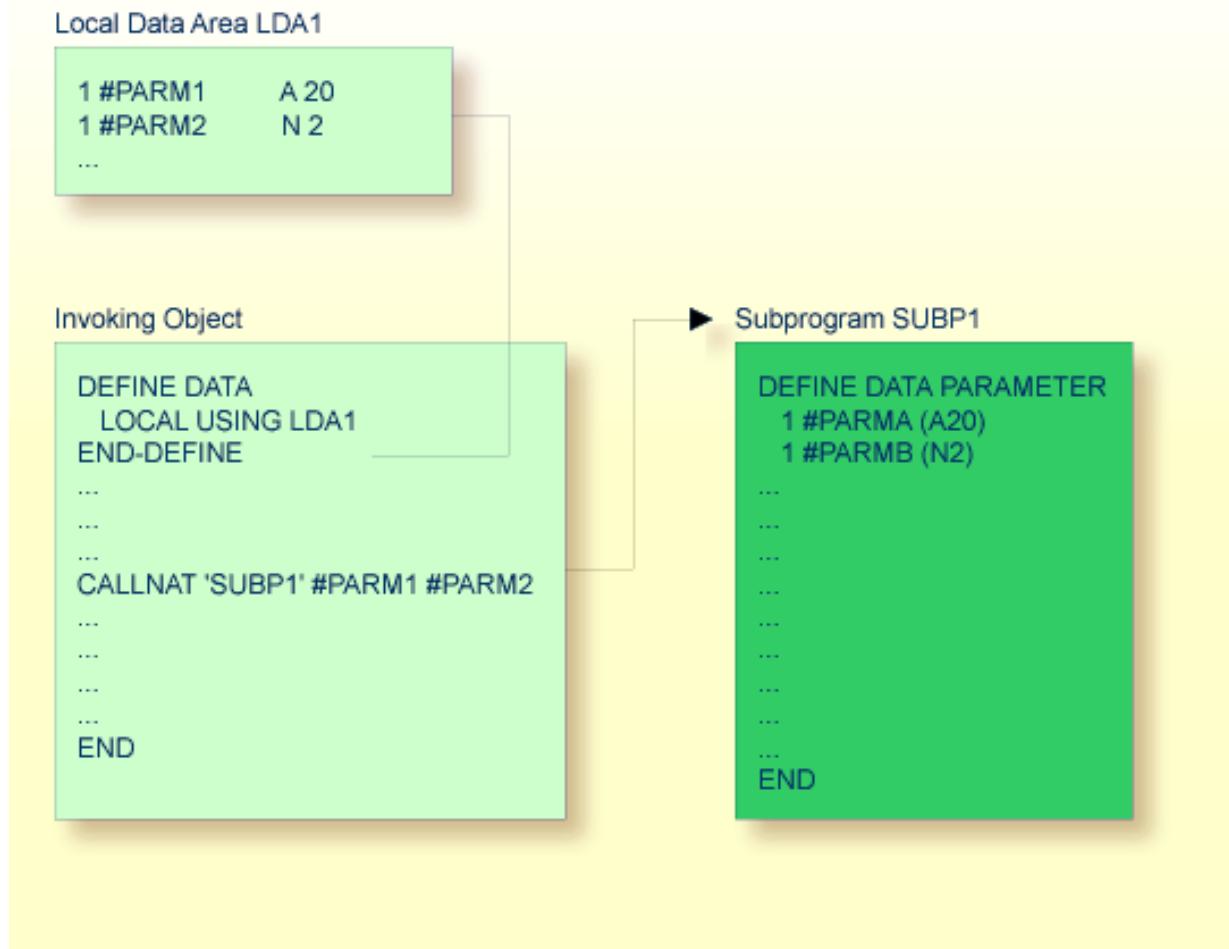
- they can be defined in the PARAMETER clause of the DEFINE DATA statement itself; or
- they can be defined in a separate parameter data area, with the DEFINE DATA PARAMETER statement referencing that PDA.

The following topics are covered below:

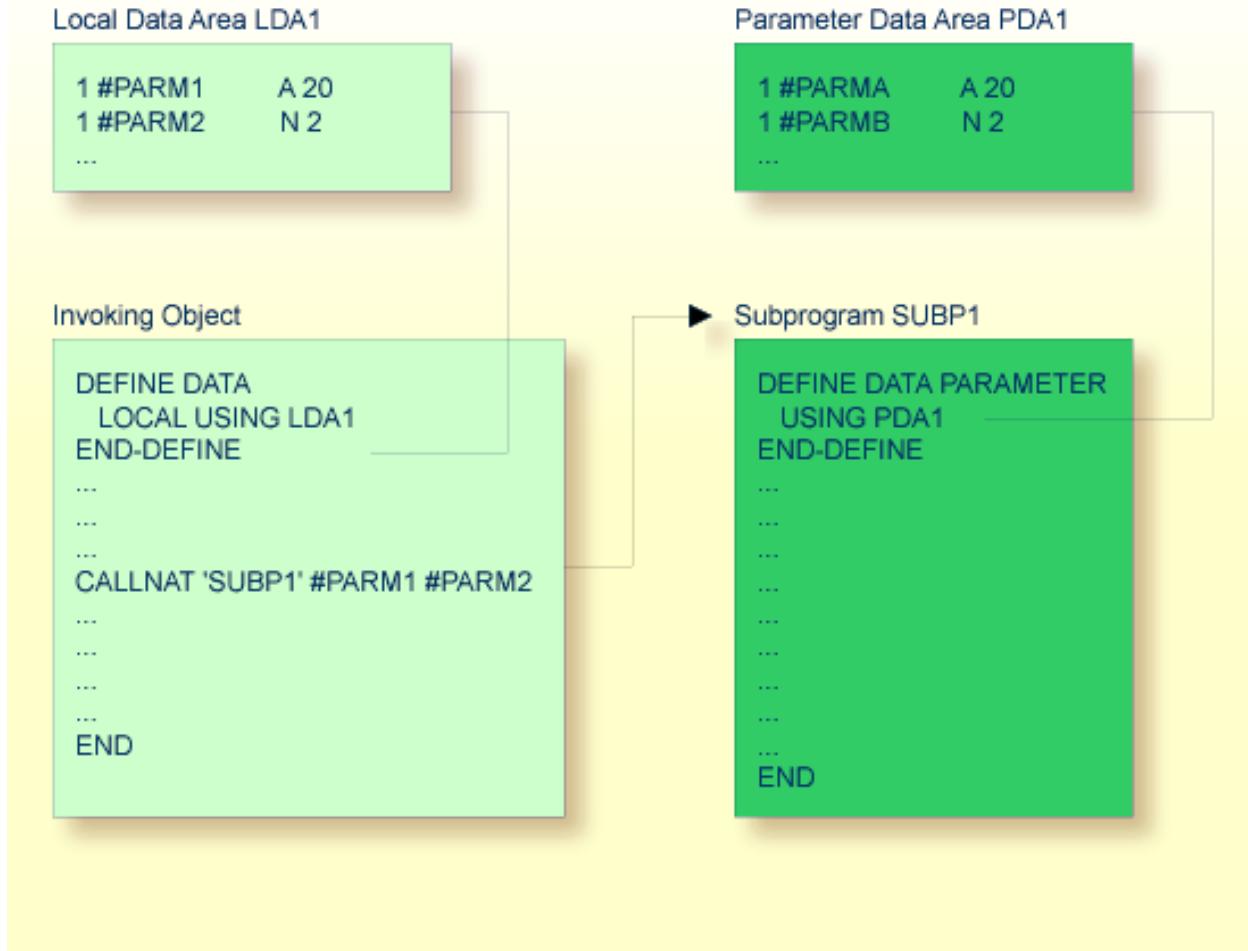
- [Parameters Defined within DEFINE DATA PARAMETER Statement](#)

- Parameters Defined in Parameter Data Area

## Parameters Defined within DEFINE DATA PARAMETER Statement



## Parameters Defined in Parameter Data Area



In the same way, parameters that are passed to an external subroutine via a PERFORM statement must be defined with a DEFINE DATA PARAMETER statement in the external subroutine.

In the invoking object, the parameter variables passed to the subprogram/subroutine need not be defined in a PDA; in the illustrations above, they are defined in the LDA used by the invoking object (but they could also be defined in a GDA).

The sequence, format and length of the parameters specified with the CALLNAT/PERFORM statement in the invoking object must exactly match the sequence, **format** and length of the fields specified in the DEFINE DATA PARAMETER statement of the invoked subprogram/subroutine. However, the names of the variables in the invoking object and the invoked subprogram/subroutine need not be the same (as the parameter data are transferred by address, not by name).

To guarantee that the data element definitions used in the invoking program are identical to the data element definitions used in the subprogram or external subroutine, you can specify a PDA

in a `DEFINE DATA LOCAL USING` statement. By using a PDA as an LDA you can avoid the extra effort of creating an LDA that has the same structure as the PDA.

## Recording

---

A recording is a Natural source object that contains binary data of a Natural session recorded with the *Recording Utility* as described in the *Utilities* documentation.



# 4

## Programs, Functions, Subprograms and Subroutines

---

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This document discusses those object types which can be invoked as routines; that is, as subordinate programs.

Helproutines and maps, although they are also invoked from other objects, are strictly speaking not routines as such, and are therefore discussed in separate documents; see [Helproutines](#) and [Maps](#).

## A Modular Application Structure

---

Typically, a Natural application does not consist of a single huge program, but is split into several modules. Each of these modules will be a functional unit of manageable size, and each module is connected to the other modules of the application in a clearly defined way. This provides for a well structured application, which makes its development and subsequent maintenance a lot easier and faster.

During the execution of a main program, other programs, subprograms, subroutines, helproutines and maps can be invoked. These objects can in turn invoke other objects (for example, a subroutine can itself invoke another subroutine). Thus, the modular structure of an application can become quite complex and extend over several levels.

## Multiple Levels of Invoked Objects

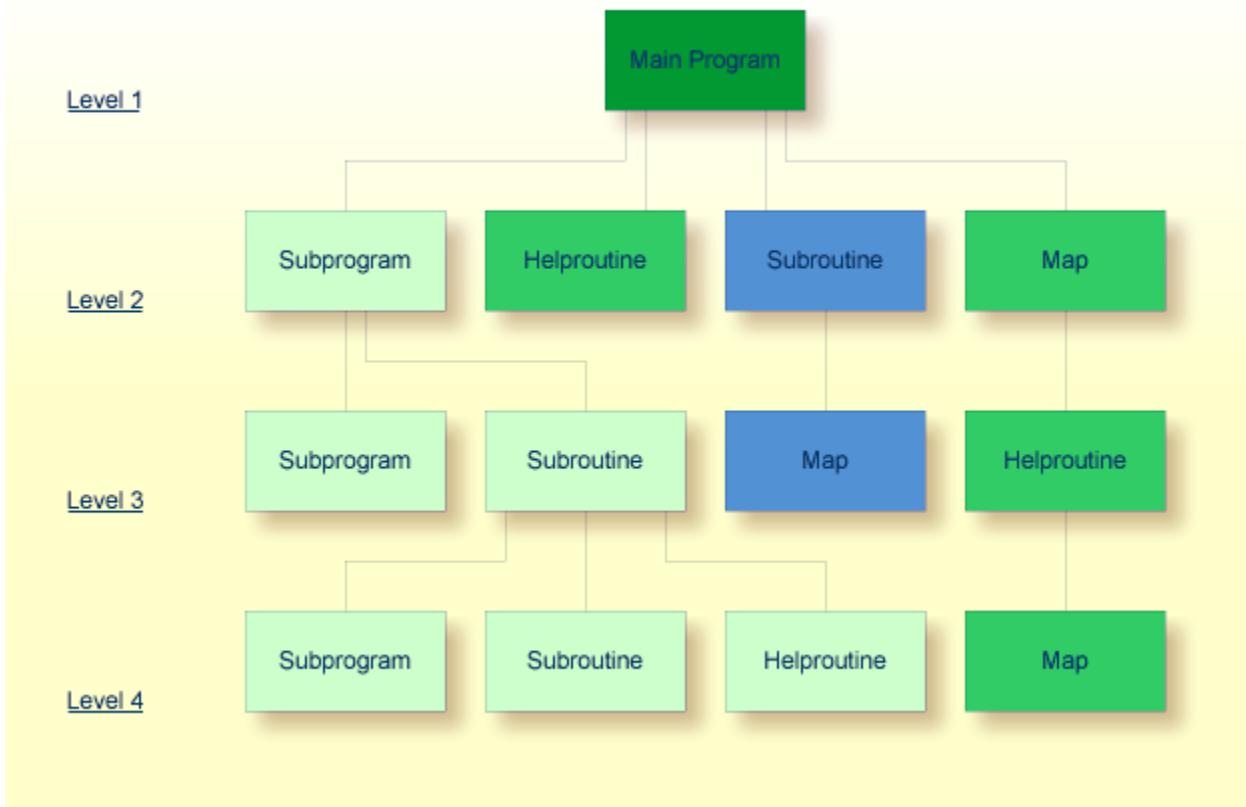
---

Each invoked object is one level below the level of the object from which it was invoked; that is, with each invocation of a subordinate object, the level number is incremented by 1.

Any program that is directly executed is at Level 1; any subprogram, subroutine, map or helproutine directly invoked by the main program is at Level 2; when such a subroutine in turn invokes another subroutine, the latter is at Level 3.

A program invoked with a `FETCH` statement from within another object is classified as a main program, operating from Level 1. A program that is invoked with `FETCH RETURN`, however, is classified as a subordinate program and is assigned a level one below that of the invoking object.

The following illustration is an example of multiple levels of invoked objects and also shows how these levels are counted:



If you wish to ascertain the level number of the object that is currently being executed, you can use the system variable \*LEVEL (which is described in the *System Variables* documentation).

This document discusses the following Natural object types, which can be invoked as routines (that is, subordinate programs):

- program
- function
- subroutine
- subprogram

Helproutines and maps, although they are also invoked from other objects, are strictly speaking not routines as such, and are therefore discussed in separate documents; see [Helproutines](#) and [Maps](#).

Basically, programs, subprograms and subroutines differ from one another in the way data can be passed between them and in their possibilities of sharing each other's data areas. Therefore the decision which object type to use for which purpose depends very much on the data structure of your application.

## Program

---

A program can be executed - and thus tested - by itself.

- To compile and execute a source program, you use the system command RUN.
- To execute a program that already exists in compiled form, you use the system command EXECUTE.

A program can also be invoked from another object with a FETCH or FETCH RETURN statement. The invoking object can be another program, a **subprogram**, **function**, **subroutine** or **helproutine**.

- When a program is invoked with FETCH RETURN, the execution of the invoking object will be suspended - not terminated - and the fetched program will be activated as a *subordinate program*. When the execution of the FETCHED program is terminated, the invoking object will be re-activated and its execution continued with the statement following the FETCH RETURN statement.
- When a program is invoked with FETCH, the execution of the invoking object will be terminated and the FETCHED program will be activated as a *main program*. The invoking object will not be re-activated upon termination of the fetched program.

The following topics are covered below:

- Program Invoked with FETCH RETURN

- Program Invoked with FETCH

### Program Invoked with FETCH RETURN

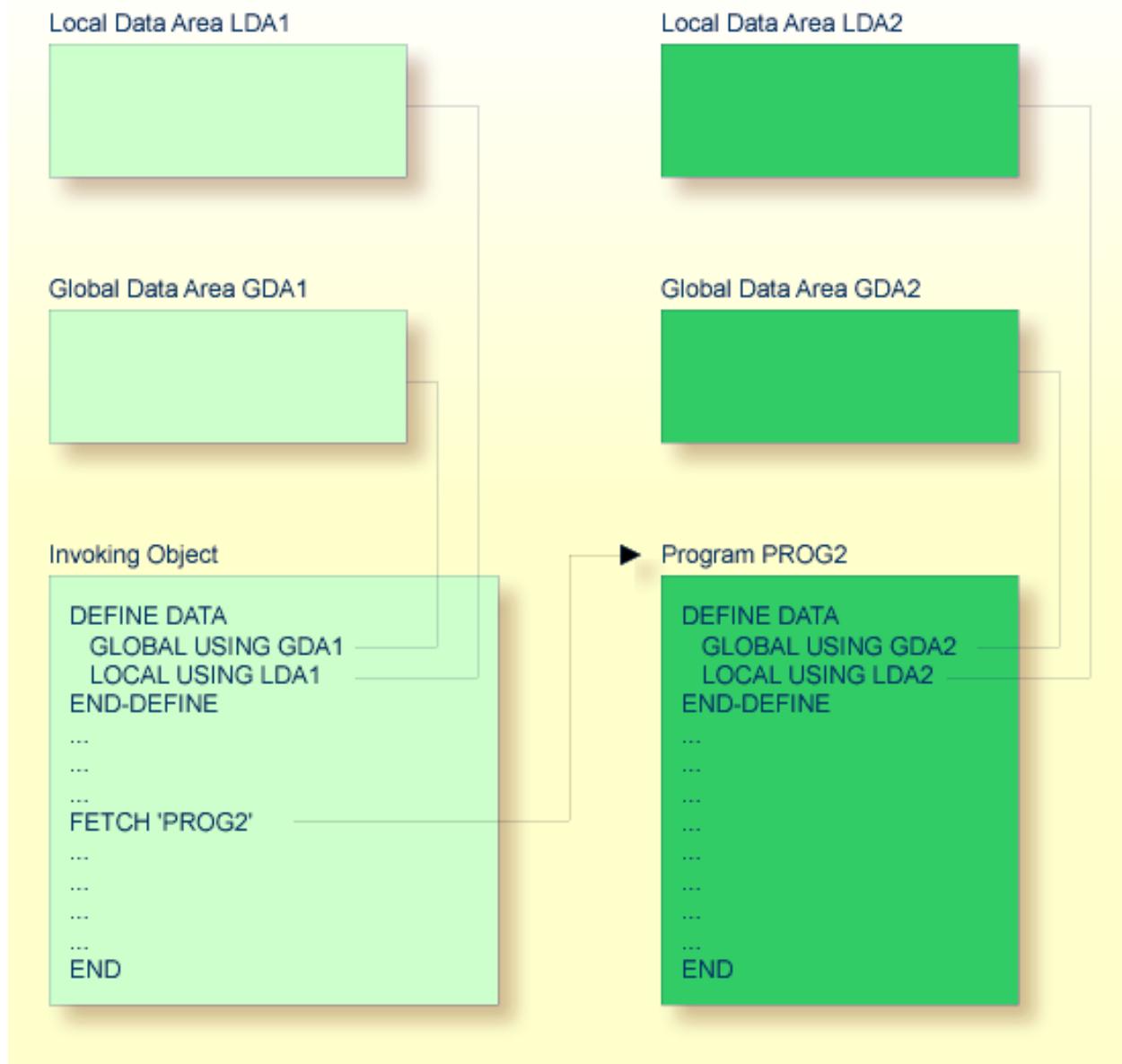


A program invoked with `FETCH RETURN` can access the global data area used by the invoking object.

In addition, every program can have its own local data area, in which the fields that are to be used only within the program are defined.

However, a program invoked with `FETCH RETURN` cannot have its own global data area.

### Program Invoked with `FETCH`



A program invoked with `FETCH` as a main program usually establishes its own global data area (as shown in the illustration above). However, it could also use the same global data area as established by the invoking object.



**Note:** A source program can also be invoked with a `RUN` statement; see the `RUN` statement in the *Statements* documentation.

## Function

The Natural object of type function contains one `DEFINE FUNCTION` statement for the definition of a single function and the `END` statement. The function itself can be invoked using the **function call** syntax.

The basic structure of the `DEFINE FUNCTION` statement is like this:

```
DEFINE FUNCTION function-name
  RETURNS ...
  DEFINE DATA
  ...
  END-DEFINE

  statements ...

END-FUNCTION
```

And the function call has the structure:

```
function-name (< ... >)
```

The `DEFINE FUNCTION` statement offers the keyword `RETURNS` for the result value of a function. With the `DEFINE DATA` statement, the parameters for the function call as well as local and independent variables for the function logic can be defined. A global data area (for example, `GDA1`) cannot be referenced inside the function definition.

The block of statements after the `RETURNS` keyword and the `DEFINE DATA` statement must contain all those statements which are to be executed when the function is called.

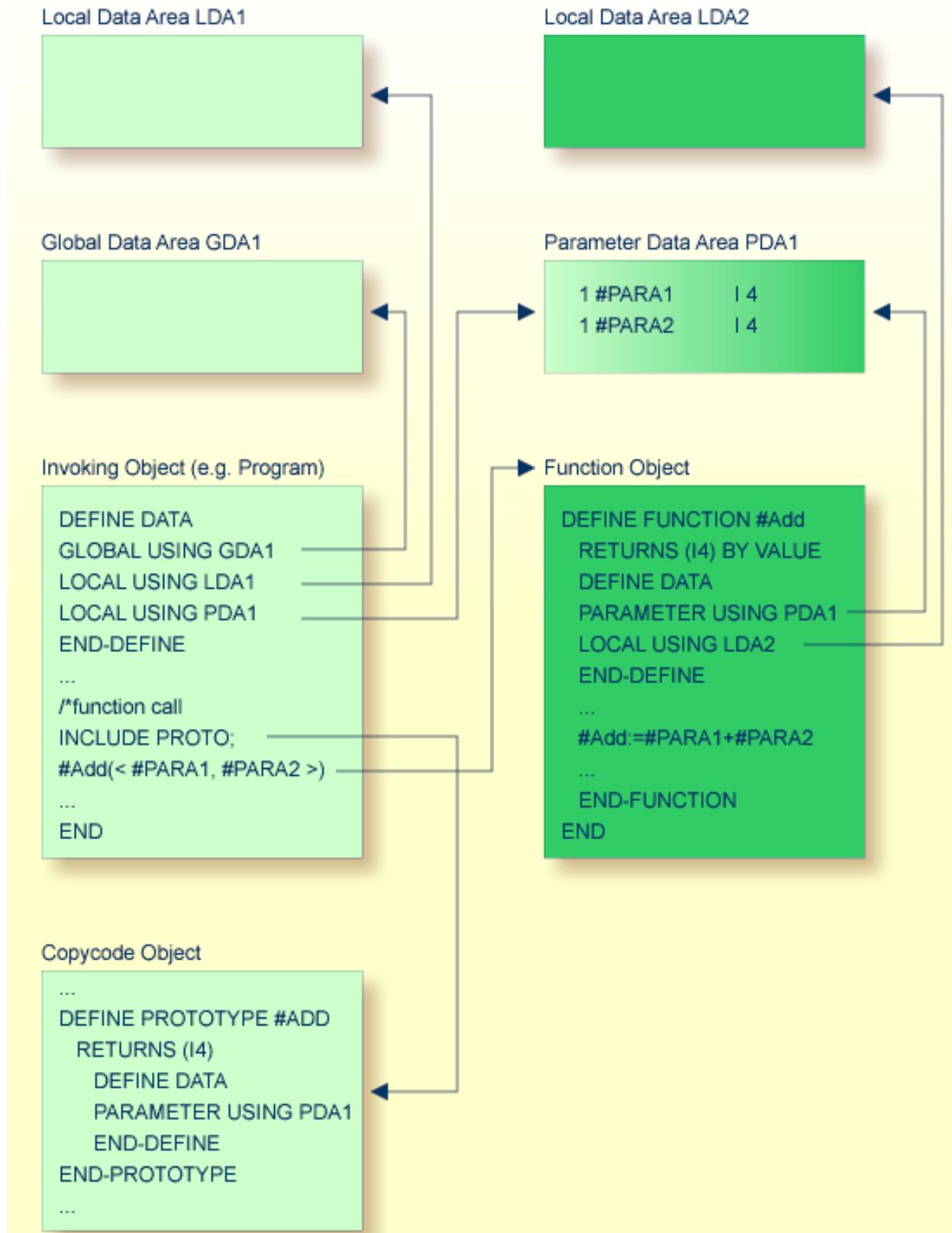
Parameter data areas (for example, `PDA1`) may be used to access parameters for function calls and function definitions in order to minimize the maintainance effort when changing parameters.

The function call can be used either as an operand within a Natural statement or stand-alone in place of a Natural statement. The arguments of the function call must be specified using a special bracket notation: (<...>).

The `DEFINE PROTOTYPE` statement may be used to define the result and parameter layouts for a certain function. This may be considered if the function is not yet available or if a variable function call is to be used. At compilation time, the type of the result variable and the parameters will be checked.

The `DEFINE PROTOTYPE` statement may be included in a **copycode** object if the function call, and therefore the prototype definition can be used in several programming objects.

For further information, see the section [\*\*User-Defined Functions\*\*](#).



## Subroutine

---

The statements that make up a subroutine must be defined within a `DEFINE SUBROUTINE ... END-SUBROUTINE` statement block.

A subroutine is invoked with a `PERFORM` statement.

A subroutine may be an *inline subroutine* or an *external subroutine*:

■ **Inline Subroutine**

An inline subroutine is defined within the object which contains the `PERFORM` statement that invokes it.

■ **External Subroutine**

An external subroutine is defined in a separate object - of type subroutine - outside the object which invokes it.

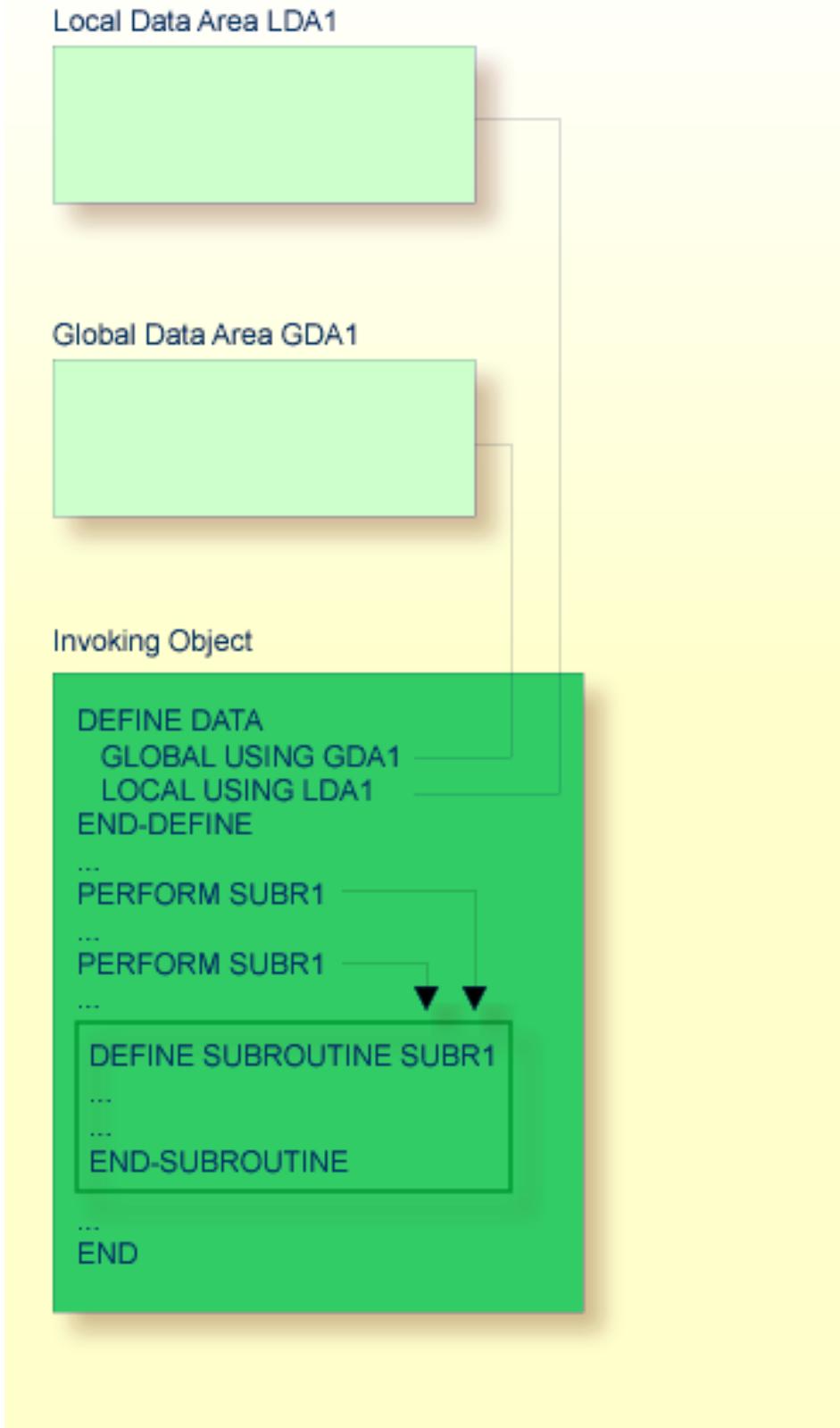
If you have a block of code which is to be executed several times within an object, it is useful to use an inline subroutine. You then only have to code this block once within a `DEFINE SUBROUTINE` statement block and invoke it with several `PERFORM` statements.

The following topics are covered below:

- [Inline Subroutine](#)
- [Data Available to an Inline Subroutine](#)
- [External Subroutine](#)

- Data Available to an External Subroutine

### Inline Subroutine



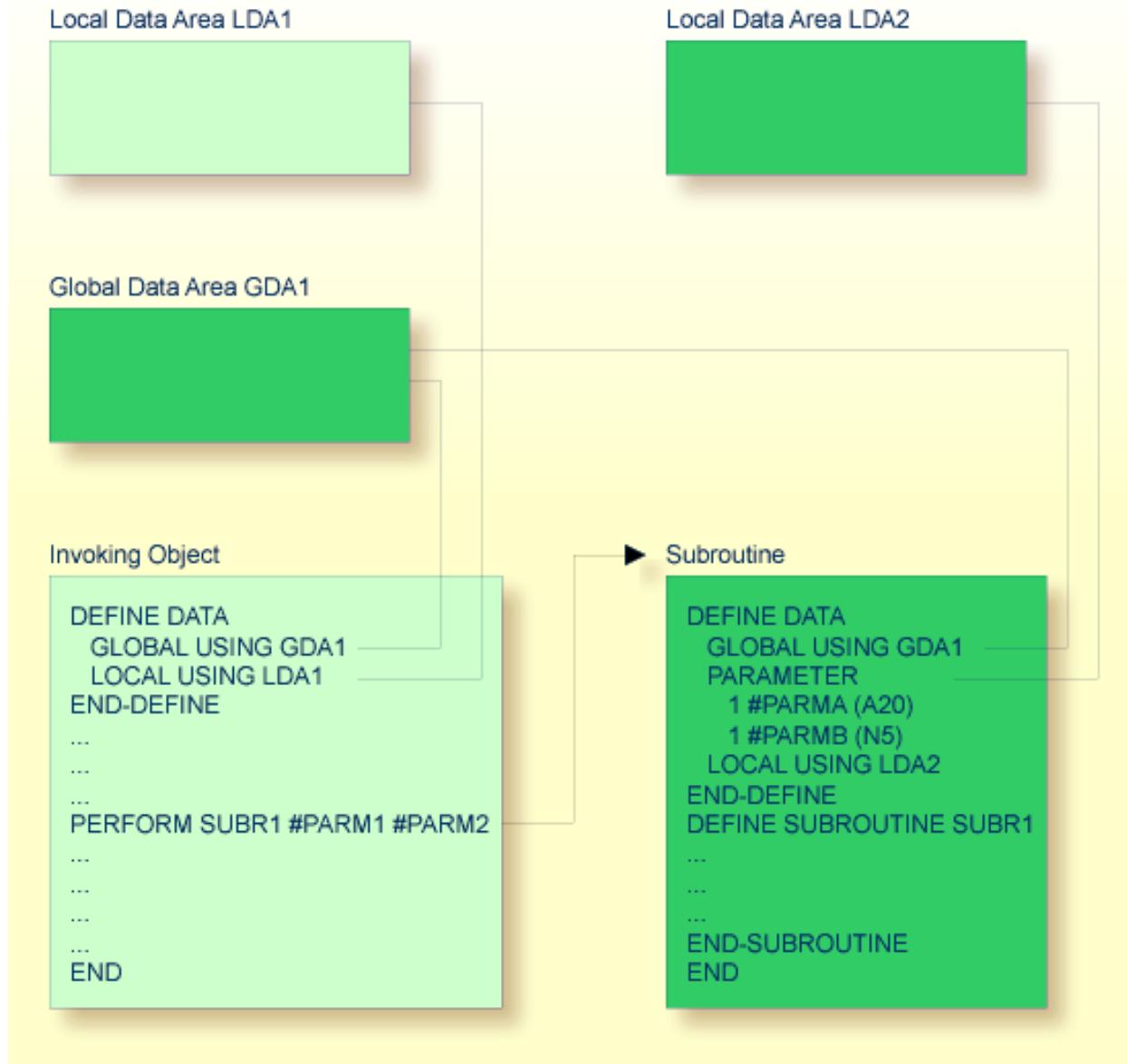
An inline subroutine can be contained within a programming object of type program, subprogram, subroutine or helproutine.

If an inline subroutine is so large that it impairs the readability of the object in which it is contained, you may consider putting it into an external subroutine, so as to enhance the readability of your application.

### **Data Available to an Inline Subroutine**

An inline subroutine has access to the local data area and the global data area used by the object in which it is contained.

## External Subroutine



An external subroutine - that is, an object of type subroutine - cannot be executed by itself. It must be invoked from another object. The invoking object can be a program, **function**, subprogram, subroutine or helproutine.

## Data Available to an External Subroutine

An external subroutine can access the global data area used by the invoking object.

Moreover, parameters can be passed with the PERFORM statement from the invoking object to the external subroutine. These parameters must be defined either in the DEFINE DATA PARAMETER statement of the subroutine, or in a **parameter data area** used by the subroutine.

In addition, an external subroutine can have its **local data area**, in which the fields that are to be used only within the subroutine are defined.

However, an external subroutine cannot have its own **global data area**.

---

## Subprogram

---

Typically, a subprogram would contain a generally available standard function that is used by various objects in an application.

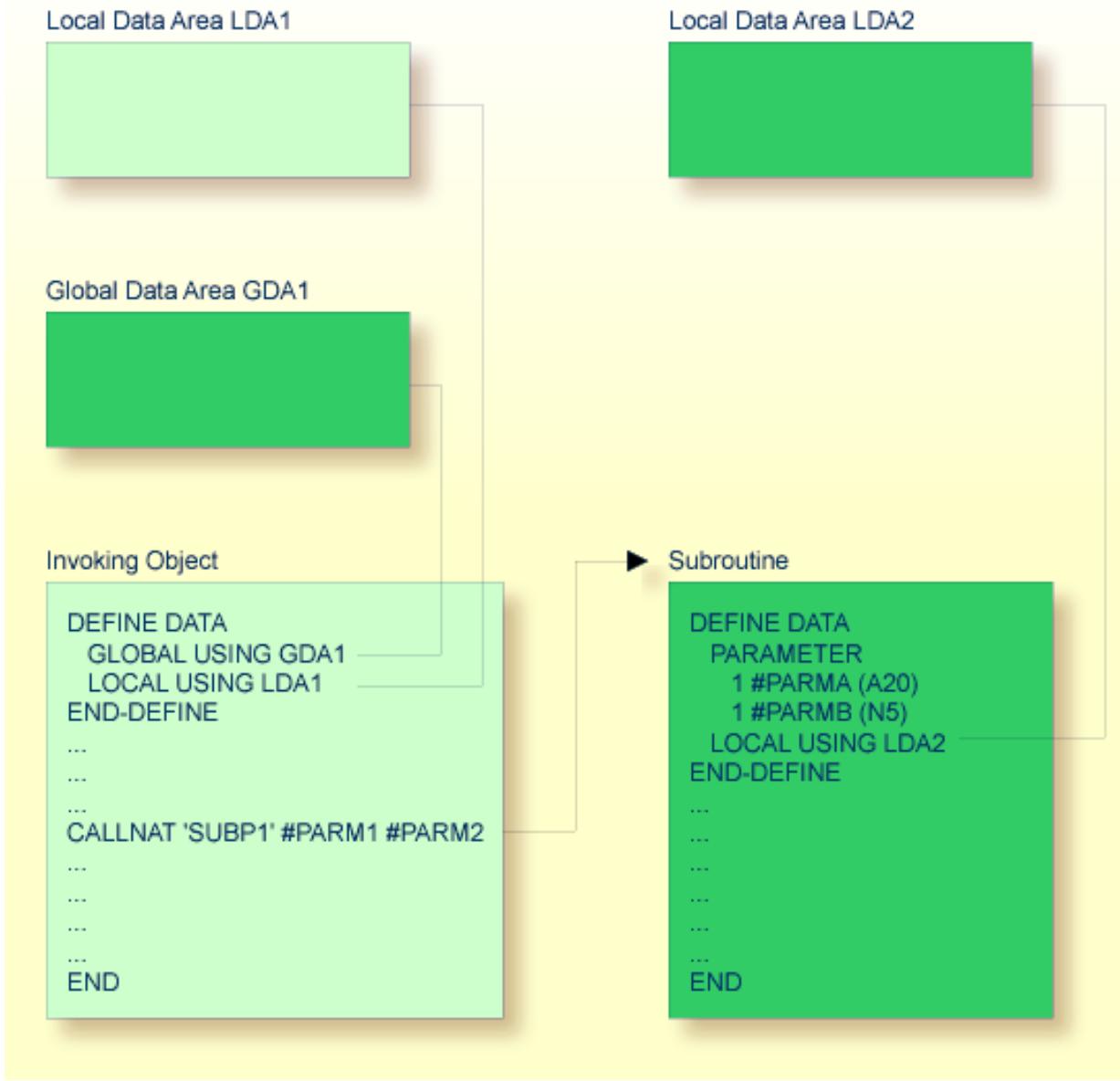
A subprogram cannot be executed by itself. It must be invoked from another object. The invoking object can be a program, **function**, subprogram, subroutine or helproutine.

A subprogram is invoked with a CALLNAT statement.

When the CALLNAT statement is executed, the execution of the invoking object will be suspended and the subprogram executed. After the subprogram has been executed, the execution of the invoking object will be continued with the statement following the CALLNAT statement.

## Data Available to a Subprogram

With the CALLNAT statement, parameters can be passed from the invoking object to the subprogram. These parameters are the only data available to the subprogram from the invoking object. They must be defined either in the DEFINE DATA PARAMETER statement of the subprogram, or in a **parameter data area** used by the subprogram.



In addition, a subprogram can have its own local data area, in which the fields to be used within the subprogram are defined.

If a subprogram in turn invokes a subroutine or helproutine, it can also establish its own global data area to be shared with the subroutine/helproutine.

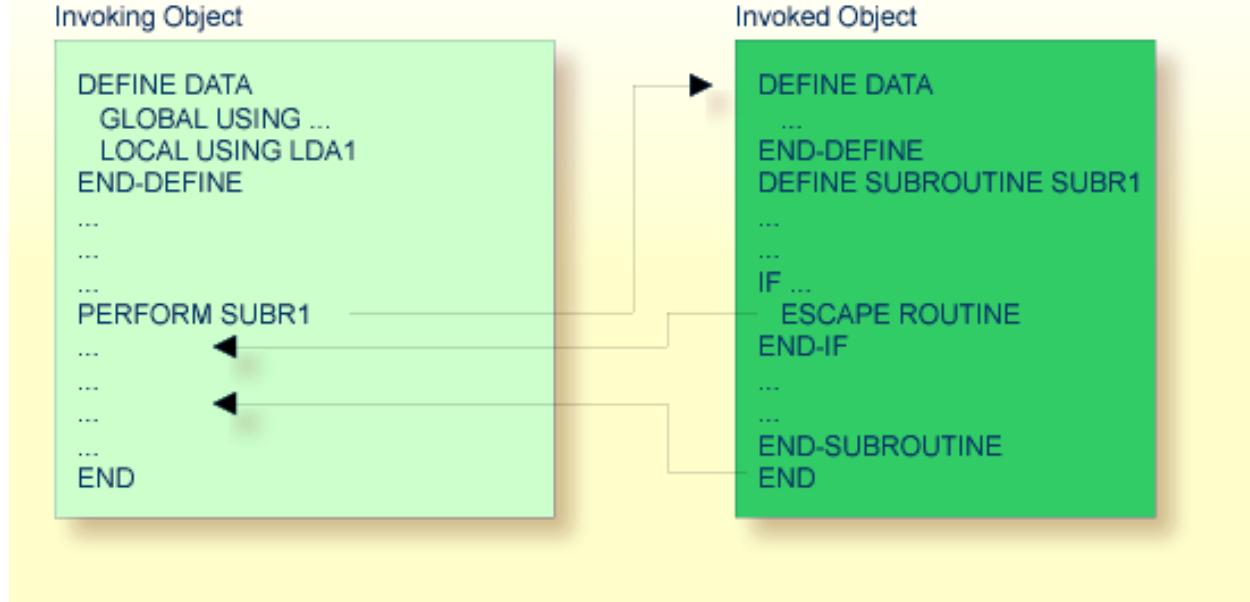
## Processing Flow when Invoking a Routine

---

When the CALLNAT, PERFORM or FETCH RETURN statement that invokes a routine - a subprogram, an external subroutine, or a program respectively - is executed, the execution of the invoking object is suspended and the execution of the routine begins.

The execution of the routine continues until either its END statement is reached or processing of the routine is stopped by an ESCAPE ROUTINE statement being executed.

In either case, processing of the invoking object will then continue with the statement following the CALLNAT, PERFORM or FETCH RETURN statement used to invoke the routine.

**Example:**



# 5 Processing a Rich GUI Page - Adapter

---

The Natural object of type “adapter” is used to represent a rich GUI page in a Natural application. This object type plays a similar role for the processing of a rich GUI page as the object type map plays for terminal I/O processing. But it is different from a map in that it does not contain layout information.

An object of type adapter is generated from an external page layout. It serves as an interface that enables a Natural application to send data to an external I/O system for presentation and modification, using an externally defined and stored page layout. The adapter contains the Natural code necessary to perform this task.

An application program refers to an adapter in the `PROCESS PAGE USING` statement.

For information on the object type “adapter”, see the *Natural for Ajax* documentation.



# 6 Maps

---

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| ■ Creating Maps .....                    | 53 |
| ■ Starting/Stopping Map Processing ..... | 53 |

As an alternative to specifying screen layouts dynamically, the `INPUT` statement offers the possibility to use predefined map layouts which makes use of the Natural object type “map”.

## Benefits of Using Maps

---

Using predefined map layouts rather than dynamic screen-layout specifications offers various advantages such as:

- Clearly structured applications as a result of a consequent separation of program logic and display logic.
- Map layout modifications possible without making changes to the main programs.
- The language of an application's user interface can be easily adapted for internationalization or localization.

The benefit of using programming objects such as maps will become obvious when it comes to maintaining existing Natural applications.

## Types of Maps

---

Maps (screen layouts) are those parts of an application which the users see on their screens.

The following types of maps exist:

- **Input Map**  
The dialog with the user is carried out via input maps.
- **Output Map**  
If an application produces any output report, this report can be displayed on the screen by using an output map.
- **Help Map**  
Help maps are, in principle, like any other maps, but when they are assigned as help, additional checks are performed to ensure their usability for help purpose.

The object type “map” comprises

- the map body which defines the screen layout and
- an associated **parameter data area** (PDA) which, as a sort of interface, contains data definitions such as name, **format**, length of each field presented on a specific map.

Related Topics:

- For information on selection boxes that can be attached to input fields, see *SB - Selection Box* in the INPUT statement documentation and *SB - Selection Box* in the *Parameter Reference*.
- For information on split screen maps where the upper portion may be used as an output map and the lower portion as an input map, see *Split-Screen Feature* in the INPUT statement documentation.

## Creating Maps

---

Maps and help map layouts are created and edited in the map editor.

The appropriate local data area (LDA) is created and maintained in the data area editor.

Depending on the platform on which Natural is installed, these editors have either a character user interface or a graphical user interface.

Related Topics:

- For information on using the data area editor, see *Data Area Editor* in the platform-specific *Editors* documentation.
- For information on using the map editor, see *Map Editor* in the platform-specific *Editors* documentation.
- For a comprehensive description of the full range of possibilities provided by the Natural map editor (character-user-interface version), see *Map Editor Tutorial*.
- For information on input processing using screen layouts specified dynamically, see *Syntax 1 - Dynamic Screen Layout Specification* in the INPUT statement documentation.
- For information on input processing using a map layout created with the map editor, see *Syntax 2 - Using Predefined Map Layout* in the INPUT statement documentation.

## Starting/Stopping Map Processing

---

An *input map* is invoked with an INPUT USING MAP statement.

An *output map* is invoked with a WRITE USING MAP statement.

Processing of a map can be stopped with an ESCAPE ROUTINE statement in a processing rule.



# 7 Help routines

---

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Helproutines have specific characteristics to facilitate the processing of help requests. They may be used to implement complex and interactive help systems. They are created with the program editor.

## Invoking Help

---

A Natural user can invoke a Natural helproutine either by entering the help character in a field, or by pressing the help key (usually PF1). The default help character is a question mark (?).

- The help character must be entered only once.
- The help character must be the only character modified in the input string.
- The help character must be the first character in the input string.

If a helproutine is specified for a numeric field, Natural will allow a question mark to be entered for the purpose of invoking the helproutine for that field. Natural will still check that valid numeric data are provided as field input.

If not already specified, the help key may be specified with the `SET KEY` statement:

```
SET KEY PF1=HELP
```

A helproutine can only be invoked by a user if it has been specified in the [program](#) or [map](#) from which it is to be invoked.

## Specifying Helproutines

---

A helproutine may be specified:

- in a program: at statement level and at field level;
- in a map: at map level and at field level.

If a user requests help for a field for which no help has been specified, or if a user requests help without a field being referenced, the helproutine specified at the statement or map level is invoked.

A helproutine may also be invoked by using a `REINPUT USING HELP` statement (either in the program itself or in a processing rule). If the `REINPUT USING HELP` statement contains a `MARK` option, the helproutine assigned to the marked field is invoked. If no field-specific helproutine is assigned, the map helproutine is invoked.

A `REINPUT` statement in a helproutine may only apply to `INPUT` statements within the same helproutine.

The name of a helproutine may be specified either with the session parameter HE of an INPUT statement:

```
INPUT (HE='HELP2112')
```

or by using the extended field editing facility of the map editor (see *Creating Maps* and the *Editors* documentation).

The name of a helproutine may be specified as an alphanumeric constant or as an alphanumeric variable containing the name. If it is a constant, the name of the helproutine must be specified within apostrophes.

## Programming Considerations for Helproutines

Processing of a helproutine can be stopped with an ESCAPE ROUTINE statement.

Be careful when using END OF TRANSACTION or BACKOUT TRANSACTION statements in a helproutine, because this will affect the transaction logic of the main program.

## Passing Parameters to Helproutines

A helproutine can access the currently active **global data area** (but it cannot have its own global data area). In addition, it can have its own **local data area**.

Data may also be passed from/to a helproutine via parameters. A helproutine may have up to 20 explicit parameters and one implicit parameter. The explicit parameters are specified with the HE operand after the helproutine name:

```
HE='MYHELP', '001'
```

The implicit parameter is the field for which the helproutine was invoked:

```
INPUT #A (A5) (HE='YOURHELP', '001')
```

where 001 is an explicit parameter and #A is the implicit parameter/the field.

This is specified within the DEFINE DATA PARAMETER statement of the helproutine as:

```
DEFINE DATA PARAMETER
1 #PARM1 (A3)          /* explicit parameter
1 #PARM2 (A5)          /* implicit parameter
END-DEFINE
```

Please note that the implicit parameter (#PARM2 in the above example) may be omitted. The implicit parameter is used to access the field for which help was requested, and to return data from the helproutine to the field. For example, you might implement a calculator program as a helproutine and have the result of the calculations returned to the field.

When help is called, the helproutine is called before the data are passed from the screen to the program data areas. This means that helproutines cannot access data entered within the same screen transaction.

Once help processing is complete, the screen data will be refreshed: any fields which have been modified by the helproutine will be updated - excluding fields which had been modified by the user before the helproutine was invoked, but including the field for which help was requested. Exception: If the field for which help was requested is split into several parts by dynamic attributes (DY session parameter), and the part in which the question mark is entered is *after* a part modified by the user, the field content will not be modified by the helproutine.

Attribute control variables are not evaluated again after the processing of the helproutine, even if they have been modified within the helproutine.

## Equal Sign Option

---

The equal sign (=) may be specified as an explicit parameter:

```
INPUT PERSONNEL-NUMBER (HE='HELPROUT',=)
```

This parameter is processed as an internal field (**format**/length A65) which contains the field name (or map name if specified at map level). The corresponding helproutine starts with:

```
DEFINE DATA PARAMETER
1 FNAME (A65)          /* contains 'PERSONNEL-NUMBER'
1 FVALUE (N8)           /* value of field (optional)
END-DEFINE
```

This option may be used to access one common helproutine which reads the field name and provides field-specific help by accessing the application online documentation or the Predict data dictionary.

## Array Indices

If the field selected by the help character or the help key is an **array** element, its indices are supplied as implicit parameters (1 - 3 depending on rank, regardless of the explicit parameters).

The **format**/length of these parameters is I2.

```
INPUT A(*,*) (HE='HELPROUT',=)
```

The corresponding helproutine starts with:

```
DEFINE DATA PARAMETER
1 FNAME    (A65)          /* contains 'A'
1 FVALUE   (N8)           /* value of selected element
1 FINDEX1  (I2)           /* 1st dimension index
1 FINDEX2  (I2)           /* 2nd dimension index
END-DEFINE
...
```

## Help as a Window

The size of a help to be displayed may be smaller than the screen size. In this case, the help appears on the screen as a window, enclosed by a frame, for example:

```
*****
* PERSONNEL INFORMATION
*****
PLEASE ENTER NAME: ? _____
PLEASE ENTER CITY: _____
+-----+
!
! Type in the name of an !
! employee in the first !
! field and press ENTER. !
! You will then receive !
! a list of all employees !
! of that name. !
!
! For a list of employees !
! of a certain name who !
! live in a certain city, !
! type in a name in the !
! first field and a city !
! in the second field !
! and press ENTER. !
```

```
***** ! *****  
+-----+-----+
```

Within a helproutine, the size of the window may be specified as follows:

- by a `FORMAT` statement (for example, to specify the page size and line size: `FORMAT PS=15 LS=30`);
- by an `INPUT USING MAP` statement; in this case, the size defined for the map (in its map settings) is used;
- by a `DEFINE WINDOW` statement; this statement allows you to either explicitly define a window size or leave it to Natural to automatically determine the size of the window depending on its contents.

The position of a help window is computed automatically from the position of the field for which help was requested. Natural places the window as close as possible to the corresponding field without overlaying the field. With the `DEFINE WINDOW` statement, you may bypass the automatic positioning and determine the window position yourself.

For further information on window processing, please refer to the `DEFINE WINDOW` statement in the *Statements* documentation and the terminal command `%W` in the *Terminal Commands* documentation.

# 8      Multiple Use of Source Code - Copycode

---

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| ■ Processing of Copycode ..... | 62 |

This chapter describes the advantages and the use of copycode.

## Use of Copycode

---

Copycode is a portion of source code which can be included in another object via an `INCLUDE` statement.

So, if you have a statement block which is to appear in identical form in several objects, you may use copycode instead of coding the statement block several times. This reduces the coding effort and also ensures that the blocks are really identical.

## Processing of Copycode

---

The copycode is included at compilation; that is, the source-code lines from the copycode are not physically inserted into the object that contains the `INCLUDE` statement, but they will be included in the compilation process and are thus part of the resulting object module.

Consequently, when you modify the source code of copycode, you also have to catalog all objects which use that copycode using the `CATALOG` system command.

Attention:

- Copycode cannot be executed on its own. It cannot be stowed with a `STOW` system command, but only saved using the `SAVE` system command.
- An `END` statement must not be placed within a copycode.

For further information, refer to the description of the `INCLUDE` statement (in the *Statements* documentation).

# 9 Documenting Natural Objects - Text

---

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The Natural object type “text” is used to write text rather than programs.

## Use of Text Objects

---

You can use this type of object to document Natural objects in more detail than you can, for example, within the source code of a program.

Text objects may also be useful at sites where Predict is not available for program documentation purposes.

## Writing Text

---

You write the text using the program editor.

The only difference in handling as opposed to writing programs is that there is no lower to upper case translation, that is, the text you write stays as it is.

You can remove empty lines by setting the editor profile option **Empty Line Suppression for Text** to Y. See also *Editor Defaults* and *General Defaults* in the *Editors* documentation.

You can write any text you wish (there is no syntax check).

Text objects can only be saved with the system command **SAVE**, they cannot be stowed with the system command **STOW**. They cannot be executed using the system command **RUN**, but only displayed in the editor.

# 10

## Creating Component Based Applications - Class

---

Classes are used to apply an object based programming style.

For details, refer to the [\*NaturalX\*](#) section of the *Programming Guide*.



# 11 Using Non-Natural Files - Resource

---

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This section describes the Natural object of type resource.



**Note:** In contrast to Natural for Open Systems, where shared and private resources are available, currently only shared resources are available with Natural for Mainframes.

## What are Resources?

---

Resources are Natural external objects, like HTML pages, GIFs, etc. They are stored in libraries on the system file FNAT or FUSER for being accessible from within Natural applications.

Resources in their technical meaning are large data objects in binary or character format, which are processed either in a transient way or stored persistent as input to or result of a utility or user application run.

## Use of Resources

---

Objects of type resource are used by the XML Toolkit as containers for DTDs, XML schemas, style sheets, etc. The Natural Web Interface makes use of resources, such as GIFs or JPEGs. In addition, objects of type resource can be used to store XLIFF translation files.

The following topics are covered below:

- [Naming Conventions for Resources](#)
- [Storage of Resources](#)

### Naming Conventions for Resources

Objects of type resource have a long name and a short name.

#### Resource Short Name

For each object of type resource an 8-byte object short name exists. This short name is in upper case.

It can be specified in system commands, such as LIST, DELETE and RENAME, as well as in the Object Handler and the utilities INPL and SYSMAIN.

#### Resource Long Name

A resource long name is stored in the third directory records of the resource using the following structure:

| Bytes   | Format | Content  |
|---------|--------|--|
| 1 - 2   | B2     | Line number H'0000'  |
| 3 - 6   | A4     | Resource type, usually the extension of the resource name        |
| 7       | A1     | Resource format, where A = alphanumeric, B = binary, U = Unicode |
| 8 - 252 | A245   | Resource name  |

The long name of a resource can be displayed using the system command `LIST`. It is shown in the *List of Objects* when you issue the function code `LN`.

### Storage of Resources

Objects of type resource are stored in libraries in the same way as the other Natural programming object sources.

They can be handled with the utilities `SYSMAIN` and `INPL` and with the Object Handler.

They cannot be edited with the Natural editors.

### API for Processing Resources

In the library `SYSEXT`, the following application programming interface (API) exists, which gives user applications access to resources' unique user exit routines:

| API                   | Purpose   |
|-----------------------|---|
| <code>USR4208N</code> | Write, read, delete a resource by using short or long name. |



# III Defining Fields

---

This part describes how you define the fields you wish to use in a program. These fields can be database fields and user-defined fields.

## [Use and Structure of DEFINE DATA Statement](#)

### [User-Defined Variables](#)

#### [Function Call](#)

#### [Introduction to Dynamic Variables and Fields](#)

#### [Using Dynamic and Large Variables](#)

#### [User-Defined Constants](#)

#### [Initial Values \(and the RESET Statement\)](#)

#### [Redefining Fields](#)

#### [Arrays](#)

#### [X-Arrays](#)

Please note that only the major options of the `DEFINE DATA` statement are discussed here. Further options are described in the *Statements* documentation.

The particulars of database fields are described in [Accessing Data in an Adabas Database](#). On principle, the features and examples described there for Adabas also apply to other database management systems. Differences, if any, are described in the relevant database interface documentation and in the *Statements* documentation or *Parameter Reference*.



# 12

## Use and Structure of DEFINE DATA Statement

---

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| ■ Storage Alignment .....                                       | 77 |

The first statement in a Natural program written in **structured mode** must always be a **DEFINE DATA** statement which is used to define fields for use in a program.

For information on structural indentation of a source program, see the Natural system command **STRUCT**.

## Field Definitions in **DEFINE DATA** Statement

---

In the **DEFINE DATA** statement, you define all the fields - database fields as well as user-defined variables - that are to be used in the program.

There are two ways to define the fields:

- The fields can be defined within the **DEFINE DATA** statement itself (see [below](#)).
- The fields can be defined outside the program in a **local or global data area**, with the **DEFINE DATA** statement referencing that data area (see [below](#)).

If fields are used by multiple programs/routines, they should be defined in a data area outside the programs.

For a clear application structure, it is usually better to define fields in data areas outside the programs.

Data areas are created and maintained with the data area editor.

In the **first example** below, the fields are defined within the **DEFINE DATA** statement of the program. In the **second example**, the same fields are defined in a **local data area** (LDA), and the **DEFINE DATA** statement only contains a reference to that data area.

## Defining Fields within a **DEFINE DATA** Statement

---

The following example illustrates how fields can be defined within the **DEFINE DATA** statement itself:

```
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 PERSONNEL-ID
1 #VARI-A (A20)
1 #VARI-B (N3.2)
1 #VARI-C (I4)
END-DEFINE
...
```

## Defining Fields in a Separate Data Area

The following example illustrates how fields can be defined in a **local data area** (LDA):

Program:

```
DEFINE DATA LOCAL
  USING LDA39
END-DEFINE
... ↵
```

Local Data Area LDA39:

| I | T | L            | Name | F | Leng | Index/Init/EM/Name/Comment |
|---|---|--------------|------|---|------|----------------------------|
| V | 1 | VIEWEMP      |      |   |      | EMPLOYEES                  |
|   | 2 | NAME         |      | A | 20   |                            |
|   | 2 | FIRST-NAME   |      | A | 20   |                            |
|   | 2 | PERSONNEL-ID |      | A | 8    |                            |
|   | 1 | #VARI-A      |      | A | 20   |                            |
|   | 1 | #VARI-B      |      | N | 3.2  |                            |
|   | 1 | #VARI-C      |      | I | 4    |                            |
| ↳ |   |              |      |   |      |                            |

## Structuring a DEFINE DATA Statement Using Level Numbers

The following topics are covered:

- Structuring and Grouping Your Definitions
- Level Numbers in View Definitions
- Level Numbers in Field Groups
- Level Numbers in Redefinitions

### Structuring and Grouping Your Definitions

Level numbers are used within the `DEFINE DATA` statement to indicate the structure and grouping of the definitions. This is relevant with:

- **view definitions**
- **field groups**
- **redefinitions**

Level numbers are 1- or 2-digit numbers in the range from 01 to 99 (the leading zero is optional).

Generally, variable definitions are on Level 1.

The level numbering in view definitions, redefinitions and groups must be sequential; no level numbers may be skipped.

### Level Numbers in View Definitions

If you define a view, the specification of the view name must be on Level 1, and the fields the view is comprised of must be on Level 2. (For details on view definitions, see [Database Access](#).)

#### Example of Level Numbers in View Definition:

```
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 BIRTH
...
END-DEFINE
```

### Level Numbers in Field Groups

The definition of groups provides a convenient way of referencing a series of consecutive fields. If you define several fields under a common group name, you can reference the fields later in the program by specifying only the group name instead of the names of the individual fields.

The group name must be specified on Level 1, and the fields contained in the group must be one level lower.

For group names, the same naming conventions apply as for user-defined variables.

#### Example of Level Numbers in Group:

```
DEFINE DATA LOCAL
1 #FIELDA (N2.2)
1 #FIELDDB (I4)
1 #GROUPA
2 #FIELDDC (A20)
2 #FIELDDD (A10)
2 #FIELDDE (N3.2)
1 #FIELDF (A2)
...
END-DEFINE ↵
```

In this example, the fields #FIELDDC, #FIELDDD and #FIELDDE are defined under the common group name #GROUPA. The other three fields are not part of the group. Note that #GROUPA only serves as a group name and is not a field in its own right (and therefore does not have a format/length definition).

## Level Numbers in Redefinitions

If you redefine a field, the REDEFINE option must be on the same level as the original field, and the fields resulting from the redefinition must be one level lower. For details on redefinitions, see [Redefining Fields](#).

### Example of Level Numbers in Redefinition:

```
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF STAFFDDM
2 BIRTH
2 REDEFINE BIRTH
3 #YEAR-OF-BIRTH (N4)
3 #MONTH-OF-BIRTH (N2)
3 #DAY-OF-BIRTH (N2)
1 #FIELD1 (A20)
1 REDEFINE #FIELD1
2 #SUBFIELD1 (N5)
2 #SUBFIELD2 (A10)
2 #SUBFIELD3 (N5)
...
END-DEFINE ↵
```

In this example, the database field BIRTH is redefined as three user-defined variables, and the user-defined variable #FIELD1 is redefined as three other user-defined variables.

## Storage Alignment

The storage area, in which all user-defined variables are stored, always begins on a double-word boundary.

If a DEFINE DATA statement is used, all data blocks (for example, LOCAL, GLOBAL blocks) are double-word aligned, and all hierarchical structures (view definitions and groups) on Level 1 are full-word aligned. Redefinitions, scalar and array variables are not aligned, even if they are defined at level 1.

Alignment within the data area is the responsibility of the user and is governed by the order in which variables are defined to Natural.



# 13 User-Defined Variables

---

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User-defined variables are fields which you define yourself in a program. They are used to store values or intermediate results obtained at some point in program processing for additional processing or display.

See also *Naming Conventions for User-Defined Variables* in *Using Natural*.

## Definition of Variables

---

You define a user-defined variable by specifying its name and its format/length in the **DEFINE DATA** statement.

You define the characteristics of a variable with the following notation:

(*r,format-length/index*)

This notation follows the variable name, optionally separated by one or more blanks.

No blanks are allowed between the individual elements of the notation.

The individual elements may be specified selectively as required, but when used together, they must be separated by the characters as indicated above.

Example:

In this example, a user-defined variable of alphanumeric format and a length of 10 positions is defined with the name #FIELD1.

```
DEFINE DATA LOCAL  
1 #FIELD1 (A10)  
...  
END-DEFINE
```



### Notes:

1. If operating in structured mode or if a program contains a **DEFINE DATA LOCAL** clause, variables cannot be defined dynamically in a statement.
2. This does not apply to application-independent variables (AIVs); see also *Defining Application-Independent Variables*

## Referencing of Database Fields Using (r) Notation

A statement label or the source-code line number can be used to refer to a previous Natural statement. This can be used to override Natural's default referencing (as described for each statement, where applicable), or for documentation purposes. See also [Loop Processing, Referencing Statements within a Program](#).

The following topics are covered below:

- Default Referencing of Database Fields
- Referencing with Statement Labels
- Referencing with Source-Code Line Numbers

### Default Referencing of Database Fields

Generally, the following applies if you specify no statement reference notation:

- By default, the innermost active database loop (FIND, READ or HISTOGRAM) in which the database field in question has been read is referenced.
- If the field is not read in any active database loop, the last previous GET statement (in reporting mode also FIND FIRST or FIND UNIQUE statement) is referenced which is not contained in an already closed loop and which has read the field.

### Referencing with Statement Labels

Any Natural statement which causes a processing loop to be initiated and/or causes data elements to be accessed in the database may be marked with a symbolic label for subsequent referencing.

A label may be specified either in the form *label*. before the referencing object or in parentheses (*label*. ) after the referencing object (but not both simultaneously).

The naming conventions for labels are identical to those for variables. The period after the label name serves to identify the entry as a label.

Example:

```
...
RD. READ PERSON-VIEW BY NAME STARTING FROM 'JONES'
FD. FIND AUTO-VIEW WITH PERSONNEL-ID = PERSONNEL-ID (FD.)
      DISPLAY NAME (RD.) FIRST-NAME (RD.) MAKE (FD.)
      END-FIND
END-READ
...
```

## Referencing with Source-Code Line Numbers

A statement may also be referenced by using the number of the source-code line in which the statement is located.

All four digits of the line number must be specified (leading zeros must not be omitted).

Example:

```
...
0110 FIND EMPLOYEES-VIEW WITH NAME = 'SMITH'
0120    FIND VEHICLES-VIEW WITH MODEL = 'FORD'
0130      DISPLAY NAME (0110) MODEL (0120)
0140    END-FIND
0150 END-FIND
...
```

## Renumbering of Source-Code Line Number References

---

Numeric four-digit source-code line numbers that reference a statement (see [Referencing of Database Fields Using \(r\) Notation](#) and also [Referencing Statements within a Program](#)) are also renumbered if the Natural source program is renumbered. For the user's convenience and to aid in readability and debugging, all source code line number references that occur in a statement, an alphanumeric constant or a comment are renumbered. The position of the source code line number reference in the statement or alphanumeric constant (start, middle, end) does not matter.

The following patterns are recognized as being a valid source code line number reference and are renumbered (*nnnn* is a four-digit number):

| Pattern         | Sample Statement               |
|-----------------|--------------------------------|
| ( <i>nnnn</i> ) | ESCAPE BOTTOM (0150)           |
| ( <i>nnnn</i> / | DISPLAY ADDRESS-LINE(0010/1:5) |
| ( <i>nnnn</i> , | DISPLAY NAME(0010,A10/1:5)     |

If the left parenthesis or the four-digit number *nnnn* is followed by a blank, or the four-digit number *nnnn* is followed by a period, the pattern is not considered to be a valid source code line number reference.

To avoid that a four-digit number that is contained in an alphanumeric constant is unintentionally renumbered, the constant should be split up and the different parts should be concatenated to form a single value by use of a hyphen.

Example:

```
Z := 'XXXX (1234,00) YYYY'
```

should be replaced by

```
Z := 'XXXX (1234' - ',00) YYYY'
```

## Format and Length of User-Defined Variables

Format and length of a user-defined variable are specified in parentheses after the variable name.

Fixed-length variables can be defined with the following formats and corresponding lengths.

For the definition of Format and Length in dynamic variables, see [Definition of Dynamic Variables](#).

| Format | Explanation        | Definable Length       | Internal Length (in Bytes) |
|--------|--------------------|------------------------|----------------------------|
| A      | Alphanumeric       | 1 - 1073741824 (1GB)   | 1 - 1073741824             |
| B      | Binary             | 1 - 1073741824 (1GB)   | 1 - 1073741824             |
| C      | Attribute Control  | -                      | 2                          |
| D      | Date               | -                      | 4                          |
| F      | Floating Point     | 4 or 8                 | 4 or 8                     |
| I      | Integer            | 1, 2 or 4              | 1, 2 or 4                  |
| L      | Logical            | -                      | 1                          |
| N      | Numeric (unpacked) | 1 - 29                 | 1 - 29                     |
| P      | Packed numeric     | 1 - 29                 | 1 - 15                     |
| T      | Time               | -                      | 7                          |
| U      | Unicode (UTF-16)   | 1 - 536870912 (0.5 GB) | 2 - 1073741824             |

Length can only be specified if format is specified. With some formats, the length need not be explicitly specified (as shown in the table above).

For fields defined with format N or P, you can use decimal position notation in the form  $n.m$ , where  $n$  represents the number of positions before the decimal point, and  $m$  represents the number of positions after the decimal point. The sum of the values of  $n$  and  $m$  must not exceed 29.

The maximum “Definable Length” (1 GB for alphanumeric, binary and Unicode fields) represents the limit which is imposed by the Natural compiler. In reality, however, the amount of memory that can be obtained as data storage is very much smaller. Especially if running in a “Natural thread” based environment, the size of the session dependent user areas, hence the extent of the user fields in the data area is restricted to the value defined with the keyword parameter MAXSIZE in the macro NTSWPRM.



### Notes:

1. When a user-defined variable of format P is output with a DISPLAY, WRITE, or INPUT statement, Natural internally converts the format to N for the output.
2. In reporting mode, if format and length are not specified for a user-defined variable, the default format/length N7 will be used, unless this default assignment has been disabled by the profile/session parameter FS.

For a database field, the format/length as defined for the field in the data definition module (DDM) apply. (In reporting mode, it is also possible to define in a program a different format/length for a database field.)

In structured mode, format and length may only be specified in a data area definition or with a DEFINE DATA statement.

#### **Example of Format/Length Definition - Structured Mode:**

```
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
1 #NEW-SALARY (N6.2)
END-DEFINE
...
FIND EMPLOY-VIEW ...
...
COMPUTE #NEW-SALARY = ...
...
```

In reporting mode, format/length may be defined within the body of the program, if no DEFINE DATA statement is used.

#### **Example of Format/Length Definition - Reporting Mode:**

```
...
...
FIND EMPLOYEES
... ... COMPUTE #NEW-SALARY(N6.2) = ...
...
```

## Special Formats

In addition to the standard alphanumeric (A) and numeric (B, F, I, N, P) formats, Natural supports the following special formats:

- Format C - Attribute Control
- Formats D - Date, and T - Time
- Format L - Logical
- Format: Handle

### Format C - Attribute Control

A variable defined with format C may be used to assign attributes dynamically to a field used in a DISPLAY, INPUT, PRINT, PROCESS PAGE or WRITE statement.

For a variable of format C, no length can be specified. The variable is always assigned a length of 2 bytes by Natural.

Example:

```
DEFINE DATA LOCAL
1 #ATTR (C)
1 #A (N5)
END-DEFINE
...
MOVE (AD=I CD=RE) TO #ATTR
INPUT #A (CV=#ATTR)
...
```

For further information, see the session parameter CV.

### Formats D - Date, and T - Time

Variables defined with formats D and T can be used for date and time arithmetic and display. Format D can contain date information only. Format T can contain date and time information; in other words, date information is a subset of time information. Time is counted in tenths of seconds.

For variables of formats D and T, no length can be specified. A variable with format D is always assigned a length of 4 bytes (P6) and a variable of format T is always assigned a length of 7 bytes (P12) by Natural. If the profile parameter MAXYEAR is set to 9999, a variable with format D is always assigned a length of 4 bytes (P7) and a variable of format T is always assigned a length of 7 bytes (P13) by Natural.

Example:

```
DEFINE DATA LOCAL
1 #DAT1 (D)
END-DEFINE
*
MOVE *DATX TO #DAT1
ADD 7 TO #DAT1
WRITE '=' #DAT1
END
```

For further information, see the session parameter `EM` and the system variables `*DATX` and `*TIMX`.

The value in a date field must be in the range from 1st January 1582 to 31st December 2699.

### Format L - Logical

A variable defined of format L may be used as a logical condition criterion. It can take the value `TRUE` or `FALSE`.

For a variable of format L, no length can be specified. A variable of format L is always assigned a length of 1 byte by Natural.

Example:

```
DEFINE DATA LOCAL
1 #SWITCH(L)
END-DEFINE
MOVE TRUE TO #SWITCH
...
IF #SWITCH
  ...
  MOVE FALSE TO #SWITCH
ELSE
  ...
  MOVE TRUE TO #SWITCH
ENDIF
```

For further information on logical value presentation, see the session parameter `EM`.

### Format: Handle

A variable defined as `HANDLE OF OBJECT` can be used as an object handle.

For further information on object handles, see the section [NaturalX](#).

## Index Notation

---

An index notation is used for fields that represent an array.

An integer numeric constant or user-defined variable may be used in index notations. A user-defined variable can be specified using one of the following formats: N (numeric), P (packed), I (integer) or B (binary), where format B may be used only with a length of less than or equal to 4.

A system variable, system function or qualified variable cannot be used in index notations.

### Array Definition - Examples:

1. #ARRAY (3)

Defines a one-dimensional array with three occurrences.

2. FIELD ( *label*. ,A20/5) **or** *label*.FIELD(A20/5)

Defines an array from a database field referencing the statement marked by *label*. with format alphanumeric, length 20 and 5 occurrences.

3. #ARRAY (N7.2/1:5,10:12,1:4)

Defines an array with format/length N7.2 and three array dimensions with 5 occurrences in the first, 3 occurrences in the second and 4 occurrences in the third dimension.

4. FIELD ( *label*. /*i*:*i* + 5) **or** *label*.FIELD(*i*:*i* + 5)

Defines an array from a database field referencing the statement marked by *label*..

FIELD represents a multiple-value field or a field from a periodic group where *i* specifies the offset index within the database occurrence. The size of the array within the program is defined as 6 occurrences (*i*:*i* + 5). The database offset index is specified as a variable to allow for the positioning of the program array within the occurrences of the multiple-value field or periodic group. For any repositioning of *i*, a new access must be made to the database using a GET or GET SAME statement.

Natural allows for the definition of arrays where the index does not have to begin with 1. At runtime, Natural checks that index values specified in the reference do not exceed the maximum size of dimensions as specified in the definition.



### Notes:

1. For compatibility with earlier Natural versions, an array range may be specified using a hyphen (-) instead of a colon (:).
2. A mix of both notations, however, is *not* permitted.
3. The hyphen notation is only allowed in reporting mode (but *not* in a DEFINE DATA statement).

The maximum index value is 1,073,741,824. The maximum size of a data area per programming object is 1,073,741,824 bytes (1 GB).

 **Caution:** For compatibility with Natural Version 4.1 on mainframes: Use the V41COMP compilation option of the CMPO profile parameter or NTCMPO macro to reduce these limits for compatibility reasons to the limits applicable for Natural Version 4.1 on mainframe computers.

Simple arithmetic expressions using the plus (+) and minus (-) operators may be used in index references. When arithmetic expressions are used as indices, these operators must be preceded and followed by a blank.

Arrays in group structures are resolved by Natural field by field, not group occurrence by group occurrence.

#### Example of Group Array Resolution:

```
DEFINE DATA LOCAL  
1 #GROUP (1:2)  
 2 #FIELD A (A5/1:2)  
 2 #FIELD B (A5)  
END-DEFINE  
...
```

If the group defined above were output in a WRITE statement:

```
WRITE #GROUP (*)
```

the occurrences would be output in the following order:

```
#FIELD A(1,1) #FIELD A(1,2) #FIELD A(2,1) #FIELD A(2,2) #FIELD B(1) #FIELD B(2)
```

and *not*:

```
#FIELD A(1,1) #FIELD A(1,2) #FIELD B(1) #FIELD A(2,1) #FIELD A(2,2) #FIELD B(2)
```

#### Array Referencing - Examples:

##### 1. #ARRAY (1)

References the first occurrence of a one-dimensional array.

##### 2. #ARRAY (7:12)

References the seventh to twelfth occurrence of a one-dimensional array.

##### 3. #ARRAY (i + 5)

References the i+fifth occurrence of a one-dimensional array.

##### 4. #ARRAY (5,3:7,1:4)

Reference is made within a three dimensional array to occurrence 5 in the first dimension, occurrences 3 to 7 (5 occurrences) in the second dimension and 1 to 4 (4 occurrences) in the third dimension.

##### 5. An asterisk may be used to reference all occurrences within a dimension:

```

DEFINE DATA LOCAL
1 #ARRAY1 (N5/1:4,1:4)
1 #ARRAY2 (N5/1:4,1:4)
END-DEFINE
...
ADD #ARRAY1 (2,*) TO #ARRAY2 (4,*)
... ↵

```

## Using a Slash before an Array Occurrence

If a variable name is followed by a 4-digit number enclosed in parentheses, Natural interprets this number as a line-number reference to a statement. Therefore a 4-digit array occurrence must be preceded by a slash (/) to indicate that it is an array occurrence; for example:

```
#ARRAY(/1000)
```

not:

```
#ARRAY(1000)
```

because the latter would be interpreted as a reference to source code line 1000.

If an index variable name could be misinterpreted as a format/length specification, a slash (/) must be used to indicate that an index is being specified. If, for example, the occurrence of an array is defined by the value of the variable N7, the occurrence must be specified as:

```
#ARRAY(/N7)
```

not:

```
#ARRAY(N7)
```

because the latter would be misinterpreted as the definition of a 7-byte numeric field.

## Referencing a Database Array

The following topics are covered below:

- Referencing Multiple-Value Fields and Periodic-Group Fields
- Referencing Arrays Defined with Constants
- Referencing Arrays Defined with Variables
- Referencing Multiple-Defined Arrays



**Note:** Before executing the following example programs, please run the program INDEXTST in the library SYSEXPG to create an example record that uses 10 different language codes.

## Referencing Multiple-Value Fields and Periodic-Group Fields

A multiple-value field or periodic-group field within a view/DDM may be defined and referenced using various index notations.

For example, the first to tenth values and the Ith to Ith+10 values of the same multiple-value field/periodic-group field of a database record:

```
DEFINE DATA LOCAL
1 I (I2)
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 LANG (1:10)
  2 LANG (I:I+10)
END-DEFINE
```

or:

```
RESET I (I2)
...
READ EMPLOYEES
OBTAIN LANG(1:10) LANG(I:I+10)
```



### Notes:

1. The same lower bound index may only be used once per array (this applies to constant indexes as well as variable indexes).
2. For an array definition using a variable index, the lower bound must be specified using the variable by itself, and the upper bound must be specified using the same variable plus a constant.

## Referencing Arrays Defined with Constants

An array defined with constants may be referenced using either constants or variables. The upper bound of the array cannot be exceeded. The upper bound will be checked by Natural at compilation time if a constant is used.

### Reporting Mode Example:

```
** Example 'INDEX1R': Array definition with constants (reporting mode)
*****
*
READ (1) EMPLOYEES WITH NAME = 'WINTER' WHERE CITY = 'LONDON'
  OBTAIN LANG (1:10)
  /*
    WRITE 'LANG(1:10):' LANG (1:10) //
    WRITE 'LANG(1) : ' LANG (1)      / 'LANG(5:9) :' LANG (5:9)
  LOOP
  *
END
```

### Structured Mode Example:

```
** Example 'INDEX1S': Array definition with constants (structured mode)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 CITY
2 LANG (1:10)
END-DEFINE
*
READ (1) EMPLOY-VIEW WITH NAME = 'WINTER' WHERE CITY = 'LONDON'
    WRITE 'LANG(1:10):' LANG (1:10) //
    WRITE 'LANG(1) : ' LANG (1)     / 'LANG(5:9) : ' LANG (5:9)
END-READ
END
```

If a multiple-value field or periodic-group field is defined several times using constants and is to be referenced using variables, the following syntax is used.

### Reporting Mode Example:

```
** Example 'INDEX2R': Array definition with constants (reporting mode)
**                         (multiple definition of same database field)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 NAME
2 CITY
2 LANG (1:5)
2 LANG (4:8)
END-DEFINE
*
READ (1) EMPLOY-VIEW WITH NAME = 'WINTER' WHERE CITY = 'LONDON'
    DISPLAY 'NAME'           NAME
                  'LANGUAGE/1:3' LANG (1.1:3)
                  'LANGUAGE/6:8' LANG (4.3:5)
LOOP
*
END
```

**Structured Mode Example:**

```
** Example 'INDEX2S': Array definition with constants (structured mode)
**                               (multiple definition of same database field)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 CITY
  2 LANG (1:5)
  2 LANG (4:8)
END-DEFINE
*
READ (1) EMPLOY-VIEW WITH NAME = 'WINTER' WHERE CITY = 'LONDON'
  DISPLAY 'NAME'           NAME
          'LANGUAGE/1:3' LANG (1.1:3)
          'LANGUAGE/6:8' LANG (4.3:5)
END-READ
*
END
```

**Referencing Arrays Defined with Variables**

Multiple-value fields or periodic-group fields in arrays defined with variables must be referenced using the same variable.

**Reporting Mode Example:**

```
** Example 'INDEX3R': Array definition with variables (reporting mode)
*****
RESET I (I2)
*
I := 1
READ (1) EMPLOYEES WITH NAME = 'WINTER' WHERE CITY = 'LONDON'
  OBTAIN LANG (I:I+10)
  /*
  WRITE 'LANG(I)      :' LANG (I) /
        'LANG(I+5:I+7):' LANG (I+5:I+7)
LOOP
*
END
```

### Structured Mode Example:

```
** Example 'INDEX3S': Array definition with variables (structured mode)
*****
DEFINE DATA LOCAL
1 I (I2)
*
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 NAME
2 CITY
2 LANG (I:I+10)
END-DEFINE
*
I := 1
READ (1) EMPLOY-VIEW WITH NAME = 'WINTER' WHERE CITY = 'LONDON'
    WRITE 'LANG(I)      :' LANG (I) /
          'LANG(I+5:I+7):' LANG (I+5:I+7)
END-READ
END
```

If a different index is to be used, an unambiguous reference to the first encountered definition of the array with variable index must be made. This is done by qualifying the index expression as shown below.

### Reporting Mode Example:

```
** Example 'INDEX4R': Array definition with variables (reporting mode)
*****
RESET I (I2) J (I2)
*
I := 2
J := 3
*
READ (1) EMPLOYEES WITH NAME = 'WINTER' WHERE CITY = 'LONDON'
    OBTAIN LANG (I:I+10)
    /*
        WRITE 'LANG(I.J)  :' LANG (I.J) /
              'LANG(I.1:5):' LANG (I.1:5)
LOOP
*
END
```

**Structured Mode Example:**

```
** Example 'INDEX4S': Array definition with variables (structured mode)
*****
DEFINE DATA LOCAL
1 I (I2)
1 J (I2)
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 NAME
2 CITY
2 LANG (I:I+10)
END-DEFINE
*
I := 2
J := 3
READ (1) EMPLOY-VIEW WITH NAME = 'WINTER' WHERE CITY = 'LONDON'
    WRITE 'LANG(I.J) :' LANG (I.J) /
        'LANG(I.1:5):' LANG (I.1:5)
END-READ
END
```

The expression `I.` is used to create an unambiguous reference to the array definition and "positions" to the first value within the read array range (`LANG(I.1:5)`).

The current content of `I` at the time of the database access determines the starting occurrence of the database array.

**Referencing Multiple-Defined Arrays**

For multiple-defined arrays, a reference with qualification of the index expression is usually necessary to ensure an unambiguous reference to the desired array range.

**Reporting Mode Example:**

```
** Example 'INDEX5R': Array definition with constants (reporting mode)
**                         (multiple definition of same database field)
*****
DEFINE DATA LOCAL          /* For reporting mode programs
1 EMPLOY-VIEW VIEW OF EMPLOYEES /* DEFINE DATA is recommended
2 NAME                      /* to use multiple definitions
2 CITY                       /* of same database field
2 LANG (1:10)
2 LANG (5:10)
*
1 I (I2)
1 J (I2)
END-DEFINE
*
I := 1
J := 2
```

```

*
READ (1) EMPLOY-VIEW WITH NAME = 'WINTER' WHERE CITY = 'LONDON'
    WRITE 'LANG(1.1:10) :' LANG (1.1:10) /
          'LANG(1.I:I+2):' LANG (1.I:I+2) //
    WRITE 'LANG(5.1:5)  :' LANG (5.1:5)  /
          'LANG(5.J)      :' LANG (5.J)
LOOP
END

```

### Structured Mode Example:

```

** Example 'INDEX5S': Array definition with constants (structured mode)
**                               (multiple definition of same database field)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
    2 NAME
    2 CITY
    2 LANG (1:10)
    2 LANG (5:10)
*
1 I (I2)
1 J (I2)
END-DEFINE
*
*
I := 1
J := 2
*
READ (1) EMPLOY-VIEW WITH NAME = 'WINTER' WHERE CITY = 'LONDON'
    WRITE 'LANG(1.1:10) :' LANG (1.1:10) /
          'LANG(1.I:I+2):' LANG (1.I:I+2) //
    WRITE 'LANG(5.1:5)  :' LANG (5.1:5)  /
          'LANG(5.J)      :' LANG (5.J)
END-READ
END

```

A similar syntax is also used if multiple-value fields or periodic-group fields are defined using index variables.

### Reporting Mode Example:

```

** Example 'INDEX6R': Array definition with variables (reporting mode)
**                               (multiple definition of same database field)
*****
DEFINE DATA LOCAL
1 I (I2) INIT <1>
1 J (I2) INIT <2>
1 N (I2) INIT <1>
1 EMPLOY-VIEW VIEW OF EMPLOYEES      /* For reporting mode programs
    2 NAME                           /* DEFINE DATA is recommended

```

```
2 CITY                                /* to use multiple definitions
2 LANG (I:I+10)                         /* of same database field
2 LANG (J:J+5)
2 LANG (4:5)
*
END-DEFINE
*
READ (1) EMPLOY-VIEW WITH NAME = 'WINTER' WHERE CITY = 'LONDON'
*
WRITE 'LANG(I.I)      :' LANG (I.I) /
      'LANG(1.I:I+2):' LANG (I.I:I+10) //
*
WRITE 'LANG(J.N)      :' LANG (J.N) /
      'LANG(J.2:4)    :' LANG (J.2:4) //
*
WRITE 'LANG(4.N)      :' LANG (4.N) /
      'LANG(4.N:N+1):' LANG (4.N:N+1) /
LOOP
END
```

### Structured Mode Example:

```
** Example 'INDEX6S': Array definition with variables (structured mode)
**                               (multiple definition of same database field)
*****
DEFINE DATA LOCAL
1 I (I2) INIT <1>
1 J (I2) INIT <2>
1 N (I2) INIT <1>
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 NAME
2 CITY
2 LANG (I:I+10)
2 LANG (J:J+5)
2 LANG (4:5)
*
END-DEFINE
*
READ (1) EMPLOY-VIEW WITH NAME = 'WINTER' WHERE CITY = 'LONDON'
*
WRITE 'LANG(I.I)      :' LANG (I.I) /
      'LANG(1.I:I+2):' LANG (I.I:I+10) //
*
WRITE 'LANG(J.N)      :' LANG (J.N) /
      'LANG(J.2:4)    :' LANG (J.2:4) //
*
WRITE 'LANG(4.N)      :' LANG (4.N) /
      'LANG(4.N:N+1):' LANG (4.N:N+1) /
END-READ
END
```

## Referencing the Internal Count for a Database Array (C\* Notation)

It is sometimes necessary to reference a multiple-value field and/or a periodic group without knowing how many values/occurrences exist in a given record. Adabas maintains an internal count of the number of values of each multiple-value field and the number of occurrences of each periodic group. This count may be referenced by specifying C\* immediately before the field name.

### Note concerning databases other than Adabas:

|             |  |
|-------------|--|
| <b>SQL</b>  | With SQL databases, the C* notation cannot be used.  |
| <b>VSAM</b> | With VSAM and DL/I databases, the C* notation does not return the number of values/occurrences |
| <b>DL/I</b> | but the maximum occurrence/value as defined in the DDM (MAXOCC).                               |

See also the data-area-editor line command .\* (in the *Editors* documentation).

The explicit format and length permitted to declare a C\* field is either

- integer (I) with a length of 2 bytes (I2) or 4 bytes (I4),
- numeric (N) or packed (P) with only integer (but no precision) digits; for example (N3).

If no explicit format and length is supplied, format/length (N3) is assumed as default.

### Examples:

|            |  |
|------------|--|
| C*LANG     | Returns the count of the number of values for the multiple-value field LANG.   |
| C*INCOME   | Returns the count of the number of occurrences for the periodic group INCOME.  |
| C*BONUS(1) | Returns the count of the number of values for the multiple-value field BONUS in periodic group occurrence 1 (assuming that BONUS is a multiple-value field within a periodic group.) |

### Example Program Using the C\* Variable:

```
** Example 'CNOTX01': C* Notation
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
2 NAME
2 CITY
2 C*INCOME
2 INCOME
3 SALARY (1:5)
3 C*BONUS (1:2)
3 BONUS (1:2,1:2)
2 C*LANG
2 LANG (1:2)
*
```

## User-Defined Variables

---

```
1 #I (N1)
END-DEFINE
*
LIMIT 2
READ EMPL-VIEW BY CITY
/*
WRITE NOTITLE 'NAME:' NAME /
    'NUMBER OF LANGUAGES SPOKEN:' C*LANG 5X
    'LANGUAGE 1:' LANG (1) 5X
    'LANGUAGE 2:' LANG (2)
/*
WRITE 'SALARY DATA:'
FOR #I FROM 1 TO C*INCOME
    WRITE 'SALARY' #I SALARY (1.#I)
END-FOR
/*
WRITE 'THIS YEAR BONUS:' C*BONUS(1) BONUS (1,1) BONUS (1,2)
    / 'LAST YEAR BONUS:' C*BONUS(2) BONUS (2,1) BONUS (2,2)
SKIP 1
END-READ
END
```

### Output of Program CNOTX01:

```
NAME: SENKO
NUMBER OF LANGUAGES SPOKEN:      1      LANGUAGE 1: ENG      LANGUAGE 2:
SALARY DATA:
SALARY 1      36225
SALARY 2      29900
SALARY 3      28100
SALARY 4      26600
SALARY 5      25200
THIS YEAR BONUS:    0          0          0
LAST YEAR BONUS:   0          0          0

NAME: CANALE
NUMBER OF LANGUAGES SPOKEN:      2      LANGUAGE 1: FRE      LANGUAGE 2: ENG
SALARY DATA:
SALARY 1      202285
THIS YEAR BONUS:   1          23000          0
LAST YEAR BONUS:   0          0          0
```

## C\* for Multiple-Value Fields Within Periodic Groups

For a multiple-value field within a periodic group, you can also define a C\* variable with an index range specification.

The following examples use the multiple-value field BONUS, which is part of the periodic group INCOME. All three examples yield the same result.

### Example 1 - Reporting Mode:

```
** Example 'CNOTX02': C* Notation (multiple-value fields)
*****
*
LIMIT 2
READ EMPLOYEES BY CITY
  OBTAIN C*BONUS (1:3)
    BONUS (1:3,1:3)
  /*
  DISPLAY NAME C*BONUS (1:3) BONUS (1:3,1:3)
LOOP
*
END
```

### Example 2 - Structured Mode:

```
** Example 'CNOTX03': C* Notation (multiple-value fields)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 CITY
  2 INCOME (1:3)
    3 C*BONUS
    3 BONUS (1:3)
END-DEFINE
*
LIMIT 2
READ EMPL-VIEW BY CITY
/*
  DISPLAY NAME C*BONUS (1:3) BONUS (1:3,1:3)
END-READ
*
END
```

**Example 3 - Structured Mode:**

```
** Example 'CNOTX04': C* Notation (multiple-value fields)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 CITY
  2 C*BONUS  (1:3)
  2 INCOME   (1:3)
    3 BONUS   (1:3)
END-DEFINE
*
LIMIT 2
READ EMPL-VIEW BY CITY
/*
  DISPLAY NAME C*BONUS (*) BONUS (*,*)
END-READ
*
END
```

 **Caution:** As the Adabas format buffer does not permit ranges for count fields, they are generated as individual fields; therefore a C\* index range for a large array may cause an Adabas format buffer overflow.

## Qualifying Data Structures

---

To identify a field when referencing it, you may qualify the field; that is, before the field name, you specify the name of the level-1 data element in which the field is located and a period.

If a field cannot be identified uniquely by its name (for example, if the same field name is used in multiple groups/views), you must qualify the field when you reference it.

The combination of level-1 data element and field name must be unique.

**Example:**

```
DEFINE DATA LOCAL
1 FULL-NAME
  2 LAST-NAME (A20)
  2 FIRST-NAME (A15)
1 OUTPUT-NAME
  2 LAST-NAME (A20)
  2 FIRST-NAME (A15)
END-DEFINE
...
```

```
MOVE FULL-NAME.LAST-NAME TO OUTPUT-NAME.LAST-NAME
...

```

The qualifier must be a level-1 data element.

**Example:**

```
DEFINE DATA LOCAL
1 GROUP1
  2 SUB-GROUP
    3 FIELD1 (A15)
    3 FIELD2 (A15)
END-DEFINE
...
MOVE 'ABC' TO GROUP1.FIELD1
...
```

**Qualifying a Database Field:**

If you use the same name for a user-defined variable and a database field (which you should not do anyway), you must qualify the database field when you want to reference it

-  **Caution:** If you do not qualify the database field when you want to reference it, the user-defined variable will be referenced instead.

## Examples of User-Defined Variables

```
DEFINE DATA LOCAL
1 #A1 (A10)          /* Alphanumeric, 10 positions.
1 #A2 (B4)           /* Binary, 4 positions.
1 #A3 (P4)           /* Packed numeric, 4 positions and 1 sign position.
1 #A4 (N7.2)          /* Unpacked numeric,
                      /* 7 positions before and 2 after decimal point.
1 #A5 (N7.)           /* Invalid definition!!!
1 #A6 (P7.2)          /* Packed numeric, 7 positions before and 2 after decimal point
                      /* and 1 sign position.
1 #INT1 (I1)          /* Integer, 1 byte.
1 #INT2 (I2)          /* Integer, 2 bytes.
1 #INT3 (I3)          /* Invalid definition!!!
1 #INT4 (I4)          /* Integer, 4 bytes.
1 #INT5 (I5)          /* Invalid definition!!!
1 #FLT4 (F4)          /* Floating point, 4 bytes.
1 #FLT8 (F8)          /* Floating point, 8 bytes.
1 #FLT2 (F2)          /* Invalid definition!!!
1 #DATE (D)           /* Date (internal format/length P6).
1 #TIME (T)           /* Time (internal format/length P12).
1 #SWITCH (L)         /* Logical, 1 byte (TRUE or FALSE).
```

```
/*  
END-DEFINE ←
```

# 14 Function Call

---

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```
call-name
(<[([prototype-cast] [intermediate-result-definition]) [parameter] [,parameter]] ... >)
[array-index-expression]
```

Related topics:

- Object type [Function](#)
- [User-defined Functions](#)
- [DEFINE FUNCTION statement](#)
- [DEFINE PROTOTYPE statement](#)

## Calling User-Defined Functions

---

A function call performs an invocation of a [user-defined function](#), a special kind of a subroutine which is implemented in a separate programming object of type [function](#).

Usually, a function call is provided with parameters and returns a result. It may be used within a Natural statement instead of a read-only operand. In this case, the function has to return a result, which is then processed by the statement like a field containing the same value.

It is also possible to use a function call stand-alone in place of a Natural statement. Then the function call need not return a result value.

There are different ways to call a function:

- [Symbolic Function Call](#)
- [Variable Function Call](#)

### Symbolic Function Call

When the specified [\*call-name\*](#) represents the name of the function to be executed, the function call is denoted as a *symbolic* function call. Be aware, the function name is defined in the [DEFINE FUNCTION statement](#) and does not necessarily have to match the name of the module in which the function is defined. The function interface result and parameter layouts used to resolve a function call are either specified by a [DEFINE PROTOTYPE statement](#) with the same name or loaded automatically if the catalogued version of the called function exists.

## Variable Function Call

A function can also be called in an indirect form, denoted as a *variable* function call. In this case, the specified *call-name* is an alphanumeric variable, which contains the name of the called function at execution time. This variable has to be referenced in a prototype definition (DEFINE PROTOTYPE statement) in conjunction with the keyword VARIABLE. If this prototype does not contain the right result layout or parameter layout, another prototype can be assigned with the (PT=) option.

## Function Result

---

According to the function definition, a function call may return a single result field. This can be a scalar value or an array field, which is processed like a temporary field in the statement where the function call is embedded. If the result is an array, the function call must be immediately followed by an *array-index-expression* addressing the required occurrences.

For example, to access the first occurrence of the array returned:

```
#FCT(<#A,#B>)(1)
```

## Evaluation Sequence

---

If a single or multiple function calls are used within a statement, the evaluation of all functions is performed in a separate step before the statement execution will be started. The function calls are executed in the same order in which they appear in the statement.

## Restrictions

---

Function calls are *not* allowed in the following situations:

- in positions where the operand value is changed by the Natural statement (for example, MOVE 1 TO #FCT(<..>));
- in a DEFINE DATA statement;
- in a database access statement (READ, FIND, SELECT, UPDATE, STORE, etc.);
- in an AT BREAK or IF BREAK statement;
- as an argument of Natural system functions (AVER, SUM, \*TRIM, etc.);
- as an array index notation;
- as a parameter of a function call.

If a function call is used in an INPUT statement, the return value will be treated like a constant value. This leads to an automatic assignment of attribute (AD=0) to make this field write-protected (for output only).

## Syntax Description

---

A function call may consist of the following syntax elements:

- call-name
- prototype-cast
- intermediate-result-definition
- Parameter(s)
- array-index-expression

### call-name

```
{ function-name }  
 { variable-name }
```

Operand Definition Table:

| Operand              | Possible Structure |   | Possible Formats |   | Referencing Permitted |  | Dynamic Definition |  |
|----------------------|--------------------|---|------------------|---|-----------------------|--|--------------------|--|
| <i>variable-name</i> | S                  | A |                  | A | U                     |  |                    |  |

Syntax Element Description:

| Syntax Element       | Description   |
|----------------------|---|
| <i>function-name</i> | <b>Function Name:</b><br><br><i>function-name</i> is the name of the function to be called. Be aware, the function name is defined in the DEFINE FUNCTION statement and does not necessarily have to match the name of the module in which the function is defined. If a prototype with the same name has already been defined before, this prototype is used to pick up the function interface; that is, the result layout definition and the required parameters. |
| <i>variable-name</i> | <b>Variable Function Name:</b><br><br><i>variable-name</i> is the name of the variable containing the real name of the function to be called at runtime. In order to declare the call name as a variable name, a prototype with the same name, which is classified with keyword VARIABLE, must be defined before.   |

## prototype-cast

$$\text{PT=} \left\{ \begin{array}{l} \text{prototype-name} \\ \text{prototype-variable-name} \end{array} \right\}$$

For every function call, Natural tries to get information on the function result and the calling parameters. This leads to a search for a prototype with the same name as the call name. If such a prototype is not available or if this prototype does not contain the right result layout or parameter layout, another prototype can be linked to the function call with a (`PT=`) clause. In this case, the referenced prototype steps in place and is used to define the function result layout and the parameter layout. The calling mode (`symbolic` or `variable`) declared in the referenced prototype is ignored.

Syntax Element Description:

| Syntax Element                       | Description   |
|--------------------------------------|---|
| <code>prototype-name</code>          | <b>Prototype Name:</b><br><br><code>prototype-name</code> is the identifier of the prototype whose result and parameters layouts are to be used.  |
| <code>prototype-variable-name</code> | <b>Prototype Variable Name:</b><br><br><code>prototype-variable-name</code> is the name of an alphanumeric field used as function name in a function call. At execution time it has to contain the name of the function to be called.<br><br>The name has to follow the same rules which apply for a variable reference, including field qualification, but without array index references. |

## intermediate-result-definition

$$\text{IR=} \left\{ \begin{array}{l} \text{format-length } [\text{array-definition}] \\ [(\text{array-definition})] \text{ HANDLE OF OBJECT} \\ ( \quad \left\{ \begin{array}{l} \text{A} \\ \text{U} \\ \text{B} \end{array} \right\} \quad [\text{array-definition}] \text{ DYNAMIC} \quad ) \end{array} \right\}$$

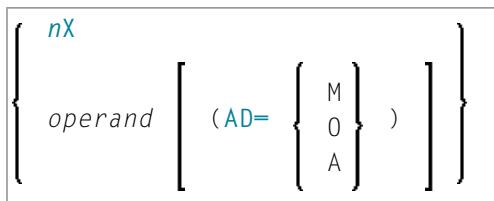
This clause can be used to specify the `format-length/array-definition` of the return value for a function call without using an explicit or implicit prototype definition, that is, it enables the explicit specification of the function result layout. If a prototype is available for this function call or if the catalogued version of the called function exists, the result format given in the (`IR=`) clause is checked for move compatibility.

Syntax Element Description:

| Syntax Element          | Description  |
|-------------------------|--|
| <i>format-length</i>    | <b>Format/Length Definition:</b><br>The format and length of the field.<br>For information on format/length definition of user-defined variables, see <a href="#">Format and Length of User-Defined Variables</a> .                      |
| <i>array-definition</i> | <b>Array Dimension Definition:</b><br>With an <i>array-definition</i> , you define the lower and upper bounds of the dimensions in an array definition.<br>See <i>Array Dimension Definition</i> in the <i>Statements</i> documentation. |
| HANDLE OF OBJECT        | <b>Handle of Object:</b><br>Used in conjunction with NaturalX.<br>For further information, see <i>NaturalX</i> in the <i>Programming Guide</i> .   |
| A, B or U               | <b>Data Format:</b><br>Possible formats are alphanumeric, binary or Unicode for dynamic variables.   |
| DYNAMIC                 | <b>Dynamic Variable:</b><br>A field may be defined as DYNAMIC.<br>For further information on processing dynamic variables, see <a href="#">Introduction to Dynamic Variables and Fields</a> .  |

## Parameter(s)

Parameters are the data values passed to the function. They can be provided as a constant value or a variable, depending on what is defined in the DEFINE DATA PARAMETER section of the function definition. The semantic and syntactic rules which apply to the function parameters are the same as described in the parameters section of subprograms; see *Parameters* in the description of the CALLNAT statement.



Operand Definition Table:

| Operand        | Possible Structure |   |   |   | Possible Formats |   |   |   |   |   | Referencing Permitted | Dynamic Definition |   |   |   |   |     |    |
|----------------|--------------------|---|---|---|------------------|---|---|---|---|---|-----------------------|--------------------|---|---|---|---|-----|----|
| <i>operand</i> | C                  | S | A | G | A                | N | P | I | F | B | D                     | T                  | L | C | G | O | yes | no |

Syntax Element Description:

| Syntax Element | Description  |   |
|----------------|--|---|
| <i>nX</i>      | <b>Parameters to be Skipped:</b><br>With the notation <i>nX</i> you can specify that the next <i>n</i> parameters are to be skipped (for example, <i>1X</i> to skip the next parameter, or <i>3X</i> to skip the next three parameters); this means that for the next <i>n</i> parameters no values are passed to the function.<br>A parameter that is to be skipped must be defined with the keyword OPTIONAL in the function's DEFINE DATA PARAMETER statement. OPTIONAL means that a value can - but need not - be passed from the invoking object to such a parameter. |   |
| AD=            | <b>Attribute Definition:</b><br>If <i>operand</i> is a variable, you can mark it in one of the following ways:   |   |
|                | AD=0   | <b>Non-modifiable:</b><br>See session parameter AD=0.<br><b>Note:</b> Internally, AD=0 is processed in the same way as BY VALUE (see the section <i>parameter-data-definition</i> in the description of the DEFINE DATA statement). |
|                | AD=M   | <b>Modifiable:</b><br>See session parameter AD=M.<br>This is the default setting.   |
|                | AD=A   | <b>Input only:</b><br>See session parameter AD=A.   |
|                | <b>Note:</b> If <i>operand</i> is a constant, the attribute definition AD cannot be explicitly specified. For constants, AD=0 always applies.  |   |

## array-index-expression

If the result returned by the function call is an array, an index notation must be provided to address the demanded array occurrences.

For details, refer to [Index Notation](#) in *User-Defined Variables* in the *Programming Guide*.

## Example

---

The example FUNCX01 uses the functions F#ADDITION, F#CHAR, F#EVEN and F#TEXT, which are defined in the sample functions FUNCX02, FUNCX03, FUNCX04 and FUNCX05.

```
** Example 'FUNCX01': Function call (Program)
*****
DEFINE DATA LOCAL
  1 #NUM  (I2) INIT <5>
  1 #A    (I2) INIT <1>
  1 #B    (I2) INIT <2>
  1 #C    (I2) INIT <3>
  1 #CHAR (A1) INIT <'A'>
END-DEFINE
*
IF #NUM = F#ADDITION(<#A,#B,#C>)      /* Function with three parameters.
  WRITE 'Sum of #A,#B,#C' #NUM
ELSE
  IF #NUM = F#ADDITION(<1X,#B,#C>) /* Function with optional parameters.
    WRITE 'Sum of #B,#C' #NUM
  END-IF
END-IF
*
DECIDE ON FIRST #CHAR
  VALUE F#CHAR (<>)(1)           /* Function with result array.
    WRITE 'Character A found'
  VALUE F#CHAR (<>)(2)
    WRITE 'Character B found'
  NONE
  IGNORE
END-DECIDE
*
IF F#EVEN(<#B>)                  /* Function with logical result value.
  WRITE #B 'is an even number'
END-IF
*
F#TEXT(<'Hello', '*'>)          /* Function used as a statement.
*
WRITE F#TEXT(<(IR=A12) 'Good'>) /* Function with intermediate result.
*
END
```

The function F#ADDITION is defined in the sample function FUNCEX02 in library SYSEXPG.

```
** Example 'FUNCEX02': Function call (Function)
*****
DEFINE FUNCTION F#ADDITION
  RETURNS (I2)
  DEFINE DATA PARAMETER
    1 #PARM1 (I2) OPTIONAL
    1 #PARM2 (I2) OPTIONAL
    1 #PARM3 (I2) OPTIONAL
END-DEFINE
/*
RESET F#ADDITION
IF #PARM1 SPECIFIED
  F#ADDITION := F#ADDITION + #PARM1
  ←
END-IF
IF #PARM2 SPECIFIED
  F#ADDITION := F#ADDITION + #PARM2
  ←
END-IF
IF #PARM3 SPECIFIED
  F#ADDITION := F#ADDITION + #PARM3
  ←
END-IF
/*
END-FUNCTION
*
END ←
```

The function F#CHAR is defined in the example function FUNCEX03 in library SYSEXPG.

```
** Example 'FUNCEX03': Function call (Function)
*****
DEFINE FUNCTION F#CHAR
  RETURNS (A1/1:2)
  /*
  F#CHAR(1) := 'A'
  F#CHAR(2) := 'B'
  /*
END-FUNCTION
*
END ←
```

The function F#EVEN is defined in the example function FUNCEX04 in library SYSEXPG.

```
** Example 'FUNCX04': Function call (Function)
*****
DEFINE FUNCTION F#EVEN
RETURNS (L)
DEFINE DATA
PARAMETER
  1 #NUM (N4) BY VALUE
LOCAL
  1 #REST (I2)
END-DEFINE
/*
DIVIDE 2 INTO #NUM REMAINDER #REST
/*
IF #REST = 0
  F#EVEN := TRUE
ELSE
  F#EVEN := FALSE
END-IF
/*
END-FUNCTION
*
END ↵
```

The function F#TEXT is defined in the sample function FUNCX05 in library SYSEXPG.

```
** Example 'FUNCX05': Function call (Function)
*****
DEFINE FUNCTION F#TEXT
RETURNS (A20) BY VALUE
DEFINE DATA
PARAMETER
  1 #TEXT1 (A5) BY VALUE
  1 #TEXT2 (A1) BY VALUE OPTIONAL
LOCAL
  1 #FRAME (A3)
END-DEFINE
/*
IF #TEXT2 SPECIFIED
  MOVE ALL #TEXT2 TO #FRAME
  /*
  COMPRESS #FRAME #TEXT1 'world' #FRAME INTO F#TEXT
  /*
  WRITE F#TEXT
ELSE
  COMPRESS #TEXT1 'morning' INTO F#TEXT
  /*
END-IF
/*
END-FUNCTION
*
END ↵
```

**Output of Program** FUNCEx01

```
Sum of #B,#C      5
Character A found
    2 is an even number
*** Hello world ***
Good morning
```



# 15      Introduction to Dynamic Variables and Fields

---

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## Purpose of Dynamic Variables

---

In that the maximum size of large data structures (for example, pictures, sounds, videos) may not exactly be known at application development time, Natural additionally provides for the definition of alphanumeric and binary variables with the attribute `DYNAMIC`. The value space of variables which are defined with this attribute will be extended dynamically at execution time when it becomes necessary (for example, during an assignment operation: `#picture1 := #picture2`). This means that large binary and alphanumeric data structures may be processed in Natural without the need to define a limit at development time. The execution-time allocation of dynamic variables is of course subject to available memory restrictions. If the allocation of dynamic variables results in an insufficient memory condition being returned by the underlying operating system, the `ON ERROR` statement can be used to intercept this error condition; otherwise, an error message will be returned by Natural.

The Natural system variable `*LENGTH` can be used obtain the length (in terms of code units) of the value space which is currently used for a given dynamic variable. For A and B formats, the size of one code unit is 1 byte. For U format, the size of one code unit is 2 bytes (UTF-16). Natural automatically sets `*LENGTH` to the length of the source operand during assignments in which the dynamic variable is involved. `*LENGTH(field)` therefore returns the length (in terms of code units) currently used for a dynamic Natural field or variable.

If the dynamic variable space is no longer needed, the `REDUCE` or `RESIZE` statements can be used to reduce the space used for the dynamic variable to zero (or any other desired size). If the upper limit of memory usage is known for a specific dynamic variable, the `EXPAND` statement can be used to set the space used for the dynamic variable to this specific size.

If a dynamic variable is to be initialized, the `MOVE ALL UNTIL` statement should be used for this purpose.

## Definition of Dynamic Variables

---

Because the actual size of large alphanumeric and binary data structures may not be exactly known at application development time, the definition of *dynamic* variables of format A, B or U can be used to manage these structures. The dynamic allocation and extension (reallocation) of large variables is transparent to the application programming logic. Dynamic variables are defined without any length. Memory will be allocated either implicitly at execution time, when the dynamic variable is used as a target operand, or explicitly with an `EXPAND` or `RESIZE` statement.

Dynamic variables can only be defined in a `DEFINE DATA` statement using the following syntax:

```
level variable-name( A ) DYNAMIC  
level variable-name( B ) DYNAMIC  
level variable-name( U ) DYNAMIC
```

### Restrictions:

The following restrictions apply to a dynamic variable:

- A redefinition of a dynamic variable is not allowed.
- A dynamic variable may not be contained in a REDEFINE clause.

## Value Space Currently Used for a Dynamic Variable

---

The length (in terms of code units) of the currently used value space of a dynamic variable can be obtained from the system variable \*LENGTH. \*LENGTH is set to the (used) length of the source operand during assignments automatically.

-  **Caution:** Due to performance considerations, the storage area that is allocated to hold the value of the dynamic variable may be larger than the value of \*LENGTH (used size available to the programmer). You should not rely on the storage that is allocated beyond the used length as indicated by \*LENGTH: it may be released at any time, even if the respective dynamic variable is not accessed. It is not possible for the Natural programmer to obtain information about the currently allocated size. This is an internal value.

\*LENGTH(*field*) returns the used length (in terms of code units) of a dynamic Natural field or variable. For A and B formats, the size of one code unit is 1 byte. For U format, the size of one code unit is 2 bytes (UTF-16). \*LENGTH may be used only to get the currently used length for dynamic variables.

## Allocating/Freeing Memory Space for a Dynamic Variable

---

The statements EXPAND, REDUCE and RESIZE are used to explicitly allocate and free memory space for a dynamic variable.

## Syntax:

```
EXPAND [SIZE OF] DYNAMIC [VARIABLE] operand1 TO operand2
REDUCE [SIZE OF] DYNAMIC [VARIABLE] operand1 TO operand2
RESIZE [SIZE OF] DYNAMIC [VARIABLE] operand1 TO operand2
```

- where *operand1* is a dynamic variable and *operand2* is a non-negative numeric size value.

## EXPAND

### Function

The EXPAND statement is used to increase the allocated length of the dynamic variable (*operand1*) to the specified length (*operand2*).

#### Changing the Specified Size

The length currently used (as indicated by the Natural system variable \*LENGTH, see [above](#)) for the dynamic variable is not modified.

If the specified length (*operand2*) is less than the allocated length of the dynamic variable, the statement will be ignored.

## REDUCE

### Function

The REDUCE statement is used to reduce the allocated length of the dynamic variable (*operand1*) to the specified length (*operand2*).

The storage allocated for the dynamic variable (*operand1*) beyond the specified length (*operand2*) may be released at any time, when the statement is executed or at a later time.

#### Changing the Specified Length

If the length currently used (as indicated by the Natural system variable \*LENGTH, see [above](#)) for the dynamic variable is greater than the specified length (*operand2*), the system variable \*LENGTH of this dynamic variable is set to the specified length. The content of the variable is truncated, but not modified.

If the given length is larger than the currently allocated storage of the dynamic variable, the statement will be ignored.

## RESIZE

### Function

The RESIZE statement adjusts the currently allocated length of the dynamic variable (*operand1*) to the specified length (*operand2*).

### Changing the Specified Length

If the specified length is smaller than the used length (as indicated by the Natural system variable \*LENGTH, see [above](#)) of the dynamic variable, the used length is reduced accordingly.

If the specified length is larger than the currently allocated length of the dynamic variable, the allocated length of the dynamic variable is increased. The currently used length (as indicated by the system variable \*LENGTH) of the dynamic variable is not affected and remains unchanged.

If the specified length is the same as the currently allocated length of the dynamic variable, the execution of the RESIZE statement has no effect.



# 16 Using Dynamic and Large Variables

---

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## General Remarks

---

Generally, the following rules apply:

- A dynamic alphanumeric field may be used wherever an alphanumeric field is allowed.
- A dynamic binary field may be used wherever a binary field is allowed.
- A dynamic Unicode field may be used wherever a Unicode field is allowed.

### Exception:

Dynamic variables are not allowed within the `SORT` statement. To use dynamic variables in a `DISPLAY`, `WRITE`, `PRINT`, `REINPUT` or `INPUT` statement, you must use either the session parameter `AL` or `EM` to define the length of the variable.

The used length (as indicated by the Natural system variable `*LENGTH`, see [Value Space Currently Used for a Dynamic Variable](#)) and the size of the allocated storage of dynamic variables are equal to zero until the variable is accessed as a target operand for the first time. Due to assignments or other manipulation operations, dynamic variables may be firstly allocated or extended (reallocated) to the exact size of the source operand.

The size of a dynamic variable may be extended if it is used as a modifiable operand (target operand) in the following statements:

|                |   |
|----------------|---|
| ASSIGN         | <i>operand1</i> (destination operand in an assignment).   |
| CALLNAT        | See <i>Parameter Transfer with Dynamic Variables</i> (except if <code>AD=0</code> , or if <code>BY VALUE</code> exists in the corresponding parameter data area). |
| COMPRESS       | <i>operand2</i> , see <i>Processing</i> .   |
| EXAMINE        | <i>operand1</i> in the <code>DELETE REPLACE</code> clause.  |
| MOVE           | <i>operand2</i> (destination operand), see <i>Function</i> .  |
| PERFORM        | (except if <code>AD=0</code> , or if <code>BY VALUE</code> exists in the corresponding parameter data area).  |
| READ WORK FILE | <i>operand1</i> and <i>operand2</i> , see <i>Handling of Large and Dynamic Variables</i> .  |
| SEPARATE       | <i>operand4</i> .   |
| SELECT (SQL)   | <i>parameter</i> in the <code>INTO Clause</code> .  |
| SEND METHOD    | <i>operand3</i> (except if <code>AD=0</code> ).   |

Currently, there is the following limit concerning the usage of large variables:

|      |  |
|------|--|
| CALL | Parameter size less than 64 KB per parameter (no limit for CALL with INTERFACE4 option). |
|------|--|

In the following sections, the use of dynamic variables is discussed in more detail on the basis of examples.

## Assignments with Dynamic Variables

Generally, an assignment is done in the current used length (as indicated by the Natural system variable \*LENGTH) of the source operand. If the destination operand is a dynamic variable, its current allocated size is possibly extended in order to move the source operand without truncation.

Example:

```
#MYDYNTEXT1 := OPERAND
MOVE OPERAND TO #MYDYNTEXT1
/* #MYDYNTEXT1 IS AUTOMATICALLY EXTENDED UNTIL THE SOURCE OPERAND CAN BE COPIED ↵
```

MOVE ALL, MOVE ALL UNTIL with dynamic target operands are defined as follows:

- MOVE ALL moves the source operand repeatedly to the target operand until the used length (\*LENGTH) of the target operand is reached. The system variable \*LENGTH is not modified. If \*LENGTH is zero, the statement will be ignored.
- MOVE ALL *operand1* TO *operand2* UNTIL *operand3* moves *operand1* repeatedly to *operand2* until the length specified in *operand3* is reached. If *operand3* is greater than \*LENGTH(*operand2*), *operand2* is extended and \*LENGTH(*operand2*) is set to *operand3*. If *operand3* is less than \*LENGTH(*operand2*), the used length is reduced to *operand3*. If *operand3* equals \*LENGTH(*operand2*), the behavior is equivalent to MOVE ALL.

Example:

```
#MYDYNTEXT1 := 'ABCDEFGHIJKLMNO'          /* *LENGTH(#MYDYNTEXT1) = 15
MOVE ALL 'AB' TO #MYDYNTEXT1             /* CONTENT OF #MYDYNTEXT1 = ↵
'ABABABABABABABA';                      /* *LENGTH IS STILL 15
MOVE ALL 'CD' TO #MYDYNTEXT1 UNTIL 6      /* CONTENT OF #MYDYNTEXT1 = 'CDCDCD';
                                             /* *LENGTH = 6
MOVE ALL 'EF' TO #MYDYNTEXT1 UNTIL 10     /* CONTENT OF #MYDYNTEXT1 = 'EFEFEFEF';
                                             /* *LENGTH = 10
```

MOVE JUSTIFIED is rejected at compile time if the target operand is a dynamic variable.

MOVE SUBSTR and MOVE TO SUBSTR are allowed. MOVE SUBSTR will lead to a runtime error if a sub-string behind the used length of a dynamic variable (\*LENGTH) is referenced. MOVE TO SUBSTR will lead to a runtime error if a sub-string position behind \*LENGTH + 1 is referenced, because this would lead to an undefined gap in the content of the dynamic variable. If the target operand

should be extended by MOVE TO SUBSTR (for example if the second operand is set to \*LENGTH+1), the third operand is mandatory.

Valid syntax:

```
#OP2 := *LENGTH(#MYDYNTEXT1)
MOVE SUBSTR (#MYDYNTEXT1, #OP2) TO OPERAND          /* MOVE LAST CHARACTER ←
TO OPERAND
#OP2 := *LENGTH(#MYDYNTEXT1) + 1
MOVE OPERAND TO SUBSTR(#MYDYNTEXT1, #OP2, #LEN_OPERAND) /* CONCATENATE OPERAND ←
TO #MYDYNTEXT1           ←
```

Invalid syntax:

```
#OP2 := *LENGTH(#MYDYNTEXT1) + 1
MOVE SUBSTR (#MYDYNTEXT1, #OP2, 10) TO OPERAND        /* LEADS TO RUNTIME ERROR; ←
UNDEFINED SUB-STRING
#OP2 := *LENGTH(#MYDYNTEXT1 + 10)
MOVE OPERAND TO SUBSTR(#MYDYNTEXT1, #OP2, #EN_OPERAND) /* LEADS TO RUNTIME ERROR; ←
UNDEFINED GAP
#OP2 := *LENGTH(#MYDYNTEXT1) + 1
MOVE OPERAND TO SUBSTR(#MYDYNTEXT1, #OP2)             /* LEADS TO RUNTIME ERROR; ←
UNDEFINED LENGTH
```

### Assignment Compatibility

Example:

```
#MYDYNTEXT1 := #MYSTATICVAR1
#MYSTATICVAR1 := #MYDYNTEXT2           ←
```

If the source operand is a static variable, the used length of the dynamic destination operand (\*LENGTH(#MYDYNTEXT1)) is set to the format length of the static variable and the source value is copied in this length including trailing blanks (alphanumeric and Unicode fields) or binary zeros (for binary fields).

If the destination operand is static and the source operand is dynamic, the dynamic variable is copied in its currently used length. If this length is less than the format length of the static variable, the remainder is filled with blanks (for alphanumeric and Unicode fields) or binary zeros (for binary fields). Otherwise, the value will be truncated. If the currently used length of the dynamic variable is 0, the static target operand is filled with blanks (for alphanumeric and Unicode fields) or binary zeros (for binary fields).

## Initialization of Dynamic Variables

Dynamic variables can be initialized with blanks (alphanumeric and Unicode fields) or zeros (binary fields) up to the currently used length (= \*LENGTH) using the RESET statement. The system variable \*LENGTH is not modified.

Example:

```
DEFINE DATA LOCAL
1 #MYDYNTEXT1    (A) DYNAMIC
END-DEFINE
#MYDYNTEXT1 := 'SHORT TEXT'
WRITE *LENGTH(#MYDYNTEXT1)          /* USED LENGTH = 10
RESET #MYDYNTEXT1                 /* USED LENGTH = 10, VALUE = 10 BLANKS ↵
```

To initialize a dynamic variable with a specified value in a specified size, the MOVE ALL UNTIL statement may be used.

Example:

```
MOVE ALL 'Y' TO #MYDYNTEXT1 UNTIL 15           /* #MYDYNTEXT1 CONTAINS 15 'Y'S, USED ↵
LENGTH = 15 ↵
```

## String Manipulation with Dynamic Alphanumeric Variables

If a modifiable operand is a dynamic variable, its current allocated size is possibly extended in order to perform the operation without truncation or an error message. This is valid for the concatenation (COMPRESS) and separation of dynamic alphanumeric variables (SEPARATE).

Example:

```
** Example 'DYNAMX01': Dynamic variables (with COMPRESS and SEPARATE)
*****
DEFINE DATA LOCAL
1 #MYDYNTEXT1    (A) DYNAMIC
1 #TEXT          (A20)
1 #DYN1          (A) DYNAMIC
1 #DYN2          (A) DYNAMIC
1 #DYN3          (A) DYNAMIC
END-DEFINE
*
MOVE ' HELLO WORLD ' TO #MYDYNTEXT1
WRITE #MYDYNTEXT1 (AL=25) 'with length' *LENGTH (#MYDYNTEXT1)
/* dynamic variable with leading and trailing blanks
*
```

```
MOVE ' HELLO WORLD ' TO #TEXT
/*
MOVE #TEXT TO #MYDYNTEXT1
WRITE #MYDYNTEXT1 (AL=25) 'with length' *LENGTH (#MYDYNTEXT1)
/* dynamic variable with whole variable length of #TEXT
*/
COMPRESS #TEXT INTO #MYDYNTEXT1
WRITE #MYDYNTEXT1 (AL=25) 'with length' *LENGTH (#MYDYNTEXT1)
/* dynamic variable with leading blanks of #TEXT
*/
/*
#MYDYNTEXT1 := 'HERE COMES THE SUN'
SEPARATE #MYDYNTEXT1 INTO #DYN1 #DYN2 #DYN3 IGNORE
/*
WRITE / #MYDYNTEXT1 (AL=25) 'with length' *LENGTH (#MYDYNTEXT1)
WRITE #DYN1 (AL=25) 'with length' *LENGTH (#DYN1)
WRITE #DYN2 (AL=25) 'with length' *LENGTH (#DYN2)
WRITE #DYN3 (AL=25) 'with length' *LENGTH (#DYN3)
/* #DYN1, #DYN2, #DYN3 are automatically extended or reduced
*
EXAMINE #MYDYNTEXT1 FOR 'SUN' REPLACE 'MOON'
WRITE / #MYDYNTEXT1 (AL=25) 'with length' *LENGTH (#MYDYNTEXT1)
/* #MYDYNTEXT1 is automatically extended or reduced
*
END
```



**Note:** In case of non-dynamic variables, an error message may be returned.

## Logical Condition Criterion (LCC) with Dynamic Variables

---

Generally, a read-only operation (such as a comparison) with a dynamic variable is done with its currently used length. Dynamic variables are processed like static variables if they are used in a read-only (non-modifiable) context.

Example:

```
IF #MYDYNTEXT1 = #MYDYNTEXT2 OR #MYDYNTEXT1 = "##" THEN ...
IF #MYDYNTEXT1 < #MYDYNTEXT2 OR #MYDYNTEXT1 < "##" THEN ...
IF #MYDYNTEXT1 > #MYDYNTEXT2 OR #MYDYNTEXT1 > "##" THEN ...
```

Trailing blanks for alphanumeric and Unicode variables or leading binary zeros for binary variables are processed in the same way for static and dynamic variables. For example, alphanumeric variables containing the values AA and AA followed by a blank will be considered being equal, and binary variables containing the values H'0000031' and H'3031' will be considered being equal. If a comparison result should only be TRUE in case of an exact copy, the used lengths of the dynamic variables have to be compared in addition. If one variable is an exact copy of the other, their used lengths are also equal.

Example:

```
#MYDYNTEXT1 := 'HELLO'                                /* USED LENGTH IS 5
#MYDYNTEXT2 := 'HELLO'                                /* USED LENGTH IS 10
IF #MYDYNTEXT1 = #MYDYNTEXT2 THEN ...
IF #MYDYNTEXT1 = #MYDYNTEXT2 AND
  *LENGTH(#MYDYNTEXT1) = *LENGTH(#MYDYNTEXT2) THEN ... /* FALSE
```

Two dynamic variables are compared position by position (from left to right for alphanumeric variables, and right to left for binary variables) up to the minimum of their used lengths. The first position where the variables are not equal determines if the first or the second variable is greater than, less than or equal to the other. The variables are equal if they are equal up to the minimum of their used lengths and the remainder of the longer variable contains only blanks for alphanumeric dynamic variables or binary zeros for binary dynamic variables. To compare two Unicode dynamic variables, trailing blanks are removed from both values before the ICU collation algorithm is used to compare the two resulting values. See also *Logical Condition Criteria* in the *Unicode and Code Page Support* documentation.

Example:

```
#MYDYNTEXT1 := 'HELLO1'                                /* USED LENGTH IS 6
#MYDYNTEXT2 := 'HELLO2'                                /* USED LENGTH IS 10
IF #MYDYNTEXT1 < #MYDYNTEXT2 THEN ... /* TRUE
#MYDYNTEXT2 := 'HALLO'
IF #MYDYNTEXT1 > #MYDYNTEXT2 THEN ... /* TRUE
```

## Comparison Compatibility

Comparisons between dynamic and static variables are equivalent to comparisons between dynamic variables. The format length of the static variable is interpreted as its used length.

Example:

```
#MYSTATTEXT1 := 'HELLO'                                /* FORMAT LENGTH OF MYSTATTEXT1 IS ←
A20
#MYDYNTEXT1 := 'HELLO'                                /* USED LENGTH IS 5
IF #MYSTATTEXT1 = #MYDYNTEXT1 THEN ... /* TRUE
IF #MYSTATTEXT1 > #MYDYNTEXT1 THEN ... /* FALSE
```

## AT/IF-BREAK of Dynamic Control Fields

---

The comparison of the break control field with its old value is performed position by position from left to right. If the old and the new value of the dynamic variable are of different length, then for comparison, the value with shorter length is padded to the right (with blanks for alphanumeric and Unicode dynamic values or binary zeros for binary values).

In case of an alphanumeric or Unicode break control field, trailing blanks are not significant for the comparison, that is, trailing blanks do not mean a change of the value and no break occurs.

In case of a binary break control field, trailing binary zeros are not significant for the comparison, that is, trailing binary zeros do not mean a change of the value and no break occurs.

## Parameter Transfer with Dynamic Variables

---

Dynamic variables may be passed as parameters to a called program object (CALLNAT, PERFORM). A call-by-reference is possible because the value space of a dynamic variable is contiguous. A call-by-value causes an assignment with the variable definition of the caller as the source operand and the parameter definition as the destination operand. A call-by-value result causes in addition the movement in the opposite direction.

For a call-by-reference, both definitions must be DYNAMIC. If only one of them is DYNAMIC, a runtime error is raised. In the case of a call-by-value (result), all combinations are possible. The following table illustrates the valid combinations:

### Call By Reference

| Caller  | Parameter |         |
|---------|-----------|---------|
|         | Static    | Dynamic |
| Static  | Yes       | No      |
| Dynamic | No        | Yes     |

The formats of dynamic variables A or B must match.

## Call by Value (Result)

| Caller  | Parameter |         |
|---------|-----------|---------|
|         | Static    | Dynamic |
| Static  | Yes       | Yes     |
| Dynamic | Yes       | Yes     |

-  **Note:** In the case of static/dynamic or dynamic/static definitions, a value truncation may occur according to the data transfer rules of the appropriate assignments.

### Example 1:

```
** Example 'DYNAMX02': Dynamic variables (as parameters)
*****
DEFINE DATA LOCAL
1 #MYTEXT (A) DYNAMIC
END-DEFINE
*
#MYTEXT := '123456'      /* extended to 6 bytes, *LENGTH(#MYTEXT) = 6
*
CALLNAT 'DYNAMX03' USING #MYTEXT
*
WRITE *LENGTH(#MYTEXT)          /* *LENGTH(#MYTEXT) = 8
*
END
```

### Subprogram DYNAMX03:

```
** Example 'DYNAMX03': Dynamic variables (as parameters)
*****
DEFINE DATA PARAMETER
1 #MYPARM (A) DYNAMIC BY VALUE RESULT
END-DEFINE
*
WRITE *LENGTH(#MYPARM)           /* *LENGTH(#MYPARM) = 6
#MYPARM := '1234567'            /* *LENGTH(#MYPARM) = 7
#MYPARM := '12345678'           /* *LENGTH(#MYPARM) = 8
EXPAND DYNAMIC VARIABLE #MYPARM TO 10 /* 10 bytes are allocated
*
WRITE *LENGTH(#MYPARM)           /* *LENGTH(#MYPARM) = 8
*
/* content of #MYPARM is moved back to #MYTEXT
/* used length of #MYTEXT = 8
*
END
```

**Example 2:**

```
** Example 'DYNAMX04': Dynamic variables (as parameters)
*****
DEFINE DATA LOCAL
1 #MYTEXT (A) DYNAMIC
END-DEFINE
*
#MYTEXT := '123456'      /* extended to 6 bytes, *LENGTH(#MYTEXT) = 6
*
CALLNAT 'DYNAMX05' USING #MYTEXT
*
WRITE *LENGTH(#MYTEXT)      /* *LENGTH(#MYTEXT) = 8
                           /* at least 10 bytes are
                           /* allocated (extended in DYNAMX05)
*
END
```

↔

**Subprogram DYNAMX05:**

```
** Example 'DYNAMX05': Dynamic variables (as parameters)
*****
DEFINE DATA PARAMETER
1 #MYPARM (A) DYNAMIC
END-DEFINE
*
WRITE *LENGTH(#MYPARM)          /* *LENGTH(#MYPARM) = 6
#MYPARM := '1234567'           /* *LENGTH(#MYPARM) = 7
#MYPARM := '12345678'          /* *LENGTH(#MYPARM) = 8
EXPAND DYNAMIC VARIABLE #MYPARM TO 10 /* 10 bytes are allocated
*
WRITE *LENGTH(#MYPARM)          /* *LENGTH(#MYPARM) = 8
*
END
```

↔

**CALL 3GL Program**

Dynamic and large variables can sensibly be used with the CALL statement when the option INTERFACE4 is used. Using this option leads to an interface to the 3GL program with a different parameter structure.

Before calling a 3GL program with dynamic parameters, it is important to ensure that the necessary buffer size is allocated. This can be done explicitly with the EXPAND statement.

If an initialized buffer is required, the dynamic variable can be set to the initial value and to the necessary size by using the MOVE ALL UNTIL statement. Natural provides a set of functions that allow the 3GL program to obtain information about the dynamic parameter and to modify the length when parameter data is passed back.

Example:

```
MOVE ALL ' ' TO #MYDYNTEXT1 UNTIL 10000
/* a buffer of length 10000 is allocated
/* #MYDYNTEXT1 is initialized with blanks
/* and *LENGTH(#MYDYNTEXT1) = 10000
CALL INTERFACE4 'MYPROG' USING #MYDYNTEXT1
WRITE *LENGTH(#MYDYNTEXT1)
/* *LENGTH(#MYDYNTEXT1) may have changed in the 3GL program
```

For a more detailed description, refer to the CALL statement in the *Statements* documentation.

## Work File Access with Large and Dynamic Variables

There is no difference in the treatment of fixed length variables with a length of less than or equal to 253 and large variables with a length of greater than 253.

Dynamic variables are written in the length that is in effect (that is, the value of the system variable \*LENGTH for this variable) when the WRITE WORK FILE statement is executed. Since the length can be different for each execution of the same WRITE WORK FILE statement, the keyword VARIABLE must be specified.

When reading work files of type FORMATTED, a dynamic variable is filled in the length that is in effect (that is, the value of the system variable \*LENGTH for this variable) when the READ WORK FILE statement is executed. If the dynamic variable is longer than the remaining data in the current record, it is padded with blanks for alphanumeric and Unicode fields and binary zeros for binary fields.

When reading a work file of type UNFORMATTED, a dynamic variable is filled with the remainder of the work file. Its size is adjusted accordingly, and is reflected in the value of the system variable \*LENGTH for this variable.

## Performance Aspects with Dynamic Variables

If a dynamic variable is to be expanded in small quantities multiple times (for example, byte-wise), use the EXPAND statement before the iterations if the upper limit of required storage is (approximately) known. This avoids additional overhead to adjust the storage needed.

Use the REDUCE or RESIZE statement if the dynamic variable will no longer be needed, especially for variables with a high value of the system variable \*LENGTH. This enables Natural you to release or reuse the storage. Thus, the overall performance may be improved.

The amount of the allocated memory of a dynamic variable may be reduced using the REDUCE DYNAMIC VARIABLE statement. In order to (re)allocate a variable to a specified length, the EXPAND statement can be used. (If the variable should be initialized, use the MOVE ALL UNTIL statement.)

### Example:

```
** Example 'DYNAMX06': Dynamic variables (allocated memory)
*****
DEFINE DATA LOCAL
1 #MYDYNTEXT1  (A) DYNAMIC
1 #LEN          (I4)
END-DEFINE
*
#MYDYNTEXT1 := 'a'      /* used length is 1, value is 'a'
                         /* allocated size is still 1
WRITE *LENGTH(#MYDYNTEXT1)
*
EXPAND DYNAMIC VARIABLE #MYDYNTEXT1 TO 100
                         /* used length is still 1, value is 'a'
                         /* allocated size is 100
*
CALLNAT 'DYNAMX05' USING #MYDYNTEXT1
WRITE *LENGTH(#MYDYNTEXT1)
                         /* used length and allocated size
                         /* may have changed in the subprogram
*
#LEN := *LENGTH(#MYDYNTEXT1)
REDUCE DYNAMIC VARIABLE #MYDYNTEXT1 TO #LEN
                         /* if allocated size is greater than used length,
                         /* the unused memory is released
*
REDUCE DYNAMIC VARIABLE #MYDYNTEXT1 TO 0
WRITE *LENGTH(#MYDYNTEXT1)
                         /* free allocated memory for dynamic variable
END
```

### Rules:

- Use dynamic operands where it makes sense.
- Use the EXPAND statement if upper limit of memory usage is known.
- Use the REDUCE statement if the dynamic operand will no longer be needed.

## Outputting Dynamic Variables

Dynamic variables may be used inside output statements such as the following:

| Statement | Notes   |
|-----------|---|
| DISPLAY   | With these statements, you must set the format of the output or input of dynamic variables using the AL (Alphanumeric Length for Output) or EM (Edit Mask) session parameters.                                |
| WRITE     |   |
| INPUT     |   |
| REINPUT   | --  |
| PRINT     | Because the output of the PRINT statement is unformatted, the output of dynamic variables in the PRINT statement need not be set using AL and EM parameters. In other words, these parameters may be omitted. |

## Dynamic X-Arrays

A dynamic X-array may be allocated by first specifying the number of occurrences and then expanding the length of the previously allocated array occurrences.

Example:

```
DEFINE DATA LOCAL
1 #X-ARRAY(A/1:*) DYNAMIC
END-DEFINE
*
EXPAND ARRAY #X-ARRAY TO (1:10) /* Current boundaries (1:10)
#X-ARRAY(*) := 'ABC'
EXPAND ARRAY #X-ARRAY TO (1:20) /* Current boundaries (1:20)
#X-ARRAY(11:20) := 'DEF'
```



# 17 User-Defined Constants

---

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Constants can be used throughout Natural programs. This document discusses the types of constants that are supported and how they are used.

## Numeric Constants

---

The following topics are covered below:

- [Numeric Constants](#)
- [Validation of Numeric Constants](#)

### Numeric Constants

A numeric constant may contain 1 to 29 numeric digits, a special character as decimal separator (period or comma) and a sign.

Examples:

```
1234    +1234    -1234
```

```
12.34   +12.34   -12.34
```

```
MOVE 3 TO #XYZ
COMPUTE #PRICE = 23.34
COMPUTE #XYZ = -103
COMPUTE #A = #B * 6074
```

Numeric constants are represented internally in packed form (format P); exception: if a numeric constant is used in an arithmetic operation in which the other operand is an integer variable (format I), the numeric constant is represented in integer form (format I).

### Validation of Numeric Constants

When numeric constants are used within one of the statements COMPUTE, MOVE, or DEFINE DATA with INIT option, Natural checks at compilation time whether a constant value fits into the corresponding field. This avoids runtime errors in situations where such an error condition can already be detected during compilation.

## Alphanumeric Constants

The following topics are covered below:

- [Alphanumeric Constants](#)
- [Apostrophes Within Alphanumeric Constants](#)
- [Concatenation of Alphanumeric Constants](#)

### Alphanumeric Constants

An alphanumeric constant may contain 1 to 1 1073741824 bytes (1 GB) of alphanumeric characters.

An alphanumeric constant must be enclosed in either apostrophes (')

'text'

or quotation marks ("")

"text"

Examples:

```
MOVE 'ABC' TO #FIELDX  
MOVE '% INCREASE' TO #TITLE  
DISPLAY "LAST-NAME" NAME
```



**Note:** An alphanumeric constant that is used to assign a value to a [user-defined variable](#) must not be split between statement lines.

### Apostrophes Within Alphanumeric Constants

If you want an apostrophe to be part of an alphanumeric constant that is enclosed in apostrophes, you must write this as two apostrophes or as a single quotation mark.

If you want an apostrophe to be part of an alphanumeric constant that is enclosed in quotation marks, you write this as a single apostrophe.

Example:

If you want the following to be output:

```
HE SAID, 'HELLO'
```

you can use any of the following notations:

```
WRITE 'HE SAID, ''HELLO'''  
WRITE 'HE SAID, "HELLO"'  
WRITE "HE SAID, ""HELLO"""  
WRITE "HE SAID, 'HELLO'"
```

-  **Note:** If quotation marks are not converted to apostrophes as shown above, this is due to the setting of keyword subparameter TQMARK of profile parameter CMPO or macro NTCMPO (Translate Quotation Marks); ask your Natural administrator for details.

## Concatenation of Alphanumeric Constants

Alphanumeric constants may be concatenated to form a single value by use of a hyphen.

Examples:

```
MOVE 'XXXXXX' - 'YYYYYY' TO #FIELD  
MOVE "ABC" - 'DEF' TO #FIELD
```

In this way, alphanumeric constants can also be concatenated with [hexadecimal constants](#).

## Unicode Constants

---

The following topics are covered below:

- [Unicode Text Constants](#)
- [Apostrophes Within Unicode Text Constants](#)
- [Unicode Hexadecimal Constants](#)
- [Concatenation of Unicode Constants](#)

### Unicode Text Constants

A Unicode text constant must be preceded by the character U and enclosed in either apostrophes ('')

```
U'text'
```

or quotation marks ("")

```
U"text"
```

Example:

```
U'HELLO'
```

The compiler stores this text constant in the generated program in Unicode format (UTF-16).

### Apostrophes Within Unicode Text Constants

If you want an apostrophe to be part of a Unicode text constant that is enclosed in apostrophes, you must write this as two apostrophes or as a single quotation mark.

If you want an apostrophe to be part of a Unicode text constant that is enclosed in quotation marks, you write this as a single apostrophe.

Example:

If you want the following to be output:

```
HE SAID, 'HELLO'
```

you can use any of the following notations:

```
WRITE U'HE SAID, ''HELLO'''  
WRITE U'HE SAID, "HELLO'"  
WRITE U"HE SAID, ""HELLO"""  
WRITE U"HE SAID, 'HELLO'"
```



**Note:** If quotation marks are not converted to apostrophes as shown above, this is due to the setting of the profile parameter TQ (Translate Quotation Marks); ask your Natural administrator for details.

### Unicode Hexadecimal Constants

The following syntax is used to supply a Unicode character or a Unicode string by its hexadecimal notation:

```
UH'hhhh...' 
```

where *h* represents a hexadecimal digit (0-9, A-F). Since a UTF-16 Unicode character consists of a double-byte, the number of hexadecimal characters supplied has to be a multiple of four.

Example:

This example defines the string 45.

```
UH'00340035' 
```

### Concatenation of Unicode Constants

Concatenation of Unicode text constants (U) and Unicode hexadecimal constants (UH) is allowed.

Valid Example:

```
MOVE U'XXXXXX' - UH'00340035' TO #FIELD 
```

Unicode text constants or Unicode hexadecimal constants cannot be concatenated with code page alphanumeric constants or H constants.

Invalid Example:

```
MOVE U'ABC' - 'DEF' TO #FIELD  
MOVE UH'00340035' - H'414243' TO #FIELD 
```

Further Valid Example:

```
DEFINE DATA LOCAL  
1 #U10 (U10)          /* Unicode variable with 10 (UTF-16) characters, total ←  
byte length = 20  
1 #UD (U) DYNAMIC      /* Unicode variable with dynamic length  
END-DEFINE  
*  
#U10 := U'ABC'          /* Constant is created as X'004100420043' in the object, ←  
the UTF-16 representation for string 'ABC'.  
  
#U10 := UH'004100420043' /* Constant supplied in hexadecimal format only, ←  
corresponds to U'ABC'.  
  
#U10 := U'A'-UH'0042'-U'C' /* Constant supplied in mixed formats, corresponds to ←  
U'ABC'.  
END 
```

## Date and Time Constants

The following topics are covered below:

- Date Constant
- Time Constant
- Extended Time Constant

### Date Constant

A date constant may be used in conjunction with a format D variable.

Date constants may have the following formats:

|                |                           |
|----------------|---------------------------|
| D 'yyyy-mm-dd' | International date format |
| D 'dd.mm.yyyy' | German date format        |
| D 'dd/mm/yyyy' | European date format      |
| D 'mm/dd/yyyy' | US date format            |

where *dd* represents the number of the day, *mm* the number of the month and *yyyy* the year.

Example:

```
DEFINE DATA LOCAL
1 #DATE (D)
END-DEFINE
...
MOVE D'2004-03-08' TO #DATE
...
```

The default date format is controlled by the profile parameter DTFORM (Date Format) as set by the Natural administrator.

### Time Constant

A time constant may be used in conjunction with a format T variable.

A time constant has the following format:

T'hh:ii:ss'

where *hh* represents hours, *ii* minutes and *ss* seconds.

Example:

```
DEFINE DATA LOCAL  
1 #TIME (T)  
END-DEFINE  
...  
MOVE T'11:33:00' TO #TIME  
...
```

### Extended Time Constant

A time variable (format T) can contain date and time information, date information being a subset of time information; however, with a “normal” time constant (prefix T) only the time information of a time variable can be handled:

T'hh:ii:ss'

With an extended time constant (prefix E), it is possible to handle the full content of a time variable, including the date information:

E'yyyy-mm-dd hh:ii:ss'

Apart from that, the use of an extended time constant in conjunction with a time variable is the same as for a normal time constant.

 **Note:** The format in which the date information has to be specified in an extended time constant depends on the setting of the profile parameter DTFORM. The extended time constant shown above assumes DTFORM=I (international date format).

## Hexadecimal Constants

---

The following topics are covered below:

- [Hexadecimal Constants](#)

- Concatenation of Hexadecimal Constants

## Hexadecimal Constants

A hexadecimal constant may be used to enter a value which cannot be entered as a standard keyboard character.

A hexadecimal constant may contain 1 to 1073741824 bytes (1 GB) of alphanumeric characters.

A hexadecimal constant is prefixed with an H. The constant itself must be enclosed in apostrophes and may consist of the hexadecimal characters 0 - 9, A - F. Two hexadecimal characters are required to represent one byte of data.

The hexadecimal representation of a character varies, depending on whether your computer uses an ASCII or EBCDIC character set. When you transfer hexadecimal constants to another computer, you may therefore have to convert the characters.

ASCII examples:

```
H'313233'      (equivalent to the alphanumeric constant '123')
H'414243'      (equivalent to the alphanumeric constant 'ABC')
```

EBCDIC examples:

```
H'F1F2F3'      (equivalent to the alphanumeric constant '123')
H'C1C2C3'      (equivalent to the alphanumeric constant 'ABC')
```

When a hexadecimal constant is transferred to another field, it will be treated as an alphanumeric value (format A).

The data transfer of an alphanumeric value (format A) to a field which is defined with a format other than A,U or B is not allowed. Therefore, a hexadecimal constant used as initial value in a DEFINE DATA statement is rejected with the syntax error NAT0094 if the corresponding variable is not of format A, U or B.

Example:

```
DEFINE DATA LOCAL
1 #I(I2) INIT <H'000F'>      /* causes a NAT0094 syntax error
END-DEFINE
```

## Concatenation of Hexadecimal Constants

Hexadecimal constants may be concatenated by using a hyphen between the constants.

ASCII example:

```
H'414243' - H'444546' (equivalent to 'ABCDEF')
```

EBCDIC example:

```
H'C1C2C3' - H'C4C5C6' (equivalent to 'ABCDEF')
```

In this way, hexadecimal constants can also be concatenated with alphanumeric constants.

## Logical Constants

---

The logical constants TRUE and FALSE may be used to assign a logical value to a field defined with Format L.

Example:

```
DEFINE DATA LOCAL
1 #FLAG (L)
END-DEFINE
...
MOVE TRUE TO #FLAG
...
IF #FLAG ...
  statement ...
  MOVE FALSE TO #FLAG
END-IF
...
```

## Floating Point Constants

---

Floating point constants can be used with variables defined with format F.

Example:

```

DEFINE DATA LOCAL
1 #FLT1 (F4)
END-DEFINE
...
COMPUTE #FLT1 = -5.34E+2
...

```

## Attribute Constants

Attribute constants can be used with variables defined with format C (control variables). This type of constant must be enclosed within parentheses.

The following attributes may be used:

| Attribute | Description       |
|-----------|-------------------|
| AD=D      | default           |
| AD=B      | blinking          |
| AD=I      | intensified       |
| AD=N      | non-display       |
| AD=V      | reverse video     |
| AD=U      | underlined        |
| AD=C      | cursive/italic    |
| AD=Y      | dynamic attribute |
| AD=P      | protected         |
| CD=BL     | blue              |
| CD=GR     | green             |
| CD=NE     | neutral           |
| CD=PI     | pink              |
| CD=RE     | red               |
| CD=TU     | turquoise         |
| CD=YE     | yellow            |

See also session parameters AD and CD.

Example:

```
DEFINE DATA LOCAL  
1 #ATTR (C)  
1 #FIELD (A10)  
END-DEFINE  
...  
MOVE (AD=I CD=BL) TO #ATTR  
...  
INPUT #FIELD (CV=#ATTR)  
...
```

## Handle Constants

---

The handle constant `NONE-HANDLE` can be used with object handles.

For further information on object handles, see the section [NaturalX](#).

## Defining Named Constants

---

If you need to use the same constant value several times in a program, you can reduce the maintenance effort by defining a named constant:

- Define a field in the `DEFINE DATA` statement,
- assign a constant value to it, and
- use the field name in the program instead of the constant value.

Thus, when the value has to be changed, you only have to change it once in the `DEFINE DATA` statement and not everywhere in the program where it occurs.

You specify the constant value in angle brackets with the **keyword** `CONSTANT` after the field definition in the `DEFINE DATA` statement.

- If the value is alphanumeric, it must be enclosed in apostrophes.
- If the value is text in Unicode format, it must be preceded by the character `U` and must be enclosed in apostrophes.
- If the value is in hexadecimal Unicode format, it must be preceded by the characters `UH` and must be enclosed in apostrophes.

Example:

```
DEFINE DATA LOCAL
1 #FIELD A (N3) CONSTANT <100>
1 #FIELD B (A5) CONSTANT <'ABCDE'>
1 #FIELD C (U5) CONSTANT <U'ABCDE'>
1 #FIELD D (U5) CONSTANT <UH'00410042004300440045'>
END-DEFINE
...
```

During the execution of the program, the value of such a named constant cannot be modified.



# 18 Initial Values (and the RESET Statement)

---

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| ▪ Assigning an Initial Value to a User-Defined Variable/Array ..... | 150 |
| ▪ Resetting a User-Defined Variable to its Initial Value .....      | 152 |

This chapter describes the default initial values of user-defined variables, explains how you can assign an initial value to a user-defined variable and how you can use the `RESET` statement to reset the field value to its default initial value or the initial value defined for that variable in the `DEFINE DATA` statement.

## Default Initial Value of a User-Defined Variable/Array

If you specify no initial value for a field, the field will be initialized with a default initial value depending on its format:

| Format        | Default Initial Value |
|---------------|-----------------------|
| B, F, I, N, P | 0                     |
| A, U          | <i>blank</i>          |
| L             | F(FALSE)              |
| D             | D' ''                 |
| T             | T'00:00:00'           |
| C             | (AD=D)                |
| Object Handle | NULL-HANDLE           |

## Assigning an Initial Value to a User-Defined Variable/Array

In the `DEFINE DATA` statement, you can assign an initial value to a user-defined variable. If the initial value is alphanumeric, it must be enclosed in apostrophes.

- [Assigning a Modifiable Initial Value](#)
- [Assigning a Constant Initial Value](#)
- [Assigning a Natural System Variable as Initial Value](#)
- [Assigning Characters as Initial Value for Alphanumeric Variables](#)

### Assigning a Modifiable Initial Value

If the variable/array is to be assigned a modifiable initial value, you specify the initial value in angle brackets with the keyword `INIT` after the variable definition in the `DEFINE DATA` statement. The value(s) assigned will be used each time the variable/array is referenced. The value(s) assigned can be modified during program execution.

Example:

```
DEFINE DATA LOCAL
1 #FIELD A (N3) INIT <100>
1 #FIELD B (A20) INIT <'ABC'>
END-DEFINE
...
```

## Assigning a Constant Initial Value

If the variable/array is to be treated as a named constant, you specify the initial value in angle brackets with the keyword `CONST` after the variable definition in the `DEFINE DATA` statement. The constant value(s) assigned will be used each time the variable/array is referenced. The value(s) assigned cannot be modified during program execution.

Example:

```
DEFINE DATA LOCAL
1 #FIELD A (N3) CONST <100>
1 #FIELD B (A20) CONST <'ABC'>
END-DEFINE
...
```

## Assigning a Natural System Variable as Initial Value

The initial value for a field may also be the value of a [Natural system variable](#).

Example:

In this example, the system variable `*DATX` is used to provide the initial value.

```
DEFINE DATA LOCAL
1 #MYDATE (D) INIT <*DATX>
END-DEFINE
...
```

## Assigning Characters as Initial Value for Alphanumeric Variables

As initial value, a variable can also be filled, entirely or partially, with a specific single character or string of characters (only possible for alphanumeric variables).

- **Filling an entire field:**

With the option `FULL LENGTH <character(s)>`, the entire field is filled with the specified character(s).

In this example, the entire field will be filled with asterisks.

```
DEFINE DATA LOCAL  
1 #FIELD (A25) INIT FULL LENGTH <'*'*>  
END-DEFINE  
...
```

■ **Filling the first $n$  positions of a field:**

With the option LENGTH  $n$  <character(s)>, the first  $n$  positions of the field are filled with the specified character(s).

In this example, the first 4 positions of the field will be filled with exclamation marks.

```
DEFINE DATA LOCAL  
1 #FIELD (A25) INIT LENGTH 4 <'!'*>  
END-DEFINE  
...
```

## Resetting a User-Defined Variable to its Initial Value

---

The RESET statement is used to reset the value of a field. Two options are available:

- [Reset to Default Initial Value](#)
- [Reset to Initial Value Defined in DEFINE DATA](#)



### Notes:

1. A field declared with a CONSTANT clause in the DEFINE DATA statement may not be referenced in a RESET statement, since its content cannot be changed.
2. In reporting mode, the RESET statement may also be used to define a variable, provided that the program contains no DEFINE DATA LOCAL statement.

### Reset to Default Initial Value

RESET (without INITIAL) sets the content of each specified field to its [default initial value](#) depending on its format.

Example:

```
DEFINE DATA LOCAL
1 #FIELD A (N3) INIT <100>
1 #FIELD B (A20) INIT <'ABC'>
1 #FIELD C (I4) INIT <5>
END-DEFINE
...
...
RESET #FIELD A /* resets field value to default initial value
... ↵
```

### Reset to Initial Value Defined in DEFINE DATA

RESET INITIAL sets each specified field to the initial value as defined for the field in the DEFINE DATA statement.

For a field declared without INIT clause in the DEFINE DATA statement, RESET INITIAL has the same effect as RESET (without INITIAL).

Example:

```
DEFINE DATA LOCAL
1 #FIELD A (N3) INIT <100>
1 #FIELD B (A20) INIT <'ABC'>
1 #FIELD C (I4) INIT <5>
END-DEFINE
...
RESET INITIAL #FIELD A #FIELD B #FIELD C /* resets field values to initial values as defined in DEFINE DATA
... ↵
```



# 19 Redefining Fields

---

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Redefinition is used to change the format of a field, or to divide a single field into segments.

## Using the REDEFINE Option of DEFINE DATA

---

The REDEFINE option of the `DEFINE DATA` statement can be used to redefine a single field - either a user-defined variable or a database field - as one or more new fields. A group can also be redefined.

 **Important:** Dynamic variables are not allowed in a redefinition.

The REDEFINE option redefines byte positions of a field from left to right, regardless of the format. Byte positions must match between original field and redefined field(s).

The redefinition must be specified immediately after the definition of the original field.

### Example 1:

In the following example, the database field `BIRTH` is redefined as three new user-defined variables:

```
DEFINE DATA LOCAL
01 EMPLOY-VIEW VIEW OF STAFFDDM
  02 NAME
  02 BIRTH
  02 REDEFINE BIRTH
    03 #BIRTH-YEAR (N4)
    03 #BIRTH-MONTH (N2)
    03 #BIRTH-DAY   (N2)
END-DEFINE
...
```

### Example 2:

In the following example, the group `#VAR2`, which consists of two user-defined variables of format N and P respectively, is redefined as a variable of format A:

```
DEFINE DATA LOCAL
01 #VAR1 (A15)
01 #VAR2
  02 #VAR2A (N4.1)
  02 #VAR2B (P6.2)
01 REDEFINE #VAR2
  02 #VAR2RD (A10)
END-DEFINE
...
```

With the notation `FILLER nX` you can define  $n$  filler bytes - that is, segments which are not to be used - in the field that is being redefined. (The definition of trailing filler bytes is optional.)

**Example 3:**

In the following example, the user-defined variable #FIELD is redefined as three new user-defined variables, each of format/length A2. The FILLER notations indicate that the 3rd and 4th and 7th to 10th bytes of the original field are not be used.

```
DEFINE DATA LOCAL
1 #FIELD (A12)
1 REDEFINE #FIELD
2 #RFIELD1 (A2)
2 FILLER 2X
2 #RFIELD2 (A2)
2 FILLER 4X
2 #RFIELD3 (A2)
END-DEFINE
...
```

## Example Program Illustrating the Use of a Redefinition

The following program illustrates the use of a redefinition:

```
** Example 'DDATA01': DEFINE DATA
*****
DEFINE DATA LOCAL
01 VIEWEMP VIEW OF EMPLOYEES
  02 NAME
  02 FIRST-NAME
  02 SALARY  (1:1)
*
01 #PAY      (N9)
01 REDEFINE #PAY
  02 FILLER  3X
  02 #USD    (N3)
  02 #000    (N3)
END-DEFINE
*
READ (3) VIEWEMP BY NAME STARTING FROM 'JONES'
  MOVE SALARY (1) TO #PAY
  DISPLAY NAME FIRST-NAME #PAY #USD #000
END-READ
END
```

**Output of Program DDATA01:**

Note how #PAY and the fields resulting from its definition are displayed:

## Redefining Fields

---

| Page  | 1          |       | 04-11-11 | 14:15:54 |
|-------|------------|-------|----------|----------|
| NAME  | FIRST-NAME | #PAY  | #USD     | #000     |
| <hr/> |            |       |          |          |
| JONES | VIRGINIA   | 46000 | 46       | 0        |
| JONES | MARSHA     | 50000 | 50       | 0        |
| JONES | ROBERT     | 31000 | 31       | 0        |

# 20 Arrays

---

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Natural supports the processing of arrays. Arrays are multi-dimensional tables, that is, two or more logically related elements identified under a single name. Arrays can consist of single data elements of multiple dimensions or hierarchical data structures which contain repetitive structures or individual elements.

## Defining Arrays

---

In Natural, an array can be one-, two- or three-dimensional. It can be an independent variable, part of a larger data structure or part of a database view.



**Important:** Dynamic variables are not allowed in an array definition.

### ► To define a one-dimensional array

- After the format and length, specify a slash followed by a so-called “index notation”, that is, the number of occurrences of the array.

For example, the following one-dimensional array has three occurrences, each occurrence being of format/length A10:

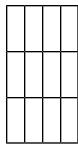
```
DEFINE DATA LOCAL  
1 #ARRAY (A10/1:3)  
END-DEFINE  
...
```

### ► To define a two-dimensional array

- Specify an index notation for both dimensions:

```
DEFINE DATA LOCAL  
1 #ARRAY (A10/1:3,1:4)  
END-DEFINE  
...
```

A two-dimensional array can be visualized as a table. The array defined in the example above would be a table that consists of 3 “rows” and 4 “columns”:



## Initial Values for Arrays

---

To assign initial values to one or more occurrences of an array, you use an `INIT` specification, similar to that for “**ordinary variables**”, as shown in the following examples.

## Assigning Initial Values to One-Dimensional Arrays

---

The following examples illustrate how initial values are assigned to a one-dimensional array.

- To assign an initial value to one occurrence, you specify:

```
1 #ARRAY (A1/1:3) INIT (2) <'A'>
```

A is assigned to the second occurrence.

- To assign the same initial value to all occurrences, you specify:

```
1 #ARRAY (A1/1:3) INIT ALL <'A'>
```

A is assigned to every occurrence. Alternatively, you could specify:

```
1 #ARRAY (A1/1:3) INIT (*) <'A'>
```

- To assign the same initial value to a range of several occurrences, you specify:

```
1 #ARRAY (A1/1:3) INIT (2:3) <'A'>
```

A is assigned to the second to third occurrence.

- To assign a different initial value to every occurrence, you specify:

```
1 #ARRAY (A1/1:3) INIT <'A','B','C'>
```

A is assigned to the first occurrence, B to the second, and C to the third.

- To assign different initial values to some (but not all) occurrences, you specify:

```
1 #ARRAY (A1/1:3) INIT (1) <'A'> (3) <'C'>
```

A is assigned to the first occurrence, and C to the third; no value is assigned to the second occurrence.

Alternatively, you could specify:

```
1 #ARRAY (A1/1:3) INIT <'A',,'C'>
```

- If fewer initial values are specified than there are occurrences, the last occurrences remain empty:

```
1 #ARRAY (A1/1:3) INIT <'A','B'>
```

A is assigned to the first occurrence, and B to the second; no value is assigned to the third occurrence.

## Assigning Initial Values to Two-Dimensional Arrays

---

This section illustrates how initial values are assigned to a two-dimensional array. The following topics are covered:

- Preliminary Information
- Assigning the Same Value
- Assigning Different Values

### Preliminary Information

For the examples shown in this section, let us assume a two-dimensional array with three occurrences in the first dimension (“rows”) and four occurrences in the second dimension (“columns”):

```
1 #ARRAY (A1/1:3,1:4)
```

**Vertical: First Dimension (1:3), Horizontal: Second Dimension (1:4):**

|       |       |       |       |
|-------|-------|-------|-------|
| (1,1) | (1,2) | (1,3) | (1,4) |
| (2,1) | (2,2) | (2,3) | (2,4) |
| (3,1) | (3,2) | (3,3) | (3,4) |

The first set of examples illustrates how the *same* initial value is assigned to occurrences of a two-dimensional array; the second set of examples illustrates how *different* initial values are assigned.

In the examples, please note in particular the usage of the notations \* and \|. Both notations refer to *all* occurrences of the dimension concerned: \* indicates that all occurrences in that dimension are initialized with the *same* value, while \| indicates that all occurrences in that dimension are initialized with *different* values.

### Assigning the Same Value

- To assign an initial value to one occurrence, you specify:

```
1 #ARRAY (A1/1:3,1:4) INIT (2,3) <'A'>
```

|  |  |   |  |
|--|--|---|--|
|  |  |   |  |
|  |  | A |  |
|  |  |   |  |

- To assign the same initial value to one occurrence in the second dimension - in all occurrences of the first dimension - you specify:

```
1 #ARRAY (A1/1:3,1:4) INIT (*,3) <'A'>
```

|  |  |   |  |
|--|--|---|--|
|  |  | A |  |
|  |  | A |  |
|  |  | A |  |

- To assign the same initial value to a range of occurrences in the first dimension - in all occurrences of the second dimension - you specify:

```
1 #ARRAY (A1/1:3,1:4) INIT (2:3,*) <'A'>
```

|   |   |   |   |
|---|---|---|---|
|   |   |   |   |
| A | A | A | A |
| A | A | A | A |

- To assign the same initial value to a range of occurrences in each dimension, you specify:

```
1 #ARRAY (A1/1:3,1:4) INIT (2:3,1:2) <'A'>
```

|   |   |  |  |
|---|---|--|--|
|   |   |  |  |
| A | A |  |  |
| A | A |  |  |

- To assign the same initial value to all occurrences (in both dimensions), you specify:

```
1 #ARRAY (A1/1:3,1:4) INIT ALL <'A'>
```

|   |   |   |   |
|---|---|---|---|
| A | A | A | A |
| A | A | A | A |
| A | A | A | A |

Alternatively, you could specify:

```
1 #ARRAY (A1/1:3,1:4) INIT (*,*) <'A'>
```

## Assigning Different Values

- 1 #ARRAY (A1/1:3,1:4) INIT (V,2) <'A','B','C'>

|   |  |  |
|---|--|--|
| A |  |  |
| B |  |  |
| C |  |  |

```
■ 1 #ARRAY (A1/1:3,1:4) INIT (V,2:3) <'A','B','C'>
```

|   |   |   |  |
|---|---|---|--|
|   | A | A |  |
| B | B |   |  |
| C | C |   |  |

```
■ 1 #ARRAY (A1/1:3,1:4) INIT (V,*) <'A','B','C'>
```

|   |   |   |   |
|---|---|---|---|
| A | A | A | A |
| B | B | B | B |
| C | C | C | C |

```
■ 1 #ARRAY (A1/1:3,1:4) INIT (V,*,) <'A',,'C'>
```

|   |   |   |   |
|---|---|---|---|
| A | A | A | A |
|   |   |   |   |
| C | C | C | C |

```
■ 1 #ARRAY (A1/1:3,1:4) INIT (V,*) <'A','B'>
```

|   |   |   |   |
|---|---|---|---|
| A | A | A | A |
| B | B | B | B |
|   |   |   |   |

```
■ 1 #ARRAY (A1/1:3,1:4) INIT (V,1) <'A','B','C'> (V,3) <'D','E','F'>
```

|   |   |  |  |
|---|---|--|--|
| A | D |  |  |
| B | E |  |  |
| C | F |  |  |

```
■ 1 #ARRAY (A1/1:3,1:4) INIT (3,V) <'A','B','C','D'>
```

|   |   |   |   |
|---|---|---|---|
|   |   |   |   |
|   |   |   |   |
| A | B | C | D |

■ 1 #ARRAY (A1/1:3,1:4) INIT (\*,V) <'A','B','C','D'>

|   |   |   |   |
|---|---|---|---|
| A | B | C | D |
| A | B | C | D |
| A | B | C | D |

■ 1 #ARRAY (A1/1:3,1:4) INIT (2,1) <'A'> (\*,2) <'B'> (3,3) <'C'> (3,4) <'D'>

|   |   |   |   |
|---|---|---|---|
|   | B |   |   |
| A | B |   |   |
|   | B | C | D |

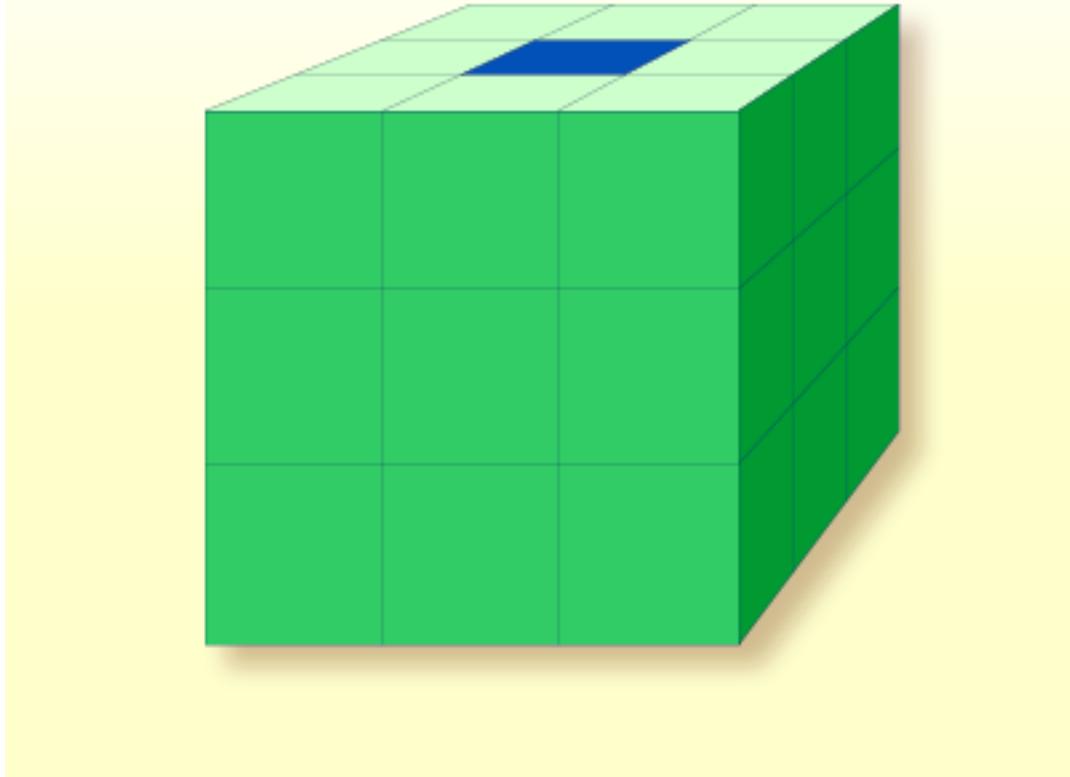
■ 1 #ARRAY (A1/1:3,1:4) INIT (2,1) <'A'> (V,2) <'B','C','D'> (3,3) <'E'> (3,4) <'F'>

|   |   |   |   |
|---|---|---|---|
|   | B |   |   |
| A | C |   |   |
|   | D | E | F |

## A Three-Dimensional Array

---

A three-dimensional array could be visualized as follows:



The array illustrated here would be defined as follows (at the same time assigning an initial value to the highlighted field in Row 1, Column 2, Plane 2):

```
DEFINE DATA LOCAL
1 #ARRAY2
2 #ROW (1:4)
3 #COLUMN (1:3)
4 #PLANE (1:3)
5 #FIELD2 (P3) INIT (1,2,2) <100>
END-DEFINE
...
```

If defined as a local data area in the data area editor, the same array would look as follows:

| I | T         | L | Name | F | Leng  | Index/Init/EM/Name/Comment |
|---|-----------|---|------|---|-------|----------------------------|
| - | -         | - | -    | - | -     | -                          |
| 1 | #ARRAY2   |   |      |   | (1:4) |                            |
| 2 | #ROW      |   |      |   | (1:3) |                            |
| 3 | #COLUMN   |   |      |   | (1:3) |                            |
| 4 | #PLANE    |   |      |   | (1:3) |                            |
| I | 5 #FIELD2 |   |      | P | 3     | ↔                          |

## Arrays as Part of a Larger Data Structure

The multiple dimensions of an array make it possible to define data structures analogous to COBOL or PL1 structures.

### Example:

```
DEFINE DATA LOCAL
1 #AREA
  2 #FIELD1 (A10)
  2 #GROUP1 (1:10)
    3 #FIELD2 (P2)
    3 #FIELD3 (N1/1:4)
END-DEFINE
...
```

In this example, the data area `#AREA` has a total size of:

$$10 + (10 * (2 + (1 * 4))) \text{ bytes} = 70 \text{ bytes}$$

`#FIELD1` is alphanumeric and 10 bytes long. `#GROUP1` is the name of a sub-area within `#AREA`, which consists of 2 fields and has 10 occurrences. `#FIELD2` is packed numeric, length 2. `#FIELD3` is the second field of `#GROUP1` with four occurrences, and is numeric, length 1.

To reference a particular occurrence of `#FIELD3`, two indices are required: first, the occurrence of `#GROUP1` must be specified, and second, the particular occurrence of `#FIELD3` must also be specified. For example, in an ADD statement later in the same program, `#FIELD3` would be referenced as follows:

```
ADD 2 TO #FIELD3 (3,2)
```

## Database Arrays

Adabas supports array structures within the database in the form of **multiple-value fields** and **periodic groups**. These are described under *Database Arrays*.

The following example shows a `DEFINE DATA` view containing a multiple-value field:

```
DEFINE DATA LOCAL
1 EMPLOYEES-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 ADDRESS-LINE (1:10) /* <-- MULTIPLE-VALUE FIELD
END-DEFINE
...
```

The same view in a local data area would look as follows:

| I | T | L              | Name | F | Leng | Index/Init/EM/Name/Comment |
|---|---|----------------|------|---|------|----------------------------|
| - | - | -              | -    | - | -    | -                          |
| V | 1 | EMPLOYEES-VIEW |      |   |      | EMPLOYEES                  |
|   | 2 | NAME           |      | A | 20   |                            |
| M | 2 | ADDRESS-LINE   |      | A | 20   | (1:10) /* MU-FIELD         |

## Using Arithmetic Expressions in Index Notation

A simple arithmetic expression may also be used to express a range of occurrences in an array.

Examples:

|              |  |
|--------------|--|
| MA (I:I+5)   | Values of the field MA are referenced, beginning with value I and ending with value I+5.   |
| MA (I+2:J-3) | Values of the field MA are referenced, beginning with value I+2 and ending with value J-3. |

Only the arithmetic operators plus (+) and minus (-) may be used in index expressions.

## Arithmetic Support for Arrays

---

Arithmetic support for arrays include operations at array level, at row/column level, and at individual element level.

Only simple arithmetic expressions are permitted with array variables, with only one or two operands and an optional third variable as the receiving field.

Only the arithmetic operators plus (+) and minus (-) are allowed for expressions defining index ranges.

### Examples of Array Arithmetics

The following examples assume the following field definitions:

```
DEFINE DATA LOCAL
01 #A (N5/1:10,1:10)
01 #B (N5/1:10,1:10)
01 #C (N5)
END-DEFINE
...
```

1. ADD #A(\*,\*) TO #B(\*,\*)

The result operand, array #B, contains the addition, element by element, of the array #A and the original value of array #B.

2. ADD 4 TO #A(\*,2)

The second column of the array #A is replaced by its original value plus 4.

3. ADD 2 TO #A(2,\*)

The second row of the array #A is replaced by its original value plus 2.

4. ADD #A(2,\*) TO #B(4,\*)

The value of the second row of array #A is added to the fourth row of array #B.

5. ADD #A(2,\*) TO #B(\*,2)

This is an illegal operation and will result in a syntax error. Rows may only be added to rows and columns to columns.

6. ADD #A(2,\*) TO #C

All values in the second row of the array #A are added to the scalar value #C.

7. ADD #A(2,5:7) TO #C

The fifth, sixth, and seventh column values of the second row of array #A are added to the scalar value #C.



# 21 X-Arrays

---

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When an ordinary array field is defined, you have to specify the index bounds exactly, hence the number of occurrences for each dimension. At runtime, the complete array field is existent by default; each of its defined occurrences can be accessed without performing additional allocation operations. The size layout cannot be changed anymore; you may neither add nor remove field occurrences.

However, if the number of occurrences needed is unknown at development time, but you want to flexibly increase or decrease the number of the array fields at runtime, you should use what is called an X-array (eXtensible array).

An X-array can be resized at runtime and can help you manage memory more efficiently. For example, you can use a large number of array occurrences for a short time and then reduce memory when the application is no longer using the array.

## Definition

---

An X-array is an array of which the number of occurrences is undefined at compile time. It is defined in a `DEFINE DATA` statement by specifying an asterisk (\*) for at least one index bound of at least one array dimension. An asterisk (\*) character in the index definition represents a variable index bound which can be assigned to a definite value during program execution. Only one bound - either upper or lower - may be defined as variable, but not both.

An X-array can be defined whenever a (fixed) array can be defined, i.e. at any level or even as an indexed group. It cannot be used to access MU-/PE-fields of a database view. A multidimensional array may have a mixture of constant and variable bounds.

Example:

```
DEFINE DATA LOCAL
1 #X-ARR1 (A5/1:*)
1 #X-ARR2 (A5/*)
1 #X-ARR3 (A5/*:100)
1 #X-ARR4 (A5/1:10,1:*)
END-DEFINE
      /* lower bound is fixed at 1, upper bound is variable
      /* shortcut for (A5/1:*)
      /* lower bound is variable, upper bound is fixed at 100
      /* 1st dimension has a fixed index range with (1:10)
      /* 2nd dimension has fixed lower bound 1 and variable ↵
upper bound
```

## Storage Management of X-Arrays

Occurrences of an X-array must be allocated explicitly before they can be accessed. To increase or decrease the number of occurrences of a dimension, the statements EXPAND, RESIZE and REDUCE may be used.

However, the number of dimensions of the X-array (1, 2 or 3 dimensions) cannot be changed.

Example:

```
DEFINE DATA LOCAL
1 #X-ARR(I4/10:*)
END-DEFINE
EXPAND ARRAY #X-ARR TO (10:10000)
/* #X-ARR(10) to #X-ARR(10000) are accessible
WRITE *LBOUND(#X-ARR)                      /* is 10
      *UBOUND(#X-ARR)                      /* is 10000
      *OCCURRENCE(#X-ARR)                   /* is 9991
#X-ARR(*) := 4711                           /* same as #X-ARR(10:10000) := 4711
/* resize array from current lower bound=10 to upper bound =1000
RESIZE ARRAY #X-ARR TO (*:1000)
/* #X-ARR(10) to #X-ARR(1000) are accessible
/* #X-ARR(1001) to #X-ARR(10000) are released
WRITE *LBOUND(#X-ARR)                      /* is 10
      *UBOUND(#X-ARR)                      /* is 1000
      *OCCURRENCE(#X-ARR)                   /* is 991
/* release all occurrences
REDUCE ARRAY #X-ARR TO 0
WRITE *OCCURRENCE(#X-ARR)                  /* is 0
```

## Storage Management of X-Group Arrays

If you want to increase or decrease occurrences of X-group arrays, you must distinguish between independent and dependent dimensions.

A dimension which is specified directly (not inherited) for an X-(group) array is *independent*.

A dimension which is *not* specified directly, but inherited for an array is *dependent*.

Only independent dimensions of an X-array can be changed in the statements EXPAND, RESIZE and REDUCE; dependent dimensions must be changed using the name of the corresponding X-group array which owns this dimension as independent dimension.

**Example - Independent/Dependent Dimensions:**

```
DEFINE DATA LOCAL
1 #X-GROUP-ARR1(1:*)          /* (1:*)
2 #X-ARR1          (I4)        /* (1:*)
2 #X-ARR2          (I4/2:*)    /* (1:*,2:*)
2 #X-GROUP-ARR2          /* (1:*)
3 #X-ARR3          (I4)        /* (1:*)
3 #X-ARR4          (I4/3:*)    /* (1:*,3:*)
3 #X-ARR5          (I4/4:*, 5:*) /* (1:*,4:*,5:*)
END-DEFINE
```

The following table shows whether the dimensions in the above program are independent or dependent.

| Name          | Dependent Dimension | Independent Dimension |
|---------------|---------------------|-----------------------|
| #X-GROUP-ARR1 |                     | (1:*)                 |
| #X-ARR1       | (1:*)               |                       |
| #X-ARR2       | (1:*)               | (2:*)                 |
| #X-GROUP-ARR2 | (1:*)               |                       |
| #X-ARR3       | (1:*)               |                       |
| #X-ARR4       | (1:*)               | (3:*)                 |
| #X-ARR5       | (1:*)               | (4:*,5:*)             |

The only index notation permitted for a dependent dimension is either a single asterisk (\*), a range defined with asterisks (\*:\*) or the index bounds defined.

This is to indicate that the bounds of the dependent dimension must be kept as they are and cannot be changed.

The occurrences of the dependent dimensions can only be changed by manipulating the corresponding array groups.

```
EXPAND ARRAY #X-GROUP-ARR1 TO (1:11)      /* #X-ARR1(1:11) are allocated
                                              /* #X-ARR3(1:11) are allocated
EXPAND ARRAY #X-ARR2 TO (*:*, 2:12)        /* #X-ARR2(1:11, 2:12) are allocated
EXPAND ARRAY #X-ARR2 TO (1:*, 2:12)         /* same as before
EXPAND ARRAY #X-ARR2 TO (* , 2:12)          /* same as before
EXPAND ARRAY #X-ARR4 TO (*:*, 3:13)         /* #X-ARR4(1:11, 3:13) are allocated
EXPAND ARRAY #X-ARR5 TO (*:*, 4:14, 5:15)   /* #X-ARR5(1:11, 4:14, 5:15) are allocated
```

The EXPAND statements may be coded in an arbitrary order.

The following use of the EXPAND statement is not allowed, since the arrays only have dependent dimensions.

```
EXPAND ARRAY #X-ARR1 TO ...
EXPAND ARRAY #X-GROUP-ARR2 TO ...
EXPAND ARRAY #X-ARR3 TO ...
```

## Referencing an X-Array

The occurrences of an X-array must be allocated by an EXPAND or RESIZE statement before they can be accessed.

As a general rule, an attempt to address a non existent X-array occurrence leads to a runtime error. In some statements, however, the access to a non materialized X-array field does not cause an error situation if all occurrences of an X-array are referenced using the complete range notation, for example: #X-ARR(\*). This applies to

- parameters used in a CALL statement,
- parameters used in the statements CALLNAT, PERFORM or OPEN DIALOG, if defined as optional parameters,
- source fields used in a COMPRESS statement,
- output fields supplied in a PRINT statement,
- fields referenced in a RESET statement.

If individual occurrences of a non materialized X-array are referenced in one of these statements, a corresponding error message is issued.

Example:

```
DEFINE DATA LOCAL
1 #X-ARR (A10/1:*) /* X-array only defined, but not allocated
END-DEFINE
RESET #X-ARR(*)      /* no error, because complete field referenced with (*)
RESET #X-ARR(1:3)   /* runtime error, because individual occurrences (1:3) are ←
referenced
END ←
```

The asterisk (\*) notation in an array reference stands for the complete range of a dimension. If the array is an X-array, the asterisk is the index range of the currently allocated lower and upper bound values, which are determined by the system variables \*LBOUND and \*UBOUND.

## Parameter Transfer with X-Arrays

---

X-arrays that are used as parameters are treated in the same way as constant arrays with regard to the verification of the following:

- format,
- length,
- dimension or
- number of occurrences.

In addition, X-array parameters can also change the number of occurrences using the statement RESIZE, REDUCE or EXPAND. The question if a resize of an X-array parameter is permitted depends on three factors:

- the type of parameter transfer used, that is by reference or by value,
- the definition of the caller or parameter X-array, and
- the type of X-array range being passed on (complete range or subrange).

The following tables demonstrate when an EXPAND, RESIZE or REDUCE statement can be applied to an X-array parameter.

### Example with Call By Value

| Caller   | Parameter |                |         |
|--|-----------|----------------|---------|
|  | Static    | Variable (1:V) | X-Array |
| Static   | no        | no             | yes     |
| X-array subrange, for example:<br>CALLNAT...#XA(1:5)     | no        | no             | yes     |
| X-array complete range, for example:<br>CALLNAT...#XA(*) | no        | no             | yes     |

## Call By Reference/Call By Value Result

| Caller  | Parameter |                   |  |  |
|---|-----------|-------------------|--|--|
|   | Static    | Variable<br>(1:V) | X-Array with a fixed<br>lower bound, e.g.<br><br>DEFINE DATA ↳<br>PARAMETER<br>1 #PX (A10/1:*) | X-Array with a fixed<br>upper bound, e.g.<br><br>DEFINE DATA ↳<br>PARAMETER<br>1 #PX (A10/*:1) |
| Static  | no        | no                | no   | no   |
| X-array subrange, for example:<br><br>CALLNAT...#XA(1:5)  | no        | no                | no   | no   |
| X-Array with a fixed lower bound,<br>complete range, for example:<br><br>DEFINE DATA LOCAL<br>1 #XA(A10/1:*)<br>...<br>CALLNAT...#XA(*) | no        | no                | yes  | no   |
| X-Array with a fixed upper bound,<br>complete range, for example:<br><br>DEFINE DATA LOCAL<br>1 #XA(A10/*:1)<br>...<br>CALLNAT...#XA(*) | no        | no                | no   | yes  |

## Parameter Transfer with X-Group Arrays

The declaration of an X-group array implies that each element of the group will have the same values for upper boundary and lower boundary. Therefore, the number of occurrences of dependent dimensions of fields of an X-group array can only be changed when the group name of the X-group array is given with a RESIZE, REDUCE or EXPAND statement (see [Storage Management of X-Group Arrays](#) above).

Members of X-group arrays may be transferred as parameters to X-group arrays defined in a parameter data area. The group structures of the caller and the callee need not necessarily be

identical. A RESIZE, REDUCE or EXPAND done by the callee is only possible as far as the X-group array of the caller stays consistent.

### Example - Elements of X-Group Array Passed as Parameters:

Program:

```
DEFINE DATA LOCAL
1 #X-GROUP-ARR1(1:*)          /* (1:*)
  2 #X-ARR1 (I4)               /* (1:*)
  2 #X-ARR2 (I4)               /* (1:*)
1 #X-GROUP-ARR2(1:*)          /* (1:*)
  2 #X-ARR3 (I4)               /* (1:*)
  2 #X-ARR4 (I4)               /* (1:*)
END-DEFINE
...
CALLNAT ... #X-ARR1(*) #X-ARR4(*)
...
END
```

Subprogram:

```
DEFINE DATA PARAMETER
1 #X-GROUP-ARR(1:*)          /* (1:*)
  2 #X-PAR1 (I4)               /* (1:*)
  2 #X-PAR2 (I4)               /* (1:*)
END-DEFINE
...
RESIZE ARRAY #X-GROUP-ARR to (1:5)
...
END
```

The RESIZE statement in the subprogram is not possible. It would result in an inconsistent number of occurrences of the fields defined in the X-group arrays of the program.

## X-Array of Dynamic Variables

---

An X-array of dynamic variables may be allocated by first specifying the number of occurrences using the EXPAND statement and then assigning a value to the previously allocated array occurrences.

**Example:**

```

DEFINE DATA LOCAL
  1 #X-ARRAY(A/1:*)  DYNAMIC
END-DEFINE
EXPAND ARRAY  #X-ARRAY TO (1:10)
/* allocate #X-ARRAY(1) to #X-ARRAY(10) with zero length.
/* *LENGTH(#X-ARRAY(1:10)) is zero
#X-ARRAY(*) := 'abc'
/* #X-ARRAY(1:10) contains 'abc',
/* *LENGTH(#X-ARRAY(1:10)) is 3
EXPAND ARRAY  #X-ARRAY TO (1:20)
/* allocate #X-ARRAY(11) to #X-ARRAY(20) with zero length
/* *LENGTH(#X-ARRAY(11:20)) is zero
#X-ARRAY(11:20) := 'def'
/* #X-ARRAY(11:20) contains 'def'
/* *LENGTH(#X-ARRAY(11:20)) is 3

```

**Lower and Upper Bound of an Array**

The system variables `*LBOUND` and `*UBOUND` contain the current lower and upper bound of an array for the specified dimension(s): (1,2 or 3).

If no occurrences of an X-array have been allocated, the access to `*LBOUND` or `*UBOUND` is undefined for the variable index bounds, that is, for the boundaries that are represented by an asterisk (\*) character in the index definition, and leads to a runtime error. In order to avoid a runtime error, the system variable `*OCCURRENCE` may be used to check against zero occurrences before `*LBOUND` or `*UBOUND` is evaluated:

**Example:**

```
IF *OCCURRENCE (#A) NE 0 AND *UBOUND(#A) < 100 THEN ...
```



# IV User-Defined Functions

---



# 22 User-Defined Functions

---

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Related topics:

- Natural object type **function**
- **Function Call**
- Natural statements `DEFINE FUNCTION`, `DEFINE PROTOTYPE`

## Introduction to User-Defined Functions

---

A user-defined function is a programming object of type **function**, containing Natural statements which implement a specific functional task. The invocation of a user-defined function (“function call”) usually has a number of parameters and returns a result.

The syntactical representation of a **function call** is the function name (*call-name*) followed by a special bracket notation containing the parameters, which is, for example: `FCTNAME(<...>)`.

A function can be called from any place within a Natural statement where an operand is expected which is only *read*, but not *modified*. The result returned by the function is processed by the statement at the place where the function call is embedded, like a field containing the same value.

A function can also be called in a stand-alone mode, outside of any Natural statement. In this case, the function result is not processed.

Usually, the result value returned by the function depends on the parameters provided with the function call. As well as with a Natural subprogram, a parameter can be defined within a function as a “by reference”, “by value” or “by value result” field. This makes it possible to provide parameter values in a function call which are only transfer compatible to what is defined in the function definition. Moreover, it allows you to exchange data between the calling object and the function not only via the function result, but also via parameters. The correctness of the parameter list and the compatibility of the result value is checked at compilation, either by means of an existing catalogued function object or by means of a result and parameter layout definition described with a `DEFINE PROTOTYPE` statement.

All function calls used in a Natural statement are evaluated in a separate step before the statement execution is started. They are evaluated in the same order in which they appear in the statement.

## Restrictions

---

At some places in a programming object, function calls cannot be used. This includes

- positions where the operand value is changed by the Natural statement;
- all kinds of database calls (for example, FIND, READ);
- DEFINE DATA statement;
- IF BREAK statement;
- AT BREAK statement;
- array index expressions;
- Natural system functions (for example, AVER, SUM);
- parameters of a function call.

## Function Call versus Subprogram Call

---

The following is a comparison of the characteristics of a function call with those of a subprogram call.

- [What is similar?](#)
- [What is different?](#)
- [Example of a Function Call](#)
- [Example of a Subprogram Call](#)

### What is similar?

The following similarities exist between a function call and a subprogram call:

- The programming code forming the routine logic is coded inside a separate object, either in a function or a subprogram.
- Parameters are defined in the object using a DEFINE DATA PARAMETER statement, with various communication modes (for example, “by value”).

## What is different?

The following differences exist between a function call and a subprogram call:

- A function call can be used at any position in a Natural statement where a read-only operand is possible (for exceptions, see [Restrictions](#)), whereas subprograms can be invoked only via the CALLNAT statement.
- A function returns a result value which can instantly be processed by the statement that includes the function call. The use of a temporary variable is not required. A CALLNAT statement can only return data via its parameters. To process such a value with another statement, it needs to be declared as an explicit variable.
- Parameters and the result of a function call are always verified if the called function already exists at compilation time. Subprogram calls are checked only if the compiler option PCHECK is set to ON.
- The name of a function, which is used to call the function, is defined within the DEFINE FUNCTION statement and may differ from the name of the object containing the function. Similar to subroutines, the name of a function may have up to 32 characters. A subprogram is called by the name of the subprogram object. Therefore, the maximum name length is limited to 8 characters.

## Example of a Function Call

The following example shows a program calling a function, and the function definition created with a DEFINE FUNCTION statement.

### Program Calling the Function

```
** Example 'FUNCAX01': Calling a function (Program)
*****
*
WRITE 'Function call' F#ADD(< 2,3 >) /* Function call.
                                         /* No temporary variables needed.
*
END
```

### Definition of Function F#ADD

```
** Example 'FUNCAX02': Calling a function (Function)
*****
DEFINE FUNCTION F#ADD
  RETURNS #RESULT (I4)
  DEFINE DATA PARAMETER
    1 #SUMMAND1 (I4) BY VALUE
    1 #SUMMAND2 (I4) BY VALUE
  END-DEFINE
  /*
  #RESULT := #SUMMAND1 + #SUMMAND2
  /*
```

```
END-FUNCTION
*
END ↵
```

## Example of a Subprogram Call

To implement the same functionality as shown in the example of a function call by using a subprogram call instead, you need to specify temporary variables.

### Program Calling the Subprogram

The following example shows a program calling a subprogram, involving the use of a temporary variable.

```
** Example 'FUNCAX03': Calling a subprogram (Program)
*****
DEFINE DATA LOCAL
  1 #RESULT (I4) INIT <0>
END-DEFINE
*
CALLNAT 'FUNCAX04' #RESULT 2 3      /* Result is stored in #RESULT.
*
WRITE '=' #RESULT                  /* Print out the result of the
                                         /* subprogram.
*
END
```

### Called Subprogram FUNCAX04

```
** Example 'FUNCAX04': Calling a subprogram (Subprogram)
*****
DEFINE DATA PARAMETER
  1 #RESULT    (I4) BY VALUE RESULT
  1 #SUMMAND1 (I4) BY VALUE
  1 #SUMMAND2 (I4) BY VALUE
END-DEFINE
*
#RESULT := #SUMMAND1 + #SUMMAND2
*
END ↵
```

## Function Definition (DEFINE FUNCTION)

---

A function is created in a separate Natural object of type **function**. It contains a single **DEFINE FUNCTION** statement, which defines the parameter interface, the result value and the program code forming the operation logic.

## Symbolic and Variable Function Call

---

There are two modes to call a function, either in a direct form or indirect form. In the direct form (denoted as “**symbolic**” function call), the function name specified in the call is exactly the name of the function itself. In the indirect form (denoted as “**variable**” function call), the name specified in the function call is an alphanumeric variable with any name, which contains the name of the called function at runtime.

To define a variable function call, it is always necessary to use a **DEFINE PROTOTYPE VARIABLE** statement. Otherwise, the function call is assumed to be a symbolic function call; this means, the name itself is regarded as the function name.

See [Function Call](#) for more details about this topic.

## Function Result and Parameters

---

Usually, function calls are used within Natural statements instead of variables or constant values. Since the compiler strictly requires the layout of the operands involved, it is essential to get the format, length and array structure of a function result. Moreover, if the parameter structure of a function is known, the parameters supplied in a function call can be checked for correctness at compilation time.

There are three options to provide this information

- with a **DEFINE PROTOTYPE** statement;
- implicit by the existent object (cataloged version) of the called function, which is automatically loaded by the compiler if no **DEFINE PROTOTYPE** statement was found before;
- with an explicit (**IR=**) clause specified in the function call.

The simplest way is certainly to use the second option, as it always takes the information from the object which is called at runtime. However, this is only possible if the cataloged object of the called function is available. If a function is called with a variable function call, via a variable containing the function name, the name of the function object is unknown and as a consequence cannot be

identified and loaded. In this case a `DEFINE PROTOTYPE` statement can be used to describe the function interface. The first two options comprise a full validation of the result and the parameters.

If neither a `DEFINE PROTOTYPE` statement nor the existent object of a function call is available, two casting options can be used in a function call. These are

- (`IR=`) to specify the function result format/length/array structure. This option does not incorporate any parameter checks.
- (`PT=`) to use a previously defined prototype with a name other than the function name.

## Explicit Prototype Definition (`DEFINE PROTOTYPE`)

---

To specify the interface of a certain function, a `DEFINE PROTOTYPE` statement can be used. This statement defines the layout of the parameters, which are to be passed in a function call, and the format/length of the result field returned by the function. Furthermore, it indicates whether a function call is a “**symbolic**” or a “**variable**” function call.

When a function call was found, Natural tries to locate a prototype with the same name as the used function name. If such a prototype is found, the function result and parameter layouts of this prototype are used to resolve the function call. Especially, the decision on the function call mode (“symbolic” or “variable”) is made at this place.

## Implicit (Automatic) Prototype Definition

---

If a function call is resolved in a program, the compiler searches for a `DEFINE PROTOTYPE` statement with the function name, which has been defined before. If such a statement cannot be found, Natural tries to load the called function into the buffer pool. If successful, the function layout of the result and the parameters is extracted from the object data and kept as if it was provided by an explicit `DEFINE PROTOTYPE` statement for this function. This manner of use is denoted as *automatic prototype definition*. It assures great conformity between the interface definition (at compile time) and the passing accuracy at runtime.

## Prototype Cast (PT Clause)

---

In order to get the interface layout of a called function, Natural tries to locate a `DEFINE PROTOTYPE` statement with the same name as the function identifier. If such a statement is not available, and the called function object cannot be loaded (see [Implicit \(Automatic\) Prototype Definition](#)), a `(PT=)` clause can be specified in the function call. If such a clause is applied, the `DEFINE PROTOTYPE` statement with the referenced name (which is different from the function name) is used to describe the function result and to validate the parameters.

Example:

```
#I := #MULT(<(PT=#ADD) 2 , 3>)
```

In this example, the function `#MULT` is called, but the result and parameter layouts are used from a prototype whose name is `#ADD`.

## Intermediate Result Definition (IR Clause)

---

Usually, the function result is specified by a `DEFINE PROTOTYPE` statement, which is either coded explicitly or will be created automatically with the function object (see [Implicit \(Automatic\) Prototype Definition](#)). If such a definition is not available, the result layout can be specified by using the `(IR=)` clause in the function call. If this clause is used, it determines which format/length the compiler should use for the result field in the statement generation. This clause can also be specified if the prototype definition is available for a function call. In this case, the result layout in the prototype is overruled by the `(IR=)` clause specification; the parameter checks, however, are performed according to the prototype definition.

## Combinations of Possible Prototype Definitions

---

In order to resolve a function call, the compiler needs information on

- the function call mode ([symbolic](#) or [variable](#));
- the layout (format/length) of the function result;
- the layout (format/length) of the function parameters.

Different options allow you to provide this data, which are the explicit prototype definition, the implicit prototype definition, the `(PT=)` option, and the `(IR=)` option. But which one has an effect if multiple of these clauses are used?

A function call is used as a **variable** function call if there is a related prototype with the same name, which contains a **VARIABLE** clause. In all other cases, the function call is treated as a **symbolic** function call.

The *result* is determined in the following order:

- the definition provided in **(IR=)**, if this clause is specified;
- the **RETURNS** definition in the prototype referenced in **(PT=)**, if this clause is specified;
- the explicit prototype definition **(DEFINE PROTOTYPE)** with the same name as used in the function call, if it exists;
- the implicit prototype definition, which is loaded automatically from the existing function object.

If none of these options applies, a syntax error is raised.

The *parameter* checks are performed according to the definition in:

- the prototype definition referenced in **(PT=)**, if this clause is specified;
- the explicit prototype definition **(DEFINE PROTOTYPE)** with the same name as used in the function call, if it exists;
- the implicit prototype definition, which is loaded automatically from the existing function object.

If none of these options applies, the parameter validation is not performed. This allows you to supply any number and layout of parameters in the function call, without receiving a syntax error.

## Example with Multiple Definitions in a Function Call

Program:

```
** Example 'FUNCBX01': Declare result value and parameters (Program)
*****
*
DEFINE DATA LOCAL
  1 #PROTO-NAME (A20)
  1 #PARM1      (I4)
  1 #PARM2      (I4)
END-DEFINE
*
DEFINE PROTOTYPE VARIABLE #PROTO-NAME
  RETURNS (I4)
  DEFINE DATA PARAMETER
    1 #P1 (I4) BY VALUE OPTIONAL
    1 #P2 (I4) BY VALUE
  END-DEFINE
END-PROTOTYPE
*
#PROTO-NAME := 'F#MULTI'
#PARM1      := 3
```

```
#PARM2      := 5
*
WRITE #PROTO-NAME(<#PARM1, #PARM2>)
WRITE #PROTO-NAME(<1X ,5>)
*
WRITE F#MULTI(<(PT=#PROTO-NAME) #PARM1,#PARM2>)
*
WRITE F#MULTI(<(IR=N20) #PARM1, #PARM2>)
*
END
```

Function F#MULTI:

```
** Example 'FUNCBX02': Declare result value and parameters (Function)
*****
DEFINE FUNCTION F#MULTI
  RETURNS #RESULT (I4) BY VALUE
  DEFINE DATA PARAMETER
    1 #FACTOR1 (I4) BY VALUE OPTIONAL
    1 #FACTOR2 (I4) BY VALUE
  END-DEFINE
  /*
  IF #FACTOR1 SPECIFIED
    #RESULT := #FACTOR1 * #FACTOR2
  ELSE
    #RESULT := #FACTOR2 * 10
  END-IF
  /*
END-FUNCTION
*
END ↵
```

## Evaluation Sequence of Functions in Statements

---

Instead of operands, function calls can be used directly in statements. However, this is only allowed with operands which are only *read*, but not *modified* by the statement.

All function calls are evaluated before the statement execution starts. The returned result values are stored in temporary fields and passed to the statement. The functions are executed in the same order in which they appear in the statement. If a function call has parameters which are modified by the function execution, you should consider that this can influence the statement result. This may apply if the same parameter is used at another place in the same statement.

### Example:

Before the COMPUTE statement is started, variable #I has the value 1. In a first step, function F#RETURN is executed. This changes #I to value 2 and returns the same value as the function result. After

this, the COMPUTE operation starts and adds the incremented #I (2) and the temporary field (2) to a sum of 4.

Program:

```
** Example 'FUNCCX01': Parameter changed within function (Program)
*****
DEFINE DATA LOCAL
  1 #I      (I2) INIT <1>
  1 #RESULT (I2)
END-DEFINE
/*
COMPUTE #RESULT := #I + F#RETURN(<#I>) /* First evaluate function call,
                                         /* then execute the addition.
*
WRITE '#I      :' #I /
      '#RESULT:' #RESULT
*
END
```

Function:

```
** Example 'FUNCCX02': Parameter changed within function (Function)
*****
DEFINE FUNCTION F#RETURN
  RETURNS #RESULT (I2) BY VALUE
  DEFINE DATA PARAMETER
    1 #PARM1 (I2) BY VALUE RESULT
  END-DEFINE
  /*
  #PARM1 := #PARM1 + 1      /* Increment parameter.
  #RESULT := #PARM1         /* Set result value.
  /*
END-FUNCTION
*
END ↵
```

Output of Program FUNCCX01:

```
#I      :      2
#RESULT:      4 ↵
```

## Using a Function as a Statement

A function can also be called stand-alone, without being embedded in other statements. In this case, the function return value is completely ignored.

If such an execution mode is desired, only the function call is coded, which then stands for a statement. In order to prevent an unwanted link to the previous statement in the source code, a semicolon must be used to explicitly separate the function call from this statement.

### Example:

Program:

```
** Example 'FUNCDX01': Using a function as a statement (Program)
*****
DEFINE DATA LOCAL
  1 #A (I4) INIT <1>
  1 #B (I4) INIT <2>
END-DEFINE
*
*
WRITE 'Write:' #A #B
F#PRINT-ADD(< 2,3 >)      /* Function call belongs to operand list
                           /* immediately preceding it.
*
WRITE // '*****' //
*
WRITE 'Write:' #A #B;      /* Semicolon separates operands and function.
F#PRINT-ADD(< 2,3 >)      /* Function call does not belong to the
                           /* operand list.
*
END
```

Function:

```
** Example 'FUNCDX02': Using a function as a statement (Function)
*****
DEFINE FUNCTION F#PRINT-ADD
  RETURNS (I4)
  DEFINE DATA PARAMETER
    1 #SUMMAND1 (I4) BY VALUE
    1 #SUMMAND2 (I4) BY VALUE
END-DEFINE
/*
F#PRINT-ADD := #SUMMAND1 + #SUMMAND2      /* Result of function call.
WRITE 'Function call:' F#PRINT-ADD
/*
END-FUNCTION
```

```
*  
END ←
```

**Output of Program FUNCDX01:**

```
Function call:      5  
Write:           1       2       5  
*****  
Write:           1       2  
Function call:      5 ←
```



# V Accessing Data in a Database

---

This part describes various aspects of accessing data in a database with Natural.

## **Natural and Database Access**

[Accessing Data in an Adabas Database](#)

[Accessing Data in an SQL Database](#)

[Accessing Data in a VSAM Database](#)

[Accessing Data in a DL/I Database](#)

See also *DBMS Interface* for a description of the Natural database interfaces for the various types of database management and file management systems.



# 23 Natural and Database Access

---

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This chapter gives an overview of the facilities that Natural provides for accessing different types of database management and file management systems.

## Database Management Systems Supported by Natural

---

Natural offers specific database interfaces for the following types of database management systems (DBMS):

- Nested-relational DBMS (Adabas)
- SQL-type DBMS (DB2 (SQL/DS), Oracle, Sybase, Informix, MS SQL Server)
- File systems (VSAM)
- DL/I

The following topics are covered below:

- [Adabas](#)
- [SQL Databases](#)
- [VSAM](#)
- [DL/I](#)

### Adabas

Via its integrated Adabas interface, Natural can access Adabas databases either on a local machine or on remote computers. For remote access, an additional routing and communication software such as Entire Net-Work is necessary. In any case, the type of host machine running the Adabas database is transparent for the Natural user.

### SQL Databases

Natural for DB2 offers one common set of statements to access DB2 and SQL/DS database management systems. For detailed information, refer to the appropriate add-on product description in the *Database Management System Interfaces* documentation:

- *Natural for DB2*
- *Natural for SQL/DS*
- *Natural SQL Gateway*

## VSAM

With the Natural interface to VSAM, a Natural user can access data stored in VSAM files. For detailed information and special considerations on the use of Natural statements and system variables with VSAM, see *Natural for VSAM* in the *Database Management System Interfaces* documentation.

## DL/I

With Natural for DL/I, a Natural user can access and update data stored in a DL/I database. The Natural user can be executing in batch mode or under the control of the TP monitor CICS or IMS TM. A DL/I database is represented to Natural as a set of files, each file representing one database segment type. Each file or segment type must have an associated DDM generated and stored on the Natural FDIC system file.

The Natural statements used to access DL/I databases are a subset of those provided with the Natural language. No new statements are needed to access a DL/I database.

For further information, see *Natural for DL/I* in the *Database Management System Interfaces* documentation.

---

## Profile Parameters Influencing Database Access

There are various Natural profile parameters to define how Natural handles the access to databases.

For an overview of these profile parameters, see the section *Database Access* in *Profile Parameters Grouped by Function* in the *Operations* documentation.

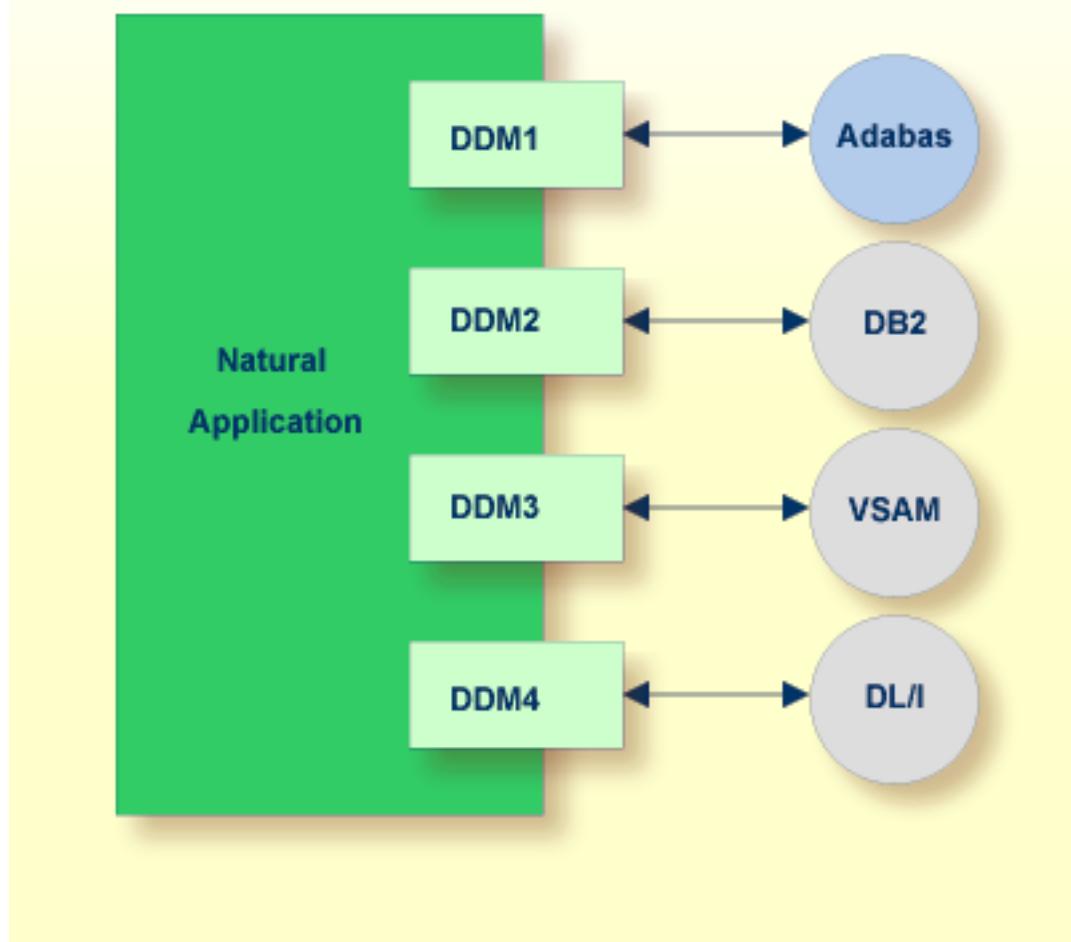
For a detailed parameter description, refer to the corresponding section in the *Parameter Reference*.

---

## Access through Data Definition Modules

To enable convenient and transparent access to the different database management systems, a special object, the “data definition module” (DDM), is used in Natural. This DDM establishes the connection between the Natural data structures and the data structures in the database system to be used. Such a database structure might be a table in an SQL database or a file in an Adabas database. Hence, the DDM hides the real structure of the database accessed from the Natural application. DDMs are created using the Natural DDM editor.

Natural is capable of accessing multiple types of databases (Adabas, DB2, VSAM or DL/I from within a single application by using references to DDMs that represent the specific data structures in the specific database system. The diagram below shows an application that connects to different types of database.



## Natural's Data Manipulation Language

---

Natural has a built-in data manipulation language (DML) that allows Natural applications to access all database systems supported by Natural using the same language statements such as FIND, READ, STORE or DELETE. These statements can be used in a Natural application without knowing the type of database that is going to be accessed.

Natural determines the real type of database system from its configuration files and translates the DML statements into database-specific commands; that is, it generates direct commands for Adabas, SQL statement strings and host variable structures for SQL databases.

Because some of the Natural DML statements provide functionality that cannot be supported for all database types, the use of this functionality is restricted to specific database systems. Please, note the corresponding database-specific considerations in the statements documentation.

## Natural's Special SQL Statements

---

In addition to the “normal” Natural DML statements, Natural provides a set of SQL statements for a more specific use in conjunction with SQL database systems; see *SQL Statements Overview* (in the *Statements* documentation).

Flexible SQL and facilities for working with stored procedures complete the set of SQL commands. These statements can be used for SQL database access only and are not valid for Adabas or other non-SQL-databases.



# 24 Accessing Data in an Adabas Database

---

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This chapter describes various aspects of accessing data in an Adabas database with Natural.

See also *Natural with Adabas* (in the *Operations* documentation) for an overview of the Natural profile parameters that apply when Natural is used with Adabas.

## Data Definition Modules - DDMs

---

For Natural to be able to access a database file, a logical definition of the physical database file is required. Such a logical file definition is called a data definition module (DDM).

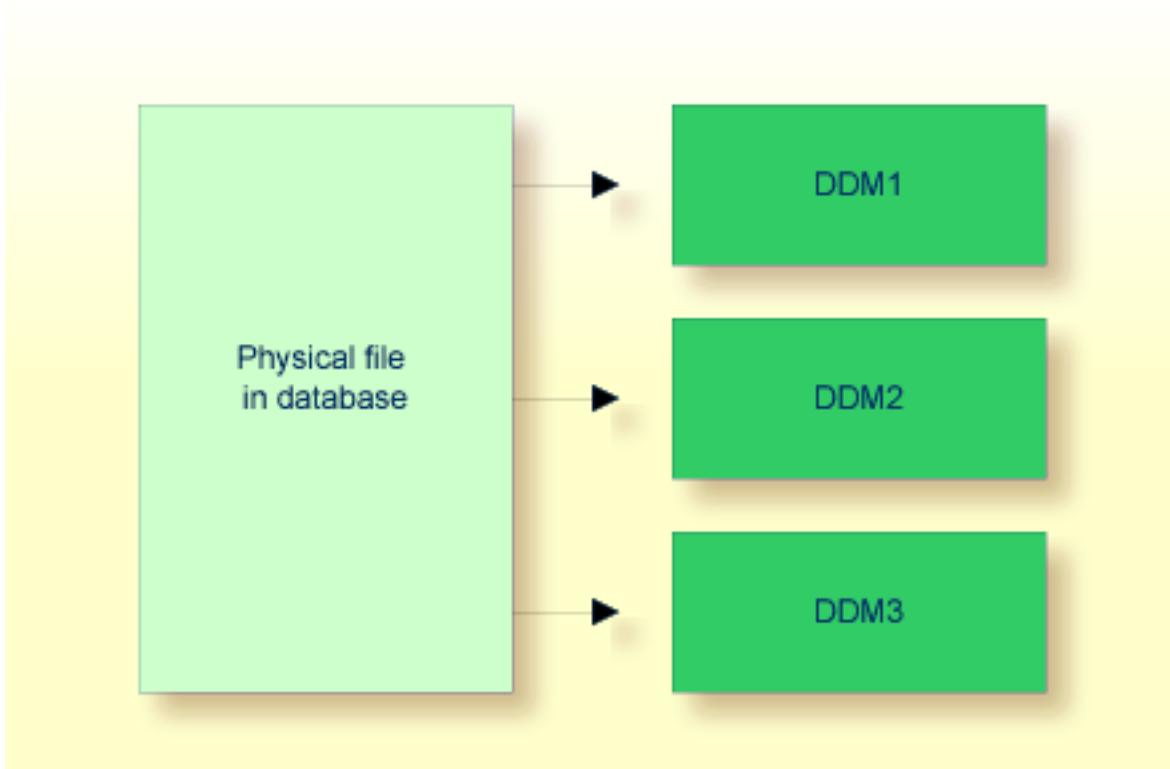
This section covers the following topics:

- [Use of Data Definition Modules](#)
- [Maintaining DDMs](#)
- [Listing/Displaying DDMs](#)

### Use of Data Definition Modules

The data definition module contains information about the individual fields of the file - information which is relevant for the use of these fields in a Natural program. A DDM constitutes a logical view of a physical database file.

For each physical file of a database, one or more DDMs can be defined. And for each DDM one or more data views can be defined as described *View Definition* in the `DEFINE DATA` statement documentation and explained in the section [\*Defining a Database View\*](#).



DDMs are defined by the Natural administrator with Predict (or, if Predict is not available, with the corresponding Natural function).

### Maintaining DDMs

Use the system command `SYSDDM` to invoke the `SYSDDM` utility. The `SYSDDM` utility is used to perform all functions needed for the creation and maintenance of Natural data definition modules.

For further information on the `SYSDDM` utility, see the section *SYSDDM Utility* in the *Editors* documentation.

For each database field, a DDM contains the database-internal field name as well as the “external” field name, that is, the name of the field as used in a Natural program. Moreover, the formats and lengths of the fields are defined in the DDM, as well as various specifications that are used when the fields are output with a `DISPLAY` or `WRITE` statement (column headings, edit masks, etc.).

For the field attributes defined in a DDM, refer to *Using the DDM Editor* in the section *SYSDDM Utility* of the *Editors* documentation.

## **Listing/Displaying DDMs**

If you do not know the name of the DDM you want, you can use the system command `LIST DDM` to get a list of all existing DDMs that are available in the current library. From the list, you can then select a DDM for display.

To display a DDM whose name you know, you use the system command `LIST DDM ddm-name`.

For example:

```
LIST DDM EMPLOYEES
```

A list of all fields defined in the DDM will then be displayed, along with information about each field. For the field attributes defined in a DDM, refer to *SYSDDM Utility* in the *Editors* documentation.

## **Database Arrays**

---

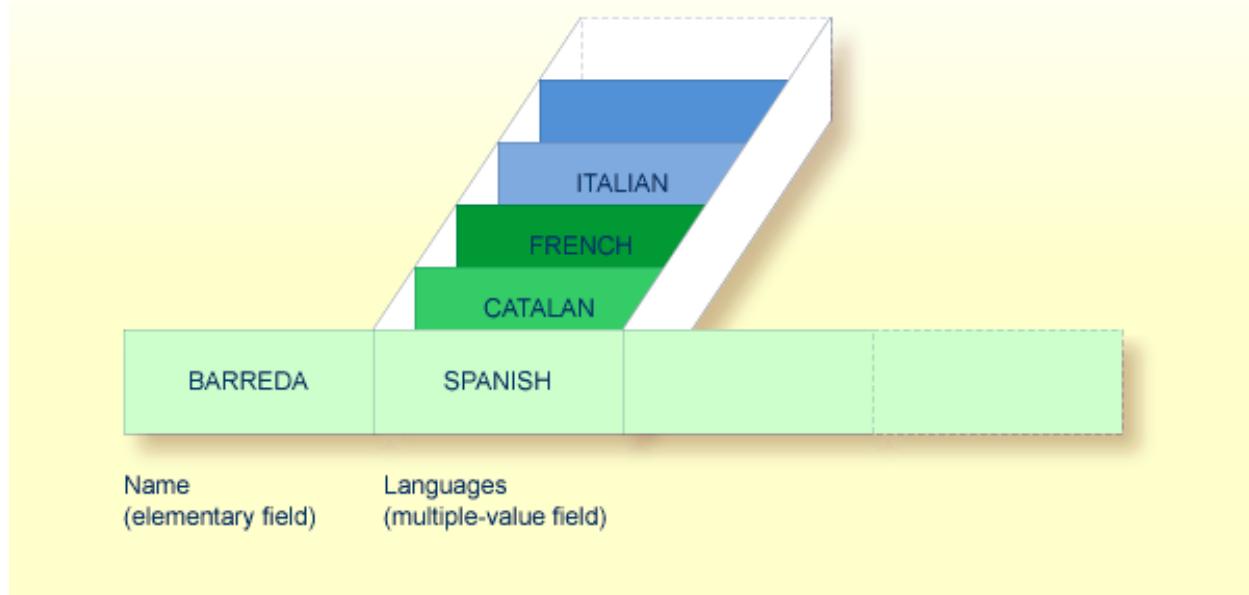
Adabas supports array structures within the database in the form of multiple-value fields and periodic groups.

This section covers the following topics:

- [Multiple-Value Fields](#)
- [Periodic Groups](#)
- [Referencing Multiple-Value Fields and Periodic Groups](#)
- [Multiple-Value Fields within Periodic Groups](#)
- [Referencing Multiple-Value Fields within Periodic Groups](#)
- [Referencing the Internal Count of a Database Array](#)

### **Multiple-Value Fields**

A multiple-value field is a field which can have more than one value (up to 65534, depending on the Adabas version and definition of the FDT) within a given record.

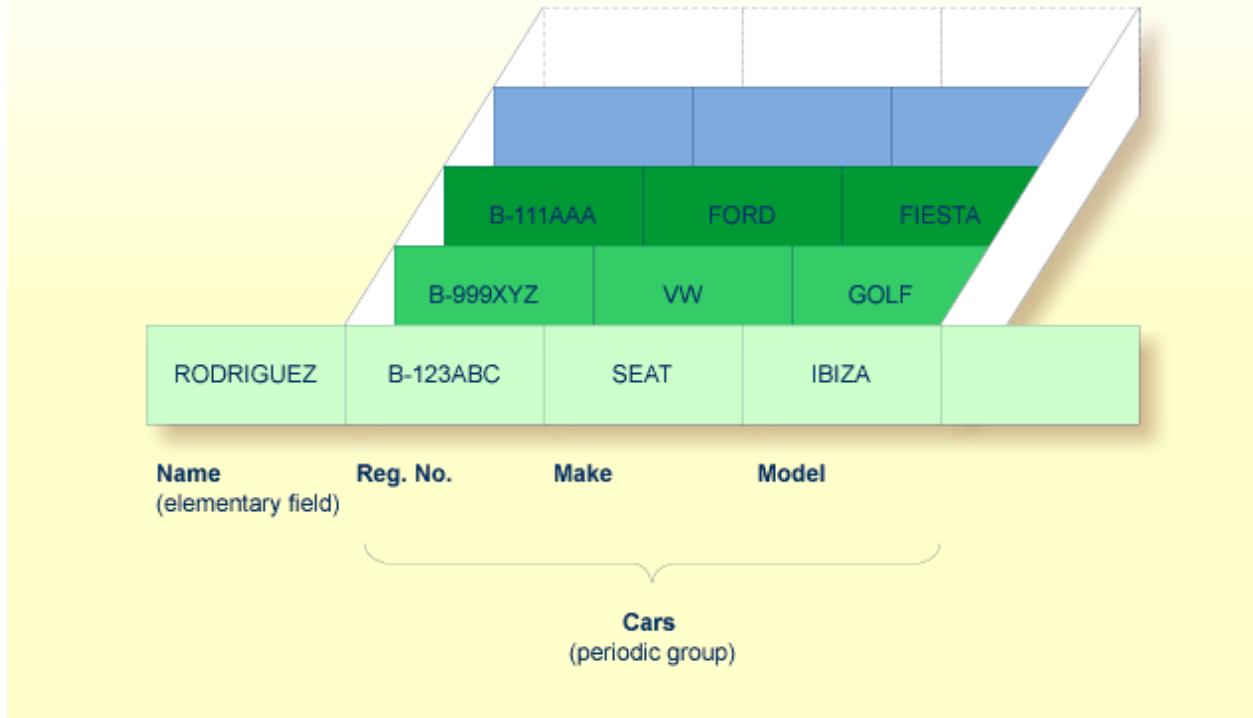
**Example:**

Assuming that the above is a record in an employees file, the first field (Name) is an elementary field, which can contain only one value, namely the name of the person; whereas the second field (Languages), which contains the languages spoken by the person, is a multiple-value field, as a person can speak more than one language.

### **Periodic Groups**

A periodic group is a group of fields (which may be elementary fields and/or multiple-value fields) that may have more than one occurrence (up to 65534, depending on the Adabas version and definition of the field definition table (FDT)) within a given record.

The different values of a multiple-value field are usually called “occurrences”; that is, the number of occurrences is the number of values which the field contains, and a specific occurrence means a specific value. Similarly, in the case of periodic groups, occurrences refer to a group of values.

**Example:**

Assuming that the above is a record in a vehicles file, the first field (Name) is an elementary field which contains the name of a person; Cars is a periodic group which contains the automobiles owned by that person. The periodic group consists of three fields which contain the registration number, make and model of each automobile. Each occurrence of Cars contains the values for one automobile.

### Referencing Multiple-Value Fields and Periodic Groups

To reference one or more occurrences of a multiple-value field or a periodic group, you specify an “index notation” after the field name.

#### Examples:

The following examples use the multiple-value field LANGUAGES and the periodic group CARS from the previous examples.

The various values of the multiple-value field LANGUAGES can be referenced as follows.

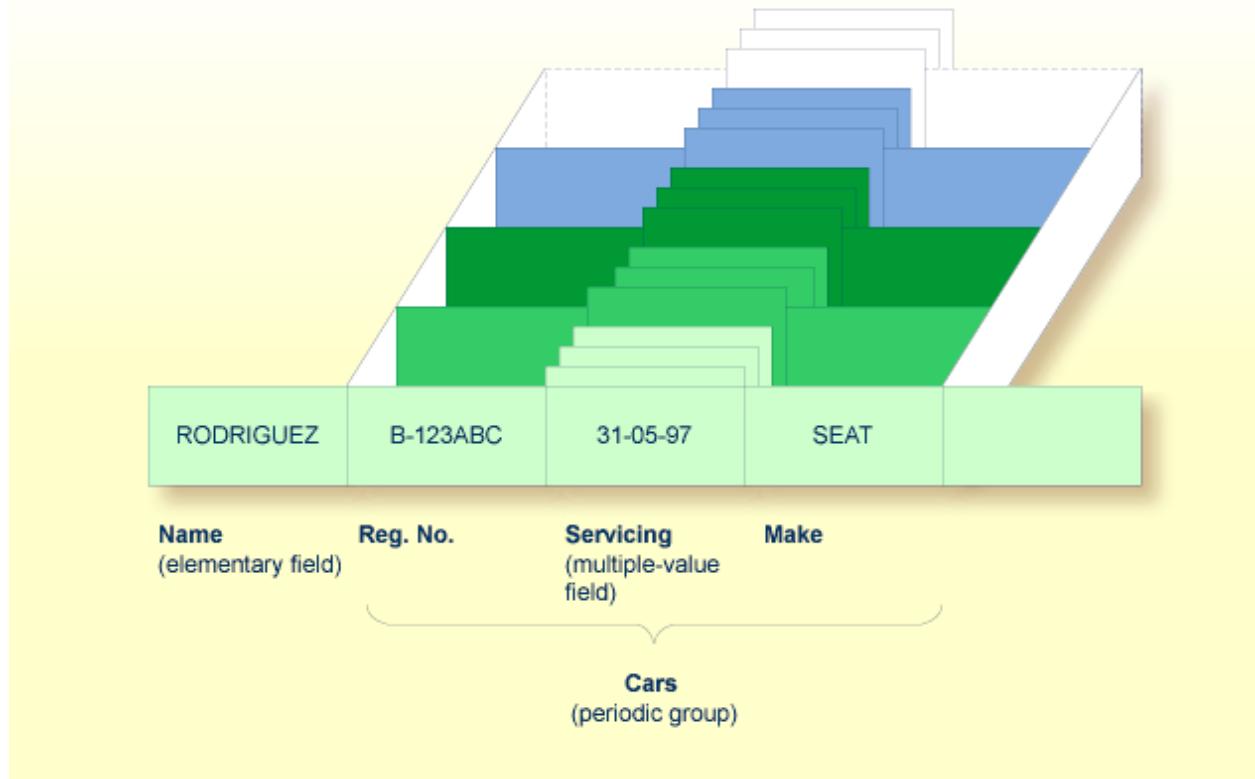
| Example          | Explanation  |
|------------------|--|
| LANGUAGES (1)    | References the first value (SPANISH).                                      |
| LANGUAGES (X)    | The value of the variable X determines the value to be referenced.         |
| LANGUAGES (1:3)  | References the first three values (SPANISH, CATALAN and FRENCH).           |
| LANGUAGES (6:10) | References the sixth to tenth values.                                      |
| LANGUAGES (X:Y)  | The values of the variables X and Y determine the values to be referenced. |

The various occurrences of the periodic group CARS can be referenced in the same manner:

| Example    | Explanation  |
|------------|--|
| CARS (1)   | References the first occurrence (B-123ABC/SEAT/IBIZA).                           |
| CARS (X)   | The value of the variable X determines the occurrence to be referenced.          |
| CARS (1:2) | References the first two occurrences (B-123ABC/SEAT/IBIZA and B-999XYZ/VW/GOLF). |
| CARS (4:7) | References the fourth to seventh occurrences.                                    |
| CARS (X:Y) | The values of the variables X and Y determine the occurrences to be referenced.  |

### Multiple-Value Fields within Periodic Groups

An Adabas array can have up to two dimensions: a multiple-value field within a periodic group.

**Example:**

Assuming that the above is a record in a vehicles file, the first field (Name) is an elementary field which contains the name of a person; Cars is a periodic group, which contains the automobiles owned by that person. This periodic group consists of three fields which contain the registration number, servicing dates and make of each automobile. Within the periodic group Cars, the field Servicing is a multiple-value field, containing the different servicing dates for each automobile.

### Referencing Multiple-Value Fields within Periodic Groups

To reference one or more occurrences of a multiple-value field within a periodic group, you specify a “two-dimensional” index notation after the field name.

#### Examples:

The following examples use the multiple-value field SERVICING within the periodic group CARS from the example above. The various values of the multiple-value field can be referenced as follows:

| Example              | Explanation   |
|----------------------|---|
| SERVICING (1,1)      | References the first value of SERVICING in the first occurrence of CARS (31-05-97). |
| SERVICING (1:5,1)    | References the first value of SERVICING in the first five occurrences of CARS.      |
| SERVICING (1:5,1:10) | References the first ten values of SERVICING in the first five occurrences of CARS. |

## Referencing the Internal Count of a Database Array

It is sometimes necessary to reference a multiple-value field or a periodic group without knowing how many values/occurrences exist in a given record. Adabas maintains an internal count of the number of values in each multiple-value field and the number of occurrences of each periodic group. This count may be read in a READ statement by specifying C\* immediately before the field name.

The count is returned in format/length N3. See [Referencing the Internal Count for a Database Array](#) for further details.

| Example         | Explanation   |
|-----------------|---|
| C*LANGUAGES     | Returns the number of values of the multiple-value field LANGUAGES.   |
| C*CARS          | Returns the number of occurrences of the periodic group CARS.   |
| C*SERVICING (1) | Returns the number of values of the multiple-value field SERVICING in the first occurrence of a periodic group (assuming that SERVICING is a multiple-value field within a periodic group.) |

## Defining a Database View

To be able to use database fields in a Natural program, you must specify the fields in a database view.

In the view, you specify the name of the data definition module (see [Data Definition Modules - DDMs](#)) from which the fields are to be taken, and the names of the [database fields](#) themselves (that is, their long names, not their database-internal short names).

The view may comprise an entire DDM or only a subset of it. The order of the fields in the view need not be the same as in the underlying DDM.

As described in the section [Statements for Database Access](#), the view name is used in the statements READ, FIND, HISTOGRAM to determine which database is to be accessed.

For further information on the complete syntax of the view definition option or on the definition/re-definition of a group of fields, see *View Definition* in the description of the DEFINE DATA statement in the *Statements* documentation.

Basically, you have the following options to define a database view:

#### ■ Inside the Program

You can define a database view inside the program, that is, directly within the `DEFINE DATA` statement of the program.

#### ■ Outside the Program

You can define a database view outside the program, that is, in a separate programming object: either a local data area (LDA) or a global data area (GDA), with the `DEFINE DATA` statement of the program referencing that data area.

#### ► To define a database view inside the program

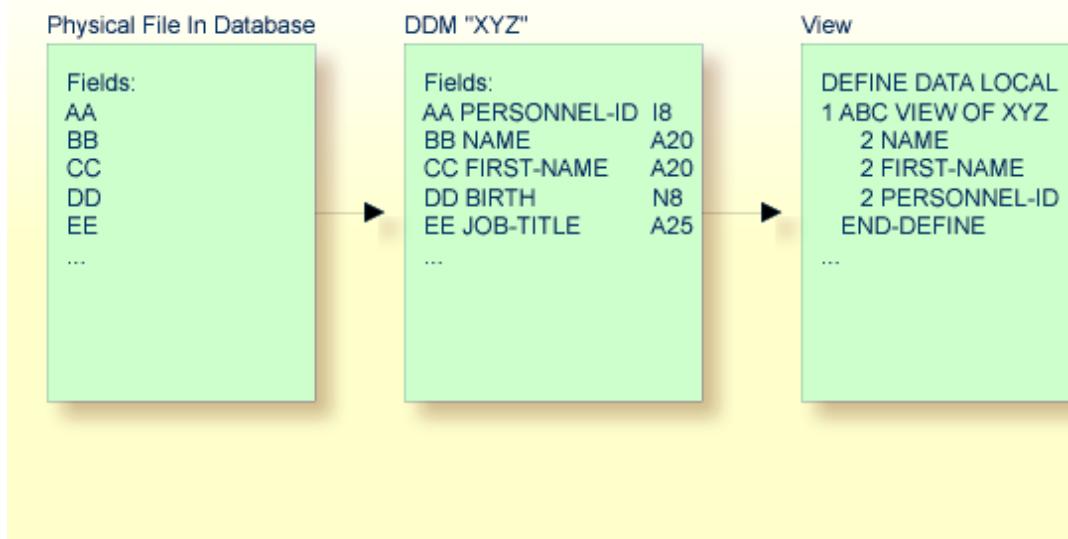
- 1 At Level 1, specify the view name as follows:

```
1 view-name VIEW OF ddm-name
```

where `view-name` is the name you choose for the view, `ddm-name` is the name of the DDM from which the fields specified in the view are taken.

- 2 At Level 2, specify the names of the database fields from the DDM.

In the illustration below, the name of the view is ABC, and it comprises the fields NAME, FIRST-NAME and PERSONNEL-ID from the DDM XYZ.



In the view, the format and length of a database field need not be specified, as these are already defined in the underlying DDM.

Sample Program:

In this example, the *view-name* is VIEWEMP, and the *ddm-name* is EMPLOYEES, and the names of the database fields taken from the DDM are NAME, FIRST-NAME and PERSONNEL-ID.

```
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 PERSONNEL-ID
1 #VARI-A (A20)
1 #VARI-B (N3.2)
1 #VARI-C (I4)
END-DEFINE
...
```

### ► To define a database view outside the program

- 1 In the program, specify:

```
DEFINE DATA LOCAL
  USING <data-area-name>
END-DEFINE
...
```

where *data-area-name* is the name you choose for the local or global data area, for example, LDA39.

- 2 In the data area to be referenced:

1. At Level 1 in the Name column, specify the name you choose for the view, and in the Miscellaneous column, the name of the DDM from which the fields specified in the view are taken.
2. At Level 2, specify the names of the database fields from the DDM.

Example LDA39:

In this example, the view name is VIEWEMP, the DDM name is EMPLOYEES, and the names of the database fields taken from the DDM are PERSONNEL-ID, FIRST-NAME and NAME.

| I   | T  | L  | Name         | F | Length | Miscellaneous | ↔ |
|-----|----|----|--------------|---|--------|---------------|---|
| All | -- | -- | VIEWEMP      |   |        |               | > |
|     | V  | 1  |              |   |        | EMPLOYEES     | ↔ |
|     |    | 2  | PERSONNEL-ID | A | 8      |               | ↔ |
|     |    | 2  | FIRST-NAME   | A | 20     |               | ↔ |
|     |    | 2  | NAME         | A | 20     |               | ↔ |

|           |   |     |   |
|-----------|---|-----|---|
| 1 #VARI-A | A | 20  | ↔ |
| 1 #VARI-B | N | 3.2 | ↔ |
| 1 #VARI-C | I | 4   | ↔ |
| ↔         |   |     |   |

## Statements for Database Access

---

To read data from a database, the following statements are available:

| Statement | Meaning   |
|-----------|---|
| READ      | Select a range of records from a database in a specified sequence.  |
| FIND      | Select from a database those records which meet a specified search criterion.   |
| HISTOGRAM | Read only the values of one database field, or determine the number of records which meet a specified search criterion. |

### READ Statement

The following topics are covered:

- Use of READ Statement
- Basic Syntax of READ Statement
- Example of READ Statement
- Limiting the Number of Records to be Read
- STARTING/ENDING Clauses
- WHERE Clause
- Further Example of READ Statement

#### Use of READ Statement

The READ statement is used to read records from a database. The records can be retrieved from the database

- in the order in which they are physically stored in the database (READ IN PHYSICAL SEQUENCE), or
- in the order of Adabas Internal Sequence Numbers (READ BY ISN), or
- in the order of the values of a descriptor field (READ IN LOGICAL SEQUENCE).

In this document, only READ IN LOGICAL SEQUENCE is discussed, as it is the most frequently used form of the READ statement.

For information on the other two options, please refer to the description of the READ statement in the *Statements* documentation.

### Basic Syntax of READ Statement

The basic syntax of the READ statement is:

```
READ view IN LOGICAL SEQUENCE BY descriptor
```

or shorter:

```
READ view LOGICAL BY descriptor
```

- where

|                   |   |
|-------------------|---|
| <i>view</i>       | is the name of a view defined in the DEFINE DATA statement and as explained in <a href="#">Defining a Database View</a> .                           |
| <i>descriptor</i> | is the name of a database field defined in that view. The values of this field determine the order in which the records are read from the database. |

If you specify a descriptor, you need not specify the **keyword** LOGICAL:

```
READ view BY descriptor
```

If you do not specify a descriptor, the records will be read in the order of values of the field defined as default descriptor (under Default Sequence) in the **DDM**. However, if you specify no descriptor, you must specify the **keyword** LOGICAL:

```
READ view LOGICAL
```

### Example of READ Statement

```
** Example 'READX01': READ
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
  2 NAME
  2 PERSONNEL-ID
  2 JOB-TITLE
END-DEFINE
*
READ (6) MYVIEW BY NAME
  DISPLAY NAME PERSONNEL-ID JOB-TITLE
END-READ
END
```

Output of Program READX01:

With the READ statement in this example, records from the EMPLOYEES file are read in alphabetical order of their last names.

The program will produce the following output, displaying the information of each employee in alphabetical order of the employees' last names.

|          |          |                         |
|----------|----------|-------------------------|
| ABELLAN  | 60008339 | MAQUINISTA              |
| ACHIESON | 30000231 | DATA BASE ADMINISTRATOR |
| ADAM     | 50005800 | CHEF DE SERVICE         |
| ADKINSON | 20008800 | PROGRAMMER              |
| ADKINSON | 20009800 | DBA                     |
| ADKINSON | 2001100  |                         |

If you wanted to read the records to create a report with the employees listed in sequential order by date of birth, the appropriate READ statement would be:

```
READ MYVIEW BY BIRTH
```

You can only specify a field which is defined as a “descriptor” in the underlying **DDM** (it can also be a subdescriptor, superdescriptor, hyperdescriptor or phonetic descriptor or a non-descriptor).

#### **Limiting the Number of Records to be Read**

As shown in the previous example program, you can limit the number of records to be read by specifying a number in parentheses after the keyword READ:

```
READ (6) MYVIEW BY NAME
```

In that example, the READ statement would read no more than 6 records.

Without the limit notation, the above READ statement would read *all* records from the EMPLOYEES file in the order of last names from A to Z.

## STARTING/ENDING Clauses

The READ statement also allows you to qualify the selection of records based on the *value* of a descriptor field. With an EQUAL TO/STARTING FROM option in the BY clause, you can specify the value at which reading should begin. (Instead of using the keyword BY, you may specify the keyword WITH, which would have the same effect). By adding a THRU/ENDING AT option, you can also specify the value in the logical sequence at which reading should end.

For example, if you wanted a list of those employees in the order of job titles starting with TRAINEE and continuing on to Z, you would use one of the following statements:

```
READ MYVIEW WITH JOB-TITLE = 'TRAINEE'
READ MYVIEW WITH JOB-TITLE STARTING FROM 'TRAINEE'
READ MYVIEW BY JOB-TITLE = 'TRAINEE'
READ MYVIEW BY JOB-TITLE STARTING FROM 'TRAINEE'
```

Note that the value to the right of the equal sign (=) or STARTING FROM option must be enclosed in apostrophes. If the value is numeric, this **text notation** is not required.

The sequence of records to be read can be even more closely specified by adding an end limit with a THRU/ENDING AT clause.

To read just the records with the job title TRAINEE, you would specify:

```
READ MYVIEW BY JOB-TITLE STARTING FROM 'TRAINEE' THRU 'TRAINEE'
READ MYVIEW WITH JOB-TITLE EQUAL TO 'TRAINEE'
                           ENDING AT 'TRAINEE'
```

To read just the records with job titles that begin with A or B, you would specify:

```
READ MYVIEW BY JOB-TITLE = 'A' THRU 'C'
READ MYVIEW WITH JOB-TITLE STARTING FROM 'A' ENDING AT 'C'
```

The values are read up to and including the value specified after THRU/ENDING AT. In the two examples above, all records with job titles that begin with A or B are read; if there were a job title C, this would also be read, but not the next higher value CA.

## WHERE Clause

The WHERE clause may be used to further qualify which records are to be read.

For instance, if you wanted only those employees with job titles starting from TRAINEE who are paid in US currency, you would specify:

```
READ MYVIEW WITH JOB-TITLE = 'TRAINEE'  
      WHERE CURR-CODE = 'USD'
```

The WHERE clause can also be used with the BY clause as follows:

```
READ MYVIEW BY NAME  
      WHERE SALARY = 20000
```

The WHERE clause differs from the BY clause in two respects:

- The field specified in the WHERE clause need not be a descriptor.
- The expression following the WHERE option is a logical condition.

The following logical operators are possible in a WHERE clause:

|                          |    |   |
|--------------------------|----|---|
| EQUAL                    | EQ | = |
| NOT EQUAL TO             | NE | ≠ |
| LESS THAN                | LT | < |
| LESS THAN OR EQUAL TO    | LE | ≤ |
| GREATER THAN             | GT | > |
| GREATER THAN OR EQUAL TO | GE | ≥ |

The following program illustrates the use of the STARTING FROM, ENDING AT and WHERE clauses:

```
** Example 'READX02': READ (with STARTING, ENDING and WHERE clause)  
*****  
DEFINE DATA LOCAL  
1 MYVIEW VIEW OF EMPLOYEES  
  2 NAME  
  2 JOB-TITLE  
  2 INCOME      (1:2)  
  3 CURR-CODE  
  3 SALARY  
  3 BONUS       (1:1)  
END-DEFINE  
*  
READ (3) MYVIEW WITH JOB-TITLE  
STARTING FROM 'TRAINEE' ENDING AT 'TRAINEE'  
      WHERE CURR-CODE (*) = 'USD'  
      DISPLAY NOTITLE NAME / JOB-TITLE 5X INCOME (1:2)  
      SKIP 1  
END-READ  
END
```

Output of Program READX02:

| NAME<br>CURRENT<br>POSITION | INCOME           |                  |       |
|-----------------------------|------------------|------------------|-------|
|                             | CURRENCY<br>CODE | ANNUAL<br>SALARY | BONUS |
| SENKO<br>TRAINEE            | USD              | 23000            | 0     |
| BANGART<br>TRAINEE          | USD              | 25000            | 0     |
| LINCOLN<br>TRAINEE          | USD              | 24000            | 0     |
|                             | USD              | 22000            | 0     |

### Further Example of READ Statement

See the following example program:

- ***READX03 - READ statement***

### FIND Statement

The following topics are covered:

- Use of FIND Statement
- Basic Syntax of FIND Statement
- Limiting the Number of Records to be Processed
- WHERE Clause
- Example of FIND Statement with WHERE Clause
- IF NO RECORDS FOUND Condition
- Further Examples of FIND Statement

### Use of FIND Statement

The FIND statement is used to select from a database those records which meet a specified search criterion.

## Basic Syntax of FIND Statement

The basic syntax of the FIND statement is:

```
FIND RECORDS IN view WITH field = value
```

or shorter:

```
FIND view WITH field = value
```

- where

|              |  |
|--------------|--|
| <i>view</i>  | is the name of a view as defined in the DEFINE DATA statement and as explained in <a href="#">Defining a Database View</a> . |
| <i>field</i> | is the name of a database field as defined in that view.   |

You can only specify a *field* which is defined as a “descriptor” in the underlying **DDM** (it can also be a subdescriptor, superdescriptor, hyperdescriptor or phonetic descriptor).

For the complete syntax, refer to the FIND statement documentation.

## Limiting the Number of Records to be Processed

In the same way as with the READ statement described [above](#), you can limit the number of records to be processed by specifying a number in parentheses after the keyword FIND:

```
FIND (6) RECORDS IN MYVIEW WITH NAME = 'CLEGG'
```

In the above example, only the first 6 records that meet the search criterion would be processed.

Without the limit notation, all records that meet the search criterion would be processed.



**Note:** If the FIND statement contains a WHERE clause (see below), records which are rejected as a result of the WHERE clause are *not* counted against the limit.

## WHERE Clause

With the WHERE clause of the FIND statement, you can specify an additional selection criterion which is evaluated *after* a record (selected with the WITH clause) has been read and *before* any processing is performed on the record.

### Example of FIND Statement with WHERE Clause

```
** Example 'FINDX01': FIND (with WHERE)
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 NAME
2 JOB-TITLE
2 CITY
END-DEFINE
*
FIND MYVIEW WITH CITY = 'PARIS'
      WHERE JOB-TITLE = 'INGENIEUR COMMERCIAL'
      DISPLAY NOTITLE CITY JOB-TITLE PERSONNEL-ID NAME
END-FIND
END
```



**Note:** In this example only those records which meet the criteria of the WITH clause *and* the WHERE clause are processed in the DISPLAY statement.

Output of Program FINDX01:

| CITY  | CURRENT POSITION     | PERSONNEL ID | NAME             |
|-------|----------------------|--------------|------------------|
| <hr/> |                      |              |                  |
| PARIS | INGENIEUR COMMERCIAL | 50007300     | CAHN             |
| PARIS | INGENIEUR COMMERCIAL | 50006500     | MAZUY            |
| PARIS | INGENIEUR COMMERCIAL | 50004700     | FAURIE           |
| PARIS | INGENIEUR COMMERCIAL | 50004400     | VALLY            |
| PARIS | INGENIEUR COMMERCIAL | 50002800     | BRETON           |
| PARIS | INGENIEUR COMMERCIAL | 50001000     | GIGLEUX          |
| PARIS | INGENIEUR COMMERCIAL | 50000400     | KORAB-BRZOZOWSKI |

### IF NO RECORDS FOUND Condition

If no records are found that meet the search criteria specified in the WITH and WHERE clauses, the statements within the FIND processing loop are not executed (for the previous example, this would mean that the DISPLAY statement would not be executed and consequently no employee data would be displayed).

However, the FIND statement also provides an IF NO RECORDS FOUND clause, which allows you to specify processing you wish to be performed in the case that no records meet the search criteria.

Example:

```
** Example 'FINDX02': FIND (with IF NO RECORDS FOUND)
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
END-DEFINE
*
FIND MYVIEW WITH NAME = 'BLACKSMITH'
IF NO RECORDS FOUND
    WRITE 'NO PERSON FOUND.'
END-NOREC
DISPLAY NAME FIRST-NAME
END-FIND
END
```

The above program selects all records in which the field NAME contains the value BLACKSMITH. For each selected record, the name and first name are displayed. If no record with NAME = 'BLACKSMITH' is found on the file, the WRITE statement within the IF NO RECORDS FOUND clause is executed.

Output of Program FINDX02:

|                                    |   |                   |
|------------------------------------|---|-------------------|
| Page                               | 1 | 04-11-11 14:15:54 |
| NAME                    FIRST-NAME |   |                   |
| -----                              |   |                   |
| NO PERSON FOUND.                   |   |                   |

### Further Examples of FIND Statement

See the following example programs:

- [\*\*FINDX07 - FIND \(with several clauses\)\*\*](#)
- [\*\*FINDX08 - FIND \(with LIMIT\)\*\*](#)
- [\*\*FINDX09 - FIND \(using \\*NUMBER, \\*COUNTER, \\*ISN\)\*\*](#)
- [\*\*FINDX10 - FIND \(combined with READ\)\*\*](#)
- [\*\*FINDX11 - FIND NUMBER \(with \\*NUMBER\)\*\*](#)

## HISTOGRAM Statement

The following topics are covered:

- Use of HISTOGRAM Statement
- Syntax of HISTOGRAM Statement
- Limiting the Number of Values to be Read
- STARTING/ENDING Clauses
- WHERE Clause
- Example of HISTOGRAM Statement

### Use of HISTOGRAM Statement

The HISTOGRAM statement is used to either read only the values of one database field, or determine the number of records which meet a specified search criterion.

The HISTOGRAM statement does not provide access to any database fields other than the one specified in the HISTOGRAM statement.

### Syntax of HISTOGRAM Statement

The basic syntax of the HISTOGRAM statement is:

|   |
|---|
| HISTOGRAM VALUE IN <i>view</i> FOR <i>field</i> |
|---|

or shorter:

|  |
|--|
| HISTOGRAM <i>view</i> FOR <i>field</i> |
|--|

- where

|              |  |
|--------------|--|
| <i>view</i>  | is the name of a view as defined in the DEFINE DATA statement and as explained in <a href="#">Defining a Database View</a> . |
| <i>field</i> | is the name of a database field as defined in that view.   |

For the complete syntax, refer to the HISTOGRAM statement documentation.

## Limits the Number of Values to be Read

In the same way as with the [READ](#) statement, you can limit the number of values to be read by specifying a number in parentheses after the keyword **HISTOGRAM**:

```
HISTOGRAM (6) MYVIEW FOR NAME
```

In the above example, only the first 6 values of the field **NAME** would be read.

Without the limit notation, all values would be read.

## STARTING/ENDING Clauses

Like the [READ](#) statement, the **HISTOGRAM** statement also provides a **STARTING FROM** clause and an **ENDING AT** (or **THRU**) clause to narrow down the range of values to be read by specifying a starting value and ending value.

### Examples:

```
HISTOGRAM MYVIEW FOR NAME STARTING from 'BOUCHARD'  
HISTOGRAM MYVIEW FOR NAME STARTING from 'BOUCHARD' ENDING AT 'LANIER'  
HISTOGRAM MYVIEW FOR NAME from 'BLOOM' THRU 'ROESER'
```

## WHERE Clause

The **HISTOGRAM** statement also provides a **WHERE** clause which may be used to specify an additional selection criterion that is evaluated *after* a value has been read and *before* any processing is performed on the value. The field specified in the **WHERE** clause must be the same as in the main clause of the **HISTOGRAM** statement.

### Example of HISTOGRAM Statement

```
** Example 'HISTOX01': HISTOGRAM  
*****  
DEFINE DATA LOCAL  
1 MYVIEW VIEW OF EMPLOYEES  
2 CITY  
END-DEFINE  
*  
LIMIT 8  
HISTOGRAM MYVIEW CITY STARTING FROM 'M'  
DISPLAY NOTITLE CITY 'NUMBER OF/PERSONS' *NUMBER *COUNTER  
END-HISTOGRAM  
END
```

In this program, the system variables **\*NUMBER** and **\*COUNTER** are also evaluated by the **HISTOGRAM** statement, and output with the **DISPLAY** statement. **\*NUMBER** contains the number of database records

that contain the last value read; \*COUNTER contains the total number of values which have been read.

Output of Program HISTO01:

| CITY           | NUMBER OF PERSONS | CNT |
|----------------|-------------------|-----|
| MADISON        | 3                 | 1   |
| MADRID         | 41                | 2   |
| MAILLY LE CAMP | 1                 | 3   |
| MAMERS         | 1                 | 4   |
| MANSFIELD      | 4                 | 5   |
| MARSEILLE      | 2                 | 6   |
| MATLOCK        | 1                 | 7   |
| MELBOURNE      | 2                 | 8   |

## Multi-Fetch Clause

This section covers the multi-fetch record retrieval functionality for Adabas databases.

The multi-fetch functionality described in this section is only supported for Adabas. For information on the multi-fetch record retrieval functionality for DB2 or SQL/DS databases, see *Multiple Row Processing* in the *Natural for DB2* part of the *Database Management System Interfaces* documentation.

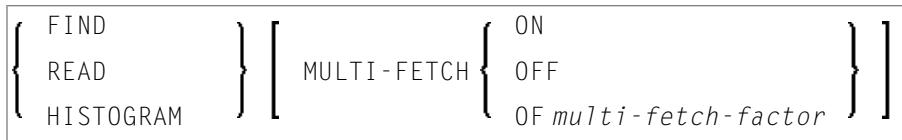
The following topics are covered:

- Purpose of Multi-Fetch Feature
- Considerations for Multi-Fetch Usage
- Size of the Multi-Fetch Buffer
- TEST DBLOG Support for Multi-Fetch

### Purpose of Multi-Fetch Feature

In standard mode, Natural does not read multiple records with a single database call; it always operates in a one-record-per-fetch mode. This kind of operation is solid and stable, but can take some time if a large number of database records are being processed.

To improve the performance of those programs, you can use the Multi-Fetch Clause in the FIND, READ or HISTOGRAM statements. This allows you to define the Multi-Fetch-Factor, a numeric value that specifies the number of records read per database access.



Where the *multi-fetch-factor* is either a constant or a variable with a format integer (I4).

At statement execution time, the runtime checks if a *multi-fetch-factor* greater than 1 is supplied for the database statement.

If the *multi-fetch-factor* is:

|                  |   |
|------------------|---|
| a negative value | a runtime error is raised.  |
| 0 or 1           | the database call is continued in the usual one-record-per-access mode.   |
| 2 or greater     | the database call is prepared dynamically to read multiple records (for example, 10) with a single database access into an auxiliary buffer (multi-fetch buffer). If successful, the first record is transferred into the underlying data view. Upon the execution of the next loop, the data view is filled directly from the multi-fetch buffer, without database access. After all records have been fetched from the multi-fetch buffer, the next loop results in the next record set being read from the database. If the database loop is terminated (either by end-of-records, ESCAPE, STOP, etc.), the content of the multi-fetch buffer is released. |

## Considerations for Multi-Fetch Usage

- A multi-fetch access is only supported for a browse loop; in other words, when the records are read with "no hold".
- The program does not receive "fresh" records from the database for every loop, but operates with images retrieved at the most recent multi-fetch access.
- If a loop repositioning is triggered for a READ / HISTOGRAM statement, the content of the multi-fetch buffer at that point is released.
- The multi-fetch feature is not possible and leads to a corresponding syntax error at compilation,
  - if a dynamic direction change (IN DYNAMIC...SEQUENCE) is coded for a READ / HISTOGRAM statement, or
  - if an IN SHARED HOLD clause is used in a READ / FIND statement.
- The first record of a FIND loop is retrieved with the initial S1 command. Since Adabas multi-fetch is just defined for all kinds of Lx commands, it first can be used from the second record.
- The size occupied by a database loop in the multi-fetch buffer is determined according to the rule:

```
((record-buffer-length + isn-buffer-entry-length) * multi-fetch-factor ) + 4 + header-length
=
((size-of-view-fields + 20) * multi-fetch-factor) + 4 + 128
```

In order to keep the required space small, the multi-fetch factor is automatically reduced at runtime, if

- the “loop-limit” (e.g. READ (2) . .) is smaller, but only if no WHERE clause is involved;
- the “ISN quantity” (for FIND statement only) is smaller;
- the resulting size of the record buffer or ISN buffer exceeds 32 KB.

Moreover, the multi-fetch option is completely ignored at runtime, if

- the multi-fetch factor contains a value less equal 1;
- the multi-fetch buffer is not available or does not have enough free space (for more details, refer to *Size of the Multi-Fetch Buffer* below).

### Size of the Multi-Fetch Buffer

In order to control the amount of storage available for multi-fetch purposes, you can limit the maximum size of the multi-fetch buffer.

Inside the NATPARM definition, you can make a static assignment via the parameter macro NTDS:

```
NTDS MULFETCH,nn
```

At session start, you can also use the profile parameter DS:

```
DS=(MULFETCH,nn)
```

where *nn* represents the complete size allowed to be allocated for multi-fetch purposes (in KB). The value may be set in the range (0 - 1024), with a default value of 64. Setting a high value does not necessarily mean having a buffer allocated of that size, since the multi-fetch handler makes dynamic allocations and resizes, depending on what is really needed to execute a multi-fetch database statement. If no multi-fetch database statement is executed in a Natural session, the multi-fetch buffer will never be created, regardless of which value was set.

If the value 0 is specified, the multi-fetch processing is completely disabled, no matter if a database access statement contains a MULTI-FETCH OF . . clause or not. This allows to completely switch off all multi-fetch activities when there is not enough storage available in the current environment or for debugging purposes.

-  **Note:** Due to existing Adabas limitations, you may not have a record buffer or ISN buffer larger than 32 KB. Therefore you need only a maximum of 64 KB space in the multi-fetch buffer for a single FIND, READ or HISTOGRAM loop. The required value setting for the multi-

fetch buffer depends on the number of nested database loops you want to serve with multi-fetch.

## TEST DBLOG Support for Multi-Fetch

For information on how multi-fetch related database calls are supported by TEST DBLOG, see *DBLOG Utility, Displaying Adabas Commands that use MULTI-FETCH* in the *Utilities* documentation.

## Database Processing Loops

---

This section discusses processing loops required to process data that have been selected from a database as a result of a FIND, READ or HISTOGRAM statement.

The following topics are covered:

- [Creation of Database Processing Loops](#)
- [Hierarchies of Processing Loops](#)
- [Example of Nested FIND Loops Accessing the Same File](#)
- [Further Examples of Nested READ and FIND Statements](#)

### Creation of Database Processing Loops

Natural automatically creates the necessary processing loops which are required to process data that have been selected from a database as a result of a FIND, READ or HISTOGRAM statement.

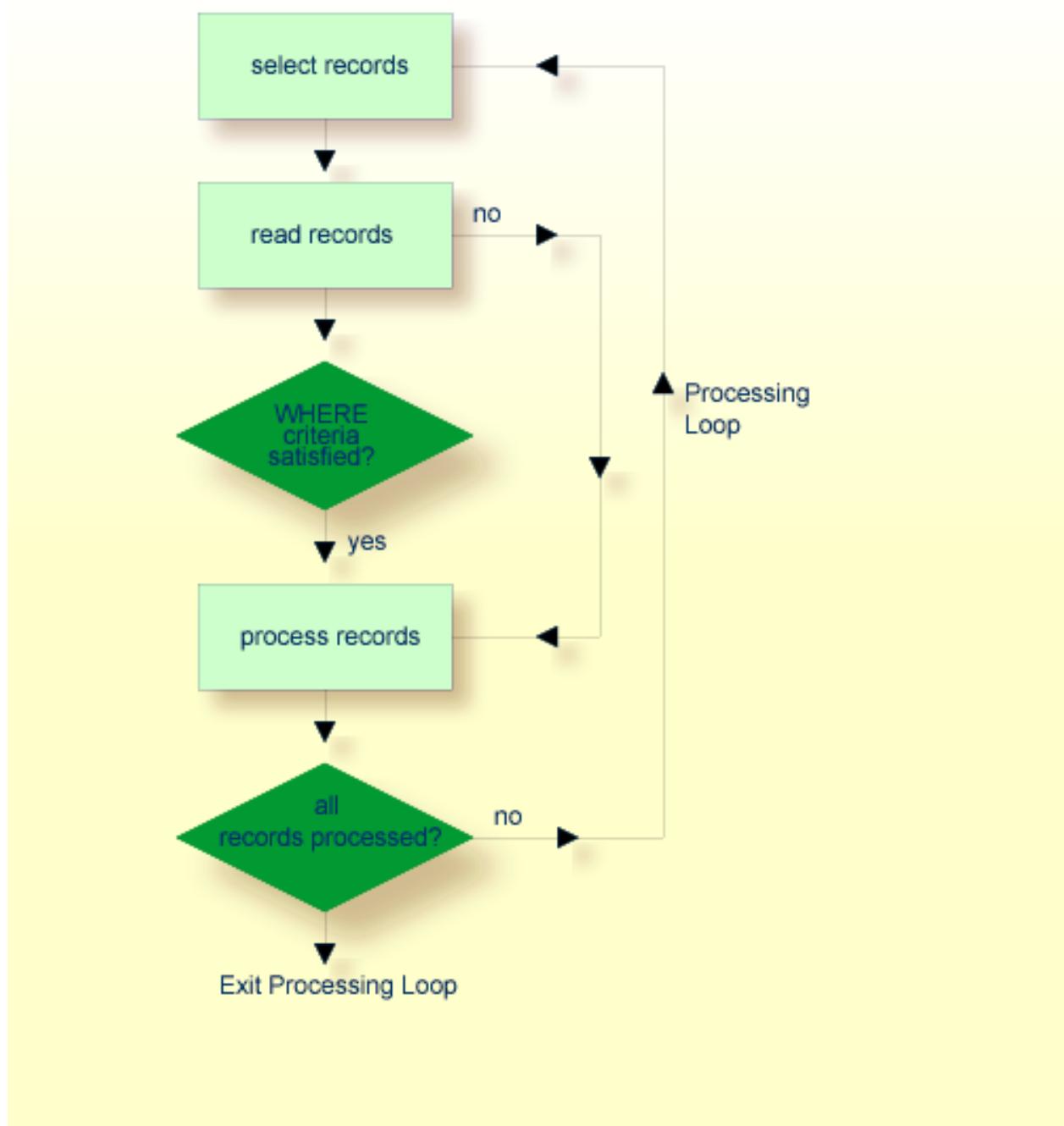
#### Example:

In the following example, the FIND loop selects all records from the EMPLOYEES file in which the field NAME contains the value ADKINSON and processes the selected records. In this example, the processing consists of displaying certain fields from each record selected.

```
** Example 'FINDX03': FIND
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
 2 NAME
 2 FIRST-NAME
 2 CITY
END-DEFINE
*
FIND MYVIEW WITH NAME = 'ADKINSON'
  DISPLAY NAME FIRST-NAME CITY
END-FIND
END
```

If the FIND statement contained a WHERE clause in addition to the WITH clause, only those records that were selected as a result of the WITH clause *and* met the WHERE criteria would be processed.

The following diagram illustrates the flow logic of a database processing loop:



## Hierarchies of Processing Loops

The use of multiple FIND and/or READ statements creates a hierarchy of processing loops, as shown in the following example:

### Example of Processing Loop Hierarchy

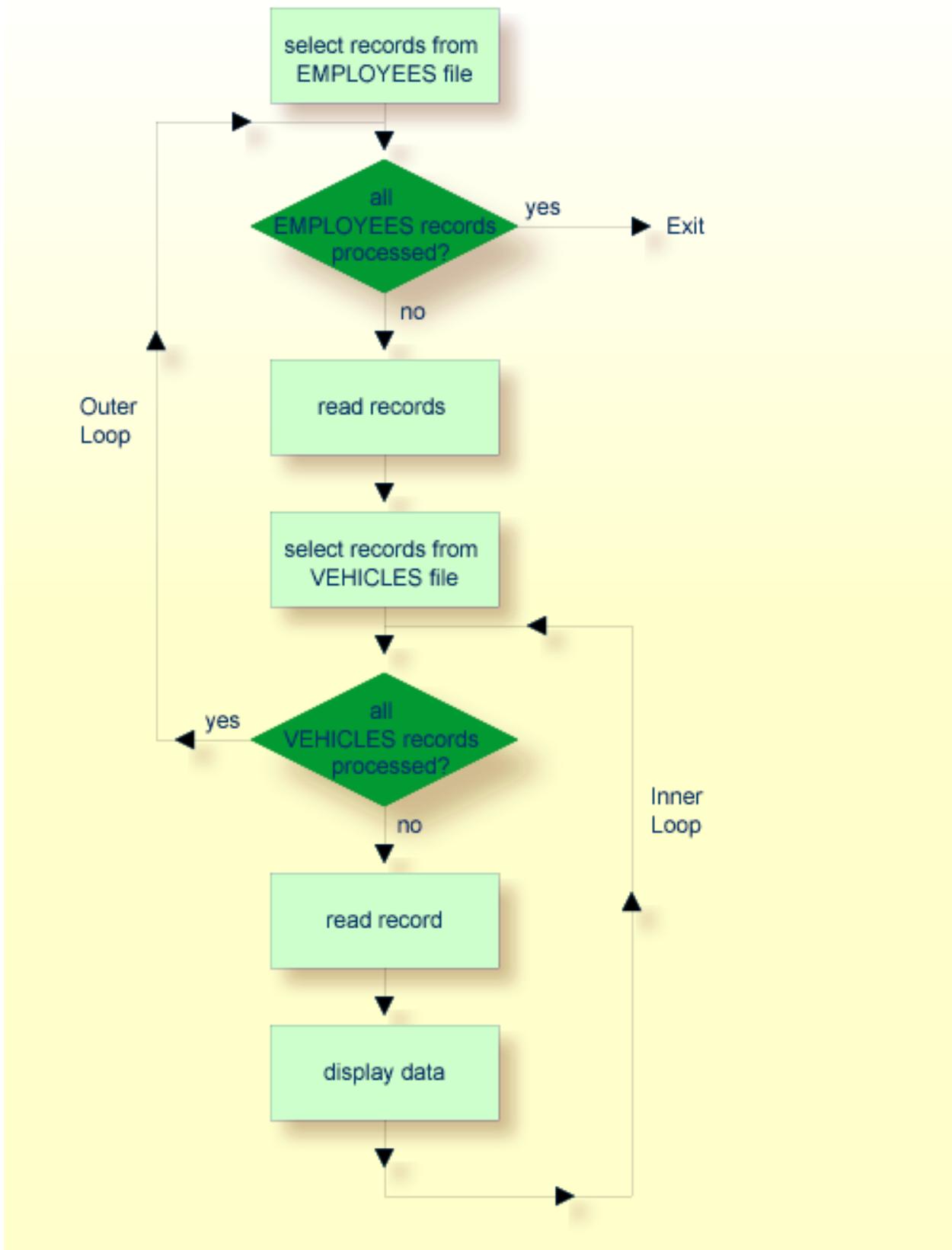
```
** Example 'FINDX04': FIND (two FIND statements nested)
*****
DEFINE DATA LOCAL
1 PERSONVIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
1 AUTOVIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
  2 MAKE
  2 MODEL
END-DEFINE
*
EMP. FIND PERSONVIEW WITH NAME = 'ADKINSON'
  VEH. FIND AUTOVIEW WITH PERSONNEL-ID = PERSONNEL-ID (EMP.)
    DISPLAY NAME MAKE MODEL
  END-FIND
END-FIND
END
```

The above program selects from the EMPLOYEES file all people with the name ADKINSON. Each record (person) selected is then processed as follows:

1. The second FIND statement is executed to select the automobiles from the VEHICLES file, using as selection criterion the PERSONNEL-IDs from the records selected from the EMPLOYEES file with the first FIND statement.
2. The NAME of each person selected is displayed; this information is obtained from the EMPLOYEES file. The MAKE and MODEL of each automobile owned by that person is also displayed; this information is obtained from the VEHICLES file.

The second FIND statement creates an inner processing loop within the outer processing loop of the first FIND statement, as shown in the following diagram.

The diagram illustrates the flow logic of the hierarchy of processing loops in the previous example program:



### Example of Nested FIND Loops Accessing the Same File

It is also possible to construct a processing loop hierarchy in which the same file is used at both levels of the hierarchy:

```
** Example 'FINDX05': FIND (two FIND statements on same file nested)
*****
DEFINE DATA LOCAL
1 PERSONVIEW VIEW OF EMPLOYEES
 2 NAME
 2 FIRST-NAME
 2 CITY
1 #NAME (A40)
END-DEFINE
/*
WRITE TITLE LEFT JUSTIFIED
'PEOPLE IN SAME CITY AS:' #NAME / 'CITY:' CITY SKIP 1
*
FIND PERSONVIEW WITH NAME = 'JONES'
  WHERE FIRST-NAME = 'LAUREL'
  COMPRESS NAME FIRST-NAME INTO #NAME
/*
  FIND PERSONVIEW WITH CITY = CITY
    DISPLAY NAME FIRST-NAME CITY
  END-FIND
END-FIND
END
```

The above program first selects all people with name JONES and first name LAUREL from the EMPLOYEES file. Then all who live in the same city are selected from the EMPLOYEES file and a list of these people is created. All field values displayed by the DISPLAY statement are taken from the second FIND statement.

Output of Program FINDX05:

|           |            |           |
|-----------|------------|-----------|
| NAME      | FIRST-NAME | CITY      |
| -----     |            |           |
| JENSON    | MARTHA     | BALTIMORE |
| LAWLER    | EDDIE      | BALTIMORE |
| FORREST   | CLARA      | BALTIMORE |
| ALEXANDER | GIL        | BALTIMORE |
| NEEDHAM   | SUNNY      | BALTIMORE |
| ZINN      | CARLOS     | BALTIMORE |
| JONES     | LAUREL     | BALTIMORE |

## Further Examples of Nested READ and FIND Statements

See the following example programs:

- ***READX04 - READ statement (in combination with FIND and the system variables \*NUMBER and \*COUNTER)***
- ***LIMITX01 - LIMIT statement (for READ, FIND loop processing)***

## Database Update - Transaction Processing

---

This section describes how Natural performs database updating operations based on transactions.

The following topics are covered:

- Logical Transaction
- Record Hold Logic
- Backing Out a Transaction
- Restarting a Transaction
- Example of Using Transaction Data to Restart a Transaction

### Logical Transaction

Natural performs database updating operations based on transactions, which means that all database update requests are processed in logical transaction units. A logical transaction is the smallest unit of work (as defined by you) which must be performed in its entirety to ensure that the information contained in the database is logically consistent.

A logical transaction may consist of one or more update statements (DELETE, STORE, UPDATE) involving one or more database files. A logical transaction may also span multiple Natural programs.

A logical transaction begins when a record is put on “hold”; Natural does this automatically when the record is read for updating, for example, if a FIND loop contains an UPDATE or DELETE statement.

The end of a logical transaction is determined by an END TRANSACTION statement in the program. This statement ensures that all updates within the transaction have been successfully applied, and releases all records that were put on “hold” during the transaction.

**Example:**

```
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
  2 NAME
END-DEFINE
FIND MYVIEW WITH NAME = 'SMITH'
  DELETE
  END TRANSACTION
END-FIND
END
```

Each record selected would be put on “hold”, deleted, and then - when the END TRANSACTION statement is executed - released from “hold”.

 **Note:** The Natural profile parameter ETEOP, as set by the Natural administrator, determines whether or not Natural will generate an END TRANSACTION statement at the end of each Natural program. Ask your Natural administrator for details.

**Example of STORE Statement:**

The following example program adds new records to the EMPLOYEES file.

```
** Example 'STOREX01': STORE (Add new records to EMPLOYEES file)
*
** CAUTION: Executing this example will modify the database records!
*****
DEFINE DATA LOCAL
1 EMPLOYEE-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID(A8)
  2 NAME          (A20)
  2 FIRST-NAME   (A20)
  2 MIDDLE-I     (A1)
  2 SALARY        (P9/2)
  2 MAR-STAT     (A1)
  2 BIRTH         (D)
  2 CITY          (A20)
  2 COUNTRY       (A3)
*
1 #PERSONNEL-ID (A8)
1 #NAME          (A20)
1 #FIRST-NAME   (A20)
1 #INITIAL       (A1)
1 #MAR-STAT     (A1)
1 #SALARY        (N9)
1 #BIRTH         (A8)
1 #CITY          (A20)
1 #COUNTRY       (A3)
1 #CONF          (A1)    INIT <'Y'>
END-DEFINE
```

```

/*
REPEAT
  INPUT 'ENTER A PERSONNEL ID AND NAME (OR ''END'' TO END)' //
    'PERSONNEL-ID : ' #PERSONNEL-ID      //
    'NAME        : ' #NAME      /
    'FIRST-NAME   : ' #FIRST-NAME
/*****
/* validate entered data
/*****
IF #PERSONNEL-ID = 'END' OR #NAME = 'END'
  STOP
END-IF
IF #NAME = ' '
  REINPUT WITH TEXT 'ENTER A LAST-NAME'
    MARK 2 AND SOUND ALARM
END-IF
IF #FIRST-NAME = ' '
  REINPUT WITH TEXT 'ENTER A FIRST-NAME'
    MARK 3 AND SOUND ALARM
END-IF
/*****
/* ensure person is not already on file
/*****
FIP2. FIND NUMBER EMPLOYEE-VIEW WITH PERSONNEL-ID = #PERSONNEL-ID
/*
IF *NUMBER (FIP2.) > 0
  REINPUT 'PERSON WITH SAME PERSONNEL-ID ALREADY EXISTS'
    MARK 1 AND SOUND ALARM
END-IF
/*****
/* get further information
/*****
INPUT
  'ENTER EMPLOYEE DATA'                                ///
  'PERSONNEL-ID          : ' #PERSONNEL-ID (AD=IO) / \
  'NAME                 : ' #NAME          (AD=IO) / \
  'FIRST-NAME           : ' #FIRST-NAME     (AD=IO) // \
  'INITIAL              : ' #INITIAL         / \
  'ANNUAL SALARY        : ' #SALARY          / \
  'MARITAL STATUS        : ' #MAR-STAT       / \
  'DATE OF BIRTH (YYYYMMDD) : ' #BIRTH         / \
  'CITY                 : ' #CITY          // \
  'COUNTRY (3 CHARS)    : ' #COUNTRY        (AD=M)
/*****
/* ENSURE REQUIRED FIELDS CONTAIN VALID DATA
/*****
IF #SALARY < 10000
  REINPUT TEXT 'ENTER A PROPER ANNUAL SALARY' MARK 2
END-IF
IF NOT (#MAR-STAT = 'S' OR = 'M' OR = 'D' OR = 'W')
  REINPUT TEXT 'ENTER VALID MARITAL STATUS S=SINGLE ' -

```

```
'M=MARRIED D=DIVORCED W=WIDOWED' MARK 3
END-IF
IF NOT(#BIRTH = MASK(YYYYMMDD) AND #BIRTH = MASK(1582-2699))
    REINPUT TEXT 'ENTER CORRECT DATE' MARK 4
END-IF
IF #CITY = ''
    REINPUT TEXT 'ENTER A CITY NAME' MARK 5
END-IF
IF #COUNTRY = ''
    REINPUT TEXT 'ENTER A COUNTRY CODE' MARK 6
END-IF
IF NOT (#CONF = 'N' OR= 'Y')
    REINPUT TEXT 'ENTER Y (YES) OR N (NO)' MARK 7
END-IF
IF #CONF = 'N'
    ESCAPE TOP
END-IF
/*********************************************************************
/* add the record with STORE
/*********************************************************************
MOVE #PERSONNEL-ID TO EMPLOYEE-VIEW.PERSONNEL-ID
MOVE #NAME          TO EMPLOYEE-VIEW.NAME
MOVE #FIRST-NAME    TO EMPLOYEE-VIEW.FIRST-NAME
MOVE #INITIAL        TO EMPLOYEE-VIEW.MIDDLE-I
MOVE #SALARY         TO EMPLOYEE-VIEW.SALARY (1)
MOVE #MAR-STAT       TO EMPLOYEE-VIEW.MAR-STAT
MOVE EDITED #BIRTH  TO EMPLOYEE-VIEW.BIRTH (EM=YYYYMMDD)
MOVE #CITY           TO EMPLOYEE-VIEW.CITY
MOVE #COUNTRY        TO EMPLOYEE-VIEW.COUNTRY
/*
STP3. STORE RECORD IN FILE EMPLOYEE-VIEW
/*
/*********************************************************************
/* mark end of logical transaction
/*********************************************************************
END OF TRANSACTION
RESET INITIAL #CONF
END-REPEAT
END
```

### Output of Program STOREX01:

```
ENTER A PERSONNEL ID AND NAME (OR 'END' TO END)

PERSONNEL ID :

NAME      :
FIRST NAME :
```

## Record Hold Logic

If Natural is used with Adabas, any record which is to be updated will be placed in “hold” status until an END TRANSACTION or BACKOUT TRANSACTION statement is issued or the transaction time limit is exceeded.

When a record is placed in “hold” status for one user, the record is not available for update by another user. Another user who wishes to update the same record will be placed in “wait” status until the record is released from “hold” when the first user ends or backs out his/her transaction.

To prevent users from being placed in wait status, the session parameter WH (Wait for Record in Hold Status) can be used (see the *Parameter Reference*).

When you use update logic in a program, you should consider the following:

- The maximum time that a record can be in hold status is determined by the Adabas transaction time limit (Adabas parameter TT). If this time limit is exceeded, you will receive an error message and all database modifications done since the last END TRANSACTION will be made undone.
- The number of records on hold and the transaction time limit are affected by the size of a transaction, that is, by the placement of the END TRANSACTION statement in the program. Restart facilities should be considered when deciding where to issue an END TRANSACTION. For example, if a majority of records being processed are *not* to be updated, the GET statement is an efficient way of controlling the “holding” of records. This avoids issuing multiple END TRANSACTION statements and reduces the number of ISNs on hold. When you process large files, you should bear in mind that the GET statement requires an additional Adabas call. An example of a GET statement is shown below.
- The placing of records in “hold” status is also controlled by the profile parameter RI (Release ISNs), as set by the Natural administrator.

### Example of Hold Logic:

```
** Example 'GETX01': GET (put single record in hold with UPDATE stmt)
**
** CAUTION: Executing this example will modify the database records!
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 NAME
2 SALARY (1)
END-DEFINE
*
RD. READ EMPLOY-VIEW BY NAME
DISPLAY EMPLOY-VIEW
IF SALARY (1) > 1500000
/*
GE. GET EMPLOY-VIEW *ISN (RD.)
/*
WRITE '=' (50) 'RECORD IN HOLD:' *ISN(RD.)
```

```
COMPUTE SALARY (1) = SALARY (1) * 1.15
UPDATE (GE.)
END TRANSACTION
END-IF
END-READ
END
```

## Backing Out a Transaction

During an active logical transaction, that is, before the `END TRANSACTION` statement is issued, you can cancel the transaction by using a `BACKOUT TRANSACTION` statement. The execution of this statement removes all updates that have been applied (including all records that have been added or deleted) and releases all records held by the transaction.

## Restarting a Transaction

With the `END TRANSACTION` statement, you can also store transaction-related information. If processing of the transaction terminates abnormally, you can read this information with a `GET TRANSACTION DATA` statement to ascertain where to resume processing when you restart the transaction.

## Example of Using Transaction Data to Restart a Transaction

The following program updates the `EMPLOYEES` and `VEHICLES` files. After a restart operation, the user is informed of the last `EMPLOYEES` record successfully processed. The user can resume processing from that `EMPLOYEES` record. It would also be possible to set up the restart transaction message to include the last `VEHICLES` record successfully updated before the restart operation.

```
** Example 'GETTRX01': GET TRANSACTION
*
** CAUTION: Executing this example will modify the database records!
*****
DEFINE DATA LOCAL
01 PERSON VIEW OF EMPLOYEES
  02 PERSONNEL-ID      (A8)
  02 NAME              (A20)
  02 FIRST-NAME        (A20)
  02 MIDDLE-I          (A1)
  02 CITY              (A20)
01 AUTO VIEW OF VEHICLES
  02 PERSONNEL-ID      (A8)
  02 MAKE              (A20)
  02 MODEL             (A20)
*
01 ET-DATA
  02 #APPL-ID          (A8) INIT <' '>
  02 #USER-ID          (A8)
  02 #PROGRAM          (A8)
```

```

02 #DATE          (A10)
02 #TIME          (A8)
02 #PERSONNEL-NUMBER (A8)
END-DEFINE
/*
GET TRANSACTION DATA #APPL-ID #USER-ID #PROGRAM
    #DATE      #TIME      #PERSONNEL-NUMBER
*
IF #APPL-ID NOT = 'NORMAL' /* if last execution ended abnormally
AND #APPL-ID NOT = ' '
    INPUT (AD=0IL)
        // 20T '*** LAST SUCCESSFUL TRANSACTION ***' (I)
        / 20T '*****'
        /// 25T 'APPLICATION:' #APPL-ID
        / 32T 'USER:' #USER-ID
        / 29T 'PROGRAM:' #PROGRAM
        / 24T 'COMPLETED ON:' #DATE 'AT' #TIME
        / 20T 'PERSONNEL NUMBER:' #PERSONNEL-NUMBER
END-IF
/*
REPEAT
/*
INPUT (AD=MIL) // 20T 'ENTER PERSONNEL NUMBER:' #PERSONNEL-NUMBER
/*
IF #PERSONNEL-NUMBER = '99999999'
    ESCAPE BOTTOM
END-IF
/*
FIND1. FIND PERSON WITH PERSONNEL-ID = #PERSONNEL-NUMBER
    IF NO RECORDS FOUND
        REINPUT 'SPECIFIED NUMBER DOES NOT EXIST; ENTER ANOTHER ONE.'
    END-NOREC
FIND2. FIND AUTO WITH PERSONNEL-ID = #PERSONNEL-NUMBER
    IF NO RECORDS FOUND
        WRITE 'PERSON DOES NOT OWN ANY CARS'
        ESCAPE BOTTOM
    END-NOREC
    IF *COUNTER (FIND2.) = 1 /* first pass through the loop
        INPUT (AD=M)
            / 20T 'EMPLOYEES/AUTOMOBILE DETAILS' (I)
            / 20T '-----'
            /// 20T 'NUMBER:' PERSONNEL-ID (AD=0)
            / 22T 'NAME:' NAME ' ' FIRST-NAME ' ' MIDDLE-I
            / 22T 'CITY:' CITY
            / 22T 'MAKE:' MAKE
            / 21T 'MODEL:' MODEL
            UPDATE (FIND1.) /* update the EMPLOYEES file
        ELSE /* subsequent passes through the loop
            INPUT NO ERASE (AD=M IP=OFF) ////////// 28T MAKE / 28T MODEL
        END-IF
        /*
        UPDATE (FIND2.) /* update the VEHICLES file

```

```
/*
MOVE *APPLIC-ID TO #APPL-ID
MOVE *INIT-USER TO #USER-ID
MOVE *PROGRAM    TO #PROGRAM
MOVE *DAT4E      TO #DATE
MOVE *TIME       TO #TIME
/*
END TRANSACTION #APPL-ID #USER-ID #PROGRAM
                  #DATE      #TIME      #PERSONNEL-NUMBER
/*
END-FIND          /* for VEHICLES   (FIND2.)
END-FIND          /* for EMPLOYEES (FIND1.)
END-REPEAT        /* for REPEAT
*
STOP              /* Simulate abnormal transaction end
END TRANSACTION 'NORMAL'
END
```

## Selecting Records Using ACCEPT/REJECT

---

This section discusses the statements ACCEPT and REJECT which are used to select records based on user-specified logical criteria.

The following topics are covered:

- [Statements Usable with ACCEPT and REJECT](#)
- [Example of ACCEPT Statement](#)
- [Logical Condition Criteria in ACCEPT/REJECT Statements](#)
- [Example of ACCEPT Statement with AND Operator](#)
- [Example of REJECT Statement with OR Operator](#)
- [Further Examples of ACCEPT and REJECT Statements](#)

### Statements Usable with ACCEPT and REJECT

The statements ACCEPT and REJECT can be used in conjunction with the database access statements:

- READ
- FIND
- HISTOGRAM

## Example of ACCEPT Statement

```
** Example 'ACCEPX01': ACCEPT IF
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
2 NAME
2 JOB-TITLE
2 CURR-CODE (1:1)
2 SALARY (1:1)
END-DEFINE
*
READ (20) MYVIEW BY NAME WHERE CURR-CODE (1) = 'USD'
ACCEPT IF SALARY (1) >= 40000
    DISPLAY NAME JOB-TITLE SALARY (1)
END-READ
END
```

### Output of Program ACCEPX01:

| Page       | 1                |               | 04-11-11 11:11:11 |
|------------|------------------|---------------|-------------------|
| NAME       | CURRENT POSITION | ANNUAL SALARY |                   |
| <hr/>      |                  |               |                   |
| ADKINSON   | DBA              | 46700         |                   |
| ADKINSON   | MANAGER          | 47000         |                   |
| ADKINSON   | MANAGER          | 47000         |                   |
| AFANASSIEV | DBA              | 42800         |                   |
| ALEXANDER  | DIRECTOR         | 48000         |                   |
| ANDERSON   | MANAGER          | 50000         |                   |
| ATHERTON   | ANALYST          | 43000         |                   |
| ATHERTON   | MANAGER          | 40000         | ↔                 |

## Logical Condition Criteria in ACCEPT/REJECT Statements

The statements ACCEPT and REJECT allow you to specify logical conditions in addition to those that were specified in WITH and WHERE clauses of the READ statement.

The logical condition criteria in the IF clause of an ACCEPT / REJECT statement are evaluated *after* the record has been selected and read.

Logical condition operators include the following (see [Logical Condition Criteria](#) for more detailed information):

|               |    |                |
|---------------|----|----------------|
| EQUAL         | EQ | $\text{:=}$    |
| NOT EQUAL TO  | NE | $\text{\neg=}$ |
| LESS THAN     | LT | $<$            |
| LESS EQUAL    | LE | $\leq$         |
| GREATER THAN  | GT | $>$            |
| GREATER EQUAL | GE | $\geq$         |

Logical condition criteria in ACCEPT / REJECT statements may also be connected with the Boolean operators AND, OR, and NOT. Moreover, parentheses may be used to indicate logical grouping; see the following examples.

### Example of ACCEPT Statement with AND Operator

The following program illustrates the use of the Boolean operator AND in an ACCEPT statement.

```
** Example 'ACCEPX02': ACCEPT IF ... AND ...
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
  2 NAME
  2 JOB-TITLE
  2 CURR-CODE (1:1)
  2 SALARY    (1:1)
END-DEFINE
*
READ (20) MYVIEW BY NAME WHERE CURR-CODE (1) = 'USD'
ACCEPT IF SALARY (1) >= 40000
      AND SALARY (1) <= 45000
      DISPLAY NAME JOB-TITLE SALARY (1)
END-READ
END
```

### Output of Program ACCEPX02:

| Page       | 1                | 04-12-14 12:22:01 |
|------------|------------------|-------------------|
| NAME       | CURRENT POSITION | ANNUAL SALARY     |
| -----      | -----            | -----             |
| AFANASSIEV | DBA              | 42800             |
| ATHERTON   | ANALYST          | 43000             |
| ATHERTON   | MANAGER          | 40000             |

## Example of REJECT Statement with OR Operator

The following program, which uses the Boolean operator OR in a REJECT statement, produces the same output as the ACCEPT statement in the example above, as the logical operators are reversed.

```
** Example 'ACCEPX03': REJECT IF ... OR ...
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
2 NAME
2 JOB-TITLE
2 Curr-CODE (1:1)
2 SALARY      (1:1)
END-DEFINE
*
READ (20) MYVIEW BY NAME WHERE Curr-CODE (1) = 'USD'
REJECT IF SALARY (1) < 40000
      OR SALARY (1) > 45000
      DISPLAY NAME JOB-TITLE SALARY (1)
END-READ
END
```

**Output of Program ACCEPX03:**

| Page       | 1       |                  | 04-12-14 12:26:27 |
|------------|---------|------------------|-------------------|
|            | NAME    | CURRENT POSITION | ANNUAL SALARY     |
| <hr/>      |         |                  |                   |
| AFANASSIEV | DBA     |                  | 42800             |
| ATHERTON   | ANALYST |                  | 43000             |
| ATHERTON   | MANAGER |                  | 40000             |

## Further Examples of ACCEPT and REJECT Statements

See the following example programs:

- [ACCEPX04 - ACCEPT IF ... LESS THAN ...](#)
- [ACCEPX05 - ACCEPT IF ... AND ...](#)
- [ACCEPX06 - REJECT IF ... OR ...](#)

## AT START/END OF DATA Statements

---

This section discusses the use of the statements AT START OF DATA and AT END OF DATA.

The following topics are covered:

- [AT START OF DATA Statement](#)
- [AT END OF DATA Statement](#)
- [Example of AT START OF DATA and AT END OF DATA Statements](#)
- [Further Examples of AT START OF DATA and AT END OF DATA](#)

### AT START OF DATA Statement

The AT START OF DATA statement is used to specify any processing that is to be performed after the first of a set of records has been read in a database processing loop.

The AT START OF DATA statement must be placed within the processing loop.

If the AT START OF DATA processing produces any output, this will be output *before the first field value*. By default, this output is displayed left-justified on the page.

### AT END OF DATA Statement

The AT END OF DATA statement is used to specify processing that is to be performed after all records for a database processing loop have been processed.

The AT END OF DATA statement must be placed within the processing loop.

If the AT END OF DATA processing produces any output, this will be output *after the last field value*. By default, this output is displayed left-justified on the page.

### Example of AT START OF DATA and AT END OF DATA Statements

The following example program illustrates the use of the statements AT START OF DATA and AT END OF DATA.

The Natural system variable \*TIME has been incorporated into the AT START OF DATA statement to display the time of day.

The Natural system function OLD has been incorporated into the AT END OF DATA statement to display the name of the last person selected.

```

** Example 'ATSTAX01': AT START OF DATA
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
2 CITY
2 NAME
2 JOB-TITLE
2 INCOME (1:1)
3 Curr-Code
3 SALARY
3 BONUS (1:1)
END-DEFINE
*
WRITE TITLE 'XYZ EMPLOYEE ANNUAL SALARY AND BONUS REPORT' /
READ (3) MYVIEW BY CITY STARTING FROM 'E'
    DISPLAY GIVE SYSTEM FUNCTIONS
        NAME (AL=15) JOB-TITLE (AL=15) INCOME (1)
/*
AT START OF DATA
    WRITE 'RUN TIME:' *TIME /
END-START
AT END OF DATA
    WRITE / 'LAST PERSON SELECTED:' OLD (NAME) /
END-ENDDATA
END-READ
*
AT END OF PAGE
    WRITE / 'AVERAGE SALARY:' AVER (SALARY(1))
END-ENDPAGE
END

```

The program produces the following output:

| XYZ EMPLOYEE ANNUAL SALARY AND BONUS REPORT |                     |                  |                  |       |
|---|---------------------|------------------|------------------|-------|
| NAME  | CURRENT<br>POSITION | INCOME           |                  |       |
|   |                     | CURRENCY<br>CODE | ANNUAL<br>SALARY | BONUS |
| -----                                       |                     |                  |                  |       |
| RUN TIME: 12:43:19.1                        |                     |                  |                  |       |
| DUYVERMAN                                   | PROGRAMMER          | USD              | 34000            | 0     |
| PRATT                                       | SALES PERSON        | USD              | 38000            | 9000  |
| MARKUSH                                     | TRAINEE             | USD              | 22000            | 0     |
| LAST PERSON SELECTED: MARKUSH               |                     |                  |                  |       |
| AVERAGE SALARY: 31333                       |                     |                  | ↔                |       |

## Further Examples of AT START OF DATA and AT END OF DATA

See the following example programs:

- [\*\*ATENDX01 - AT END OF DATA\*\*](#)
- [\*\*ATSTAX02 - AT START OF DATA\*\*](#)
- [\*\*WRITEX09 - WRITE \(in combination with AT END OF DATA \)\*\*](#)

## Unicode Data

---

Natural enables users to access wide-character fields (format W) in an Adabas database.

The following topics are covered:

- [\*\*Data Definition Module\*\*](#)
- [\*\*Access Configuration\*\*](#)
- [\*\*Restrictions\*\*](#)

### Data Definition Module

Adabas wide-character fields (W) are mapped to Natural format U (Unicode).

The length definition for a Natural field of format U corresponds to half the size of the Adabas field of format W. An Adabas wide-character field of length 200 is, for example, mapped to (U100) in Natural.

### Access Configuration

Natural receives data from Adabas and sends data to Adabas using UTF-16 as common encoding.

This encoding is specified with the OPRB parameter and sent to Adabas with the open request. It is used for wide-character fields and applies to the entire Adabas user session.

### Restrictions

Collating descriptors are not supported.

For further information on Adabas and Unicode support refer to the specific Adabas product documentation.

# 25 Accessing Data in an SQL Database

---

On principle, the features and examples contained in the document [\*Accessing Data in an Adabas Database\*](#) also apply to the SQL databases supported by Natural.

Differences, if any, are described in the documents for the individual database access statements (see the *Statements* documentation) in paragraphs named *Database-Specific Considerations* or in the documents for the individual Natural parameters (see the *Parameter Reference*).

In addition, Natural for DB2 offers a specific set of statements to access DB2 and SQL/DS database management systems. For detailed information, refer to the appropriate add-on product description in the *Database Management System Interfaces* documentation:

- *Natural for DB2*
- *Natural for SQL/DS*
- *Natural Gateway for SQL*



# 26 Accessing Data in a VSAM Database

---

On principle, the features and examples contained in the document [\*Accessing Data in an Adabas Database\*](#) also apply to VSAM databases.

Differences, if any, are described in the documents for the individual database access statements (see the *Statements* documentation) in paragraphs named *Database-Specific Considerations* or in the documents for the individual Natural parameters (see the *Parameter Reference*).

For detailed information, refer to the following add-on product description in the *Database Management System Interfaces* documentation:

- *Natural for VSAM*



# 27 Accessing Data in a DL/I Database

---

On principle, the features and examples contained in the document [\*Accessing Data in an Adabas Database\*](#) also apply to DL/I databases.

Differences, if any, are described in the documents for the individual database access statements (see the *Statements* documentation) in paragraphs named *Database-Specific Considerations* or in the documents for the individual Natural parameters (see the *Parameter Reference*).

For detailed information, refer to the following add-on product description in the *Database Management System Interfaces* documentation:

- *Natural for DL/I*



# VI      Controlling Data Output

---

This part describes how to proceed if a Natural program is to produce multiple reports. Furthermore, it discusses various aspects of how you can control the format of an output report created with Natural, that is, the way in which the data are displayed.

[Report Specification - \(\*rep\*\) Notation](#)

[Layout of an Output Page](#)

[Statements DISPLAY and WRITE](#)

[Index Notation for Multiple-Value Fields and Periodic Groups](#)

[Page Titles, Page Breaks, Blank Lines](#)

[Column Headers](#)

[Parameters to Influence the Output of Fields](#)

[Edit Masks - EM Parameter](#)

[Unicode Edit Masks - EMU Parameter](#)

[Vertical Displays](#)



## 28 Report Specification - (rep) Notation

---

|  |     |
|--|-----|
| ■ Use of Report Specifications .....     | 260 |
| ■ Statements Concerned .....             | 260 |
| ■ Examples of Report Specification ..... | 260 |

(*rep*) is the output report identifier for which a statement is applicable.

## Use of Report Specifications

---

If a Natural program is to produce multiple reports, the notation (*rep*) must be specified with each output statement (see **Statements Concerned**, below) which is to be used to create output for any report other than the first report (Report 0).

A value of 0 - 31 may be specified.

This notation only applies to reports created in batch mode, to reports under Com-plete, IMS TM or TIAM; or when using Natural Advanced Facilities under CICS, TSO or *openUTM*.

The value for (*rep*) may also be a logical name which has been assigned using the **DEFINE PRINTER** statement, see **Example 2** below.

## Statements Concerned

---

The notation (*rep*) can be used with the following output statements:

AT END OF PAGE | AT TOP OF PAGE | COMPOSE | DISPLAY | EJECT | FORMAT | NEWPAGE | PRINT |  
SKIP | SUSPEND IDENTICAL SUPPRESS | WRITE | WRITE TITLE | WRITE TRAILER

## Examples of Report Specification

---

### Example 1 - Multiple Reports

```
DISPLAY (1) NAME ...  
WRITE (4) NAME ...
```

### Example 2 - Using Logical Names

```
DEFINE PRINTER (LIST=5) OUTPUT 'LPT1'  
WRITE (LIST) NAME ...
```

# 29 Layout of an Output Page

---

|  |     |
|--|-----|
| ■ Statements Influencing a Report Layout ..... | 262 |
| ■ General Layout Example .....                 | 262 |

The following topics are covered:

## Statements Influencing a Report Layout

---

The following statements have an impact on the layout of the report:

| Statement        | Function   |
|------------------|--|
| WRITE TITLE      | With this statement, you can specify a page title, that is, text to be output at the top of a page. By default, page titles are centered and not underlined.   |
| WRITE TRAILER    | With this statement, you can specify a page trailer, that is, text to be output at the bottom of a page. By default, the trailer lines are centered and not underlined.  |
| AT TOP OF PAGE   | With this statement, you can specify any processing that is to be performed whenever a new page of the report is started. Any output from this processing will be output below the page title.   |
| AT END OF PAGE   | With this statement, you can specify any processing that is to be performed whenever an end-of-page condition occurs. Any output from this processing will be output below any page trailer (as specified with the WRITE TRAILER statement). |
| AT START OF DATA | With this statement, you specify processing that is to be performed after the first record has been read in a database processing loop. Any output from this processing will be output before the first field value. See note below.         |
| AT END OF DATA   | With this statement, you specify processing that is to be performed after all records for a processing loop have been processed. Any output from this processing will be output immediately after the last field value. See note below.      |
| DISPLAY / WRITE  | With these statements, you control the format in which the field values that have been read are to be output. See section <a href="#">Statements DISPLAY and WRITE</a> .   |



**Note:** The relevance of the statements AT START OF DATA and AT END OF DATA for the output of data is described under *Database Access*, [AT START/END OF DATA Statements](#). The other statements listed above are discussed in other sections of the part [Controlling Data Output](#).

## General Layout Example

---

The following example program illustrates the general layout of an output page:

```
** Example 'OUTPUX01': Several sections of output
*****
DEFINE DATA LOCAL
1 EMP-VIEW VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 BIRTH
END-DEFINE
*
WRITE TITLE '***** Page Title *****'
WRITE TRAILER '***** Page Trailer *****'
*
AT TOP OF PAGE
  WRITE '==== Top of Page ===='
END-TOPPAGE
AT END OF PAGE
  WRITE '==== End of Page ===='
END-ENDPAGE
*
READ (10) EMP-VIEW BY NAME
/*
  DISPLAY NAME FIRST-NAME BIRTH (EM=YYYY-MM-DD)
/*
  AT START OF DATA
    WRITE '>>>> Start of Data >>>>'
  END-START
  AT END OF DATA
    WRITE '<<<< End of Data <<<<' 
  END-ENDDATA
END-READ
END
```

### Output of Program OUTPUX01:

```
***** Page Title *****
===== Top of Page =====
      NAME          FIRST-NAME        DATE
                           OF
                           BIRTH
-----
>>>> Start of Data >>>>
ABELLAN           KEPA            1961-04-08
ACHIESON          ROBERT          1963-12-24
ADAM              SIMONE          1952-01-30
ADKINSON          JEFF             1951-06-15
ADKINSON          PHYLLIS         1956-09-17
ADKINSON          HAZEL            1954-03-19
ADKINSON          DAVID            1946-10-12
ADKINSON          CHARLIE          1950-03-02
ADKINSON          MARTHA          1970-01-01
ADKINSON          TIMMIE           1970-03-03
```

## Layout of an Output Page

---

```
<<<< End of Data <<<<
***** Page Trailer *****
===== End of Page =====
```

# 30 Statements DISPLAY and WRITE

---

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The following topics are covered:

## DISPLAY Statement

---

The DISPLAY statement produces output in column format; that is, the values for one field are output in a column underneath one another. If multiple fields are output, that is, if multiple columns are produced, these columns are output next to one another horizontally.

The order in which fields are displayed is determined by the sequence in which you specify the field names in the DISPLAY statement.

The DISPLAY statement in the following program displays for each person first the personnel number, then the name and then the job title:

```
** Example 'DISPLX01': DISPLAY
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 BIRTH
  2 JOB-TITLE
END-DEFINE
*
READ (3) VIEWEMP BY BIRTH
  DISPLAY PERSONNEL-ID NAME JOB-TITLE
END-READ
END
```

Output of Program DISPLX01:

|           |         |                   |
|-----------|---------|-------------------|
| Page      | 1       | 04-11-11 14:15:54 |
| PERSONNEL | NAME    | CURRENT           |
| ID        |         | POSITION          |
| -----     |         |                   |
| 30020013  | GARRET  | TYPIST            |
| 30016112  | TAILOR  | WAREHOUSEMAN      |
| 20017600  | PIETSCH | SECRETARY         |

To change the order of the columns that appear in the output report, simply reorder the field names in the DISPLAY statement. For example, if you prefer to list employee names first, then job titles followed by personnel numbers, the appropriate DISPLAY statement would be:

```
** Example 'DISPLX02': DISPLAY
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 NAME
2 BIRTH
2 JOB-TITLE
END-DEFINE
*
READ (3) VIEWEMP BY BIRTH
  DISPLAY NAME JOB-TITLE PERSONNEL-ID
END-READ
END
```

Output of Program DISPLX02:

|      |   |                   |
|------|---|-------------------|
| Page | 1 | 04-11-11 14:15:54 |
|------|---|-------------------|

| NAME    | CURRENT POSITION | PERSONNEL ID |
|---------|------------------|--------------|
| GARRET  | TYPIST           | 30020013     |
| TAILOR  | WAREHOUSEMAN     | 30016112     |
| PIETSCH | SECRETARY        | 20017600     |

A header is output above each column. Various ways to influence this header are described in the document [Column Headers](#).

## WRITE Statement

The WRITE statement is used to produce output in free format (that is, not in columns). In contrast to the DISPLAY statement, the following applies to the WRITE statement:

- If necessary, it automatically creates a line advance; that is, a field or text element that does not fit onto the current output line, is automatically output in the next line.
- It does not produce any headers.
- The values of a multiple-value field are output next to one another horizontally, and not underneath one another.

The two example programs shown below illustrate the basic differences between the DISPLAY statement and the WRITE statement.

You can also use the two statements in combination with one another, as described later in the document *Vertical Displays*, [Combining DISPLAY and WRITE](#).

## Example of DISPLAY Statement

---

```
** Example 'DISPLX03': DISPLAY
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
 2 NAME
 2 FIRST-NAME
 2 SALARY (1:3)
END-DEFINE
*
READ (2) VIEWEMP BY NAME STARTING FROM 'JONES'
  DISPLAY NAME FIRST-NAME SALARY (1:3)
END-READ
END
```

### Output of Program DISPLX03:

| Page  | 1        |            | 04-11-11         | 14:15:54 |
|-------|----------|------------|------------------|----------|
|       | NAME     | FIRST-NAME | ANNUAL<br>SALARY |          |
|       | -----    | -----      | -----            | -----    |
| JONES | VIRGINIA |            | 46000            |          |
|       |          |            | 42300            |          |
|       |          |            | 39300            |          |
| JONES | MARSHA   |            | 50000            |          |
|       |          |            | 46000            |          |
|       |          |            | 42700            |          |

## Example of WRITE Statement

---

```
** Example 'WRITEX01': WRITE
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
 2 NAME
 2 FIRST-NAME
 2 SALARY (1:3)
END-DEFINE
*
READ (2) VIEWEMP BY NAME STARTING FROM 'JONES'
  WRITE NAME FIRST-NAME SALARY (1:3)
END-READ
END
```

### Output of Program WRITEX01:

|       |          |       |          |          |
|-------|----------|-------|----------|----------|
| Page  | 1        |       | 04-11-11 | 14:15:55 |
| JONES | VIRGINIA | 46000 | 42300    | 39300    |
| JONES | MARSHA   | 50000 | 46000    | 42700    |

## Column Spacing - SF Parameter and nX Notation

By default, the columns output with a `DISPLAY` statement are separated from one another by *one* space.

With the session parameter `SF`, you can specify the default number of spaces to be inserted between columns output with a `DISPLAY` statement. You can set the number of spaces to any value from 1 to 30.

The parameter can be specified with a `FORMAT` statement to apply to the whole report, or with a `DISPLAY` statement at statement level, but not at element level.

With the `nX` notation in the `DISPLAY` statement, you can specify the number of spaces (`n`) to be inserted between two columns. An `nX` notation overrides the specification made with the `SF` parameter.

```
** Example 'DISPLX04': DISPLAY (with nX)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 NAME
2 BIRTH
2 JOB-TITLE
END-DEFINE
*
FORMAT SF=3
READ (3) VIEWEMP BY BIRTH
  DISPLAY PERSONNEL-ID NAME 5X JOB-TITLE
END-READ
END
```

### Output of Program DISPLX04:

The above example program produces the following output, where the first two columns are separated by 3 spaces due to the `SF` parameter in the `FORMAT` statement, while the second and third columns are separated by 5 spaces due to the notation `5X` in the `DISPLAY` statement:

|                 |         |                     |
|-----------------|---------|---------------------|
| Page            | 1       | 04-11-11 14:15:54   |
| PERSONNEL<br>ID | NAME    | CURRENT<br>POSITION |
| -----           | -----   | -----               |
| 30020013        | GARRET  | TYPIST              |
| 30016112        | TAILOR  | WAREHOUSEMAN        |
| 20017600        | PIETSCH | SECRETARY           |

The *nX* notation is also available with the **WRITE** statement to insert spaces between individual output elements:

```
WRITE PERSONNEL-ID 5X NAME 3X JOB-TITLE
```

With the above statement, 5 spaces will be inserted between the fields **PERSONNEL-ID** and **NAME**, and 3 spaces between **NAME** and **JOB-TITLE**.

## Tab Setting - *nT* Notation

---

With the *nT* notation, which is available with the **DISPLAY** and the **WRITE** statement, you can specify the position where an output element is to be output.

```
** Example 'DISPLX05': DISPLAY (with nT)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
END-DEFINE
*
READ (3) VIEWEMP BY NAME STARTING FROM 'JONES'
  DISPLAY 5T NAME 30T FIRST-NAME
END-READ
END
```

Output of Program **DISPLX05**:

The above program produces the following output, where the field **NAME** is output starting in the 5th position (counted from the left margin of the page), and the field **FIRST-NAME** starting in the 30th position:

Page 1

04-11-11 14:15:54

| NAME  | FIRST-NAME |
|-------|------------|
| JONES | VIRGINIA   |
| JONES | MARSHA     |
| JONES | ROBERT     |

## Line Advance - Slash Notation

With a slash (/) in a DISPLAY or WRITE statement, you cause a line advance.

- In a DISPLAY statement, a slash causes a line advance *between fields and within text*.
- In a WRITE statement, a slash causes a line advance only when placed *between fields*; within text, it is treated like an ordinary text character.

When placed between fields, the slash must have a blank on either side.

For multiple line advances, you specify multiple slashes.

### Example 1 - Line Advance in DISPLAY Statement:

```
** Example 'DISPLX06': DISPLAY (with slash '/')  
*****  
DEFINE DATA LOCAL  
1 VIEWEMP VIEW OF EMPLOYEES  
2 NAME  
2 FIRST-NAME  
2 DEPARTMENT  
END-DEFINE  
*  
READ (3) VIEWEMP BY NAME STARTING FROM 'JONES'  
DISPLAY NAME / FIRST-NAME 'DEPART-/MENT' DEPARTMENT  
END-READ  
END
```

### Output of Program DISPLX06:

The above DISPLAY statement produces a line advance after each value of the field NAME and within the text DEPART-MENT:

|          |                    |                   |
|----------|--------------------|-------------------|
| Page     | 1                  | 04-11-11 14:15:54 |
|          | NAME<br>FIRST-NAME | DEPART-<br>MENT   |
| -----    | -----              | -----             |
| JONES    |                    | SALE              |
| VIRGINIA |                    |                   |
| JONES    |                    | MGMT              |
| MARSHA   |                    |                   |
| JONES    |                    | TECH              |
| ROBERT   |                    |                   |

**Example 2 - Line Advance in WRITE Statement:**

```
** Example 'WRITEX02': WRITE (with line advance)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 DEPARTMENT
END-DEFINE
*
READ (3) VIEWEMP BY NAME STARTING FROM 'JONES'
  WRITE NAME / FIRST-NAME 'DEPART-/MENT' DEPARTMENT //
END-READ
END
```

**Output of Program WRITEX02:**

The above WRITE statement produces a line advance after each value of the field NAME, and a double line advance after each value of the field DEPARTMENT, but none within the text DEPART- /MENT:

|          |   |                   |
|----------|---|-------------------|
| Page     | 1 | 04-11-11 14:15:55 |
| JONES    |   |                   |
| VIRGINIA |   | DEPART-/MENT SALE |
| JONES    |   |                   |
| MARSHA   |   | DEPART-/MENT MGMT |
| JONES    |   |                   |
| ROBERT   |   | DEPART-/MENT TECH |

**Example 3 - Line Advance in DISPLAY and WRITE Statements:**

```
** Example 'DISPLX21': DISPLAY (usage of slash '/' in DISPLAY and WRITE)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 CITY
2 NAME
2 FIRST-NAME
2 ADDRESS-LINE (1)
END-DEFINE
*
WRITE TITLE LEFT JUSTIFIED UNDERLINED
    *TIME
    5X 'PEOPLE LIVING IN SALT LAKE CITY'
    21X 'PAGE:' *PAGE-NUMBER /
    15X 'AS OF' *DAT4E //
*
WRITE TRAILER UNDERLINED 'REGISTER OF' / 'SALT LAKE CITY'
*
READ (2) EMPLOY-VIEW WITH CITY = 'SALT LAKE CITY'
    DISPLAY NAME /
        FIRST-NAME
        'HOME/CITY' CITY
        'STREET/OR BOX NO.' ADDRESS-LINE (1)
    SKIP 1
END-READ
END
```

**Output of Program DISPLX21:**

14:15:54.6      PEOPLE LIVING IN SALT LAKE CITY                    PAGE:        1  
                   AS OF 11/11/2004

| NAME                          | HOME           | STREET               |
|-------------------------------|----------------|----------------------|
| FIRST-NAME                    | CITY           | OR BOX NO.           |
| ANDERSON                      | SALT LAKE CITY | 3701 S. GEORGE MASON |
| JENNY                         |                |                      |
| SAMUELSON                     | SALT LAKE CITY | 7610 W. 86TH STREET  |
| MARTIN                        |                |                      |
| REGISTER OF<br>SALT LAKE CITY |                |                      |

## Further Examples of DISPLAY and WRITE Statements

---

See the following example programs:

- [\*DISPLX13 - DISPLAY \(compare with WRITEX08 using WRITE\)\*](#)
- [\*WRITEX08 - WRITE \(compare with DISPLX13 using DISPLAY\)\*](#)
- [\*DISPLX14 - DISPLAY \(with AL, SF and nX\)\*](#)
- [\*WRITEX09 - WRITE \(in combination with AT END OF DATA\)\*](#)

# 31 Groups

## Index Notation for Multiple-Value Fields and Periodic

---

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| ■ Example of Index Notation in DISPLAY Statement ..... | 276 |
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This chapter describes how you can use the index notation ( $n:n$ ) to specify how many values of a multiple-value field or how many occurrences of a periodic group are to be output.

## Use of Index Notation

---

With the index notation ( $n:n$ ) you can specify how many values of a multiple-value field or how many occurrences of a periodic group are to be output.

For example, the field INCOME in the DDM EMPLOYEES is a periodic group which keeps a record of the annual incomes of an employee for each year he/she has been with the company.

These annual incomes are maintained in chronological order. The income of the most recent year is in occurrence 1.

If you wanted to have the annual incomes of an employee for the last three years displayed - that is, occurrences 1 to 3 - you would specify the notation (1:3) after the field name in a DISPLAY or WRITE statement (as shown in the following example program).

## Example of Index Notation in DISPLAY Statement

---

```
** Example 'DISPLX07': DISPLAY (with index notation)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 NAME
2 BIRTH
2 INCOME (1:3)
3 CURR-CODE
3 SALARY
3 BONUS (1:1)
END-DEFINE
*
READ (3) VIEWEMP BY BIRTH
  DISPLAY PERSONNEL-ID NAME INCOME (1:3)
  SKIP 1
END-READ
END
```

Output of Program DISPLX07:

Note that a DISPLAY statement outputs multiple values of a multiple-value field underneath one another:

| Page            | 1       |                  |                  |       | 04-11-11 14:15:54 |
|-----------------|---------|------------------|------------------|-------|-------------------|
| PERSONNEL<br>ID | NAME    | INCOME           |                  |       |                   |
|                 |         | CURRENCY<br>CODE | ANNUAL<br>SALARY | BONUS |                   |
| 30020013        | GARRET  | UKL              | 4200             | 0     |                   |
|                 |         | UKL              | 4150             | 0     |                   |
|                 |         |                  | 0                | 0     |                   |
| 30016112        | TAILOR  | UKL              | 7450             | 0     |                   |
|                 |         | UKL              | 7350             | 0     |                   |
|                 |         | UKL              | 6700             | 0     |                   |
| 20017600        | PIETSCH | USD              | 22000            | 0     |                   |
|                 |         | USD              | 20200            | 0     |                   |
|                 |         | USD              | 18700            | 0     |                   |

As a `WRITE` statement displays multiple values horizontally instead of vertically, this may cause a line overflow and a - possibly undesired - line advance.

If you use only a single field within a periodic group (for example, `SALARY`) instead of the entire periodic group, and if you also insert a slash (/) to cause a line advance (as shown in the following example between `NAME` and `JOB-TITLE`), the report format becomes manageable.

## Example of Index Notation in `WRITE` Statement

```
** Example 'WRITEX03': WRITE (with index notation)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 BIRTH
  2 JOB-TITLE
  2 SALARY (1:3)
END-DEFINE
*
READ (3) VIEWEMP BY BIRTH
  WRITE PERSONNEL-ID NAME / JOB-TITLE SALARY (1:3)
    SKIP 1
END-READ
END
```

Output of Program WRITEX03:

|          |                        |       |       |          |          |
|----------|------------------------|-------|-------|----------|----------|
| Page     | 1                      |       |       | 04-11-11 | 14:15:55 |
| 30020013 | GARRET<br>TYPIST       | 4200  | 4150  | 0        |          |
| 30016112 | TAILOR<br>WAREHOUSEMAN | 7450  | 7350  | 6700     |          |
| 20017600 | PIETSCH<br>SECRETARY   | 22000 | 20200 | 18700    |          |

## 32 Page Titles, Page Breaks, Blank Lines

---

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This chapter describes various ways of controlling page breaks in a report, the output of page titles at the top of each report page and the generation of empty lines in an output report.

## Default Page Title

---

For each page output via a DISPLAY or WRITE statement, Natural automatically generates a single default title line. This title line contains the page number, the date and the time of day.

Example:

```
WRITE 'HELLO'  
END
```

The above program produces the following output with default page title:

|       |   |                   |
|-------|---|-------------------|
| Page  | 1 | 04-12-14 13:19:33 |
| HELLO |   | ↔                 |

## Suppress Page Title - NOTITLE Option

---

If you wish your report to be output without page titles, you add the keyword NOTITLE to the statement DISPLAY or WRITE.

**Example - DISPLAY with NOTITLE:**

```
** Example 'DISPLX20': DISPLAY (with NOTITLE)  
*****  
DEFINE DATA LOCAL  
1 EMPLOY-VIEW VIEW OF EMPLOYEES  
 2 CITY  
 2 NAME  
 2 FIRST-NAME  
END-DEFINE  
*  
READ (5) EMPLOY-VIEW BY CITY FROM 'BOSTON'  
  DISPLAY NOTITLE NAME FIRST-NAME CITY  
END-READ  
END
```

Output of Program DISPLX20:

| NAME      | FIRST-NAME | CITY   |
|-----------|------------|--------|
| SHAW      | LESLIE     | BOSTON |
| STANWOOD  | VERNON     | BOSTON |
| CREMER    | WALT       | BOSTON |
| PERREAUET | BRENDA     | BOSTON |
| COHEN     | JOHN       | BOSTON |

**Example - WRITE with NOTITLE:**

```
WRITE NOTITLE 'HELLO'
END
```

The above program produces the following output without page title:

```
HELLO
```

**Define Your Own Page Title - WRITE TITLE Statement**

If you wish a page title of your own to be output instead of the Natural default page title, you use the statement **WRITE TITLE**.

The following topics are covered below:

- Specifying Text for Your Title
- Specifying Empty Lines after the Title
- Title Justification and/or Underlining
- Title with Page Number

**Specifying Text for Your Title**

With the statement **WRITE TITLE**, you specify the text for your title (in apostrophes).

```
WRITE TITLE 'THIS IS MY PAGE TITLE'
WRITE 'HELLO'
END
```

The above program produces the following output:

```
THIS IS MY PAGE TITLE  
HELLO
```



## Specifying Empty Lines after the Title

With the SKIP option of the WRITE TITLE statement, you can specify the number of empty lines to be output immediately below the title line. After the keyword SKIP, you specify the number of empty lines to be inserted.

```
WRITE TITLE 'THIS IS MY PAGE TITLE' SKIP 2  
WRITE 'HELLO'  
END
```

The above program produces the following output:

```
THIS IS MY PAGE TITLE  
  
HELLO
```



SKIP is not only available as part of the WRITE TITLE statement, but also as a stand-alone statement.

## Title Justification and/or Underlining

By default, the page title is centered on the page and not underlined.

The WRITE TITLE statement provides the following options which can be used independent of each other:

| Option         | Effect   |
|----------------|--|
| LEFT JUSTIFIED | Causes the page trailer to be displayed left-justified.  |
| UNDERLINED     | Causes the title to be displayed underlined. The underlining runs the width of the line size (see also Natural profile and session parameter LS). By default, titles are underlined with a hyphen (-). However, with the UC session parameter you can specify another character to be used as underlining character (see <a href="#">Underlining Character for Titles and Headers</a> ). |

The following example shows the effect of the LEFT JUSTIFIED and UNDERLINED options:

```

WRITE TITLE LEFT JUSTIFIED UNDERLINED 'THIS IS MY PAGE TITLE'
SKIP 2
WRITE 'HELLO'
END

```

The above program produces the following output:

```
THIS IS MY PAGE TITLE
```

```
-----
```

```
HELLO
```



The WRITE TITLE statement is executed whenever a new page is initiated for the report.

### Title with Page Number

In the following examples, the system variable \*PAGE-NUMBER is used in conjunction with the WRITE TITLE statement to output the page number in the title line.

```

** Example 'WTITLX01': WRITE TITLE (with *PAGE-NUMBER)
*****
DEFINE DATA LOCAL
1 VEHIC-VIEW VIEW OF VEHICLES
2 MAKE
2 YEAR
2 MAINT-COST (1)
END-DEFINE
*
LIMIT 5
*
READ VEHIC-VIEW
END-ALL
SORT BY YEAR USING MAKE MAINT-COST (1)
  DISPLAY NOTITLE YEAR MAKE MAINT-COST (1)
  AT BREAK OF YEAR
    MOVE 1 TO *PAGE-NUMBER
    NEWPAGE
  END-BREAK
/*
  WRITE TITLE LEFT JUSTIFIED
  'YEAR:' YEAR 15X 'PAGE' *PAGE-NUMBER
END-SORT
END

```

Output of Program WTITLX01:

| YEAR: | 1980    | PAGE       | 1     |
|-------|---------|------------|-------|
| YEAR  | MAKE    | MAINT-COST |       |
| <hr/> |         |            |       |
| 1980  | RENAULT |            | 20000 |
| 1980  | RENAULT |            | 20000 |
| 1980  | PEUGEOT |            | 20000 |

## Logical Page and Physical Page

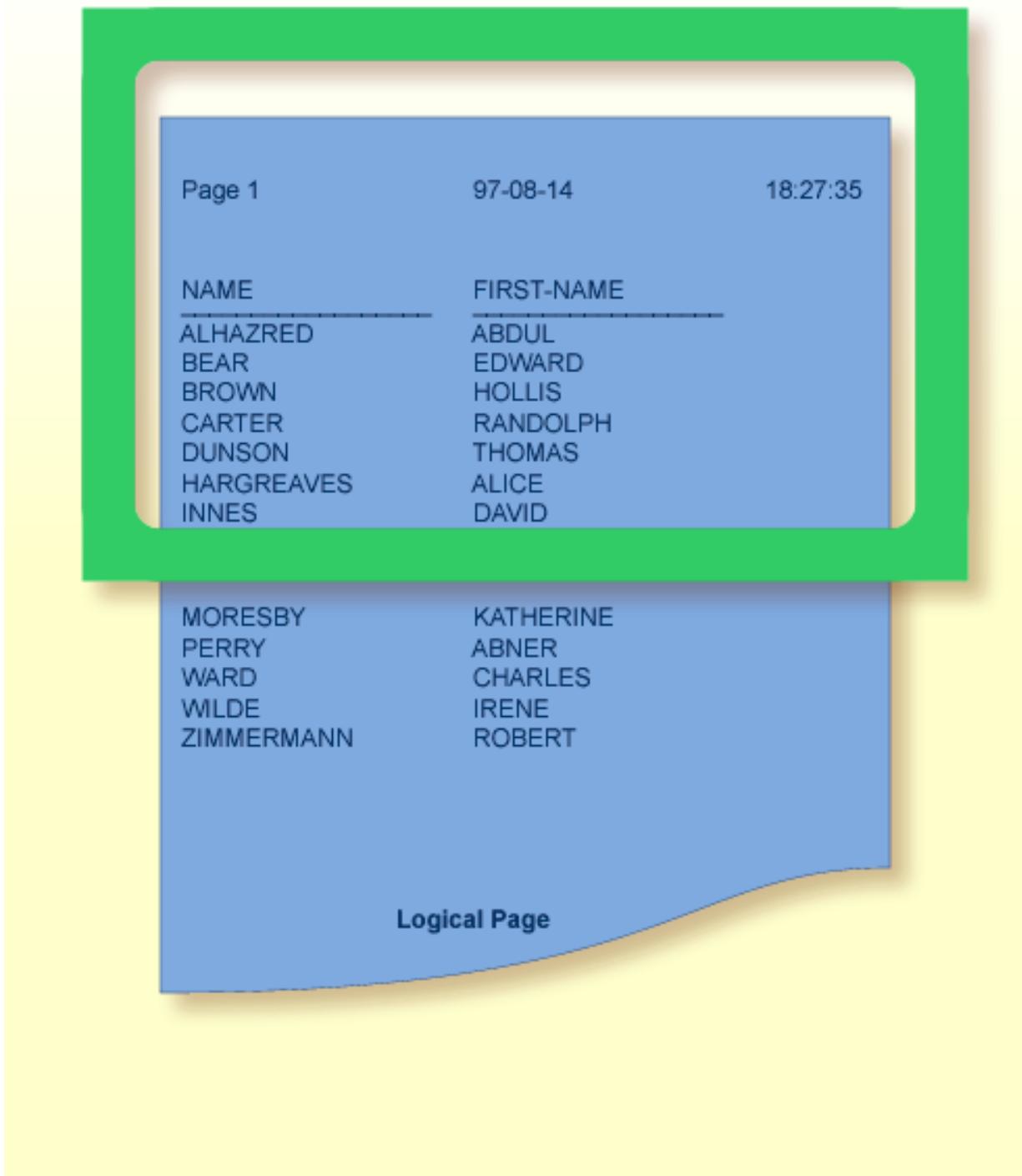
---

A *logical page* is the output produced by a Natural program. A *physical page* is your terminal screen on which the output is displayed; or it may be the piece of paper on which the output is printed.

The size of the logical page is determined by the number of lines output by the Natural program.

If more lines are output than fit onto one screen, the logical page will exceed the physical screen, and the remaining lines will be displayed on the next screen.

## Physical Page (Screen)



-  **Note:** If information you wish to appear at the bottom of the screen (for example, output created by a `WRITE TRAILER` or `AT END OF PAGE` statement) is output on the next screen instead, reduce the logical page size accordingly (with the session parameter `PS`, which is discussed below).

## Page Size - PS Parameter

---

With the parameter **PS** (Page Size for Natural Reports), you determine the maximum number of lines per (logical) page for a report.

When the number of lines specified with the **PS** parameter is reached, a page advance occurs (unless page advance is controlled with a **NEWPAGE** or **EJECT** statement; see [Page Advance Controlled by EJ Parameter](#) below).

The **PS** parameter can be set either at session level with the system command **GLOBALS**, or within a program with the following statements:

### At report level:

- **FORMAT PS=nn**

### At statement level:

- **DISPLAY (PS=nn)**
- **WRITE (PS=nn)**
- **WRITE TITLE (PS=nn)**
- **WRITE TRAILER (PS=nn)**
- **INPUT (PS=nn)**

## Page Advance

---

A page advance can be triggered by one of the following methods:

- [Page Advance Controlled by EJ Parameter](#)
- [Page Advance Controlled by EJECT or NEWPAGE Statements](#)
- [Eject/New Page when less than n Lines Left](#)

These methods are discussed below.

## Page Advance Controlled by EJ Parameter

With the session parameter EJ (Page Eject), you determine whether page ejects are to be performed or not. By default, EJ=ON applies, which means that page ejects will be performed as specified.

If you specify EJ=OFF, page break information will be ignored. This may be useful to save paper during test runs where page ejects are not needed.

The EJ parameter can be set at session level with the system command GLOBALS; for example:

```
GLOBALS EJ=OFF
```

The EJ parameter setting is overridden by the EJECT statement.

## Page Advance Controlled by EJECT or NEWPAGE Statements

The following topics are covered below:

- [Page Advance without Title/Header on Next Page](#)
- [Page Advance with End/Top-of-Page Processing](#)

### Page Advance without Title/Header on Next Page

The EJECT statement causes a page advance *without* a title or header line being generated on the next page. A new physical page is started *without* any top-of-page or end-of-page processing being performed (for example, no WRITE TRAILER or AT END OF PAGE, WRITE TITLE, AT TOP OF PAGE or \*PAGE-NUMBER processing).

The EJECT statement overrides the EJ parameter setting.

### Page Advance with End/Top-of-Page Processing

The NEWPAGE statement causes a page advance *with* associated end-of-page and top-of-page processing. A trailer line will be displayed, if specified. A title line, either default or user-specified, will be displayed on the new page, unless the NOTITLE option has been specified in a DISPLAY or WRITE statement (as described [above](#)).

If the NEWPAGE statement is not used, page advance is automatically controlled by the setting of the PS parameter; see [Page Size - PS Parameter](#) above).

## Eject/New Page when less than n Lines Left

Both the NEWPAGE statement and the EJECT statement provide a WHEN LESS THAN *n* LINES LEFT option. With this option, you specify a number of lines (*n*). The NEWPAGE/EJECT statement will then be executed if - at the time the statement is processed - less than *n* lines are available on the current page.

### Example 1:

```
FORMAT PS=55
...
NEWPAGE WHEN LESS THAN 7 LINES LEFT
...
```

In this example, the page size is set to 55 lines.

If only 6 or less lines are left on the current page at the time when the NEWPAGE statement is processed, the NEWPAGE statement is executed and a page advance occurs. If 7 or more lines are left, the NEWPAGE statement is not executed and no page advance occurs; the page advance then occurs depending on the session parameter PS (Page Size for Natural Reports), that is, after 55 lines.

### Example 2:

```
** Example 'NEWPAX02': NEWPAGE (in combination with EJECT and
**                      parameter PS)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 NAME
  2 JOB-TITLE
END-DEFINE
*
FORMAT PS=15
*
READ (9) EMPLOY-VIEW BY CITY STARTING FROM 'BOSTON'
  AT START OF DATA
    EJECT
    WRITE /// 20T '%' (29) /
          20T '%%'                                47T '%%' /
          20T '%%' 3X 'REPORT OF EMPLOYEES' 47T '%%' /
          20T '%%' 3X ' SORTED BY CITY ' 47T '%%' /
          20T '%%'                                47T '%%' /
          20T '%' (29) /
    NEWPAGE
  END-START
  AT BREAK OF CITY
    NEWPAGE WHEN LESS 3 LINES LEFT
  END-BREAK
  DISPLAY CITY (IS=ON) NAME JOB-TITLE
```

```
END-READ
END
```

## New Page with Title

The NEWPAGE statement also provides a WITH TITLE option. If this option is not used, a default title will appear at the top of the new page or a WRITE TITLE statement or NOTITLE clause will be executed.

The WITH TITLE option of the NEWPAGE statement allows you to override these with a title of your own choice. The syntax of the WITH TITLE option is the same as for the [WRITE TITLE](#) statement.

### Example:

```
NEWPAGE WITH TITLE LEFT JUSTIFIED 'PEOPLE LIVING IN BOSTON:'
```

The following program illustrates the use of the session parameter PS (Page Size for Natural Reports) and the NEWPAGE statement. Moreover, the system variable \*PAGE-NUMBER is used to display the current page number.

```
** Example 'NEWPAX01': NEWPAGE
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 NAME
  2 CITY
  2 DEPT
END-DEFINE
*
FORMAT PS=20
READ (5) VIEWEMP BY CITY STARTING FROM 'M'
  DISPLAY NAME 'DEPT' DEPT 'LOCATION' CITY
  AT BREAK OF CITY
    NEWPAGE WITH TITLE LEFT JUSTIFIED
      'EMPLOYEES BY CITY - PAGE:' *PAGE-NUMBER
    END-BREAK
END-READ
END
```

Output of Program NEWPAX01:

Note the position of the page breaks and the title line:

|           |          |                   |
|-----------|----------|-------------------|
| Page      | 1        | 04-11-11 14:15:54 |
|           | NAME     | DEPT              |
|           | LOCATION |                   |
| -----     | -----    | -----             |
| FICKEN    | TECH10   | MADISON           |
| KELLOGG   | TECH10   | MADISON           |
| ALEXANDER | SALE20   | MADISON           |

Page 2:

|                           |        |          |
|---------------------------|--------|----------|
| EMPLOYEES BY CITY - PAGE: | 2      |          |
| NAME                      | DEPT   | LOCATION |
| -----                     | -----  | -----    |
| DE JUAN                   | SALE03 | MADRID   |
| DE LA MADRID              | PROD01 | MADRID   |

Page 3:

|                           |       |
|---------------------------|-------|
| EMPLOYEES BY CITY - PAGE: | 3     |
| -----                     | ----- |

## Page Trailer - WRITE TRAILER Statement

---

The following topics are covered below:

- [Specifying a Page Trailer](#)
- [Considering Logical Page Size](#)
- [Page Trailer Justification and/or Underlining](#)

### Specifying a Page Trailer

The WRITE TRAILER statement is used to output text (in apostrophes) at the bottom of a page.

```
WRITE TRAILER 'THIS IS THE END OF THE PAGE'
```

The statement is executed when an end-of-page condition is detected, or as a result of a SKIP or NEWPAGE statement.

## Considering Logical Page Size

As the end-of-page condition is checked only *after* an entire DISPLAY or WRITE statement has been processed, it may occur that the logical page size (that is, the number of lines output by a DISPLAY or WRITE statement) causes the physical size of the output page to be exceeded before the WRITE TRAILER statement is executed.

To ensure that a page trailer actually appears at the bottom of a physical page, you should set the logical page size (with the PS session parameter) to a value less than the physical page size.

## Page Trailer Justification and/or Underlining

By default, the page trailer is displayed centered on the page and not underlined.

The WRITE TRAILER statement provides the following options which can be used independent of each other:

| Option         | Effect  |
|----------------|---|
| LEFT JUSTIFIED | Causes the page trailer to be displayed left justified.   |
| UNDERLINED     | The underlining runs the width of the line size (see also Natural profile and session parameter LS). By default, titles are underlined with a hyphen (-). However, with the UC session parameter you can specify another character to be used as underlining character (see <a href="#">Underlining Character for Titles and Headers</a> ). |

The following examples show the use of the LEFT JUSTIFIED and UNDERLINED options of the WRITE TRAILER statement:

### Example 1:

```
WRITE TRAILER LEFT JUSTIFIED UNDERLINED 'THIS IS THE END OF THE PAGE'
```

### Example 2:

```
** Example 'WTITLX02': WRITE TITLE AND WRITE TRAILER
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 CITY
2 NAME
2 FIRST-NAME
2 ADDRESS-LINE (1)
END-DEFINE
*
WRITE TITLE LEFT JUSTIFIED UNDERLINED
    *TIME
    5X 'PEOPLE LIVING IN SALT LAKE CITY'
    21X 'PAGE:' *PAGE-NUMBER /
```

```
15X 'AS OF' *DAT4E //
*
WRITE TRAILER UNDERLINED 'REGISTER OF' / 'SALT LAKE CITY'
*
READ (2) EMPLOY-VIEW WITH CITY = 'SALT LAKE CITY'
  DISPLAY NAME /
    FIRST-NAME
    'HOME/CITY' CITY
    'STREET/OR BOX NO.' ADDRESS-LINE (1)
  SKIP 1
END-READ
END
```

## Generating Blank Lines - SKIP Statement

---

The SKIP statement is used to generate one or more blank lines in an output report.

### Example 1 - SKIP in conjunction with WRITE and DISPLAY:

```
** Example 'SKIPX01': SKIP (in conjunction with WRITE and DISPLAY)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 NAME
  2 FIRST-NAME
  2 ADDRESS-LINE (1)
END-DEFINE
*
WRITE TITLE LEFT JUSTIFIED UNDERLINED
  'PEOPLE LIVING IN SALT LAKE CITY AS OF' *DAT4E 7X
  'PAGE:' *PAGE-NUMBER
SKIP 3
*
READ (2) EMPLOY-VIEW WITH CITY = 'SALT LAKE CITY'
  DISPLAY NAME / FIRST-NAME CITY ADDRESS-LINE (1)
  SKIP 1
END-READ
END
```

### Example 2 - SKIP in conjunction with DISPLAY VERT:

```
** Example 'SKIPX02': SKIP (in conjunction with DISPLAY VERT)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 CITY
2 JOB-TITLE
END-DEFINE
*
READ (2) EMPLOY-VIEW WITH JOB-TITLE = 'SECRETARY'
    DISPLAY NOTITLE VERT
        NAME FIRST-NAME / CITY
    SKIP 3
END-READ
*
NEWPAGE
*
READ (2) EMPLOY-VIEW WITH JOB-TITLE = 'SECRETARY'
    DISPLAY NOTITLE
        NAME FIRST-NAME / CITY
    SKIP 3
END-READ
END
```

## AT TOP OF PAGE Statement

The AT TOP OF PAGE statement is used to specify any processing that is to be performed whenever a new page of the report is started.

If the AT TOP OF PAGE processing produces any output, this will be output below the page title (with a skipped line in between).

By default, this output is displayed left-justified on the page.

### Example:

```
** Example 'ATTOPX01': AT TOP OF PAGE
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 NAME
2 MAR-STAT
2 BIRTH
2 CITY
```

```

2 JOB-TITLE
2 DEPT
END-DEFINE
*
LIMIT 10
READ EMPLOY-VIEW BY PERSONNEL-ID FROM '20017000'
  DISPLAY NOTITLE (AL=10)
    NAME DEPT JOB-TITLE CITY 5X
    MAR-STAT 'DATE OF/BIRTH' BIRTH (EM=YY-MM-DD)
/*
AT TOP OF PAGE
  WRITE / '-BUSINESS INFORMATION-'
  26X '-PRIVATE INFORMATION-'
END-TOPPAGE
END-READ
END

```

Output of Program ATTOPX01:

| -BUSINESS INFORMATION- |            |                 |                  | - PRIVATE INFORMATION- |                  |  |
|------------------------|------------|-----------------|------------------|------------------------|------------------|--|
| NAME                   | DEPARTMENT | CURRENT<br>CODE | CITY<br>POSITION | MARITAL<br>STATUS      | DATE OF<br>BIRTH |  |
| CREMER                 | TECH10     | ANALYST         | GREENVILLE       | S                      | 70-01-01         |  |
| MARKUSH                | SALE00     | TRAINEE         | LOS ANGELE       | D                      | 79-03-14         |  |
| GEE                    | TECH05     | MANAGER         | CHAPEL HIL       | M                      | 41-02-04         |  |
| KUNEY                  | TECH10     | DBA             | DETROIT          | S                      | 40-02-13         |  |
| NEEDHAM                | TECH10     | PROGRAMMER      | CHATTANOOG       | S                      | 55-08-05         |  |
| JACKSON                | TECH10     | PROGRAMMER      | ST LOUIS         | D                      | 70-01-01         |  |
| PIETSCH                | MGMT10     | SECRETARY       | VISTA            | M                      | 40-01-09         |  |
| PAUL                   | MGMT10     | SECRETARY       | NORFOLK          | S                      | 43-07-07         |  |
| HERZOG                 | TECH05     | MANAGER         | CHATTANOOG       | S                      | 52-09-16         |  |
| DEKKER                 | TECH10     | DBA             | MOBILE           | W                      | 40-03-03         |  |

## AT END OF PAGE Statement

The AT END OF PAGE statement is used to specify any processing that is to be performed whenever an end-of-page condition occurs.

If the AT END OF PAGE processing produces any output, this will be output after any **page trailer** (as specified with the WRITE TRAILER statement).

By default, this output is displayed left-justified on the page.

The same considerations **described above** for page trailers regarding physical and logical page sizes and the number of lines output by a DISPLAY or WRITE statement also apply to AT END OF PAGE output.

### Example:

```
** Example 'ATENPX01': AT END OF PAGE (with system function available
**                               via GIVE SYSTEM FUNCTIONS in DISPLAY)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 JOB-TITLE
  2 SALARY (1)
END-DEFINE
*
READ (10) EMPLOY-VIEW BY PERSONNEL-ID = '20017000'
  DISPLAY NOTITLE GIVE SYSTEM FUNCTIONS
    NAME JOB-TITLE 'SALARY' SALARY(1)
  /*
  AT END OF PAGE
    WRITE / 24T 'AVERAGE SALARY: ...' AVER(SALARY(1))
  END-ENDPAGE
END-READ
END
```

### Output of Program ATENPX01:

| NAME                | CURRENT POSITION | SALARY |
|---------------------|------------------|--------|
| <hr/>               |                  |        |
| CREMER              | ANALYST          | 34000  |
| MARKUSH             | TRAINEE          | 22000  |
| GEE                 | MANAGER          | 39500  |
| KUNHEY              | DBA              | 40200  |
| NEEDHAM             | PROGRAMMER       | 32500  |
| JACKSON             | PROGRAMMER       | 33000  |
| PIETSCH             | SECRETARY        | 22000  |
| PAUL                | SECRETARY        | 23000  |
| HERZOG              | MANAGER          | 48500  |
| DEKKER              | DBA              | 48000  |
| AVERAGE SALARY: ... |                  | 34270  |
| ↔                   |                  |        |

## Further Example

---

See the following example program:

- ***DISPLX21 - DISPLAY (with slash '/' and compare with WRITE)***

# 33 Column Headers

---

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| ■ Further Examples of Column Headers .....                          | 304 |

The following topics are covered:

## Default Column Headers

---

By default, each database field output with a `DISPLAY` statement is displayed with a default column header (which is defined for the field in the DDM).

```
** Example 'DISPLX01': DISPLAY
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 NAME
2 BIRTH
2 JOB-TITLE
END-DEFINE
*
READ (3) VIEWEMP BY BIRTH
  DISPLAY PERSONNEL-ID NAME JOB-TITLE
END-READ
END
```

Output of Program DISPLX01:

The above example program uses default headers and produces the following output.

|           |         |                   |
|-----------|---------|-------------------|
| Page      | 1       | 04-11-11 14:15:54 |
| PERSONNEL | NAME    | CURRENT POSITION  |
| ID        |         |                   |
| -----     | -----   | -----             |
| 30020013  | GARRET  | TYPIST            |
| 30016112  | TAILOR  | WAREHOUSEMAN      |
| 20017600  | PIETSCH | SECRETARY         |

## Suppress Default Column Headers - NOHDR Option

---

If you wish your report to be output without column headers, add the keyword `NOHDR` to the `DISPLAY` statement.

```
DISPLAY NOHDR PERSONNEL-ID NAME JOB-TITLE
```

## Define Your Own Column Headers

If you wish column headers of your own to be output instead of the default headers, you specify '*text*' (in apostrophes) immediately before a field, *text* being the header to be used for the field.

```
** Example 'DISPLX08': DISPLAY (with column title in 'text')
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 NAME
2 BIRTH
2 JOB-TITLE
END-DEFINE
*
READ (3) VIEWEMP BY BIRTH
    DISPLAY PERSONNEL-ID
        'EMPLOYEE' NAME
        'POSITION' JOB-TITLE
END-READ
END
```

### Output of Program DISPLX08:

The above program contains the header **EMPLOYEE** for the field **NAME**, and the header **POSITION** for the field **JOB-TITLE**; for the field **PERSONNEL-ID**, the default header is used. The program produces the following output:

| Page      | 1        |              | 04-11-11 14:15:54 |
|-----------|----------|--------------|-------------------|
| PERSONNEL | EMPLOYEE | POSITION     |                   |
| ID        |          |              |                   |
| <hr/>     |          |              |                   |
| 30020013  | GARRET   | TYPIST       |                   |
| 30016112  | TAILOR   | WAREHOUSEMAN |                   |
| 20017600  | PIETSCH  | SECRETARY    |                   |

## Combining NOTITLE and NOHDR

---

To create a report that has neither page title nor column headers, you specify the `NOTITLE` and `NOHDR` options together in the following order:

```
DISPLAY NOTITLE NOHDR PERSONNEL-ID NAME JOB-TITLE
```

## Centering of Column Headers - HC Parameter

---

By default, column headers are centered above the columns. With the `HC` parameter, you can influence the placement of column headers.

If you specify

|      |                                  |
|------|----------------------------------|
| HC=L | headers will be left-justified.  |
| HC=R | headers will be right-justified. |
| HC=C | headers will be centered.        |

The `HC` parameter can be used in a `FORMAT` statement to apply to the whole report, or it can be used in a `DISPLAY` statement at both statement level and element level, for example:

```
DISPLAY (HC=L) PERSONNEL-ID NAME JOB-TITLE
```

## Width of Column Headers - HW Parameter

---

With the `HW` parameter, you determine the width of a column output with a `DISPLAY` statement.

If you specify

|        |  |
|--------|--|
| HW=ON  | the width of a <code>DISPLAY</code> column is determined by either the length of the header text or the length of the field, whichever is longer. This also applies by default.  |
| HW=OFF | the width of a <code>DISPLAY</code> column is determined only by the length of the field. However, <code>HW=OFF</code> only applies to <code>DISPLAY</code> statements which do <i>not</i> create headers; that is, either a first <code>DISPLAY</code> statement with <code>NOHDR</code> option or a subsequent <code>DISPLAY</code> statement. |

The `HW` parameter can be used in a `FORMAT` statement to apply to the entire report, or it can be used in a `DISPLAY` statement at both statement level and element (field) level.

## Filler Characters for Headers - Parameters FC and GC

With the `FC` parameter, you specify the *filler character* which will appear on either side of a *header* produced by a `DISPLAY` statement across the full column width if the column width is determined by the field length and not by the header (see `HW` parameter [above](#)); otherwise `FC` will be ignored.

When a group of fields or a periodic group is output via a `DISPLAY` statement, a *group header* is displayed across all field columns that belong to that group above the headers for the individual fields within the group. With the `GC` parameter, you can specify the *filler character* which will appear on either side of such a group header.

While the `FC` parameter applies to the headers of individual fields, the `GC` parameter applies to the headers for groups of fields.

The parameters `FC` and `GC` can be specified in a `FORMAT` statement to apply to the whole report, or they can be specified in a `DISPLAY` statement at both statement level and element (field) level.

```
** Example 'FORMAX01': FORMAT (with parameters FC, GC)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 NAME
2 INCOME (1:1)
3 CURR-CODE
3 SALARY
3 BONUS (1:1)
END-DEFINE
*
FORMAT FC=* GC=$
*
READ (3) VIEWEMP BY NAME
  DISPLAY NAME (FC==) INCOME (1)
END-READ
END
```

**Output of Program FORMAX01:**

|      |   |                   |
|------|---|-------------------|
| Page | 1 | 04-11-11 14:15:54 |
|------|---|-------------------|

|                |  |
|----------------|--|
| =====NAME===== | \$\$\$\$\$\$\$\$\$\$INCOME\$\$\$\$\$\$\$\$\$ |
|                | CURRENCY **ANNUAL** **BONUS***               |
|                | CODE            SALARY                       |
| -----          |  |
| ABELLAN        | PTA            1450000            0          |
| ACHIESON       | UKL            10500            0            |
| ADAM           | FRA            159980            23000       |

## Underlining Character for Titles and Headers - UC Parameter

---

By default, titles and headers are underlined with a hyphen (-).

With the `UC` parameter, you can specify another character to be used as underlining character.

The `UC` parameter can be specified in a `FORMAT` statement to apply to the whole report, or it can be specified in a `DISPLAY` statement at both statement level and element (field) level.

```
** Example 'FORMAX02': FORMAT (with parameter UC)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 BIRTH
  2 JOB-TITLE
END-DEFINE
*
FORMAT UC==
*
WRITE TITLE LEFT JUSTIFIED UNDERLINED 'EMPLOYEES REPORT'
SKIP 1
READ (3) VIEWEMP BY BIRTH
  DISPLAY PERSONNEL-ID (UC=*) NAME JOB-TITLE
END-READ
END
```

In the above program, the `UC` parameter is specified at program level and at element (field) level: the underlining character specified with the `FORMAT` statement (=) applies for the whole report - except for the field `PERSONNEL-ID`, for which a different underlining character (\*) is specified.

Output of Program FORMAX02:

| EMPLOYEES REPORT |         |                     |
|------------------|---------|---------------------|
| =====            |         |                     |
| PERSONNEL<br>ID  | NAME    | CURRENT<br>POSITION |
| ***** =====      |         |                     |
| 30020013         | GARRET  | TYPIST              |
| 30016112         | TAILOR  | WAREHOUSEMAN        |
| 20017600         | PIETSCH | SECRETARY           |

## Suppressing Column Headers - Slash Notation

With the notation apostrophe-slash-apostrophe ('/'), you can suppress default column headers for individual fields displayed with a DISPLAY statement. While the NOHDR option suppresses the headers of all columns, the notation '/' can be used to suppress the header for an individual column.

The apostrophe-slash-apostrophe ('/') notation is specified in the DISPLAY statement immediately before the name of the field for which the column header is to be suppressed.

Compare the following two examples:

### Example 1:

```
DISPLAY NAME PERSONNEL-ID JOB-TITLE
```

In this case, the default column headers of all three fields will be displayed:

| Page  | 1        |                 | 04-11-11 14:15:54       |
|-------|----------|-----------------|-------------------------|
|       | NAME     | PERSONNEL<br>ID | CURRENT<br>POSITION     |
| <hr/> |          |                 |                         |
|       | ABELLAN  | 60008339        | MAQUINISTA              |
|       | ACHIESON | 30000231        | DATA BASE ADMINISTRATOR |
|       | ADAM     | 50005800        | CHEF DE SERVICE         |
|       | ADKINSON | 20008800        | PROGRAMMER              |
|       | ADKINSON | 20009800        | DBA                     |
|       | ADKINSON | 20011000        | SALES PERSON            |

### Example 2:

```
DISPLAY '/' NAME PERSONNEL-ID JOB-TITLE
```

In this case, the notation '/' causes the column header for the field NAME to be suppressed:

| Page  | 1               |                     | 04-11-11 14:15:54       |
|-------|-----------------|---------------------|-------------------------|
|       | PERSONNEL<br>ID | CURRENT<br>POSITION |                         |
| <hr/> |                 |                     |                         |
|       | ABELLAN         | 60008339            | MAQUINISTA              |
|       | ACHIESON        | 30000231            | DATA BASE ADMINISTRATOR |
|       | ADAM            | 50005800            | CHEF DE SERVICE         |
|       | ADKINSON        | 20008800            | PROGRAMMER              |

|          |          |              |
|----------|----------|--------------|
| ADKINSON | 20009800 | DBA          |
| ADKINSON | 20011000 | SALES PERSON |

↔

## Further Examples of Column Headers

---

See the following example programs:

- [\*DISPLX15 - DISPLAY \(with FC, UC\)\*](#)
- [\*DISPLX16 - DISPLAY \(with '/', 'text', 'text/text'\)\*](#)

# 34 Parameters to Influence the Output of Fields

---

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This chapter discusses the use of those Natural profile and/or session parameters which you can use to control the output format of fields.

See also *Output Reports and Workfiles* (in the *Operations* documentation) for an overview of the Natural profile parameters that control various standard attributes used during the creation of Natural reports.

## Overview of Field-Output-Relevant Parameters

---

Natural provides several profile and/or session parameters you can use to control the format in which fields are output:

| Parameter     | Function  |
|---------------|---|
| LC, IC and TC | With these session parameters, you can specify characters that are to be displayed before or after a field or before a field value. |
| AL and NL     | With these session parameters, you can increase or reduce the output length of fields.  |
| DL            | With this session parameter, you can specify the default output length for an alphanumeric map field of format U.                   |
| SG            | With this session parameter, you can determine whether negative values are to be displayed with or without a minus sign.            |
| IS            | With this session parameter, you can suppress the display of subsequent identical field values.                                     |
| ZP            | With this profile and session parameter, you can determine whether field values of 0 are to be displayed or not.                    |
| ES            | With this session parameter, you can suppress the display of empty lines generated by a DISPLAY or WRITE statement.                 |

These parameters are discussed in the following sections.

## Leading Characters - LC Parameter

---

With the session parameter LC, you can specify leading characters that are to be displayed immediately *before a field* that is output with a DISPLAY statement. The width of the output column is enlarged accordingly. You can specify 1 to 10 characters.

By default, values are displayed left-justified in alphanumeric fields and right-justified in numeric fields. (These defaults can be changed with the AD parameter; see the *Parameter Reference*). When a leading character is specified for an alphanumeric field, the character is therefore displayed immediately before the field value; for a numeric field, a number of spaces may occur between the leading character and the field value.

The `LC` parameter can be used with the following statements:

- `FORMAT`
- `DISPLAY`

The `LC` parameter can be set at statement level and at element level.

## Unicode Leading Characters - LCU Parameter

---

The session parameter `LCU` is identical to the session parameter `LC`. The difference is that the leading characters are always stored in Unicode format.

This allows you to specify leading characters with mixed characters from different code pages, and assures that always the correct character is displayed independent of the installed system code page.

For further information, see *Unicode and Code Page Support in the Natural Programming Language, Session Parameters*, section `EMU, ICU, LCU, TCU versus EM, IC, LC, TC`.

The parameters `LCU` and `ICU` cannot both be applied to one field.

## Insertion Characters - IC Parameter

---

With the session parameter `IC`, you specify the characters to be inserted in the column immediately preceding the value of a field that is output with a `DISPLAY` statement. You can specify 1 to 10 characters.

For a numeric field, the insertion characters will be placed immediately before the first significant digit that is output, with no intervening spaces between the specified character and the field value. For alphanumeric fields, the effect of the `IC` parameter is the same as that of the `LC` parameter.

The parameters `LC` and `IC` cannot both be applied to one field.

The `IC` parameter can be used with the following statements:

- `FORMAT`
- `DISPLAY`

The `IC` parameter can be set at statement level and at element level.

## Unicode Insertion Characters - ICU Parameter

---

The session parameter `ICU` is identical to the session parameter `IC`. The difference is that the insertion characters are always stored in Unicode format.

This allows you to specify insertion characters with mixed characters from different code pages, and assures that always the correct character is displayed independent of the installed system code page.

For further information, see *Unicode and Code Page Support in the Natural Programming Language, Session Parameters*, section `EMU, ICU, LCU, TCU versus EM, IC, LC, TC`.

The parameters `LCU` and `ICU` cannot both be applied to one field.

## Trailing Characters - TC Parameter

---

With the session parameter `TC`, you can specify trailing characters that are to be displayed immediately *to the right of a field* that is output with a `DISPLAY` statement. The width of the output column is enlarged accordingly. You can specify 1 to 10 characters.

The `TC` parameter can be used with the following statements:

- `FORMAT`
- `DISPLAY`

The `TC` parameter can be set at statement level and at element level.

## Unicode Trailing Characters - TCU Parameter

---

The session parameter `TCU` is identical to the session parameter `TC`. The difference is that the trailing characters are always stored in Unicode format.

This allows you to specify trailing characters with mixed characters from different code pages, and assures that always the correct character is displayed independent of the installed system code page.

For further information, see *Unicode and Code Page Support in the Natural Programming Language, Session Parameters*, section `EMU, ICU, LCU, TCU versus EM, IC, LC, TC`.

## Output Length - AL and NL Parameters

---

With the session parameter `AL`, you can specify the *output length for an alphanumeric field*; with the `NL` parameter, you can specify the *output length for a numeric field*. This determines the length of a field as it will be output, which may be shorter or longer than the actual length of the field (as defined in the DDM for a database field, or in the `DEFINE DATA` statement for a user-defined variable).

Both parameters can be used with the following statements:

- `FORMAT`
- `DISPLAY`
- `WRITE`
- `PRINT`
- `INPUT`

Both parameters can be set at statement level and at element level.

 **Note:** If an edit mask is specified, it overrides an `NL` or `AL` specification. **Edit masks** are described in [Edit Masks - EM Parameter](#).

## Display Length for Output - DL Parameter

---

 **Note:** You should use the Web I/O Interface to make use of the full functionality of the `DL` parameter. When using the terminal emulation, it is not possible, for example, to scroll in a field when the value defined with `DL` is smaller than the field length.

With the session parameter `DL`, you can specify the *display length for a field of format A or U*, since the display width of a Unicode string can be twice the length of the string, and the user must be able to display the whole string. The default will be the length, for example, for a format/length `U10`, the display length can be 10 to 20, whereas the default length (when `DL` is not specified) is 10.

The session parameter `DL` can be used with the following statements:

- `FORMAT`
- `DISPLAY`
- `WRITE`
- `PRINT`

### ■ INPUT

The session parameter `DL` can be set at statement level and at element level.

The difference between the session parameters `AL` and `DL` is that `AL` defines the data length of a field whereas `DL` defines the number of columns which are used on the screen for displaying the field. The user can scroll in input fields to view the entire content of a field if the value specified with the `DL` session parameter is less than the length of the field data.

Using the `DL` parameter with a length that is smaller than the length of the field is only recommended with the Web I/O Interface. When running Natural in a terminal emulation, scrolling in a field is not possible and so the effect is the same as using the `AL` parameter. Moreover, when changing the field contents, all characters which are beyond the display length will be lost.

 **Note:** `DL` is allowed for A-format fields as well. In conjunction with the Web I/O Interface, this would allow making the edit control size smaller than the content of a field.

### Example:

```
DEFINE DATA LOCAL
1    #U1 (U10)
1    #U2 (U10)
END-DEFINE
*
#U1 := U'latintxt00'
#U2 := U'特別是伺服器都需要支'
*
INPUT (AD=M) #U1 #U2
END
```

The above program produces the following output where the content of the field `#U2` is incomplete:

```
#U1 latintxt00 #U2 特別是伺服
```

When the session parameter `DL` is used with the field `#U2` and is specified accordingly, the content of this field will be displayed correctly:

```
DEFINE DATA LOCAL
1    #U1 (U10)
1    #U2 (U10)
END-DEFINE
*
#U1 := U'latintxt00'
#U2 := U'特別是伺服器都需要支'
*
INPUT (AD=M) #U1 #U2 (DL=20)
END
```

Result:

```
#U1 latintxt00 #U2 特別是伺服器都需要支
```

## Sign Position - SG Parameter

With the session parameter SG, you can determine whether or not a sign position is to be allocated for numeric fields.

- By default, SG=ON applies, which means that a sign position is allocated for numeric fields.
- If you specify SG=OFF, negative values in numeric fields will be output without a minus sign (-).

The SG parameter can be used with the following statements:

- FORMAT
- DISPLAY
- PRINT
- WRITE
- INPUT

The SG parameter can be set at both statement level and element level.

 **Note:** If an edit mask is specified, it overrides an SG specification. **Edit masks** are described in [Edit Masks - EM Parameter](#).

### Example Program without Parameters

```
** Example 'FORMAX03': FORMAT (without FORMAT and compare with FORMAX04)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 SALARY (1:1)
2 BONUS (1:1,1:1)
END-DEFINE
*
READ (5) VIEWEMP BY NAME STARTING FROM 'JONES'
  DISPLAY NAME
    FIRST-NAME
    SALARY (1:1)
    BONUS (1:1,1:1)
END-READ
END
```

The above program contains no parameter settings and produces the following output:

| Page  | 1          |                  | 04-11-11 | 11:11:11 |
|-------|------------|------------------|----------|----------|
| NAME  | FIRST-NAME | ANNUAL<br>SALARY | BONUS    |          |
| <hr/> |            |                  |          |          |
| JONES | VIRGINIA   | 46000            | 9000     |          |
| JONES | MARSHA     | 50000            | 0        |          |
| JONES | ROBERT     | 31000            | 0        |          |
| JONES | LILLY      | 24000            | 0        |          |
| JONES | EDWARD     | 37600            | 0        |          |

### Example Program with Parameters AL, NL, LC, IC and TC

In this example, the session parameters AL, NL, LC, IC and TC are used.

```
** Example 'FORMAX04': FORMAT (with parameters AL, NL, LC, TC, IC and
**                           compare with FORMAX03)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
 2 NAME
 2 FIRST-NAME
 2 SALARY (1:1)
 2 BONUS (1:1,1:1)
END-DEFINE
*
FORMAT AL=10 NL=6
*
READ (5) VIEWEMP BY NAME STARTING FROM 'JONES'
  DISPLAY NAME          (LC=*)
    FIRST-NAME        (TC=*)
    SALARY (1:1)      (IC=$)
    BONUS (1:1,1:1)   (LC=>)
END-READ
END
```

The above program produces the following output. Compare the layout of this output with that of the previous program to see the effect of the individual parameters:

| Page   | 1          |                  | 04-11-11  | 11:11:11 |
|--------|------------|------------------|-----------|----------|
| NAME   | FIRST-NAME | ANNUAL<br>SALARY | BONUS     |          |
| *JONES | VIRGINIA   | *                | \$46000 > | 9000     |
| *JONES | MARSHA     | *                | \$50000 > | 0        |
| *JONES | ROBERT     | *                | \$31000 > | 0        |
| *JONES | LILLY      | *                | \$24000 > | 0        |
| *JONES | EDWARD     | *                | \$37600 > | 0        |

As you can see in the above example, any output length you specify with the AL or NL parameter does not include any characters specified with the LC, IC and TC parameters: the width of the NAME column, for example, is 11 characters - 10 for the field value (AL=10) plus 1 leading character.

The width of the SALARY and BONUS columns is 8 characters - 6 for the field value (NL=6), plus 1 leading/inserted character, plus 1 sign position (because SG=ON applies).

## Identical Suppress - IS Parameter

With the session parameter IS, you can suppress the display of identical information in successive lines created by a WRITE or DISPLAY statement.

- By default, IS=OFF applies, which means that identical field values will be displayed.
- If IS=ON is specified, a value which is identical to the previous value of that field will not be displayed.

The IS parameter can be specified

- with a FORMAT statement to apply to the whole report, or
- in a DISPLAY or WRITE statement at both statement level and element level.

The effect of the parameter IS=ON can be suspended for one record by using the statement SUSPEND IDENTICAL SUPPRESS; see the *Statements* documentation for details.

Compare the output of the following two example programs to see the effect of the IS parameter. In the second one, the display of identical values in the NAME field is suppressed.

### Example Program without IS Parameter

```
** Example 'FORMAX05': FORMAT (without parameter IS
**                         and compare with FORMAX06)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
END-DEFINE
*
READ (3) VIEWEMP BY NAME STARTING FROM 'JONES'
  DISPLAY NAME FIRST-NAME
END-READ
END
```

The above program produces the following output:

|       |            |                   |
|-------|------------|-------------------|
| Page  | 1          | 04-11-11 11:11:11 |
| NAME  | FIRST-NAME |                   |
| <hr/> |            |                   |
| JONES | VIRGINIA   |                   |
| JONES | MARSHA     |                   |
| JONES | ROBERT     | ←                 |

### Example Program with IS Parameter

```
** Example 'FORMAX06': FORMAT (with parameter IS
**                         and compare with FORMAX05)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
END-DEFINE
*
FORMAT IS=ON
*
READ (3) VIEWEMP BY NAME STARTING FROM 'JONES'
  DISPLAY NAME FIRST-NAME
END-READ
END
```

The above program produces the following output:

|           |          |                   |
|-----------|----------|-------------------|
| Page      | 1        | 04-11-11 11:54:01 |
|           | NAME     | FIRST-NAME        |
| - - - - - |          |                   |
| JONES     | VIRGINIA |                   |
|           | MARSHA   |                   |
|           | ROBERT   |                   |

## Zero Printing - ZP Parameter

With the profile and session parameter ZP, you determine how a field value of zero is to be displayed.

- By default, ZP=ON applies, which means that one 0 (for numeric fields) or all zeros (for time fields) will be displayed for each field value that is zero.
- If you specify ZP=OFF, the display of each field value which is zero will be suppressed.

The ZP parameter can be specified

- with a FORMAT statement to apply to the whole report, or
- in a DISPLAY or WRITE statement at both statement level and element level.

Compare the output of the following two [example programs](#) to see the effect of the parameters ZP and ES.

## Empty Line Suppression - ES Parameter

With the session parameter ES, you can suppress the output of empty lines created by a DISPLAY or WRITE statement.

- By default, ES=OFF applies, which means that lines containing all blank values will be displayed.
- If ES=ON is specified, a line resulting from a DISPLAY or WRITE statement which contains all blank values will not be displayed. This is particularly useful when displaying multiple-value fields or fields which are part of a periodic group if a large number of empty lines are likely to be produced.

The ES parameter can be specified

- with a FORMAT statement to apply to the whole report, or
- in a DISPLAY or WRITE statement at statement level.

 **Note:** To achieve empty suppression for numeric values, in addition to ES=ON the parameter ZP=OFF must also be set for the fields concerned in order to have null values turned into blanks and thus not output either.

Compare the output of the following two example programs to see the effect of the parameters ZP and ES.

### Example Program without Parameters ZP and ES

```
** Example 'FORMAX07': FORMAT (without parameter ES and ZP
**                                     and compare with FORMAX08)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 BONUS (1:2,1:1)
END-DEFINE
*
READ (4) VIEWEMP BY NAME STARTING FROM 'JONES'
  DISPLAY NAME FIRST-NAME BONUS (1:2,1:1)
END-READ
END
```

The above program produces the following output:

| Page  | 1 |          | 04-11-11   | 11:58:23 |
|-------|---|----------|------------|----------|
|       |   | NAME     | FIRST-NAME | BONUS    |
|       |   | -----    | -----      | -----    |
| JONES |   | VIRGINIA |            | 9000     |
|       |   |          |            | 6750     |
| JONES |   | MARSHA   |            | 0        |
|       |   |          |            | 0        |
| JONES |   | ROBERT   |            | 0        |
|       |   |          |            | 0        |
| JONES |   | LILLY    |            | 0        |
|       |   |          |            | 0        |

## Example Program with Parameters ZP and ES

```
** Example 'FORMAX08': FORMAT (with parameters ES and ZP
**                                and compare with FORMAX07)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 BONUS (1:2,1:1)
END-DEFINE
*
FORMAT ES=ON
*
READ (4) VIEWEMP BY NAME STARTING FROM 'JONES'
    DISPLAY NAME FIRST-NAME BONUS (1:2,1:1)(ZP=OFF)
END-READ
END
```

The above program produces the following output:

| Page  | 1        |            | 04-11-11 11:59:09 |
|-------|----------|------------|-------------------|
|       | NAME     | FIRST-NAME | BONUS             |
| JONES | VIRGINIA |            | 9000              |
|       |          |            | 6750              |
| JONES | MARSHA   |            |                   |
| JONES | ROBERT   |            |                   |
| JONES | LILLY    |            |                   |

## Further Examples of Field-Output-Relevant Parameters

For further examples of the parameters LC, IC, TC, AL, NL, IS, ZP and ES, and the SUSPEND IDENTICAL SUPPRESS statement, see the following example programs:

- [\*DISPLX17 - DISPLAY \(with NL, AL, IC, LC, TC\)\*](#)
- [\*DISPLX18 - DISPLAY \(using default settings for SF, AL, UC, LC, IC, TC and compare with DISPLX19\)\*](#)
- [\*DISPLX19 - DISPLAY \(with SF, AL, LC, IC, TC and compare with DISPLX18\)\*](#)
- [\*SUSPEX01 - SUSPEND IDENTICAL SUPPRESS \(in conjunction with parameters IS, ES, ZP in DISPLAY\)\*](#)
- [\*SUSPEX02 - SUSPEND IDENTICAL SUPPRESS \(in conjunction with parameters IS, ES, ZP in DISPLAY\). Identical to SUSPEX01, but with IS=OFF.\*](#)

■ ***COMPRX03 - COMPRESS***

# 35 Code Page Edit Masks - EM Parameter

---

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This chapter describes how you can specify an edit mask for an alphanumeric or numeric field.

## Use of EM Parameter

---

With the session parameter `EM` you can specify an edit mask for an alphanumeric or numeric field, that is, determine character by character the format in which the field values are to be output. Using the session parameter `EMU`, you can define edit masks with Unicode characters in the same way as described below for the `EM` session parameter.

Example:

```
DISPLAY NAME (EM=X^X^X^X^X^X^X^X^X^X)
```

In this example, each `X` represents one character of an alphanumeric field value to be displayed, and each `^` represents a blank. If displayed via the `DISPLAY` statement, the name `JOHNSON` would appear as follows:

```
JOHNSON
```

You can specify the session parameter `EM`

- at report level (in a `FORMAT` statement),
- at statement level (in a `DISPLAY`, `WRITE`, `INPUT`, `MOVE EDITED` or `PRINT` statement) or
- at element level (in a `DISPLAY`, `WRITE` or `INPUT` statement).

An edit mask specified with the session parameter `EM` will override a default edit mask specified for a field in the **DDM**; see *Using the DDM Editor, Specifying Extended Field Attributes*.

If `EM=OFF` is specified, no edit mask at all will be used.

An edit mask specified at statement level will override an edit mask specified at report level.

An edit mask specified at element level will override an edit mask specified at statement level.

## Edit Masks for Numeric Fields

---

An edit mask specified for a field of format `N`, `P`, `I`, or `F` must contain at least one `9` or `Z`. If more nines or Zs exist, the number of positions contained in the field value, the number of print positions in the edit mask will be adjusted to the number of digits defined for the field value. If fewer nines or Zs exist, the high-order digits before the decimal point and/or low-order digits after the decimal point will be truncated.

For further information, see session parameter `EM`, *Edit Masks for Numeric Fields* in the *Parameter Reference* documentation.

## Edit Masks for Alphanumeric Fields

Edit masks for alphanumeric fields must include an `X` for each alphanumeric character that is to be output.

With a few exceptions, you may add leading, trailing and insertion characters (with or without enclosing them in apostrophes).

The circumflex character (^) is used to insert blanks in edit mask for both numeric and alphanumeric fields.

For further information, see session parameter `EM`, *Edit Masks for Alphanumeric Fields* in the *Parameter Reference* documentation.

## Length of Fields

It is important to be aware of the length of the field to which you assign an edit mask.

- If the edit mask is longer than the field, this will yield unexpected results.
- If the edit mask is shorter than the field, the field output will be truncated to just those positions specified in the edit mask.

### Examples:

Assuming an alphanumeric field that is 12 characters long and the field value to be output is `JOHNSON`, the following edit masks will yield the following results:

| Edit Mask                        | Output        |
|----------------------------------|---------------|
| <code>EM=X.X.X.X.X</code>        | J.O.H.N.S     |
| <code>EM=*****XXXXXX*****</code> | *****JOHNSO** |

## Edit Masks for Date and Time Fields

---

Edit masks for date fields can include the characters D (day), M (month) and Y (year) in various combinations.

Edit masks for time fields can include the characters H (hour), I (minute), S (second) and T (tenth of a second) in various combinations.

In conjunction with edit masks for date and time fields, see also the date and time system variables.

## Customizing Separator Character Displays

---

Natural programs are used in business applications all over the world. Depending on the local conventions, it is usual to present numeric data fields and those with a date or time content in a special output style, when displayed in I/O statements. The different appearance should not be realized by alternate program coding that is processed selectively as a function of the locale where the program is being executed, but should be carried out with the same program image in conjunction with a set of runtime parameters to specify the decimal point character and the “thousands separator character”.

The following topics are covered below:

- [Decimal Separator](#)
- [Dynamic Thousands Separator](#)
- [Examples](#)

### Decimal Separator

The Natural parameter DC is available to specify the character to be inserted in place of any characters used to represent the decimal separator (also called “radix” character) in edit masks. This parameter enables the users of a Natural program or application to choose any (special) character to separate the integer positions from the decimal positions of a numeric data item and enables, for example, U.S. shops to use the decimal point (.) and European shops to use the comma (,).

## Dynamic Thousands Separator

To structure the output of a large integer values, it is common practice to insert separators between every three digits of an integer to separate groups of thousands. This separator is called a “thousands separator”. For example, shops in the United States generally use a comma for this purpose (1,000,000), whereas shops in Germany use the period (1.000.000), in France a space (1 000 000), etc.

In a Natural edit mask, a “dynamic thousands separator” is a comma (or period) indicating the position where thousands separator characters (defined with the THSEPCH parameter) are inserted at runtime. At compile time, the option THSEP of system command COMPOPT or the subparameter THSEP of profile parameter CMPO or macro NTCCMPO enables or disables the interpretation of the comma (or period) as dynamic thousands separator.

If THSEP is set to OFF (default), any character used as thousands separator in the edit mask is treated as literal and displayed unchanged at runtime. This setting retains downwards compatibility.

If THSEP is set to ON, any comma (or period) in the edit mask is interpreted as dynamic thousands separators. In general, the dynamic thousands separator is a comma, but if the comma is already in use as decimal character (DC), the period is used as dynamic thousands separator.

At runtime the dynamic thousands separators are replaced by the current value of the THSEPCH parameter (thousands separator character).

## Examples

A Natural program that is cataloged with parameter settings DC='.' and THSEP=ON uses the edit mask (EM=ZZ,ZZZ,ZZ9.99).

| Parameter Settings at Runtime | Displays as  |
|-------------------------------|--------------|
| DC='.' and THSEPCH=','        | 1,234,567.89 |
| DC='.' and THSEPCH='.'        | 1.234.567,89 |
| DC='.' and THSEPCH=' / '      | 1/234/567,89 |
| DC='.' and THSEPCH=' ' '      | 1 234 567,89 |
| DC='.' and THSEPCH=''' '''    | 1'234'567,89 |

## Examples of Edit Masks

Some examples of edit masks, along with possible output they produce, are provided below.

In addition, the abbreviated notation for each edit mask is given. You can use either the abbreviated or the long notation.

| Edit Mask     | Abbreviation   | Output A   | Output B   |
|---------------|----------------|------------|------------|
| EM=999.99     | EM=9(3).9(2)   | 367.32     | 005.40     |
| EM=ZZZZZ9     | EM=Z(5)9(1)    | 0          | 579        |
| EM=X^XXXXX    | EM=X(1)^X(5)   | B LUE      | A 19379    |
| EM=XXX...XX   | EM=X(3)...X(2) | BLU...E    | AAB...01   |
| EM=MM.DD.YY   | *              | 01.05.87   | 12.22.86   |
| EM=HH.II.SS.T | **             | 08.54.12.7 | 14.32.54.3 |

\* Use a date system variable.

\*\* Use a time system variable.

For further information about edit masks, see the session parameter **EM** in the *Parameter Reference*.

## Example Program without EM Parameters

```
** Example 'EDITMX01': Edit mask (using default edit masks)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 NAME
  2 JOB-TITLE
  2 SALARY (1:3)
  2 CITY
END-DEFINE
*
READ (3) VIEWEMP BY NAME STARTING FROM 'JONES'
  DISPLAY 'N A M E'      NAME      /
        'OCCUPATION'    JOB-TITLE
        'SALARY'        SALARY (1:3)
        'LOCATION'      CITY
  SKIP 1
END-READ
END
```

Output of Program EDITMX01:

The output of this program shows the default edit masks available.

Page 1

04-11-11 14:15:54

| N A M E<br>OCCUPATION | SALARY                  | LOCATION  |
|-----------------------|-------------------------|-----------|
| JONES<br>MANAGER      | 46000<br>42300<br>39300 | TULSA     |
| JONES<br>DIRECTOR     | 50000<br>46000<br>42700 | MOBILE    |
| JONES<br>PROGRAMMER   | 31000<br>29400<br>27600 | MILWAUKEE |

### Example Program with EM Parameters

```
** Example 'EDITMX02': Edit mask (using EM)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 JOB-TITLE
  2 SALARY (1:3)
END-DEFINE
*
READ (3) VIEWEMP BY NAME STARTING FROM 'JONES'
  DISPLAY 'N A M E'      NAME      (EM=X^X^X^X^X^X^X^X^X^X^X^X^X^X^X^X^X) /
            FIRST-NAME    (EM=...X(10)...)
            'OCCUPATION'  JOB-TITLE  (EM=' ____ X(12))
            'SALARY'       SALARY (1:3) (EM=' USD 'ZZZ,999)
  SKIP 1
END-READ
END
```

Output of Program EDITMX02:

Compare the output with that of the previous program ([Example Program without EM Parameters](#)) to see how the EM specifications affect the way the fields are displayed.

| Page       | 1   |                 | 04-11-11 | 14:15:54 |
|------------|-----|-----------------|----------|----------|
| NAME       |     | OCCUPATION      | SALARY   |          |
| FIRST-NAME |     |                 |          |          |
| JONES      |     | ____ MANAGER    | USD      | 46,000   |
| ..VIRGINIA | ... |                 | USD      | 42,300   |
|            |     |                 | USD      | 39,300   |
| JONES      |     | ____ DIRECTOR   | USD      | 50,000   |
| ..MARSHA   | ... |                 | USD      | 46,000   |
|            |     |                 | USD      | 42,700   |
| JONES      |     | ____ PROGRAMMER | USD      | 31,000   |
| ..ROBERT   | ... |                 | USD      | 29,400   |
|            |     |                 | USD      | 27,600   |

## Further Examples of Edit Masks

See the following example programs:

- [\*EDITMX03 - Edit mask \(different EM for alpha-numeric fields\)\*](#)
- [\*EDITMX04 - Edit mask \(different EM for numeric fields\)\*](#)
- [\*EDITMX05 - Edit mask \(EM for date and time system variables\)\*](#)

# 36      Unicode Edit Masks - EMU Parameter

---

Unicode edit masks can be used similar to code page edit masks. The difference is that the edit mask is always stored in Unicode format.

This allows you to specify edit masks with mixed characters from different code pages and assures that always the correct character is displayed, independent of the installed system code page.

For the general usage of edit masks, see [\*Edit Masks - EM Parameter\*](#).

For information on the session parameter EMU, see *EMU - Unicode Edit Mask* (in the *Parameter Reference*).



# 37 Vertical Displays

---

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This chapter describes how you can combine the features of the statements DISPLAY and WRITE to produce vertical displays of field values.

## Creating Vertical Displays

---

There are two ways of creating vertical displays:

- You can use a combination of the statements DISPLAY and WRITE.
- You can use the VERT option of the DISPLAY statement.

## Combining DISPLAY and WRITE

---

As described in *Statements DISPLAY and WRITE*, the DISPLAY statement normally presents the data in columns with default headers, while the WRITE statement presents data horizontally without headers.

You can combine the features of the two statements to produce vertical displays of field values.

The DISPLAY statement produces the values of different fields for the same record across the page with a column for each field. The field values for each record are displayed below the values for the previous record.

By using a WRITE statement after a DISPLAY statement, you can insert text and/or field values specified in the WRITE statement between records displayed via the DISPLAY statement.

The following program illustrates the combination of DISPLAY and WRITE:

```
** Example 'WRITEX04': WRITE (in combination with DISPLAY)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 NAME
2 JOB-TITLE
2 CITY
2 DEPT
END-DEFINE
*
READ (3) VIEWEMP BY CITY STARTING FROM 'SAN FRANCISCO'
  DISPLAY NAME JOB-TITLE
  WRITE 22T 'DEPT:' DEPT
  SKIP 1
END-READ
END
```

### Output of Program WRITEX04:

|         |       |                     |
|---------|-------|---------------------|
| Page    | 1     | 04-11-11 14:15:55   |
|         | NAME  | CURRENT<br>POSITION |
| -----   | ----- | -----               |
| KOLENCE |       | MANAGER             |
|         |       | DEPT: TECH05        |
| GOSDEN  |       | ANALYST             |
|         |       | DEPT: TECH10        |
| WALLACE |       | SALES PERSON        |
|         |       | DEPT: SALE20        |

### Tab Notation - T\*field

In the previous example, the position of the field DEPT is determined by the tab notation *nT* (in this case 20T, which means that the display begins in column 20 on the screen).

Field values specified in a WRITE statement can be lined up automatically with field values specified in the first DISPLAY statement of the program by using the tab notation *T\*field* (where *field* is the name of the field to which the field is to be aligned).

In the following program, the output produced by the WRITE statement is aligned to the field JOB-TITLE by using the notation T\*JOB-TITLE:

```
** Example 'WRITEX05': WRITE (in combination with DISPLAY)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 NAME
  2 JOB-TITLE
  2 DEPT
  2 CITY
END-DEFINE
*
READ (3) VIEWEMP BY CITY STARTING FROM 'SAN FRANCISCO'
  DISPLAY NAME JOB-TITLE
  WRITE T*JOB-TITLE 'DEPT:' DEPT
  SKIP 1
END-READ
END
```

### Output of Program WRITEX05:

| Page    | 1                            | 04-11-11 14:15:55 |
|---------|------------------------------|-------------------|
| NAME    | CURRENT POSITION             |                   |
| KOLENCE | MANAGER<br>DEPT: TECH05      |                   |
| GOSDEN  | ANALYST<br>DEPT: TECH10      |                   |
| WALLACE | SALES PERSON<br>DEPT: SALE20 |                   |

## Positioning Notation x/y

---

When you use the DISPLAY and WRITE statements in sequence and multiple lines are to be produced by the WRITE statement, you can use the notation  $x/y$  (number-slash-number) to determine in which row/column something is to be displayed. The positioning notation causes the next element in the DISPLAY or WRITE statement to be placed  $x$  lines below the last output, beginning in column  $y$  of the output.

The following program illustrates the use of this notation:

```
** Example 'WRITEX06': WRITE (with n/n)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 MIDDLE-I
2 ADDRESS-LINE (1:1)
2 CITY
2 ZIP
END-DEFINE
*
READ (3) VIEWEMP BY CITY STARTING FROM 'NEW YORK'
DISPLAY 'NAME AND ADDRESS' NAME
WRITE 1/5 FIRST-NAME
      1/30 MIDDLE-I
      2/5 ADDRESS-LINE (1:1)
      3/5 CITY
      3/30 ZIP /
END-READ
END
```

Output of Program WRITEX06:

Page 1

04-11-11 14:15:55

## NAME AND ADDRESS

RUBIN

|                    |       |
|--------------------|-------|
| SYLVIA             | L     |
| 2003 SARAZEN PLACE |       |
| NEW YORK           | 10036 |

WALLACE

|                      |       |
|----------------------|-------|
| MARY                 | P     |
| 12248 LAUREL GLADE C |       |
| NEW YORK             | 10036 |

KELLOGG

|                    |       |
|--------------------|-------|
| HENRIETTA          | S     |
| 1001 JEFF RYAN DR. |       |
| NEWARK             | 19711 |

## DISPLAY VERT Statement

The standard display mode in Natural is horizontal.

With the VERT clause option of the DISPLAY statement, you can override the standard display and produce a vertical field display.

The HORIZ clause option, which can be used in the same DISPLAY statement, re-activates the standard horizontal display mode.

Column headings in vertical mode are controlled with various forms of the AS clause. The following example programs illustrate the use of the DISPLAY VERT statement:

- DISPLAY VERT without AS Clause
- DISPLAY with VERT AS CAPTIONED and HORIZ Clause
- DISPLAY with VERT AS 'text' Clause
- DISPLAY with VERT AS 'text' CAPTIONED Clause

- Tab Notation P\*field

## DISPLAY VERT without AS Clause

The following program has no AS clause, which means that no column headings are output.

```
** Example 'DISPLX09': DISPLAY (without column title)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 CITY
END-DEFINE
*
READ (3) VIEWEMP BY CITY STARTING FROM 'NEW YORK'
  DISPLAY VERT NAME FIRST-NAME / CITY
  SKIP 2
END-READ
END
```

Output of Program DISPLX09:

Note that all field values are displayed vertically underneath one another.

|           |   |                   |
|-----------|---|-------------------|
| Page      | 1 | 04-11-11 14:15:54 |
| RUBIN     |   |                   |
| SYLVIA    |   |                   |
| NEW YORK  |   |                   |
| WALLACE   |   |                   |
| MARY      |   |                   |
| NEW YORK  |   |                   |
| KELLOGG   |   |                   |
| HENRIETTA |   |                   |
| NEWARK    |   |                   |

## DISPLAY with VERT AS CAPTIONED and HORIZ Clause

The following program contains a VERT and a HORIZ clause, which causes some column values to be output vertically and others horizontally; moreover AS CAPTIONED causes the default column headers to be displayed.

```
** Example 'DISPLX10': DISPLAY (with VERT as CAPTIONED and HORIZ clause)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 CITY
2 JOB-TITLE
2 SALARY (1:1)
END-DEFINE
*
READ (3) VIEWEMP BY CITY STARTING FROM 'NEW YORK'
    DISPLAY VERT AS CAPTIONED NAME FIRST-NAME
        HORIZ JOB-TITLE SALARY (1:1)
    SKIP 1
END-READ
END
```

**Output of Program DISPLX10:**

| Page      | 1                |               | 04-11-11 14:15:54 |
|-----------|------------------|---------------|-------------------|
| NAME      | CURRENT POSITION | ANNUAL SALARY |                   |
| <hr/>     |                  |               |                   |
| RUBIN     | SECRETARY        | 17000         |                   |
| SYLVIA    |                  |               |                   |
| WALLACE   | ANALYST          | 38000         |                   |
| MARY      |                  |               |                   |
| KELLOGG   | DIRECTOR         | 52000         |                   |
| HENRIETTA |                  |               |                   |

## DISPLAY with VERT AS 'text' Clause

The following program contains an AS 'text' clause, which displays the specified 'text' as column header.



**Note:** A slash (/) within the text element in a DISPLAY statement causes a line advance.

```
** Example 'DISPLX11': DISPLAY (with VERT AS 'text' clause)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 CITY
2 JOB-TITLE
2 SALARY (1:1)
END-DEFINE
*
READ (3) VIEWEMP BY CITY STARTING FROM 'NEW YORK'
  DISPLAY VERT AS 'EMPLOYEES' NAME FIRST-NAME
    HORIZ JOB-TITLE SALARY (1:1)
  SKIP 1
END-READ
END
```

Output of Program DISPLX11:

| Page      | 1                |               | 04-11-11 14:15:54 |
|-----------|------------------|---------------|-------------------|
| EMPLOYEES | CURRENT POSITION | ANNUAL SALARY |                   |
| RUBIN     | SECRETARY        | 17000         |                   |
| SYLVIA    |                  |               |                   |
| WALLACE   | ANALYST          | 38000         |                   |
| MARY      |                  |               |                   |
| KELLOGG   | DIRECTOR         | 52000         |                   |
| HENRIETTA |                  |               |                   |

## DISPLAY with VERT AS 'text' CAPTIONED Clause

The AS 'text' CAPTIONED clause causes the specified text to be displayed as column heading, and the default column headings to be displayed immediately before the field value in each line that is output.

The following program contains an AS 'text' CAPTIONED clause.

```
** Example 'DISPLX12': DISPLAY (with VERT AS 'text' CAPTIONED clause)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 CITY
  2 JOB-TITLE
  2 SALARY (1:1)
END-DEFINE
*
READ (3) VIEWEMP BY CITY STARTING FROM 'NEW YORK'
  DISPLAY VERT AS 'EMPLOYEES' CAPTIONED NAME FIRST-NAME
    HORIZ JOB-TITLE SALARY (1:1)
  SKIP 1
END-READ
END
```

**Output of Program DISPLX12:**

This clause causes the default column headers (NAME and FIRST-NAME) to be placed before the field values:

| Page                 | 1         |                  | 04-11-11 14:15:54 |
|----------------------|-----------|------------------|-------------------|
|                      | EMPLOYEES | CURRENT POSITION | ANNUAL SALARY     |
| <hr/>                |           |                  |                   |
| NAME RUBIN           | SECRETARY |                  | 17000             |
| FIRST-NAME SYLVIA    |           |                  |                   |
| NAME WALLACE         | ANALYST   |                  | 38000             |
| FIRST-NAME MARY      |           |                  |                   |
| NAME KELLOGG         | DIRECTOR  |                  | 52000             |
| FIRST-NAME HENRIETTA |           |                  |                   |

## Tab Notation P\*field

If you use a combination of DISPLAY VERT statement and subsequent WRITE statement, you can use the tab notation `P* field-name` in the WRITE statement to align the position of a field to the column and line position of a particular field specified in the DISPLAY VERT statement.

In the following program, the fields SALARY and BONUS are displayed in the same column, SALARY in every first line, BONUS in every second line. The text `***SALARY PLUS BONUS***` is aligned to SALARY, which means that it is displayed in the same column as SALARY and in the first line, whereas the text `(IN US DOLLARS)` is aligned to BONUS and therefore displayed in the same column as BONUS and in the second line.

```
** Example 'WRITEX07': WRITE (with P*field)
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
  2 CITY
  2 NAME
  2 JOB-TITLE
  2 SALARY (1:1)
  2 BONUS (1:1,1:1)
END-DEFINE
*
READ (3) VIEWEMP BY CITY STARTING FROM 'LOS ANGELES'
  DISPLAY NAME JOB-TITLE
    VERT AS 'INCOME' SALARY (1) BONUS (1,1)
  WRITE P*SALARY '***SALARY PLUS BONUS***'
    P*BONUS '(IN US DOLLARS)'
    SKIP 1
END-READ
END
```

**Output of Program WRITEX07:**

|          |           |  |
|----------|-----------|--|
| Page     | 1         | 04-11-11 14:15:55  |
|          | NAME      | CURRENT<br>POSITION                                      |
| SMITH    |           | 0<br>0<br>***SALARY PLUS BONUS***<br>(IN US DOLLARS)     |
| POORE JR | SECRETARY | 25000<br>0<br>***SALARY PLUS BONUS***<br>(IN US DOLLARS) |

|           |         |                         |
|-----------|---------|-------------------------|
| PREPARATA | MANAGER | 46000                   |
|           |         | 9000                    |
|           |         | ***SALARY PLUS BONUS*** |
|           |         | (IN US DOLLARS)         |

## Further Example of DISPLAY VERT with WRITE Statement

---

See the following example program:

- **WRITEX10 - WRITE (with nT, T\*field and P\*field)**



# VII      Further Programming Aspects

---

[End of Statement, Program or Application](#)

[Processing of Application Errors](#)

[Conditional Processing - IF Statement](#)

[Loop Processing](#)

[Control Breaks](#)

[Data Computation](#)

[System Variables and System Functions](#)

[Stack](#)

[Processing of Date Information](#)

[Text Notation](#)

[User Comments](#)

[Logical Condition Criteria](#)

[Rules for Arithmetic Assignment](#)

[Compilation Aspects](#)



## **38** End of Statement, Program or Application

---

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| ■ End of Program .....     | 344 |
| ■ End of Application ..... | 344 |

## End of Statement

---

To explicitly mark the end of a statement, you can place a semicolon (;) between the statement and the next statement. This can be used to make the program structure clearer, but is not required.

## End of Program

---

The `END` statement is used to mark the end of a Natural program, subprogram, external subroutine or helproutine.

Every one of these objects must contain an `END` statement as the last statement.

Every object may contain only one `END` statement.

## End of Application

---

### Ending the Execution of an Application by a `STOP` Statement

The `STOP` statement is used to terminate the execution of a Natural application. A `STOP` statement executed anywhere within an application immediately stops the execution of the entire application.

### Ending the Execution of an Application by a `TERMINATE` Statement

The `TERMINATE` statement stops the execution of the Natural application and also ends the Natural session.

# 39 Processing of Application Errors

---

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| ■ Application Specific Error Processing ..... | 346 |
| ■ Using an ON ERROR Statement Block .....     | 347 |
| ■ Using an Error Transaction Program .....    | 348 |
| ■ Error Processing Related Features .....     | 351 |

This section discusses the two basic methods Natural offers for the handling of application errors: default processing and application-specific processing. Furthermore, it describes the options you have to enable the application specific error processing: coding an `ON ERROR` statement block within a programming object or using a separate error transaction program.

Finally, this section gives an overview of the features that are provided to configure Natural's error processing behavior, to retrieve information on an error, to process or debug an application error.

This document covers the following topics:

For information on error handling in a Natural RPC environment, see *Handling Errors* in the *Natural Remote Procedure Call* documentation.

## Natural's Default Error Processing

---

When an error occurs in a Natural application, Natural will by default proceed in the following way:

1. Natural terminates the execution of the currently running application object;
2. Natural issues an error message;
3. Natural returns to command input mode.

"Command input mode" means that, depending on your Natural configuration, the Natural main menu, the `NEXT` command prompt, or a user-defined startup menu may appear.

The displayed error message contains the Natural error number, the corresponding message text and the affected Natural object and line number where the error has occurred.

Because after the occurrence of an error the execution of the affected application object is terminated, the status of any pending database transactions may be affected by actions required by the setting of the profile parameters `ETEOP` and `ET10`. Unless Natural has issued an `END TRANSACTION` statement as a result of the settings of these parameters, a `BACKOUT TRANSACTION` statement is issued when Natural returns to command input mode.

## Application Specific Error Processing

---

Natural enables you to adapt the error processing if the default error processing does not meet your application's requirements. Possible reasons to establish an application specific error processing may be:

- The information on the error is to be stored for further analysis by the application developer.
- The application execution is to be continued after error recovery, if possible.

- A specific transaction handling is necessary.

Because the execution of the affected Natural application object is terminated after an application error has occurred, the status of the pending database transactions may be influenced by actions which are triggered by the settings of the profile parameters ETEOP and ETIO. Therefore, further transaction handling (`END TRANSACTION` or `BACKOUT TRANSACTION` statement) has to be performed by the application's error processing.

To enable the application specific error processing, you have the following options:

- You may code an `ON ERROR` statement block within a programming object.
- You may use a separate error transaction program.

These options are described in the following sections.

## Using an ON ERROR Statement Block

---

You may use the `ON ERROR` statement to intercept execution time errors within the application where an error occurs.

From within an `ON ERROR` statement block, it is possible to resume application execution on the current level or on a superior level.

Moreover, you may specify an `ON ERROR` statement in multiple objects of an application in order to process any errors that have occurred on subordinate levels. Thus, application specific error processing may exactly be tailored to the application's needs.

### Exiting from an ON ERROR Statement Block

You may exit from an `ON ERROR` statement block by specifying one of the following statements:

- RETRY

Application execution is resumed on the current level.

- ESCAPE ROUTINE

Error processing is assumed to be complete and application execution is resumed on the superior level.

- FETCH

Error processing is assumed to be complete and the "fetched" program is executed.

STOP

Natural stops the execution of the affected program, ends the application and returns to command input mode.

- TERMINATE

The execution of the Natural application is stopped and also the Natural session is terminated.

### Error Processing Rules

- If the execution of the ON ERROR statement block is not terminated by one of these statements, the error is percolated to the Natural object on the superior level for processing by an ON ERROR statement block that exists there.
- If none of the Natural objects on any of the superior levels contains an ON ERROR statement block, but if an error transaction program has been specified (as described in the [next section](#)), this error transaction program will receive control.
- If none of the Natural objects on any of the superior levels contains an ON ERROR statement block and no error transaction program has been specified there, Natural's default error processing will be performed as described [above](#).

## Using an Error Transaction Program

---

You may specify an error transaction program in the following places:

- In the profile parameter ETA.
- If Natural Security is installed, within the Natural Security library profile; see *Components of a Library Profile* in the *Natural Security* documentation.
- Within a Natural object by assigning the name of the program which is to receive control in the event of an error condition as a value to the system variable \*ERROR-TA, using an ASSIGN, COMPUTE or MOVE statement.

If you assign the name of an error transaction program to the system variable \*ERROR-TA during the Natural session, this assignment supersedes an error transaction program specified using the profile parameter ETA. Regardless of whether you use the ETA profile parameter or assign a value to the system variable \*ERROR-TA, the error transaction program names are not saved and restored by Natural for different levels of the call hierarchy. Therefore, if you assign a name to the system variable \*ERROR-TA in a Natural object, the specified program will be invoked to process any error that occurs in the current Natural session after the assignment.

On the one hand, if you specify an error transaction program by using the profile parameter ETA, an error transaction is defined for the complete Natural session without having the need for individual assignments in Natural objects. On the other hand, the method of assigning a program to the system variable \*ERROR-TA provides more flexibility and, for example, allows you to have different error transaction programs in different application branches.

If the system variable \*ERROR-TA is reset to blank, Natural's default error processing will be performed as described [above](#).

If an error transaction program is specified and an application error occurs, execution of the application is terminated, and the specified error transaction program receives control to perform the following actions:

- Analyze the error;
- Log the error information;
- Terminate the Natural session;
- Continue the application execution by calling a program using the FETCH statement.

Because the error transaction program receives control in the same way as if it had been called from the command prompt, it is not possible to resume application execution in one of the Natural objects that were active at the time when the error occurred.

If a syntax error occurs and the Natural profile parameter SYNERR is set to ON, the error transaction program will also receive control.

An error transaction program must be located in the library to which you are currently logged on or in a current steplib library.

When an error occurs, Natural executes a STACK TOP DATA statement and places the following information at the top of the stack:

| Stack Data          | Format/Length | Description  |
|---------------------|---------------|--|
| <b>Error number</b> | N4            | Natural error number.<br><br><b>Note:</b> If session parameter SG is set to ON, the format/length will be N5.  |
| <b>Line number</b>  | N4            | Number of the line where the error has occurred.<br><br>If the status is C or L, the line number will be zero.   |
| <b>Status</b>       | A1            | Status code:<br><br>C Command processing error<br>L Logon processing error<br>O Object (execution) time error<br>R Error on remote server (in conjunction with Natural RPC)<br>S Syntax error      |
| <b>Object name</b>  | A8            | Name of the Natural object where the error has occurred.   |
| <b>Level number</b> | N2            | Level number of the Natural object where the error has occurred.<br><br>If a Natural syntax error occurs at compile time and profile parameter SYNERR is set to ON, the level number will be zero. |

| Stack Data   | Format/Length | Description  |
|--|---------------|--|
|  |               | If a Natural runtime error occurs and the level number of the Natural object is greater than 99, the value 99 will be stacked, and the current value will be stacked in the additional stack data "Level number enhanced". |
| If a Natural runtime error occurs and the level number of the Natural object is greater than 99: |               |  |
| <b>Level number enhanced</b>   | I4            | Current level number (512 at maximum).   |
| If a Natural syntax error occurs at compile time and profile parameter SYNERR is set to ON:      |               |  |
| <b>Error position</b>  | N3            | Position of the offending item in the source line.   |
| <b>Item length</b>   | N3            | Length of the offending item.  |

This information can be retrieved in the error transaction program, using an INPUT statement.

Example:

```

DEFINE DATA LOCAL
1 #ERROR-NR          (N5)
1 #LINE               (N4)
1 #STATUS-CODE        (A1)
1 #PROGRAM            (A8)
1 #LEVEL              (N2)
1 #LEVELI4            (I4)
1 #POSITION-IN-LINE   (N3)
1 #LENGTH-OF-ITEM     (N3)
END-DEFINE
IF *DATA > 6 THEN      /* SYNERR = ON and a syntax error occurred
  INPUT
    #ERROR-NR
    #LINE
    #STATUS-CODE
    #PROGRAM
    #LEVEL
    #POSITION-IN-LINE
    #LENGTH-OF-ITEM
ELSE
  INPUT                  /* other error
    #ERROR-NR
    #LINE
    #STATUS-CODE
    #PROGRAM
    #LEVEL
    #LEVELI4
END-IF
WRITE #STATUS-CODE
* DECIDE ON FIRST VALUE OF STATUS-CODE
* ... /* process error
* END-DECIDE
END

```

Some of the information placed on top of the stack is equivalent to the contents of several system variables that are available in an `ON ERROR` statement block:

| Stack Data   | Equivalent System Variable in ON ERROR Statement Block |
|--------------|--|
| Error number | *ERROR-NR  |
| Line number  | *ERROR-LINE  |
| Object name  | *PROGRAM   |
| Level number | *LEVEL   |

### Rules under Natural Security

If Natural Security is installed, the additional rules for the processing of logon errors apply. For further information, see *Transactions* in the *Natural Security* documentation.

## Error Processing Related Features

Natural provides a variety of error processing related features that

- Enable you to configure Natural's error processing behavior;
- Help you in retrieving information about errors that have occurred;
- Support you in processing these errors;
- Support you in debugging application errors.

These features can be grouped as follows:

- [Profile parameters](#)
- [System variables](#)
- [Terminal Commands](#)
- [System commands](#)
- [Application programming interfaces](#)

### Profile Parameters

The following profile parameters have an influence on the behavior of Natural in the event of an error:

| Profile Parameter | Purpose  |
|-------------------|--|
| CPCVERR           | Conversion Error                                 |
| DBGERR            | Automatic Start of Debugger at Runtime Error     |
| ETA               | Error Transaction Program                        |
| ETEOP             | Issue END TRANSACTION at End of Program          |
| ETIO              | Issue END TRANSACTION upon Terminal I/O          |
| RCFIND            | Handling of Response Code 113 for FIND Statement |
| RCGET             | Handling of Response Code 113 for GET Statement  |
| SYNERR            | Control of Syntax Errors                         |

## System Variables

The following application related system variables can be used to locate an error or to obtain/specify the name of the program which is to receive control in the event of an error condition:

| System Variable | Content  |
|-----------------|--|
| *ERROR-LINE     | Source-code line number of the statement that caused an error.<br><br>See <a href="#">Example 1</a> .                      |
| *ERROR-NR       | Error number of the error which caused an ON ERROR condition to be entered.  |
| *ERROR-TA       | Name of the program which is to receive control in the event of an error condition.<br><br>See <a href="#">Example 2</a> . |
| *LEVEL          | Level number of the Natural object where the error has occurred.   |
| *LIBRARY-ID     | Name of the library to which the user is currently logged on.  |
| *PROGRAM        | Name of the Natural object that is currently being executed.<br><br>See <a href="#">Example 1</a> .                        |

Example 1:

```
...
/*
ON ERROR
  IF *ERROR-NR = 3009 THEN
    WRITE 'LAST TRANSACTION NOT SUCCESSFUL'
      / 'HIT ENTER TO RESTART PROGRAM'
    FETCH 'ONEEX1'
  END-IF
  WRITE 'ERROR' *ERROR-NR 'OCCURRED IN PROGRAM' *PROGRAM
    'AT LINE' *ERROR-LINE
  FETCH 'MENU'
END-ERROR
*/
...
```

### Example 2:

```
...
  *ERROR-TA := 'ERRORTA1'
  /* from now on, program ERRORTA1 will be invoked
  /* to process application errors
...
  MOVE 'ERRORTA2' TO *ERROR-TA
  /* change error transaction program to ERRORTA2
...
```

For further information on these system variables, see the corresponding sections in the *System Variables* documentation.

### Terminal Commands

The following terminal command has an influence on the behavior of Natural in the event of an error:

| Terminal Command | Purpose                              |
|------------------|--------------------------------------|
| %E=              | Activate/Deactivate Error Processing |

### System Commands

The following system commands provide additional information on an error situation or invoke the utilities for debugging or logging database calls:

| System Command | Purpose   |
|----------------|---|
| LASTMSG        | Display additional information on the error situation which has occurred last.  |
| RPCERR         | Display the last Natural error number and message if it was Natural RPC related.  |
| TECH           | Display technical and other information about your Natural session, for example, information on the last error that occurred. |
| TEST           | Invoke the debugger.  |
| TEST DBLOG     | Invoke the DBLOG utility, which is used for logging database calls.   |

### Application Programming Interfaces

The following application programming interfaces (APIs) are generally available for getting additional information on an error situation or to install an error transaction.

| API      | Purpose   |
|----------|---|
| USR0040N | Get type of last error                                    |
| USR1016N | Get error level for error in nested copycodes             |
| USR1037N | Get information on Natural ABEND data                     |
| USR1041N | Install error transaction program (*ERROR-TA).            |
| USR2001N | Get information on last error                             |
| USR2006N | Get information from error message collector              |
| USR2007N | Get or set data for RPC default server                    |
| USR2010N | Get error information on last database call               |
| USR2026N | Get TECH information                                      |
| USR2030N | Get dynamic error message parts from the last error       |
| USR2034N | Read any error message from FNAT or FUSER                 |
| USR3320N | Find user short error message (including steplibs search) |
| USR4214N | Get program level information                             |

For further information, see *SYSEXT - Natural Application Programming Interfaces* in the *Utilities* documentation.

For SQL calls, the following application programming interfaces are available:

| API      | Purpose   |
|----------|---|
| NDBERR   | Provides diagnostic information on the most recently executed SQL call.     |
| NDBNOERR | Suppresses Natural's error handling for errors caused by the next SQL call. |

For further information, see:

- *Interface Subprograms* in the *Natural for DB2* documentation.
- *Interface Subprograms* in the *Natural for SQL/DS* documentation.
- *Interface Subprograms* in the *Natural SQL Gateway* documentation.

# 40 Conditional Processing - IF Statement

---

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With the IF statement, you define a logical condition, and the execution of the statement attached to the IF statement then depends on that condition.

## Structure of IF Statement

---

The IF statement contains three components:

|      |   |
|------|---|
| IF   | In the IF clause, you specify the logical condition which is to be met.   |
| THEN | In the THEN clause you specify the statement(s) to be executed if this condition is met.                            |
| ELSE | In the (optional) ELSE clause, you can specify the statement(s) to be executed if this condition is <i>not</i> met. |

So, an IF statement takes the following general form:

```
IF condition
  THEN execute statement(s)
  ELSE execute other statement(s)
END-IF
```

 **Note:** If you wish a certain processing to be performed only if the IF condition is *not* met, you can specify the clause THEN IGNORE. The IGNORE statement causes the IF condition to be ignored if it is met.

### Example 1:

```
** Example 'IFX01': IF ****
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
2 NAME
2 BIRTH
2 CITY
2 SALARY (1:1)
END-DEFINE
*
LIMIT 7
READ MYVIEW BY CITY STARTING FROM 'C'
IF SALARY (1) LT 40000 THEN
  WRITE NOTITLE '*****' NAME 30X 'SALARY LT 40000'
ELSE
  DISPLAY NAME BIRTH (EM=YYYY-MM-DD) SALARY (1)
END-IF
END-READ
END
```

The IF statement block in the above program causes the following conditional processing to be performed:

- IF the salary is less than 40000, THEN the WRITE statement is to be executed;
- otherwise (ELSE), that is, if the salary is 40000 or more, the DISPLAY statement is to be executed.

Output of Program IFX01:

| NAME            | DATE<br>OF<br>BIRTH | ANNUAL<br>SALARY |
|-----------------|---------------------|------------------|
| ***** KEEN      |                     | SALARY LT 40000  |
| ***** FORRESTER |                     | SALARY LT 40000  |
| ***** JONES     |                     | SALARY LT 40000  |
| ***** MELKANOFF |                     | SALARY LT 40000  |
| DAVENPORT       | 1948-12-25          | 42000            |
| GEORGES         | 1949-10-26          | 182800           |
| ***** FULLERTON |                     | SALARY LT 40000  |

### Example 2:

```
** Example 'IFX03': IF
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 CITY
  2 BONUS (1,1)
  2 SALARY (1)
*
1 #INCOME (N9)
1 #TEXT (A26)
END-DEFINE
*
WRITE TITLE '-- DISTRIBUTION OF CATALOGS I AND II --' /
*
READ (3) EMPLOY-VIEW BY CITY = 'SAN FRANSISCO'
  COMPUTE #INCOME = BONUS(1,1) + SALARY(1)
  /*
  IF #INCOME > 40000
    MOVE 'CATALOGS I AND II' TO #TEXT
  ELSE
    MOVE 'CATALOG I'           TO #TEXT
  END-IF
  /*
  DISPLAY NAME 5X 'SALARY' SALARY(1) / BONUS(1,1)
  WRITE T*SALARY '-'(10) /
    16X 'INCOME:' T*SALARY #INCOME 3X #TEXT /
```

```
16X '='(19)
SKIP 1
END-READ
END
```

Output of Program IFX03:

```
-- DISTRIBUTION OF CATALOGS I AND II --
NAME          SALARY      BONUS
-----
COLVILLE JR    56000        0
                -----
                INCOME:   56000  CATALOGS I AND II
                =====

RICHMOND       9150         0
                -----
                INCOME:   9150   CATALOG I
                =====

MONKTON        13500        600
                -----
                INCOME:   14100  CATALOG I
                =====
```

## Nested IF Statements

---

It is possible to use various nested IF statements; for example, you can make the execution of a THEN clause dependent on another IF statement which you specify in the THEN clause.

**Example:**

```
** Example 'IFX02': IF (two IF statements nested)
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
  2 NAME
  2 CITY
  2 SALARY (1:1)
  2 BIRTH
  2 PERSONNEL-ID
1 MYVIEW2 VIEW OF VEHICLES
  2 PERSONNEL-ID
```

```

2 MAKE
*
1 #BIRTH (D)
END-DEFINE
*
MOVE EDITED '19450101' TO #BIRTH (EM=YYYYMMDD)
*
LIMIT 20
FND1. FIND MYVIEW WITH CITY = 'BOSTON'
        SORTED BY NAME
IF SALARY (1) LESS THAN 20000
    WRITE NOTITLE '*****' NAME 30X 'SALARY LT 20000'
ELSE
    IF BIRTH GT #BIRTH
        FIND MYVIEW2 WITH PERSONNEL-ID = PERSONNEL-ID (FND1.)
        DISPLAY (IS=ON) NAME BIRTH (EM=YYYY-MM-DD)
                    SALARY (1) MAKE (AL=8 IS=OFF)
    END-FIND
END-IF
END-IF
SKIP 1
END-FIND
END

```

#### Output of Program IFX02:

| NAME          | DATE<br>OF<br>BIRTH | ANNUAL<br>SALARY | MAKE             |
|---------------|---------------------|------------------|------------------|
| <hr/>         |                     |                  |                  |
| ***** COHEN   |                     |                  | SALARY LT 20000  |
| CREMER        | 1972-12-14          | 20000            | FORD             |
| ***** FLEMING |                     |                  | SALARY LT 20000  |
| PERREAULT     | 1950-05-12          | 30500            | CHRYSLER         |
| ***** SHAW    |                     |                  | SALARY LT 20000  |
| STANWOOD      | 1946-09-08          | 31000            | CHRYSLER<br>FORD |



# 41 Loop Processing

---

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A processing loop is a group of statements which are executed repeatedly until a stated condition has been satisfied, or as long as a certain condition prevails.

## Use of Processing Loops

---

Processing loops can be subdivided into database loops and non-database loops:

- **Database processing loops**

are those created automatically by Natural to process data selected from a database as a result of a READ, FIND or HISTOGRAM statement. These statements are described in the section [Database Access](#).

- **Non-database processing loops**

are initiated by the statements REPEAT, FOR, CALL FILE, CALL LOOP, SORT, and READ WORK FILE.

More than one processing loop may be active at the same time. Loops may be embedded or nested within other loops which remain active (open).

A processing loop must be explicitly closed with a corresponding END- . . . statement (for example, END-REPEAT, END-FOR)

The SORT statement, which invokes the sort program of the operating system, closes all active processing loops and initiates a new processing loop.

## Limiting Database Loops

---

The following topics are covered below:

- Possible Ways of Limiting Database Loops
- LT Session Parameter
- LIMIT Statement
- Limit Notation

- Priority of Limit Settings

## Possible Ways of Limiting Database Loops

With the statements READ, FIND or HISTOGRAM, you have three ways of limiting the number of repetitions of the processing loops initiated with these statements:

- using the session parameter `LT`,
- using a `LIMIT` statement,
- or using a **limit notation** in a READ/FIND/HISTOGRAM statement itself.

### LT Session Parameter

With the system command `GLOBALS`, you can specify the session parameter `LT`, which limits the number of records which may be read in a database processing loop.

#### Example:

```
GLOBALS LT=100
```

This limit applies to all READ, FIND and HISTOGRAM statements in the entire session.

### LIMIT Statement

In a program, you can use the `LIMIT` statement to limit the number of records which may be read in a database processing loop.

#### Example:

```
LIMIT 100
```

The `LIMIT` statement applies to the remainder of the program unless it is overridden by another `LIMIT` statement or limit notation.

### Limit Notation

With a READ, FIND or HISTOGRAM statement itself, you can specify the number of records to be read in parentheses immediately after the statement name.

**Example:**

```
READ (10) VIEWXYZ BY NAME
```

This limit notation overrides any other limit in effect, but applies only to the statement in which it is specified.

**Priority of Limit Settings**

If the limit set with the `LT` parameter is smaller than a limit specified with a `LIMIT` statement or a limit notation, the `LT` limit has priority over any of these other limits.

## **Limiting Non-Database Loops - REPEAT Statement**

---

Non-database processing loops begin and end based on logical condition criteria or some other specified limiting condition.

The `REPEAT` statement is discussed here as representative of a non-database loop statement.

With the `REPEAT` statement, you specify one or more statements which are to be executed repeatedly. Moreover, you can specify a logical condition, so that the statements are only executed either until or as long as that condition is met. For this purpose you use an `UNTIL` or `WHILE` clause.

If you specify the logical condition

- in an `UNTIL` clause, the `REPEAT` loop will continue *until* the logical condition is met;
- in a `WHILE` clause, the `REPEAT` loop will continue *as long as* the logical condition remains true.

If you specify *no* logical condition, the `REPEAT` loop must be exited with one of the following statements:

- `ESCAPE` terminates the execution of the processing loop and continues processing outside the loop (see [below](#)).
- `STOP` stops the execution of the entire Natural application.
- `TERMINATE` stops the execution of the Natural application and also ends the Natural session.

## Example of REPEAT Statement

```
** Example 'REPEAX01': REPEAT
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
  2 NAME
  2 SALARY (1:1)
*
1 #PAY1      (N8)
END-DEFINE
*
READ (5) MYVIEW BY NAME WHERE SALARY (1) = 30000 THRU 39999
  MOVE SALARY (1) TO #PAY1
/*
  REPEAT WHILE #PAY1 LT 40000
    MULTIPLY #PAY1 BY 1.1
    DISPLAY NAME (IS=ON) SALARY (1)(IS=ON) #PAY1
  END-REPEAT
/*
  SKIP 1
END-READ
END
```

**Output of Program REPEAX01:**

| Page  | 1          |                         | 04-11-11 14:15:54                                  |
|-------|------------|-------------------------|--|
|       | NAME       | ANNUAL<br>SALARY        | #PAY1  |
| <hr/> |            |                         |  |
|       | ADKINSON   | 34500<br>33500<br>36000 | 37950<br>41745<br>36850<br>40535<br>39600<br>43560 |
|       | AFANASSIEV | 37000                   | 40700  |
|       | ALEXANDER  | 34500                   | 37950<br>41745                                     |

## Terminating a Processing Loop - ESCAPE Statement

---

The `ESCAPE` statement is used to terminate the execution of a processing loop based on a logical condition.

You can place an `ESCAPE` statement within loops in conditional `IF` statement groups, in break processing statement groups (`AT END OF DATA`, `AT END OF PAGE`, `AT BREAK`), or as a stand-alone statement implementing the basic logical conditions of a non-database loop.

The `ESCAPE` statement offers the options `TOP` and `BOTTOM`, which determine where processing is to continue after the processing loop has been left via the `ESCAPE` statement:

- `ESCAPE TOP` is used to continue processing at the top of the processing loop.
- `ESCAPE BOTTOM` is used to continue processing with the first statement following the processing loop.

You can specify several `ESCAPE` statements within the same processing loop.

For further details and examples of the `ESCAPE` statement, see the *Statements* documentation.

## Loops Within Loops

---

A database statement can be placed within a database processing loop initiated by another database statement. When database loop-initiating statements are embedded in this way, a “hierarchy” of loops is created, each of which is processed for each record which meets the selection criteria.

Multiple levels of loops can be embedded. For example, non-database loops can be nested one inside the other. Database loops can be nested inside non-database loops. Database and non-database loops can be nested within conditional statement groups.

## Example of Nested FIND Statements

---

The following program illustrates a hierarchy of two loops, with one `FIND` loop nested or embedded within another `FIND` loop.

```
** Example 'FINDX06': FIND (two FIND statements nested)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 NAME
  2 PERSONNEL-ID
1 VEH-VIEW VIEW OF VEHICLES
  2 MAKE
  2 PERSONNEL-ID
END-DEFINE
*
FND1. FIND EMPLOY-VIEW WITH CITY = 'NEW YORK' OR = 'BEVERLEY HILLS'
  FIND (1) VEH-VIEW WITH PERSONNEL-ID = PERSONNEL-ID (FND1.)
    DISPLAY NOTITLE NAME CITY MAKE
  END-FIND
END-FIND
END
```

The above program selects data from multiple files. The outer FIND loop selects from the EMPLOYEES file all persons who live in New York or Beverley Hills. For each record selected in the outer loop, the inner FIND loop is entered, selecting the car data of those persons from the VEHICLES file.

Output of Program FINDX06:

| NAME    | CITY           | MAKE           |
|---------|----------------|----------------|
| <hr/>   |                |                |
| RUBIN   | NEW YORK       | FORD           |
| OLLE    | BEVERLEY HILLS | GENERAL MOTORS |
| WALLACE | NEW YORK       | MAZDA          |
| JONES   | BEVERLEY HILLS | FORD           |
| SPEISER | BEVERLEY HILLS | GENERAL MOTORS |

## Referencing Statements within a Program

Statement reference notation is used for the following purposes:

- Referring to previous statements in a program in order to specify processing over a particular range of data.
- Overriding Natural's **default referencing**.
- Documenting.

Any Natural statement which causes a processing loop to be initiated and/or causes data elements in a database to be accessed can be referenced, for example:

- READ
- FIND
- HISTOGRAM
- SORT
- REPEAT
- FOR

When multiple processing loops are used in a program, reference notation is used to uniquely identify the particular database field to be processed by referring back to the statement that originally accessed that field in the database.

If a field can be referenced in such a way, this is indicated in the *Referencing Permitted* column of the *Operand Definition Table* in the corresponding statement description (in the *Statements* documentation). See also [\*User-Defined Variables, Referencing of Database Fields Using \(r\) Notation\*](#).

In addition, reference notation can be specified in some statements. For example:

- AT START OF DATA
- AT END OF DATA
- AT BREAK
- ESCAPE BOTTOM

Without reference notation, an AT START OF DATA, AT END OF DATA or AT BREAK statement will be related to the *outermost* active READ, FIND, HISTOGRAM, SORT or READ WORK FILE loop. With reference notation, you can relate it to another active processing loop.

If reference notation is specified with an ESCAPE BOTTOM statement, processing will continue with the first statement following the processing loop identified by the reference notation.

Statement reference notation may be specified in the form of a *statement reference label* or a *source-code line number*.

### ■ Statement reference label

A statement reference label consists of several characters, the last of which must be a period (.). The period serves to identify the entry as a label.

A statement that is to be referenced is marked with a label by placing the label at the beginning of the line that contains the statement. For example:

```
0030 ...
0040 READ1. READ VIEWXYZ BY NAME
0050 ...
```

In the statement that references the marked statement, the label is placed in parentheses at the location indicated in the statement's syntax diagram (as described in the *Statements* documentation). For example:

```
AT BREAK (READ1.) OF NAME
```

#### ■ Source-code line number

If source-code line numbers are used for referencing, they must be specified as 4-digit numbers (leading zeros must not be omitted) and in parentheses. For example:

```
AT BREAK (0040) OF NAME
```

In a statement where the label/line number relates a particular field to a previous statement, the label/line number is placed in parentheses after the field name. For example:

```
DISPLAY NAME (READ1.) JOB-TITLE (READ1.) MAKE MODEL
```

Line numbers and labels can be used interchangeably.

See also [User-Defined Variables, Referencing of Database Fields Using \(r\) Notation](#).

## Example of Referencing with Line Numbers

The following program uses source code line numbers (4-digit numbers in parentheses) for referencing.

In this particular example, the line numbers refer to the statements that would be referenced in any case by default.

```
0010 ** Example 'LABELX01': Labels for READ and FIND loops (line numbers)
0020 ****
0030 DEFINE DATA LOCAL
0040 1 MYVIEW1 VIEW OF EMPLOYEES
0050 2 NAME
0060 2 FIRST-NAME
0070 2 PERSONNEL-ID
0080 1 MYVIEW2 VIEW OF VEHICLES
0090 2 PERSONNEL-ID
0100 2 MAKE
0110 END-DEFINE
0120 *
```

```
0130 LIMIT 15
0140 READ MYVIEW1 BY NAME STARTING FROM 'JONES'
0150 FIND MYVIEW2 WITH PERSONNEL-ID = PERSONNEL-ID (0140)
0160 IF NO RECORDS FOUND
0170 MOVE '***NO CAR***' TO MAKE
0180 END-NOREC
0190 DISPLAY NOTITLE NAME      (0140) (IS=ON)
0200           FIRST-NAME (0140) (IS=ON)
0210           MAKE       (0150)
0220 END-FIND /* (0150)
0230 END-READ /* (0140)
0240 END
```

## Example with Statement Reference Labels

---

The following example illustrates the use of statement reference labels.

It is identical to the previous program, except that labels are used for referencing instead of line numbers.

```
** Example 'LABELX02': Labels for READ and FIND loops (user labels)
*****
DEFINE DATA LOCAL
1 MYVIEW1 VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 PERSONNEL-ID
1 MYVIEW2 VIEW OF VEHICLES
  2 PERSONNEL-ID
  2 MAKE
END-DEFINE
*
LIMIT 15
RD. READ MYVIEW1 BY NAME STARTING FROM 'JONES'
FD. FIND MYVIEW2 WITH PERSONNEL-ID = PERSONNEL-ID (RD.)
  IF NO RECORDS FOUND
    MOVE '***NO CAR***' TO MAKE
  END-NOREC
  DISPLAY NOTITLE NAME      (RD.) (IS=ON)
            FIRST-NAME (RD.) (IS=ON)
            MAKE       (FD.)
  END-FIND /* (FD.)
END-READ /* (RD.)
END ↵
```

Both programs produce the following output:

| NAME      | FIRST-NAME | MAKE           |
|-----------|------------|----------------|
| JONES     | VIRGINIA   | CHRYSLER       |
|           | MARSHA     | CHRYSLER       |
|           | ROBERT     | CHRYSLER       |
|           | LILLY      | GENERAL MOTORS |
|           |            | FORD           |
|           |            | MG             |
|           | EDWARD     | GENERAL MOTORS |
|           | LAUREL     | GENERAL MOTORS |
|           | KEVIN      | DATSON         |
|           | GREGORY    | FORD           |
| JOPER     | MANFRED    | ***NO CAR***   |
| JOUSSELIN | DANIEL     | RENAULT        |
| JUBE      | GABRIEL    | ***NO CAR***   |
| JUNG      | ERNST      | ***NO CAR***   |
| JUNKIN    | JEREMY     | ***NO CAR***   |
| KAISER    | REINER     | ***NO CAR***   |
| KANT      | HEIKE      | ***NO CAR***   |



# 42 Control Breaks

---

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This chapter describes how the execution of a statement can be made dependent on a control break, and how control breaks can be used for the evaluation of Natural system functions.

## Use of Control Breaks

---

A control break occurs when the value of a control field changes.

The execution of statements can be made dependent on a control break.

A control break can also be used for the evaluation of Natural system functions.

System functions are discussed in [System Variables and System Functions](#). For detailed descriptions of the system functions available, refer to the *System Functions* documentation.

## AT BREAK Statement

---

With the statement AT BREAK, you specify the processing which is to be performed whenever a control break occurs, that is, whenever the value of a control field which you specify with the AT BREAK statement changes. As a control field, you can use a database field or a user-defined variable.

The following topics are covered below:

- [Control Break Based on a Database Field](#)
- [Control Break Based on a User-Defined Variable](#)
- [Multiple Control Break Levels](#)

### Control Break Based on a Database Field

The field specified as control field in an AT BREAK statement is usually a database field.

Example:

```
...
AT BREAK OF DEPT
  statements
END-BREAK
...
```

In this example, the control field is the database field DEPT; if the value of the field changes, for example, FROM SALE01 to SALE02, the *statements* specified in the AT BREAK statement would be executed.

Instead of an entire field, you can also use only part of a field as a control field. With the slash-*n*-slash notation /*n*/, you can determine that only the first *n* positions of a field are to be checked for a change in value.

**Example:**

```
...
AT BREAK OF DEPT /4/
  statements
END-BREAK
...
```

In this example, the specified *statements* would only be executed if the value of the first 4 positions of the field DEPT changes, for example, FROM SALE to TECH; if, however, the field value changes from SALE01 to SALE02, this would be ignored and no AT BREAK processing performed.

**Example:**

```
** Example 'ATBREX01': AT BREAK OF (with database field)
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
  2 NAME
  2 CITY
  2 COUNTRY
  2 JOB-TITLE
  2 SALARY (1:1)
END-DEFINE
/*
READ (5) MYVIEW BY CITY WHERE COUNTRY = 'USA'
  DISPLAY CITY (AL=9) NAME 'POSITION' JOB-TITLE 'SALARY' SALARY(1)
/*
  AT BREAK OF CITY
    WRITE / OLD(CITY) (EM=X^X^X^X^X^X^X^X^X^X^X^X^)
      5X 'AVERAGE:' T*SALARY AVER(SALARY(1)) //
        COUNT(SALARY(1)) 'RECORDS FOUND' /
  END-BREAK
/*
  AT END OF DATA
    WRITE 'TOTAL (ALL RECORDS):' T*SALARY(1) TOTAL(SALARY(1))
  END-ENDDATA
END-READ
END
```

In the above program, the first WRITE statement is executed whenever the value of the field CITY changes.

In the AT BREAK statement, the Natural system functions OLD, AVER and COUNT are evaluated (and output in the WRITE statement).

## Control Breaks

In the AT END OF DATA statement, the Natural system function TOTAL is evaluated.

Output of Program ATBREX01:

| Page                 | 1        |            | 04-12-14 14:07:26 |
|----------------------|----------|------------|-------------------|
| CITY                 | NAME     | POSITION   | SALARY            |
| AIKEN                | SENKO    | PROGRAMMER | 31500             |
| A I K E N            | AVERAGE: |            | 31500             |
| 1 RECORDS FOUND      |          |            |                   |
| ALBUQUERQ            | HAMMOND  | SECRETARY  | 22000             |
| ALBUQUERQ            | ROLLING  | MANAGER    | 34000             |
| ALBUQUERQ            | FREEMAN  | MANAGER    | 34000             |
| ALBUQUERQ            | LINCOLN  | ANALYST    | 41000             |
| ALBUQUERQUE          | AVERAGE: |            | 32750             |
| 4 RECORDS FOUND      |          |            |                   |
| TOTAL (ALL RECORDS): |          |            | 162500            |
|                      |          |            | ↔                 |

## Control Break Based on a User-Defined Variable

A **user-defined variable** can also be used as control field in an AT BREAK statement.

In the following program, the user-defined variable #LOCATION is used as control field.

```
** Example 'ATBREX02': AT BREAK OF (with user-defined variable and
**                      in conjunction with BEFORE BREAK PROCESSING)
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
  2 CITY
  2 COUNTRY
  2 JOB-TITLE
  2 SALARY (1:1)
*
1 #LOCATION (A20)
END-DEFINE
*
READ (5) MYVIEW BY CITY WHERE COUNTRY = 'USA'
BEFORE BREAK PROCESSING
  COMPRESS CITY 'USA' INTO #LOCATION
END-BEFORE
DISPLAY #LOCATION 'POSITION' JOB-TITLE 'SALARY' SALARY (1)
```

```
/*
AT BREAK OF #LOCATION
SKIP 1
END-BREAK
END-READ
END
```

### Output of Program ATBREX02:

| Page            | 1          |        | 04-12-14 14:08:36 |
|-----------------|------------|--------|-------------------|
| #LOCATION       | POSITION   | SALARY |                   |
| AIKEN USA       | PROGRAMMER | 31500  |                   |
| ALBUQUERQUE USA | SECRETARY  | 22000  |                   |
| ALBUQUERQUE USA | MANAGER    | 34000  |                   |
| ALBUQUERQUE USA | MANAGER    | 34000  |                   |
| ALBUQUERQUE USA | ANALYST    | 41000  | ↔                 |

### Multiple Control Break Levels

As explained [above](#), the notation `/n/` allows some portion of a field to be checked for a control break. It is possible to combine several AT BREAK statements, using an entire field as control field for one break and part of the same field as control field for another break.

In such a case, the break at the lower level (entire field) must be specified before the break at the higher level (part of field); that is, in the first AT BREAK statement the entire field must be specified as control field, and in the second one part of the field.

The following example program illustrates this, using the field DEPT as well as the first 4 positions of that field (DEPT /4/).

```
** Example 'ATBREX03': AT BREAK OF (two statements in combination)
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
2 NAME
2 JOB-TITLE
2 DEPT
2 SALARY      (1:1)
2 CURR-CODE (1:1)
END-DEFINE
*
READ MYVIEW BY DEPT STARTING FROM 'SALE40' ENDING AT 'TECH10'
    WHERE SALARY(1) GT 47000 AND CURR-CODE(1) = 'USD'
/*
AT BREAK OF DEPT
    WRITE '*** LOWEST BREAK LEVEL ***' /
```

```

END-BREAK
AT BREAK OF DEPT /4/
  WRITE '*** HIGHEST BREAK LEVEL ***'
END-BREAK
/*
  DISPLAY DEPT NAME 'POSITION' JOB-TITLE
END-READ
END

```

## Output of Program ATBREX03:

| Page                        | 1      |          | 04-12-14 14:09:20 |
|-----------------------------|--------|----------|-------------------|
| DEPARTMENT                  | NAME   | POSITION |                   |
| CODE                        |        |          |                   |
| -----                       |        |          |                   |
| TECH05                      | HERZOG | MANAGER  |                   |
| TECH05                      | LAWLER | MANAGER  |                   |
| TECH05                      | MEYER  | MANAGER  |                   |
| *** LOWEST BREAK LEVEL ***  |        |          |                   |
| TECH10                      | DEKKER | DBA      |                   |
| *** LOWEST BREAK LEVEL ***  |        |          |                   |
| *** HIGHEST BREAK LEVEL *** |        |          | ↔                 |

In the following program, one blank line is output whenever the value of the field DEPT changes; and whenever the value in the first 4 positions of DEPT changes, a record count is carried out by evaluating the system function COUNT.

```

** Example 'ATBREX04': AT BREAK OF (two statements in combination)
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
  2 DEPT
  2 REDEFINE DEPT
    3 #GENDEP (A4)
  2 NAME
  2 SALARY      (1)
END-DEFINE
*
WRITE TITLE '** PERSONS WITH SALARY > 30000, SORTED BY DEPARTMENT **' /
LIMIT 9
READ MYVIEW BY DEPT FROM 'A' WHERE SALARY(1) > 30000
  DISPLAY 'DEPT' DEPT NAME 'SALARY' SALARY(1)
/*
  AT BREAK OF DEPT
    SKIP 1
  END-BREAK
  AT BREAK OF DEPT /4/

```

```

      WRITE COUNT(SALARY(1)) 'RECORDS FOUND IN:' OLD(#GENDEP) /
END-BREAK
END-READ
END

```

Output of Program ATBREX04:

```

** PERSONS WITH SALARY > 30000, SORTED BY DEPARTMENT **

DEPT      NAME      SALARY
-----
ADMA01 JENSEN      180000
ADMA01 PETERSEN    105000
ADMA01 MORTENSEN   320000
ADMA01 MADSEN      149000
ADMA01 BUHL        642000

ADMA02 HERMANSEN   391500
ADMA02 PLOUG       162900
ADMA02 HANSEN      234000

8 RECORDS FOUND IN: ADMA

COMP01 HEURTEBISE  168800

1 RECORDS FOUND IN: COMP

```

↔

## Automatic Break Processing

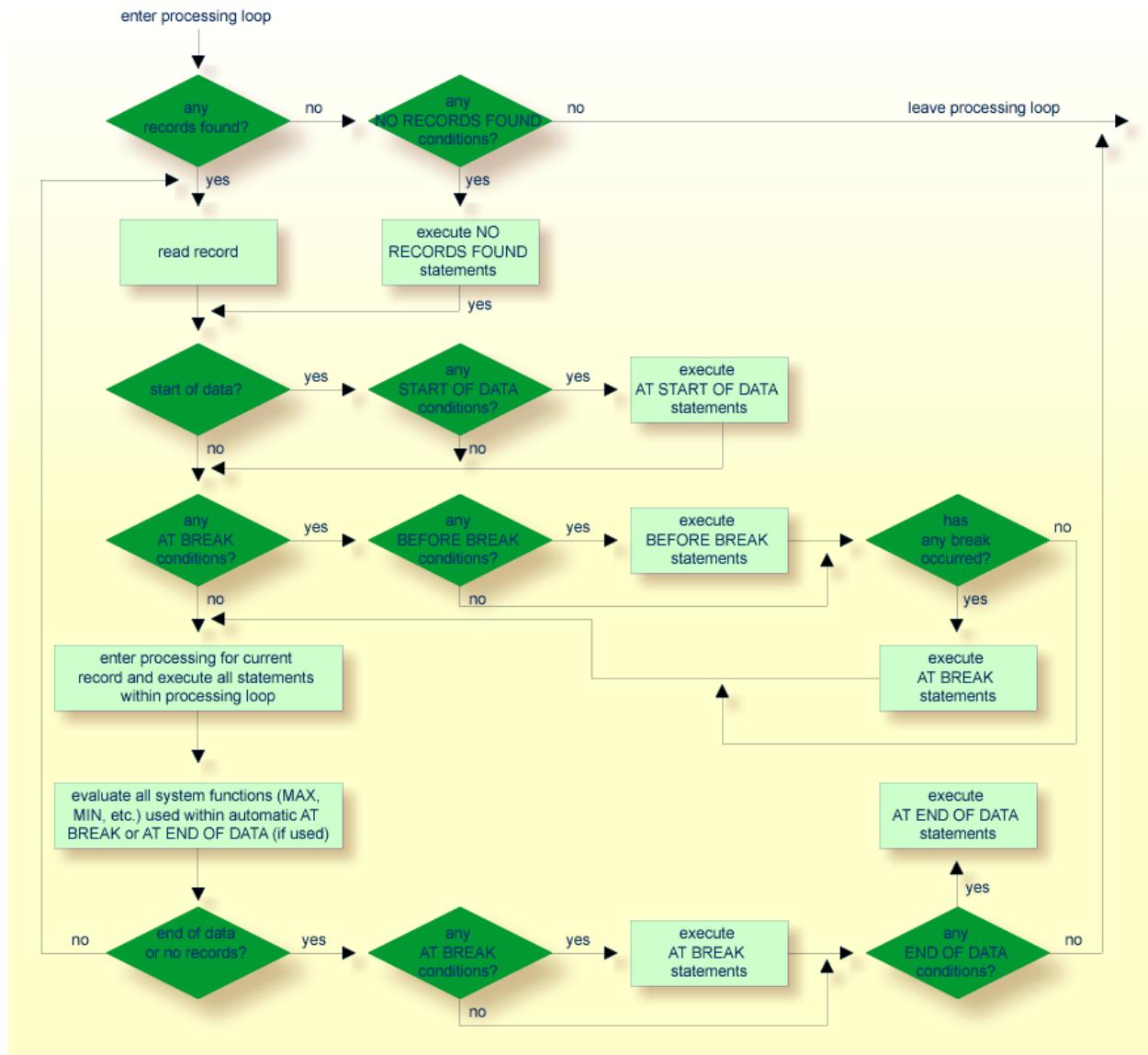
Automatic break processing is in effect for a processing loop which contains an AT BREAK statement. This applies to the following statements:

- FIND
- READ
- HISTOGRAM
- SORT
- READ WORK FILE

The value of the control field specified with the AT BREAK statement is checked only for records which satisfy the selection criteria of both the WITH clause and the WHERE clause.

Natural system functions (AVER, MAX, MIN, etc.) are evaluated for each record after all statements within the processing loop have been executed. System functions are not evaluated for any record which is rejected by WHERE criteria.

The figure below illustrates the flow logic of automatic break processing.



## Example of System Functions with AT BREAK Statement

The following example shows the use of the Natural system functions OLD, MIN, AVER, MAX, SUM and COUNT in an AT BREAK statement (and of the system function TOTAL in an AT END OF DATA statement).

```
** Example 'ATBREX05': AT BREAK OF (with system functions)
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
2 NAME
2 CITY
2 SALARY      (1:1)
2 Curr-Code (1:1)
END-DEFINE
/*
LIMIT 3
READ MYVIEW BY CITY = 'SALT LAKE CITY'
    DISPLAY NOTITLE CITY NAME 'SALARY' SALARY(1) 'CURRENCY' CURR-CODE(1)
/*
    AT BREAK OF CITY
        WRITE / OLD(CITY) (EM=X^X^X^X^X^X^X^X^X^X^X^X^X^X^X^X)
            31T '- MINIMUM:' MIN(SALARY(1)) CURR-CODE(1) /
            31T '- AVERAGE:' AVER(SALARY(1)) CURR-CODE(1) /
            31T '- MAXIMUM:' MAX(SALARY(1)) CURR-CODE(1) /
            31T '- SUM:' SUM(SALARY(1)) CURR-CODE(1) /
            33T COUNT(SALARY(1)) 'RECORDS FOUND' /
    END-BREAK
/*
    AT END OF DATA
        WRITE 22T 'TOTAL (ALL RECORDS):'
            T*SALARY TOTAL(SALARY(1)) CURR-CODE(1)
    END-ENDDATA
END-READ
END
```

### Output of Program ATBREX05:

| CITY                        | NAME            | SALARY | CURRENCY |
|-----------------------------|-----------------|--------|----------|
| <hr/>                       |                 |        |          |
| SALT LAKE CITY              | ANDERSON        | 50000  | USD      |
| SALT LAKE CITY              | SAMUELSON       | 24000  | USD      |
| <hr/>                       |                 |        |          |
| S A L T   L A K E   C I T Y | - MINIMUM:      | 24000  | USD      |
|                             | - AVERAGE:      | 37000  | USD      |
|                             | - MAXIMUM:      | 50000  | USD      |
|                             | - SUM:          | 74000  | USD      |
|                             | 2 RECORDS FOUND |        |          |
| <hr/>                       |                 |        |          |
| SAN DIEGO                   | GEE             | 60000  | USD      |
| S A N   D I E G O           | - MINIMUM:      | 60000  | USD      |
|                             | - AVERAGE:      | 60000  | USD      |
|                             | - MAXIMUM:      | 60000  | USD      |
|                             | - SUM:          | 60000  | USD      |
|                             | 1 RECORDS FOUND |        |          |

TOTAL (ALL RECORDS): 134000 USD ↵

## Further Example of AT BREAK Statement

---

See the following example program:

- **ATBREX06 - AT BREAK OF (comparing NMIN, NAVER, NCOUNT with MIN, AVER, COUNT)**

## BEFORE BREAK PROCESSING Statement

---

With the BEFORE BREAK PROCESSING statement, you can specify statements that are to be executed immediately before a control break; that is, before the value of the control field is checked, before the statements specified in the AT BREAK block are executed, and before any Natural system functions are evaluated.

## Example of BEFORE BREAK PROCESSING Statement

---

```
** Example 'BEFORX01': BEFORE BREAK PROCESSING
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 SALARY (1:1)
2 BONUS (1:1,1:1)
*
1 #INCOME (P11)
END-DEFINE
*
LIMIT 5
READ MYVIEW BY NAME FROM 'B'
BEFORE BREAK PROCESSING
    COMPUTE #INCOME = SALARY(1) + BONUS(1,1)
END-BEFORE
/*
DISPLAY NOTITLE NAME FIRST-NAME (AL=10)
    'ANNUAL/INCOME' #INCOME 'SALARY' SALARY(1) (LC==) /
    '+ BONUS' BONUS(1,1) (IC=+)
AT BREAK OF #INCOME
    WRITE T*#INCOME '-'(24)
END-BREAK
```

```
END-READ
END
```

Output of Program BEFORX01:

| NAME     | FIRST-NAME | ANNUAL<br>INCOME | SALARY<br>+ BONUS |
|----------|------------|------------------|-------------------|
| BACHMANN | HANS       | 56800 =          | 52800<br>+4000    |
| BAECKER  | JOHANNES   | 81000 =          | 74400<br>+6600    |
| BAECKER  | KARL       | 52650 =          | 48600<br>+4050    |
| BAGAZJA  | MARJAN     | 152700 =         | 129700<br>+23000  |
| BAILLET  | PATRICK    | 198500 =         | 188000<br>+10500  |

## User-Initiated Break Processing - PERFORM BREAK PROCESSING Statement

With automatic break processing, the statements specified in an AT BREAK block are executed whenever the value of the specified control field changes - regardless of the position of the AT BREAK statement in the processing loop.

With a PERFORM BREAK PROCESSING statement, you can perform break processing at a specified position in a processing loop: the PERFORM BREAK PROCESSING statement is executed when it is encountered in the processing flow of the program.

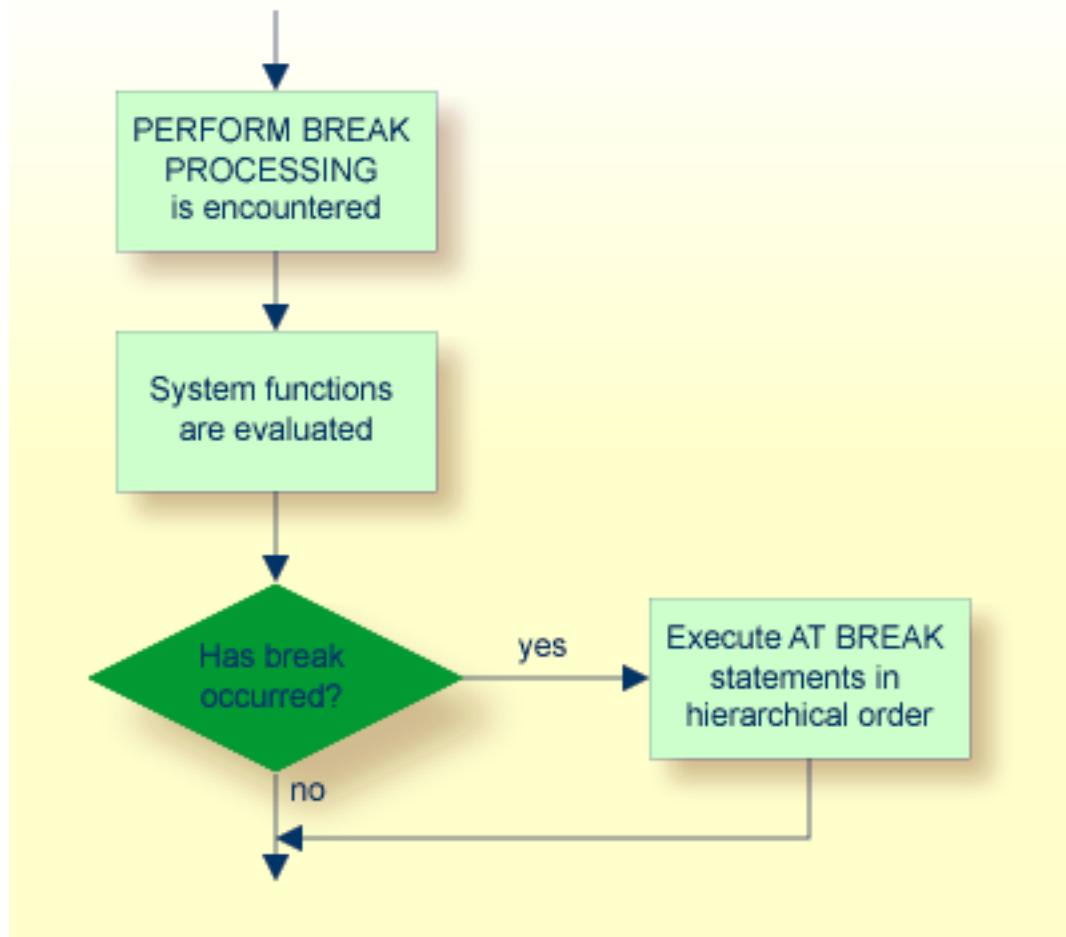
Immediately after the PERFORM BREAK PROCESSING, you specify one or more AT BREAK statement blocks:

```
...
PERFORM BREAK PROCESSING
  AT BREAK OF field1
    statements
  END-BREAK
  AT BREAK OF field2
    statements
  END-BREAK
...
```

When a PERFORM BREAK PROCESSING is executed, Natural checks if a break has occurred; that is, if the value of the specified control field has changed; and if it has, the specified statements are executed.

With PERFORM BREAK PROCESSING, system functions are evaluated *before* Natural checks if a break has occurred.

The following figure illustrates the flow logic of user-initiated break processing:



## Example of PERFORM BREAK PROCESSING Statement

```
** Example 'PERFBX01': PERFORM BREAK PROCESSING (with BREAK option
**                         in IF statement)
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
2 NAME
2 DEPT
2 SALARY (1:1)
*
1 #CNTL      (N2)
END-DEFINE
*
LIMIT 7
READ MYVIEW BY DEPT
    AT BREAK OF DEPT          /* <- automatic break processing
        SKIP 1
        WRITE 'SUMMARY FOR ALL SALARIES '
              'SUM:'   SUM(SALARY(1))
              'TOTAL:' TOTAL(SALARY(1))
        ADD 1 TO #CNTL
    END-BREAK
/*
IF SALARY (1) GREATER THAN 100000 OR BREAK #CNTL
    PERFORM BREAK PROCESSING /* <- user-initiated break processing
    AT BREAK OF #CNTL
        WRITE 'SUMMARY FOR SALARY GREATER 100000'
              'SUM:'   SUM(SALARY(1))
              'TOTAL:' TOTAL(SALARY(1))
    END-BREAK
END-IF
/*
IF SALARY (1) GREATER THAN 150000 OR BREAK #CNTL
    PERFORM BREAK PROCESSING /* <- user-initiated break processing
    AT BREAK OF #CNTL
        WRITE 'SUMMARY FOR SALARY GREATER 150000'
              'SUM:'   SUM(SALARY(1))
              'TOTAL:' TOTAL(SALARY(1))
    END-BREAK
END-IF
DISPLAY NAME DEPT SALARY(1)
END-READ
END
```

Output of Program PERFBX01:

## Control Breaks

---

| Page                              | 1                  |                  | 04-12-14       | 14:13:35 |
|-----------------------------------|--------------------|------------------|----------------|----------|
| NAME                              | DEPARTMENT<br>CODE | ANNUAL<br>SALARY |                |          |
| <hr/>                             |                    |                  |                |          |
| JENSEN                            | ADMA01             | 180000           |                |          |
| PETERSEN                          | ADMA01             | 105000           |                |          |
| MORTENSEN                         | ADMA01             | 320000           |                |          |
| MADSEN                            | ADMA01             | 149000           |                |          |
| BUHL                              | ADMA01             | 642000           |                |          |
| SUMMARY FOR ALL SALARIES          |                    | SUM: 1396000     | TOTAL: 1396000 |          |
| SUMMARY FOR SALARY GREATER 100000 |                    | SUM: 1396000     | TOTAL: 1396000 |          |
| SUMMARY FOR SALARY GREATER 150000 |                    | SUM: 1142000     | TOTAL: 1142000 |          |
| HERMANSEN                         | ADMA02             | 391500           |                |          |
| PLOUG                             | ADMA02             | 162900           |                |          |
| SUMMARY FOR ALL SALARIES          |                    | SUM: 554400      | TOTAL: 1950400 |          |
| SUMMARY FOR SALARY GREATER 100000 |                    | SUM: 554400      | TOTAL: 1950400 |          |
| SUMMARY FOR SALARY GREATER 150000 |                    | SUM: 554400      | TOTAL: 1696400 | ↔        |

# 43 Data Computation

---

|   |     |
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This chapter discusses arithmetic statements that are used for computing data:

- COMPUTE
- ADD
- SUBTRACT
- MULTIPLY
- DIVIDE

In addition, the following statements are discussed which are used to transfer the value of an operand into one or more fields:

- MOVE
- COMPRESS

 **Important:** For optimum processing, **user-defined variables** used in arithmetic statements should be defined with format P (packed numeric).

## COMPUTE Statement

---

The COMPUTE statement is used to perform arithmetic operations. The following connecting operators are available:

|     |   |
|-----|---|
| **  | Exponentiation  |
| *   | Multiplication  |
| /   | Division  |
| +   | Addition  |
| -   | Subtraction   |
| ( ) | Parentheses may be used to indicate logical grouping. |

**Example 1:**

```
COMPUTE LEAVE-DUE = LEAVE-DUE * 1.1
```

In this example, the value of the field `LEAVE-DUE` is multiplied by 1.1, and the result is placed in the field `LEAVE-DUE`.

**Example 2:**

```
COMPUTE #A = SQRT (#B)
```

In this example, the square root of the value of the field `#B` is evaluated, and the result is assigned to the field `#A`.

`SQRT` is a mathematical function supported in the following arithmetic statements:

- COMPUTE
- ADD
- SUBTRACT
- MULTIPLY
- DIVIDE

For an overview of mathematical functions, see [Mathematical Functions](#) below.

**Example 3:**

```
COMPUTE #INCOME = BONUS (1,1) + SALARY (1)
```

In this example, the first bonus of the current year and the current salary amount are added and assigned to the field `#INCOME`.

## Statements MOVE and COMPUTE

---

The statements `MOVE` and `COMPUTE` can be used to transfer the value of an operand into one or more fields. The operand may be a constant such as a text item or a number, a database field, a user-defined variable, a system variable, or, in certain cases, a system function.

The difference between the two statements is that in the `MOVE` statement the value to be moved is specified on the left; in the `COMPUTE` statement the value to be assigned is specified on the right, as shown in the following examples.

**Examples:**

```
MOVE NAME TO #LAST-NAME  
COMPUTE #LAST-NAME = NAME
```

## Statements ADD, SUBTRACT, MULTIPLY and DIVIDE

---

The ADD, SUBTRACT, MULTIPLY and DIVIDE statements are used to perform arithmetic operations.

**Examples:**

```
ADD +5 -2 -1 GIVING #A  
SUBTRACT 6 FROM 11 GIVING #B  
MULTIPLY 3 BY 4 GIVING #C  
DIVIDE 3 INTO #D GIVING #E
```

All four statements have a ROUNDED option, which you can use if you wish the result of the operation to be rounded.

For rules on rounding, see [Rules for Arithmetic Assignment](#).

The *Statements* documentation provides more detailed information on these statements.

## Example of MOVE, SUBTRACT and COMPUTE Statements

---

The following program demonstrates the use of **user-defined variables** in arithmetic statements. It calculates the ages and wages of three employees and outputs these.

```
** Example 'COMPUX01': COMPUTE  
*****  
DEFINE DATA LOCAL  
1 MYVIEW VIEW OF EMPLOYEES  
2 NAME  
2 BIRTH  
2 JOB-TITLE  
2 SALARY      (1:1)  
2 BONUS       (1:1,1:1)  
*  
1 #DATE        (N8)  
1 REDEFINE #DATE  
2 #YEAR        (N4)  
2 #MONTH       (N2)  
2 #DAY         (N2)  
1 #BIRTH-YEAR   (A4)  
1 REDEFINE #BIRTH-YEAR
```

```

2 #BIRTH-YEAR-N (N4)
1 #AGE          (N3)
1 #INCOME       (P9)
END-DEFINE
/*
MOVE *DATN TO #DATE
/*
READ (3) MYVIEW BY NAME STARTING FROM 'JONES'
MOVE EDITED BIRTH (EM=YYYY) TO #BIRTH-YEAR
SUBTRACT #BIRTH-YEAR-N FROM #YEAR GIVING #AGE
/*
COMPUTE #INCOME = BONUS (1:1,1:1) + SALARY (1:1)
/*
DISPLAY NAME 'POSITION' JOB-TITLE #AGE #INCOME
END-READ
END

```

Output of Program COMPUX01:

| Page  | 1    |            | 04-11-11 | 14:15:54 |
|-------|------|------------|----------|----------|
|       | NAME | POSITION   | #AGE     | #INCOME  |
| JONES |      | MANAGER    | 63       | 55000    |
| JONES |      | DIRECTOR   | 58       | 50000    |
| JONES |      | PROGRAMMER | 48       | 31000    |

## COMPRESS Statement

The COMPRESS statement is used to transfer (combine) the contents of two or more operands into a single alphanumeric field.

Leading zeros in a numeric field and trailing blanks in an alphanumeric field are suppressed before the field value is moved to the receiving field.

By default, the transferred values are separated from one another by a single blank in the receiving field. For other separating possibilities, see the COMPRESS statement option LEAVING NO SPACE (in the *Statements* documentation).

**Example:**

```
COMPRESS 'NAME:' FIRST-NAME #LAST-NAME INTO #FULLNAME
```

In this example, a COMPRESS statement is used to combine a text constant ('NAME:'), a database field (FIRST-NAME) and a user-defined variable (#LAST-NAME) into one user-defined variable (#FULLNAME).

For further information on the COMPRESS statement, please refer to the COMPRESS statement description (in the *Statements* documentation).

## Example of COMPRESS and MOVE Statements

---

The following program illustrates the use of the statements MOVE and COMPRESS.

```
** Example 'COMPRX01': COMPRESS
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
 2 NAME
 2 FIRST-NAME
 2 MIDDLE-I
*
1 #LAST-NAME (A15)
1 #FULL-NAME (A30)
END-DEFINE
*
READ (3) MYVIEW BY NAME STARTING FROM 'JONES'
  MOVE NAME TO #LAST-NAME
  /*
  COMPRESS 'NAME:' FIRST-NAME MIDDLE-I #LAST-NAME INTO #FULL-NAME
  /*
  DISPLAY #FULL-NAME (UC==) FIRST-NAME 'I' MIDDLE-I (AL=1) NAME
END-READ
END
```

Output of Program COMPRX01:

Notice the output format of the compressed field.

|       |                  |            |                   |
|-------|------------------|------------|-------------------|
| Page  | 1                |            | 04-11-11 14:15:54 |
|       | #FULL-NAME       | FIRST-NAME | I                 |
|       | =====            | -----      | -----             |
| NAME: | VIRGINIA J JONES | VIRGINIA   | J JONES           |
| NAME: | MARSHA JONES     | MARSHA     | JONES             |
| NAME: | ROBERT B JONES   | ROBERT     | B JONES           |

In multiple-line displays, it may be useful to combine fields/text in a **user-defined variables** by using a COMPRESS statement.

## Example of COMPRESS Statement

In the following program, three **user-defined variables** are used: #FULL-SALARY, #FULL-NAME, and #FULL-CITY. #FULL-SALARY, for example, contains the text 'SALARY:' and the database fields SALARY and CURR-CODE. The WRITE statement then references only the compressed variables.

```
** Example 'COMPRX02': COMPRESS
*****
DEFINE DATA LOCAL
1 VIEWEMP VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 SALARY      (1:1)
2 CURR-CODE   (1:1)
2 CITY
2 ADDRESS-LINE (1:1)
2 ZIP
*
1 #FULL-SALARY    (A25)
1 #FULL-NAME     (A25)
1 #FULL-CITY      (A25)
END-DEFINE
*
READ (3) VIEWEMP BY CITY STARTING FROM 'NEW YORK'
  COMPRESS 'SALARY:' CURR-CODE(1) SALARY(1) INTO #FULL-SALARY
  COMPRESS FIRST-NAME NAME           INTO #FULL-NAME
  COMPRESS ZIP CITY                INTO #FULL-CITY
/*
  DISPLAY 'NAME AND ADDRESS' NAME (EM=X^X^X^X^X^X^X^X^X^X^X^X)
  WRITE 1/5  #FULL-NAME
            1/37 #FULL-SALARY
            2/5  ADDRESS-LINE (1)
            3/5  #FULL-CITY
  SKIP 1
END-READ
END
```

## Output of Program COMPRX02:

|                      |                   |                   |
|----------------------|-------------------|-------------------|
| Page                 | 1                 | 04-11-11 14:15:54 |
| NAME AND ADDRESS     |                   |                   |
| -----                |                   |                   |
| R U B I N            |                   |                   |
| SYLVIA RUBIN         | SALARY: USD 17000 |                   |
| 2003 SARAZEN PLACE   |                   |                   |
| 10036 NEW YORK       |                   |                   |
| W A L L A C E        |                   |                   |
| MARY WALLACE         | SALARY: USD 38000 |                   |
| 12248 LAUREL GLADE C |                   |                   |
| 10036 NEW YORK       |                   |                   |
| K E L L O G G        |                   |                   |
| HENRIETTA KELLOGG    | SALARY: USD 52000 |                   |
| 1001 JEFF RYAN DR.   |                   |                   |
| 19711 NEWARK         |                   |                   |

## Mathematical Functions

---

The following Natural mathematical functions are supported in arithmetic processing statements (ADD, COMPUTE, DIVIDE, SUBTRACT, MULTIPLY).

| Mathematical Function                           | Natural System Function |
|---|-------------------------|
| Absolute value of <i>field</i> .                | ABS( <i>field</i> )     |
| Arc tangent of <i>field</i> .                   | ATN( <i>field</i> )     |
| Cosine of <i>field</i> .                        | COS( <i>field</i> )     |
| Exponential of <i>field</i> .                   | EXP( <i>field</i> )     |
| Fractional part of <i>field</i> .               | FRAC( <i>field</i> )    |
| Integer part of <i>field</i> .                  | INT( <i>field</i> )     |
| Natural logarithm of <i>field</i> .             | LOG( <i>field</i> )     |
| Sign of <i>field</i> .                          | SGN( <i>field</i> )     |
| Sine of <i>field</i> .                          | SIN( <i>field</i> )     |
| Square root of <i>field</i> .                   | SQRT( <i>field</i> )    |
| Tangent of <i>field</i> .                       | TAN( <i>field</i> )     |
| Numeric value of an alphanumeric <i>field</i> . | VAL( <i>field</i> )     |

See also the *System Functions* documentation for a detailed explanation of each mathematical function.

## Further Examples of COMPUTE, MOVE and COMPRESS Statements

---

See the following example programs:

- [\*WRITEX11 - WRITE \(with nX, n/n and COMPRESS\)\*](#)
- [\*IFX03 - IF statement\*](#)
- [\*COMPRX03 - COMPRESS \(using parameters LC and TC\)\*](#)



# 44 System Variables and System Functions

---

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This chapter describes the purpose of Natural system variables and Natural system functions and how they are used in Natural programs.

## System Variables

---

The following topics are covered below:

- Purpose
- Characteristics of System Variables
- System Variables Grouped by Function

### Purpose

System variables are used to display system information. They may be referenced at any point within a Natural program.

Natural system variables provide variable information, for example, about the current Natural session:

- the current library;
- the user and terminal identification;
- the current status of a loop processing;
- the current report processing status;
- the current date and time.

The typical use of system variables is illustrated in the *Example of System Variables and System Functions* below and in the examples contained in library SYSEXPG.

The information contained in a system variable may be used in Natural programs by specifying the appropriate system variables. For example, date and time system variables may be specified in a DISPLAY, WRITE, PRINT, MOVE or COMPUTE statement.

### Characteristics of System Variables

The names of all system variables begin with an asterisk (\*).

### Format/Length

Information on format and length is given in the detailed descriptions in the *System Variables* documentation. The following abbreviations are used:

| Format |                    |
|--------|--------------------|
| A      | Alphanumeric       |
| B      | Binary             |
| D      | Date               |
| I      | Integer            |
| L      | Logical            |
| N      | Numeric (unpacked) |
| P      | Packed numeric     |
| T      | Time               |

### Content Modifiable

In the individual descriptions, this indicates whether in a Natural program you can assign another value to the system variable, that is, overwrite its content as generated by Natural.

### System Variables Grouped by Function

The Natural system variables are grouped as follows:

- Application Related System Variables
- Date and Time System Variables
- Input/Ouput Related System Variables
- Natural Environment Related System Variables
- System Environment Related System Variables
- XML Related System Variables

For detailed descriptions of all system variables, see the *System Variables* documentation.

---

## System Functions

Natural system functions comprise a set of statistical and mathematical functions that can be applied to the data after a record has been processed, but before break processing occurs.

System functions may be specified in a DISPLAY, WRITE, PRINT, MOVE or COMPUTE statement that is used in conjunction with an AT END OF PAGE, AT END OF DATA or AT BREAK statement.

In the case of an AT END OF PAGE statement, the corresponding DISPLAY statement must include the GIVE SYSTEM FUNCTIONS clause (as shown in the example [below](#)).

The following functional groups of system functions exist:

- System Functions for Use in Processing Loops
- Mathematical Functions
- Miscellaneous Functions

For detailed information on all system functions available, see the *System Functions* documentation.

See also *Using System Functions in Processing Loops* (in the *System Functions* documentation).

The typical use of system functions is explained in the example programs given below and in the examples contained in library [SYSEXPG](#).

## Example of System Variables and System Functions

---

The following example program illustrates the use of system variables and system functions:

```
** Example 'SYSVAX01': System variables and system functions
*****
DEFINE DATA LOCAL
1 MYVIEW VIEW OF EMPLOYEES
  2 CITY
  2 NAME
  2 JOB-TITLE
  2 INCOME    (1:1)
  3 CURR-CODE
  3 SALARY
  3 BONUS    (1:1)
END-DEFINE
*
WRITE TITLE LEFT JUSTIFIED 'EMPLOYEE SALARY REPORT AS OF' *DAT4E /
*
READ (3) MYVIEW BY CITY STARTING FROM 'E'
  DISPLAY GIVE SYSTEM FUNCTIONS
    NAME (AL=15) JOB-TITLE (AL=15) INCOME (1:1)
  AT START OF DATA
    WRITE 'REPORT CREATED AT:' *TIME 'HOURS' /
  END-START
  AT END OF DATA
    WRITE / 'LAST PERSON SELECTED:' OLD (NAME) /
  END-ENDDATA
END-READ
*
AT END OF PAGE
  WRITE 'AVERAGE SALARY:' AVER (SALARY(1))
END-ENDPAGE
END
```

Explanation:

- The system variable \*DATE is output with the WRITE TITLE statement.
- The system variable \*TIME is output with the AT START OF DATA statement.
- The system function OLD is used in the AT END OF DATA statement.
- The system function AVER is used in the AT END OF PAGE statement.

Output of Program SYSVAX01:

Note how the system variables and system function are displayed.

EMPLOYEE SALARY REPORT AS OF 11/11/2004

| NAME                          | CURRENT<br>POSITION | INCOME           |                  |       |
|-------------------------------|---------------------|------------------|------------------|-------|
|                               |                     | CURRENCY<br>CODE | ANNUAL<br>SALARY | BONUS |
| <hr/>                         |                     |                  |                  |       |
| DUYVERMAN                     | PROGRAMMER          | USD              | 34000            | 0     |
| PRATT                         | SALES PERSON        | USD              | 38000            | 9000  |
| MARKUSH                       | TRAINEE             | USD              | 22000            | 0     |
| LAST PERSON SELECTED: MARKUSH |                     |                  |                  |       |
| AVERAGE SALARY: 31333         |                     |                  |                  |       |

## Further Examples of System Variables

See the following example programs:

- [EDITMX05 - Edit mask \(EM for date and time system variables\)](#)
- [READX04 - READ \(in combination with FIND and the system variables \\*NUMBER and \\*COUNTER\)](#)
- [WTITLX01 - WRITE TITLE \(with \\*PAGE-NUMBER\)](#)

## Further Examples of System Functions

---

See the following example programs:

- **ATBREX06 - AT BREAK OF (comparing NMIN, NAVER, NCOUNT with MIN, AVER, COUNT)**
- **ATENPX01 - AT END OF PAGE (with system function available via GIVE SYSTEM FUNCTIONS in DISPLAY)**

# 45 Stack

---

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The Natural stack is a kind of “intermediate storage” in which you can store Natural commands, user-defined commands, and input data to be used by an INPUT statement.

## Use of Natural Stack

---

In the stack you can store a series of functions which are frequently executed one after the other, such as a series of logon commands.

The data/commands stored in the stack are “stacked” on top of one another. You can decide whether to put them on top or at the bottom of the stack. The data/command in the stack can only be processed in the order in which they are stacked, beginning from the top of the stack.

In a program, you may reference the system variable \*DATA to determine the content of the stack (see the *System Variables* documentation for further information).

## Stack Processing

---

The processing of the commands/data stored in the stack differs depending on the function being performed.

If a command is expected, that is, the NEXT prompt is about to be displayed, Natural first checks if a command is on the top of the stack. If there is, the NEXT prompt is suppressed and the command is read and deleted from the stack; the command is then executed as if it had been entered manually in response to the NEXT prompt.

If an INPUT statement containing input fields is being executed, Natural first checks if there are any input data on the top of the stack. If there are, these data are passed to the INPUT statement (in delimiter mode); the data read from the stack must be format-compatible with the variables in the INPUT statement; the data are then deleted from the stack. See also *Processing Data from the Natural Stack* in the INPUT statement description.

If an INPUT statement was executed using data from the stack, and this INPUT statement is re-executed via a REINPUT statement, the INPUT statement screen will be re-executed displaying the same data from the stack as when it was executed originally. With the REINPUT statement, no further data are read from the stack.

When a Natural program terminates normally, the stack is flushed beginning from the top until either a command is on the top of the stack or the stack is cleared. When a Natural program is terminated via the terminal command %% or with an error, the stack is cleared entirely.

## Placing Data on the Stack

The following methods can be used to place data/commands on the stack:

- **STACK Parameter**
- **STACK Statement**
- **FETCH and RUN Statements**

### STACK Parameter

The Natural profile parameter **STACK** may be used to place data/commands on the stack. The **STACK** parameter (described in the *Parameter Reference*) can be specified by the Natural administrator in the Natural parameter module at the installation of Natural; or you can specify it as a dynamic parameter when you invoke Natural.

When data/commands are to be placed on the stack via the **STACK** parameter, multiple commands must be separated from one another by a semicolon (;). If a command is to be passed within a sequence of data or command elements, it must be preceded by a semicolon.

Data for multiple **INPUT** statements must be separated from one another by a colon (:). Data that are to be read by a separate **INPUT** statement must be preceded by a colon. If a command is to be stacked which requires parameters, no colon is to be placed between the command and the parameters.

Semicolon and colon must not be used within the input data themselves as they will be interpreted as separation characters.

### STACK Statement

The **STACK** statement can be used within a program to place data/commands in the stack. The data elements specified in one **STACK** statement will be used for one **INPUT** statement, which means that if data for multiple **INPUT** statements are to be placed on the stack, multiple **STACK** statements must be used.

Data may be placed on the stack either unformatted or formatted:

- If unformatted data are read from the stack, the data string is interpreted in delimiter mode and the characters specified with the session parameters **IA** (Input Assignment character) and **ID** (Input Delimiter character) are processed as control characters for **keyword** assignment and data separation.
- If formatted data are placed on the stack, each content of a field will be separated and passed to one input field in the corresponding **INPUT** statement. If the data to be placed on the stack contains delimiter, control or DBCS characters, it should be placed formatted on the stack to avoid unintentional interpretation of these characters.

See the *Statements* documentation for further information on the STACK statement.

## FETCH and RUN Statements

The execution of a FETCH or RUN statement that contains parameters to be passed to the invoked program will result in these parameters being placed on top of the stack.

## Deleting the First Entry from the Stack

---

The Natural terminal command %.P deletes the topmost entry from the Natural stack.

## Clearing the Stack

---

The contents of the stack can be deleted with the RELEASE statement. See the *Statements* documentation for details on the RELEASE statement.



**Note:** When a Natural program is terminated via the terminal command %% or with an error, the stack is cleared entirely.

# 46 Processing of Date Information

---

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This chapter covers various aspects concerning the handling of date information in Natural applications.

## Edit Masks for Date Fields and Date System Variables

---

If you wish the value of a date field to be output in a specific representation, you usually specify an **edit mask** for the field. With an edit mask, you determine character by character what the output is to look like.

If you wish to use the current date in a specific representation, you need not define a date field and specify an edit mask for it; instead you can simply use a *date system variable*. Natural provides various date system variables, which contain the current date in different representations. Some of these representations contain a 2-digit year component, some a 4-digit year component.

For more information and a list of all date system variables, see the *System Variables* documentation.

## Default Edit Mask for Date - DTFORM Parameter

---

The profile parameter **DTFORM** determines the default format used for dates as part of the default title on Natural reports, for date constants and for date input.

This date format determines the sequence of the day, month and year components of a date, as well as the delimiter characters to be used between these components.

Possible DTFORM settings are:

| Setting  | Date Format | Example    |
|----------|-------------|------------|
| DTFORM=I | yyyy-mm-dd  | 2005-12-31 |
| DTFORM=G | dd.mm.yyyy  | 31.12.2005 |
| DTFORM=E | dd/mm/yyyy  | 31/12/2005 |
| DTFORM=U | mm/dd/yyyy  | 12/31/2005 |

\* *dd* = day, *mm* = month, *yyyy* = year.

The DTFORM parameter can be set in the Natural parameter module/file or dynamically when Natural is invoked. By default, DTFORM=I applies.

## Date Format for Alphanumeric Representation - DF Parameter

If an edit mask is specified, the representation of the field value is determined by the edit mask. If no edit mask is specified, the representation of the field value is determined by the session parameter **DF** in combination with the profile parameter **DTFORM**.

With the **DF** parameter, you can choose one of the following date representations:

|             |  |
|-------------|--|
| <b>DF=S</b> | 8-byte representation with 2-digit year component and delimiters ( <i>yy-mm-dd</i> ).      |
| <b>DF=I</b> | 8-byte representation with 4-digit year component without delimiters ( <i>yyyyymmdd</i> ). |
| <b>DF=L</b> | 10-byte representation with 4-digit year component and delimiters ( <i>yyyy-mm-dd</i> ).   |

For each representation, the sequence of the day, month and year components, and the delimiter characters used, are determined by the **DTFORM** parameter.

By default, **DF=S** applies (except for **INPUT** statements; see below).

The session parameter **DF** is evaluated at compilation.

It can be specified with the following statements:

- **FORMAT**,
- **INPUT, DISPLAY, WRITE** and **PRINT** at statement and element (field) level,
- **MOVE, COMPRESS, STACK, RUN** and **FETCH** at element (field) level.

When specified in one of these statements, the **DF** parameter applies to the following:

| Statement                | Effect of DF parameter  |
|--------------------------|---|
| DISPLAY, WRITE,<br>PRINT | When the value of a date variable is output with one of these statements, the value is converted to an alphanumeric representation before it is output. The <b>DF</b> parameter determines which representation is used.  |
| MOVE, COMPRESS           | When the value of a date variable is transferred to an alphanumeric field with a <b>MOVE</b> or <b>COMPRESS</b> statement, the value is converted to an alphanumeric representation before it is transferred. The <b>DF</b> parameter determines which representation is used.  |
| STACK, RUN, FETCH        | When the value of a date variable is placed on the stack, it is converted to alphanumeric representation before it is placed on the stack. The <b>DF</b> parameter determines which representation is used.<br><br>The same applies when a date variable is specified as a parameter in a <b>FETCH</b> or <b>RUN</b> statement (as these parameters are also passed via the stack). |

| Statement | Effect of DF parameter  |
|-----------|---|
| INPUT     | When a data variable is used in an INPUT statement, the DF parameter determines how a value must be entered in the field.<br><br>However, when a date variable for which <i>no</i> DF parameter is specified is used in an INPUT statement, the date can be entered either with a 2-digit year component and delimiters or with a 4-digit year component and no delimiters. In this case, too, the sequence of the day, month and year components, and the delimiter characters to be used, are determined by the DTFORM parameter. |

 **Note:** With DF=S, only 2 digits are provided for the year information; this means that if a date value contained the century, this information would be lost during the conversion. To retain the century information, you set DF=I or DF=L.

## Examples of DF Parameter with WRITE Statements

These examples assume that DTFORM=G applies.

```
/* DF=S (default)
WRITE *DATX /* Output has this format: dd.mm.yy
END
```

```
FORMAT DF=I
WRITE *DATX /* Output has this format: ddmm/yyyy
END
```

```
FORMAT DF=L
WRITE *DATX /* Output has this format: dd.mm.yyyy
END
```

## Example of DF Parameter with MOVE Statement

This example assumes that DTFORM=E applies.

```
DEFINE DATA LOCAL
  1 #DATE  (D) INIT <D'31/12/2005'>
  1 #ALPHA (A10)
END-DEFINE
...
MOVE #DATE      TO #ALPHA /* Result: #ALPHA contains 31/12/05
MOVE #DATE (DF=I) TO #ALPHA /* Result: #ALPHA contains 31122005
MOVE #DATE (DF=L) TO #ALPHA /* Result: #ALPHA contains 31/12/2005
...
```

## Example of DF Parameter with STACK Statement

This example assumes that `DTFORM=I` applies.

```
DEFINE DATA LOCAL
  1 #DATE  (D) INIT <D'2005-12-31'>
  1 #ALPHA1(A10)
  1 #ALPHA2(A10)
  1 #ALPHA3(A10)
END-DEFINE
...
STACK TOP DATA #DATE (DF=S) #DATE (DF=I) #DATE (DF=L)
...
INPUT #ALPHA1 #ALPHA2 #ALPHA3
...
/* Result: #ALPHA1 contains 05-12-31
/*          #ALPHA2 contains 20051231
/*          #ALPHA3 contains 2005-12-31
...
```

## Example of DF Parameter with INPUT Statement

This example assumes that `DTFORM=I` applies.

```
DEFINE DATA LOCAL
  1 #DATE1 (D)
  1 #DATE2 (D)
  1 #DATE3 (D)
  1 #DATE4 (D)
END-DEFINE
...
INPUT #DATE1 (DF=S) /* Input must have this format: yy-mm-dd
                      #DATE2 (DF=I) /* Input must have this format: yyyyymmdd
                      #DATE3 (DF=L) /* Input must have this format: yyyy-mm-dd
                      #DATE4           /* Input must have this format: yy-mm-dd or yyyyymmdd
...
```

## Date Format for Output - DFOUT Parameter

The session/profile parameter `DFOUT` only applies to date fields in `INPUT`, `DISPLAY`, `WRITE` and `PRINT` statements for which no edit mask is specified, and for which no `DF` parameter applies.

For date fields which are displayed by `INPUT`, `DISPLAY`, `PRINT` and `WRITE` statements and for which neither an edit mask is specified nor a `DF` parameter applies, the profile/session parameter `DFOUT` determines the format in which the field values are displayed.

Possible `DFOUT` settings are:

|         |   |
|---------|---|
| DFOUT=S | Date variables are displayed with a 2-digit year component, and delimiters as determined by the DTFORM parameter ( <i>yy-mm-dd</i> ). |
| DFOUT=I | Date variables are displayed with a 4-digit year component and no delimiters ( <i>yyyymmdd</i> ).                                     |

By default, DFOUT=S applies. For either DFOUT setting, the sequence of the day, month and year components in the date values is determined by the DTFORM parameter.

The lengths of the date fields are not affected by the DFOUT setting, as either date value representation fits into an 8-byte field.

The DFOUT parameter can be set in the Natural parameter module/file, dynamically when Natural is invoked, or at session level with the system command GLOBALS. It is evaluated at runtime.

#### Example:

This example assumes that DTFORM=I applies.

```
DEFINE DATA LOCAL
1 #DATE (D) INIT <D'2005-12-31'>
END-DEFINE
...
WRITE #DATE      /* Output if DFOUT=S is set ....: 05-12-31
                  /* Output if DFOUT=I is set ....: 20051231
WRITE #DATE (DF=L) /* Output (regardless of DFOUT): 2005-12-31
...
```

## Date Format for Stack - DFSTACK Parameter

The session/profile parameter DFSTACK only applies to date fields used in STACK, FETCH and RUN statements for which no DF parameter has been specified.

The DFSTACK parameter determines the format in which the values of date variables are placed on the stack via a STACK, RUN or FETCH statement.

Possible DFSTACK settings are:

|           |   |
|-----------|---|
| DFSTACK=S | Date variables are placed on the stack with a 2-digit year component, and delimiters as determined by the profile parameter DTFORM ( <i>yy-mm-dd</i> ). |
| DFSTACK=C | Same as DFSTACK=S. However, a change in the century will be intercepted at runtime.   |
| DFSTACK=I | Date variables are placed on the stack with a 4-digit year component and no delimiters ( <i>yyyymmdd</i> ).   |

By default, DFSTACK=S applies. DFSTACK=S means that when a date value is placed on the stack, it is placed there without the century information (which is lost). When the value is then read from the stack and placed into another date variable, the century is either assumed to be the current

one or determined by the setting of the `YSLW` parameter (see [below](#)). This might lead to the century being different from that of the original date value; however, Natural would not issue any error in this case.

`DFSTACK=C` works the same as `DFSTACK=S` in that a date value is placed on the stack without the century information. However, if the value is read from the stack and the resulting century is different from that of the original date value (either because of the `YSLW` parameter, or the original century not being the current one), Natural issues a runtime error.

 **Note:** This runtime error is already issued at the time when the value is placed on the stack.

`DFSTACK=I` allows you to place a date value on the stack in a length of 8 bytes without losing the century information.

The `DFSTACK` parameter can be set in the Natural parameter module/file, dynamically when Natural is invoked, or at session level with the system command `GLOBALS`. It is evaluated at runtime.

#### Example:

This example assumes that `DTFORM=I` and `YSLW=0` apply.

```
DEFINE DATA LOCAL
  1 #DATE  (D) INIT <D'2005-12-31'>
  1 #ALPHA1(A8)
  1 #ALPHA2(A10)
END-DEFINE
...
STACK TOP DATA #DATE #DATE (DF=L)
...
INPUT #ALPHA1 #ALPHA2
...
/* Result if DFSTACK=S or =C is set: #ALPHA1 contains 05-12-31
/* Result if DFSTACK=I is set .....: #ALPHA1 contains 20051231
/* Result (regardless of DFSTACK) .: #ALPHA2 contains 2005-12-31
...
```

## Year Sliding Window - `YSLW` Parameter

The profile parameter `YSLW` allows you determine the century of a 2-digit year value.

The `YSLW` parameter can be set in the Natural parameter module/file or dynamically when Natural is invoked. It is evaluated at runtime when an alphanumeric date value with a 2-digit year component is moved into a date variable. This applies to data values which are:

- used with the [mathematical function](#) `VAL(field)`,
- used with the `IS(D)` option in a logical condition,

- read from the **stack** as input data, or
- entered in an input field as input data.

The **YSLW** parameter determines the range of years covered by a so-called “year sliding window”. The sliding-window mechanism assumes a date with a 2-digit year to be within a “window” of 100 years. Within these 100 years, every 2-digit year value can be uniquely related to a specific century.

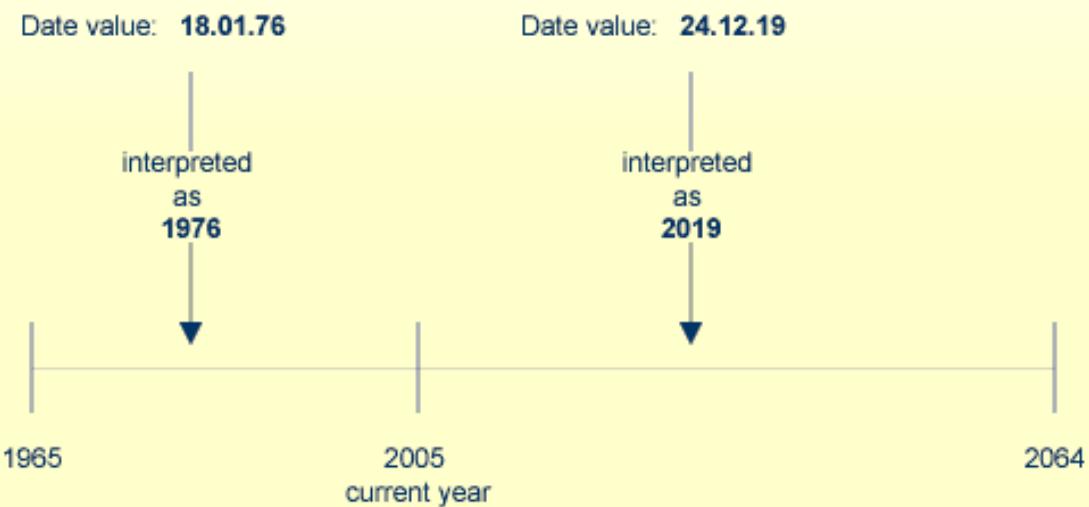
With the **YSLW** parameter, you determine how many years in the past that 100-year range is to begin: The **YSLW** value is subtracted from the current year to determine the first year of the window range.

Possible values of the **YSLW** parameter are 0 to 99. The default value is **YSLW=0**, which means that no sliding-window mechanism is used; that is, a date with a 2-digit year is assumed to be in the current century.

#### Example 1:

If the current year is 2005 and you specify **YSLW=40**, the sliding window will cover the years 1965 to 2064. A 2-digit year value *nn* from 65 to 99 is interpreted accordingly as 19*nn*, while a 2-digit year value *nn* from 00 to 64 is interpreted as 20*nn*.

**DTFORM=G** (date format is: *day.month.year*)  
**YSLW=40** (100-year range of window begins 40 years before current year)



**Example 2:**

If the current year is 2005 and you specify `YSLW=20`, the sliding window will cover the years 1985 to 2084. A 2-digit year value *nn* from 85 to 99 is interpreted accordingly as 19*nn*, while a 2-digit year value *nn* from 00 to 84 is interpreted as 20*nn*.

**DTFORM=G** (date format is: *day.month.year*)  
**YSLW=20** (100-year range of window begins 20 years before current year)

**Combinations of DFSTACK and YSLW**

The following examples illustrate the effects of using various combinations of the parameters `DFSTACK` and `YSLW`.



**Note:** All these examples assume that `DTFORM=I` applies.

**Example 1:**

This example assumes the current year to be 2005, and that the parameter settings `DFSTACK=S` (default) and `YSLW=20` apply.

```
DEFINE DATA LOCAL
  1 #DATE1 (D) INIT <D'1956-12-31'>
  1 #DATE2 (D)
END-DEFINE
...
STACK TOP DATA #DATE1 /* century information is lost (year 56 is stacked)
...
INPUT #DATE2           /* year sliding window determines 56 to be 2056
...
/* Result: #DATE2 contains 2056-12-31
   even if #DATE1 is set to <D'2156-12-31'>
```

In this case, the year sliding window is not set appropriately, so that the century information is (inadvertently) changed.

### Example 2:

This example assumes the current year to be 2005, and that the parameter settings **DFSTACK=S** (default) and **YSLW=60** apply.

```
DEFINE DATA LOCAL
  1 #DATE1 (D) INIT <D'1956-12-31'>
  1 #DATE2 (D)
END-DEFINE
...
STACK TOP DATA #DATE1 /* century information is lost (year 56 is stacked)
...
INPUT #DATE2           /* year sliding window determines 56 to be 1956
...
/* Result: #DATE2 contains 1956-12-31
   even if #DATE1 is set to <D'2056-12-31'>
```

In this case, the year sliding window is set appropriately, so that the original century information is correctly restored.

### Example 3:

This example assumes the current year to be 2005, and that the parameter settings **DFSTACK=C** and **YSLW=0** (default) apply.

```
DEFINE DATA LOCAL
  1 #DATE1 (D) INIT <D'1956-12-31'>
  1 #DATE2 (D)
END-DEFINE
...
STACK TOP DATA #DATE1 /* century information is lost (year 56 is stacked)
...
INPUT #DATE2           /* 56 is assumed to be in current century -> 1956
```

```
...
/* Result: RUNTIME ERROR (UNINTENDED CENTURY CHANGE)
```

In this case, the century information is (inadvertently) changed. However, this change is intercepted by the DFSTACK=C setting.

#### Example 4:

This example assumes the current year to be 2005, and that the parameter settings DFSTACK=C and YSLW=60 (default) apply.

```
DEFINE DATA LOCAL
  1 #DATE1 (D) INIT <D'2056-12-31'>
  1 #DATE2 (D)
END-DEFINE
...
STACK TOP DATA #DATE1 /* century information is lost (year 56 is stacked)
...
INPUT #DATE2           /* year sliding window determines 56 to be 1956
...
/* Result: RUNTIME ERROR (UNINTENDED CENTURY CHANGE)
```

In this case, the century information is changed due to the year sliding window. However, this change is intercepted by the DFSTACK=C setting.

## Year Fixed Window

For information on this topic, see the description of the profile parameter YSLW.

## Date Format for Default Page Title - DFTITLE Parameter

The session/profile parameter DFTITLE determines the format of the date in a default **page title** (as output with a DISPLAY, WRITE or PRINT statement).

|           |   |
|-----------|---|
| DFTITLE=S | The date is output with a 2-digit year component and delimiters ( <i>yy-mm-dd</i> ).    |
| DFTITLE=L | The date is output with a 4-digit year component and delimiters ( <i>yyyy-mm-dd</i> ).  |
| DFTITLE=I | The date is output with a 4-digit year component and no delimiters ( <i>yyyymmdd</i> ). |

For each of these output formats, the sequence of the day, month and year components, and the delimiter characters used, are determined by the DTFORM parameter.

The DFTITLE parameter can be set in the Natural parameter module/file, dynamically when Natural is invoked, or at session level with the system command GLOBALS. It is evaluated at runtime.

**Example:**

This example assumes that DTFORM=I applies.

```
WRITE 'HELLO'  
END  
/*  
/* Date in page title if DFTITLE=S is set ....: 05-10-31  
/* Date in page title if DFTITLE=L is set ....: 2005-10-31  
/* Date in page title if DFTITLE=I is set ....: 20051031
```



**Note:** The DFTITLE parameter has no effect on a user-defined page title as specified with a [WRITE TITLE](#) statement.

## 47 Text Notation

---

- Defining a Text to Be Used with a Statement - the 'text' Notation ..... 420
- Defining a Character to Be Displayed n Times before a Field Value - the 'c'(n) Notation ..... 421

In an INPUT, DISPLAY, WRITE, WRITE TITLE or WRITE TRAILER statement, you can use text notation to define a text to be used in conjunction with such a statement.

## Defining a Text to Be Used with a Statement - the 'text' Notation

---

The text to be used with the statement (for example, a prompting message) must be enclosed in either apostrophes ('') or quotation marks (""). Do not confuse double apostrophes ('') with a quotation mark ("").

Text enclosed in quotation marks can be converted automatically from lower-case letters to upper case. To switch off automatic conversion, change the settings in the editor profile.

For details, see Dynamic Conversion of Lower Case in *General Defaults in Editor Profile (General Information, Editors documentation)*.

The text itself may be 1 to 72 characters and must not be continued from one line to the next.

Text elements may be concatenated by using a hyphen.

### Examples:

```
DEFINE DATA LOCAL
1 #A(A10)
END-DEFINE

INPUT 'Input XYZ' (CD=BL) #A
WRITE '=' #A
WRITE 'Write1' - 'Write2' - 'Write3' (CD=RE)
END
```

### Using Apostrophes as Part of a Text String

The following applies, if (Translate Quotation Marks) is set to ON. This is the default setting.

If you want an apostrophe to be part of a text string that is enclosed in apostrophes, you must write this as double apostrophes ('') or as a quotation mark (""). Either notation will be output as a single apostrophe.

If you want an apostrophe to be part of a text string that is enclosed in quotation marks, you write this as a single apostrophe.

### Examples of Apostrophe:

```
#FIELDA = 'O''CONNOR'
#FIELDA = 'O"CONNOR'
#FIELDA = "O'CONNOR"
```

In all three cases, the result will be:

O'CONNOR

### Using Quotation Marks as Part of a Text String

The following applies, if the Natural profile parameter **TQ** (Translate Quotation Marks) or the keyword subparameter **TQMARK** of the Natural profile parameter **CMPO** is set to **OFF**. The default setting is **ON**.

If you want a quotation mark to be part of a text string that is enclosed in single apostrophes, write a quotation mark.

If you want a quotation mark to be part of a text string that is enclosed in quotation marks, write double quotation marks ("").

### Example of Quotation Mark:

```
#FIELDA = 'O"CONNOR'
#FIELDA = "O""CONNOR"
```

In both cases, the result will be:

O"CONNOR

## Defining a Character to Be Displayed n Times before a Field Value - the 'c'(n) Notation

If a single character is to be output several times as text, you use the following notation:

'c'(n)

As *c* you specify the character, and as *n* the number of times the character is to be generated. The maximum value for *n* is 249.

**Example:**

```
WRITE '*'(3)
```

Instead of apostrophes before and after the character *c* you can also use quotation marks.

## 48 User Comments

---

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User comments are descriptions or explanatory notes added to or interspersed among the statements of the source code. Such information may be particularly helpful in understanding and maintaining source code that was written or edited by another programmer. Also, the characters marking the beginning of a comment can be used to temporarily disable the function of a statement or several source code lines for test purposes.

## Using an Entire Source Code Line for Comments

---

If you wish to use an entire source-code line for a user comment, you enter one of the following at the beginning of the line:

- an asterisk and a blank (\* ),
- two asterisks (\*\*), or
- a slash and an asterisk (/\*).

```
* USER COMMENT  
** USER COMMENT  
/* USER COMMENT
```

### Example:

As can be seen from the following example, comment lines may also be used to provide for a clear source code structure.

```
** Example 'LOGICX03': BREAK option in logical condition  
*****  
DEFINE DATA LOCAL  
1 EMPLOY-VIEW VIEW OF EMPLOYEES  
 2 NAME  
 2 FIRST-NAME  
 2 BIRTH  
*  
1 #BIRTH (A8)  
END-DEFINE  
*  
LIMIT 10  
READ EMPLOY-VIEW BY BIRTH  
MOVE EDITED BIRTH (EM=YYYYMMDD) TO #BIRTH  
/*  
IF BREAK OF #BIRTH /6/  
  NEWPAGE IF LESS THAN 5 LINES LEFT  
  WRITE / '-' (50) /  
END-IF  
/*  
DISPLAY NOTITLE BIRTH (EM=YYYY-MM-DD) NAME FIRST-NAME
```

```
END-READ  
END
```

## Using the Latter Part of a Source Code Line for Comments

If you wish to use only the latter part of a source-code line for a user comment, you enter a blank, a slash and an asterisk (\*); the remainder of the line after this notation is thus marked as a comment:

```
ADD 5 TO #A      /* USER COMMENT
```

### Example:

```
** Example 'LOGICX04': IS option as format/length check
*****
DEFINE DATA LOCAL
1 #FIELDA (A10)          /* INPUT FIELD TO BE CHECKED
1 #FIELDDB (N5)           /* RECEIVING FIELD OF VAL FUNCTION
1 #DATE     (A10)          /* INPUT FIELD FOR DATE
END-DEFINE
*
INPUT #DATE #FIELDA
IF #DATE IS(D)
  IF #FIELDA IS (N5)
    COMPUTE #FIELDDB = VAL(#FIELDA)
    WRITE NOTITLE 'VAL FUNCTION OK' // '=' #FIELDA '=' #FIELDDB
  ELSE
    REINPUT 'FIELD DOES NOT FIT INTO N5 FORMAT'
    MARK *#FIELDA
  END-IF
ELSE
  REINPUT 'INPUT IS NOT IN DATE FORMAT (YY-MM-DD) '
  MARK *#DATE
END-IF
*
END
```



# 49 Logical Condition Criteria

---

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This chapter describes purpose and use of logical condition criteria that can be used in the statements FIND, READ, HISTOGRAM, ACCEPT/REJECT, IF, DECIDE FOR, REPEAT.

## Introduction

---

The basic criterion is a **relational expression**. Multiple relational expressions may be combined with logical operators (AND, OR) to form complex criteria.

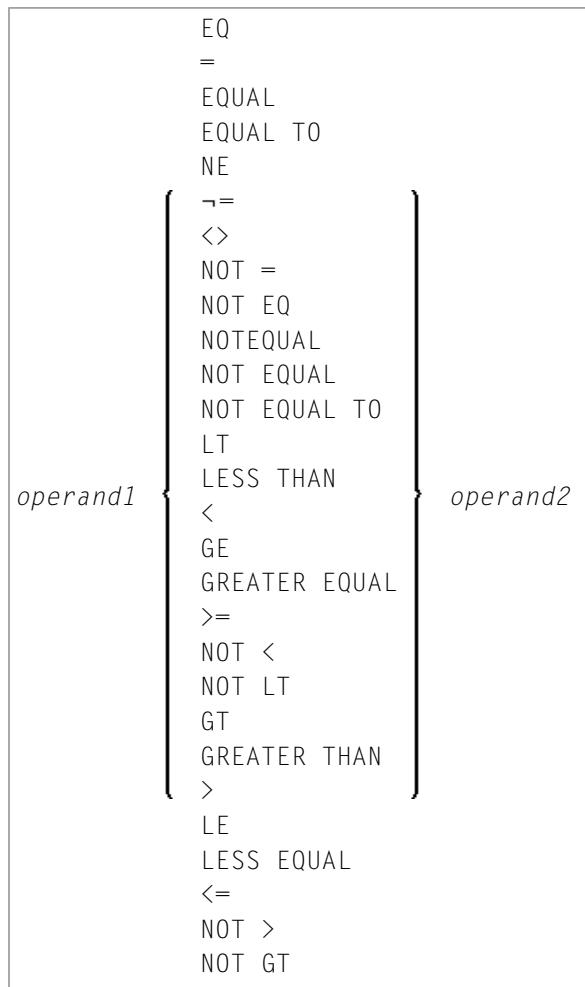
Arithmetic expressions may also be used to form a relational expression.

Logical condition criteria can be used in the following statements:

| Statement     | Usage  |
|---------------|--|
| FIND          | A WHERE clause containing logical condition criteria may be used to indicate criteria in addition to the basic selection criteria as specified in the WITH clause. The logical condition criteria specified with the WHERE clause are evaluated after the record has been selected and read.<br><br>In a WITH clause, “basic search criteria” (as described with the FIND statement) are used, but not logical condition criteria. |
| READ          | A WHERE clause containing logical condition criteria may be used to specify whether a record that has just been read is to be processed. The logical condition criteria are evaluated after the record has been read.  |
| HISTOGRAM     | A WHERE clause containing logical condition criteria may be used to specify whether the value that has just been read is to be processed. The logical condition criteria are evaluated after the value has been read.  |
| ACCEPT/REJECT | An IF clause may be used with an ACCEPT or REJECT statement to specify logical condition criteria in addition to that specified when the record was selected/read with a FIND, READ, or HISTOGRAM statement. The logical condition criteria are evaluated after the record has been read and after record processing has started.  |
| IF            | Logical condition criteria are used to control statement execution.  |
| DECIDE FOR    | Logical condition criteria are used to control statement execution.  |
| REPEAT        | The UNTIL or WHILE clause of a REPEAT statement contain logical condition criteria which determine when a processing loop is to be terminated.   |

## Relational Expression

Syntax:



Operand Definition Table:

| Operand  | Possible Structure |   |   |   |   |   |   |   |   |   |   |   | Possible Formats |   |   |   |   |     |     | Referencing Permitted | Dynamic Definition |
|----------|--------------------|---|---|---|---|---|---|---|---|---|---|---|------------------|---|---|---|---|-----|-----|-----------------------|--------------------|
| operand1 | C                  | S | A | N | E | A | U | N | P | I | F | B | D                | T | L | G | O | yes | yes |                       |                    |
| operand2 | C                  | S | A | N | E | A | U | N | P | I | F | B | D                | T | L | G | O | yes | no  |                       |                    |

For an explanation of the Operand Definition Table shown above, see *Syntax Symbols and Operand Definition Tables* in the *Statements* documentation.

In the “Possible Structure” column of the table above, “E” stands for arithmetic expressions; that is, any arithmetic expression may be specified as an operand within the relational expression. For

further information on arithmetic expressions, see *arithmetic-expression* in the COMPUTE statement description.

Explanation of the comparison operators:

| Comparison Operator   | Explanation              |
|---|--------------------------|
| EQ<br>=   | equal to                 |
| EQUAL<br>EQUAL TO   |                          |
| NE<br>≠<br>⟨⟩<br>NOT =<br>NOT EQ<br>NOTEQUAL<br>NOT EQUAL<br>NOT EQUAL TO | not equal to             |
| LT<br>LESS THAN<br><  | less than                |
| GE<br>GREATER EQUAL<br>≥  | greater than or equal to |
| NOT <<br>NOT LT   | not less than            |
| GT<br>GREATER THAN<br>>   | greater than             |
| LE<br>LESS EQUAL<br>≤   | less than or equal to    |
| NOT ><br>NOT GT   | not greater than         |

### Examples of Relational Expressions:

```
IF NAME = 'SMITH'  
IF LEAVE-DUE GT 40  
IF NAME = #NAME
```

For information on comparing arrays in a relational expression, see [Processing of Arrays](#).

-  **Note:** If a floating-point operand is used, comparison is performed in floating point. **Floating-point numbers** as such have only a limited precision; therefore, rounding/truncation

errors cannot be precluded when numbers are converted to/from floating-point representation.

### Arithmetic Expressions in Logical Conditions

The following example shows how arithmetic expressions can be used in logical conditions:

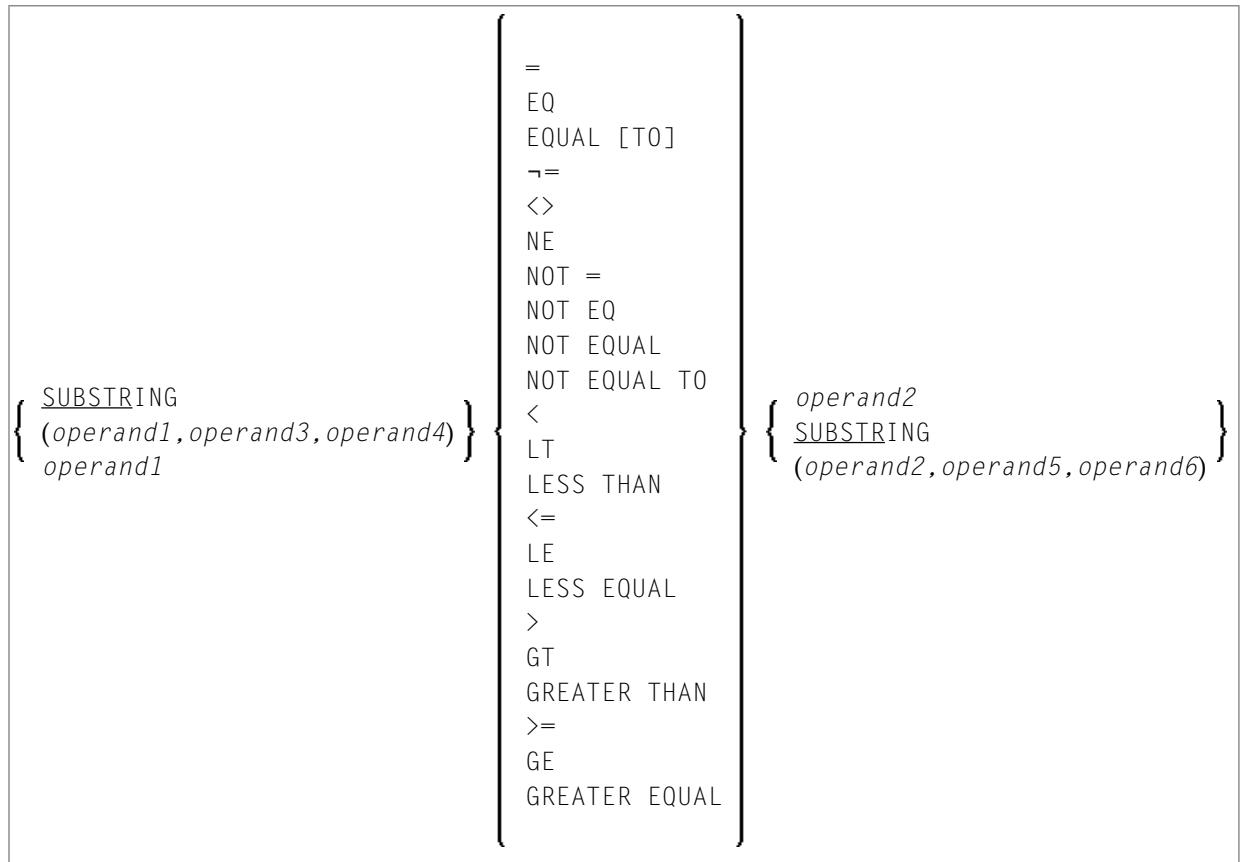
```
IF #A + 3 GT #B - 5 AND #C * 3 LE #A + #B
```

### Handles in Logical Conditions

If the operands in a relation expression are handles, only EQUAL and NOT EQUAL operators may be used.

### SUBSTRING Option in Relational Expression

Syntax:



Operand Definition Table:

| Operand         | Possible Structure |   |   |  | Possible Formats |   |   |   | Referencing Permitted | Dynamic Definition |   |  |     |     |     |
|-----------------|--------------------|---|---|--|------------------|---|---|---|-----------------------|--------------------|---|--|-----|-----|-----|
| <i>operand1</i> | C                  | S | A |  | N                | A | U |   |                       | B                  |   |  |     | yes | yes |
| <i>operand2</i> | C                  | S | A |  | N                | A | U |   |                       | B                  |   |  | yes | no  |     |
| <i>operand3</i> | C                  | S |   |  |                  |   |   | N | P                     | I                  | B |  |     | yes | no  |
| <i>operand4</i> | C                  | S |   |  |                  |   |   | N | P                     | I                  |   |  |     | yes | no  |
| <i>operand5</i> | C                  | S |   |  |                  |   |   | N | P                     | I                  |   |  |     | yes | no  |
| <i>operand6</i> | C                  | S |   |  |                  |   |   | N | P                     | I                  |   |  |     | yes | no  |

With the `SUBSTRING` option, you can compare a *part* of an alphanumeric, a binary or a Unicode field. After the field name (*operand1*) you specify first the starting position (*operand3*) and then the **length** (*operand4*) of the field portion to be compared.

Also, you can compare a field value with part of another field value. After the field name (*operand2*) you specify first the starting position (*operand5*) and then the length (*operand6*) of the field portion *operand1* is to be compared with.

You can also combine both forms, that is, you can specify a `SUBSTRING` for both *operand1* and *operand2*.

### Examples:

The following expression compares the 5th to 12th position inclusive of the value in field `#A` with the value of field `#B`:

```
SUBSTRING(#A,5,8) = #B
```

- where 5 is the starting position and 8 is the length.

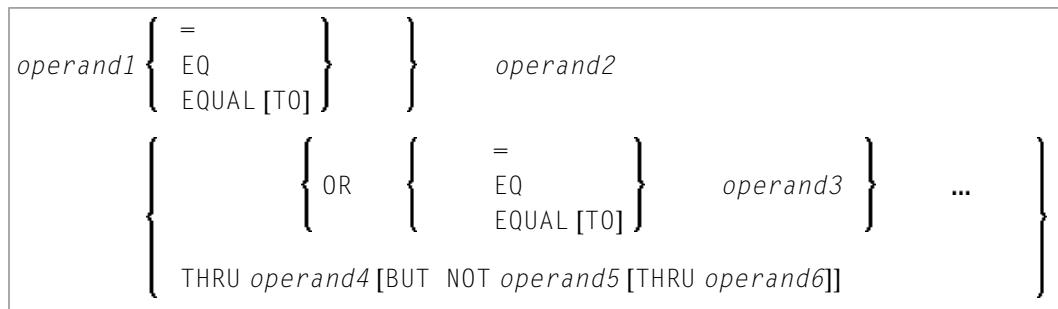
The following expression compares the value of field `#A` with the 3rd to 6th position inclusive of the value in field `#B`:

```
#A = SUBSTRING(#B,3,4)
```

 **Note:** If you omit *operand3/ operand5*, the starting position is assumed to be 1. If you omit *operand4/ operand6*, the length is assumed to be from the starting position to the end of the field.

## Extended Relational Expression

Syntax:



Operand Definition Table:

| Operand  | Possible Structure |   |   |    |   |   |   |   |   |   |   |   | Possible Formats |   |  |   |   |     |    |
|----------|--------------------|---|---|----|---|---|---|---|---|---|---|---|------------------|---|--|---|---|-----|----|
| operand1 | C                  | S | A | N* | E | A | U | N | P | I | F | B | D                | T |  | G | O | yes | no |
| operand2 | C                  | S | A | N* | E | A | U | N | P | I | F | B | D                | T |  | G | O | yes | no |
| operand3 | C                  | S | A | N* | E | A | U | N | P | I | F | B | D                | T |  | G | O | yes | no |
| operand4 | C                  | S | A | N* | E | A | U | N | P | I | F | B | D                | T |  | G | O | yes | no |
| operand5 | C                  | S | A | N* | E | A | U | N | P | I | F | B | D                | T |  | G | O | yes | no |
| operand6 | C                  | S | A | N* | E | A | U | N | P | I | F | B | D                | T |  | G | O | yes | no |

\* Mathematical functions and system variables are permitted. Break functions are not permitted.

operand3 can also be specified using a MASK or SCAN option; that is, it can be specified as:

```

MASK (mask-definition) [operand]
MASK operand
SCAN operand
  
```

For details on these options, see the sections [MASK Option](#) and [SCAN Option](#).

## Examples:

```
IF #A = 2 OR = 4 OR = 7  
IF #A = 5 THRU 11 BUT NOT 7 THRU 8
```

# Evaluation of a Logical Variable

## Syntax:

*operand1*

This option is used in conjunction with a logical variable (format L). A logical variable may take the value TRUE or FALSE. As *operand1* you specify the name of the logical variable to be used.

## Operand Definition Table:

| Operand         | Possible Structure |   |   | Possible Formats |  |  | Referencing Permitted |  |   | Dynamic Definition |  |    |    |
|-----------------|--------------------|---|---|------------------|--|--|-----------------------|--|---|--------------------|--|----|----|
| <i>operand1</i> | C                  | S | A |                  |  |  |                       |  | L |                    |  | no | no |

## **Example of Logical Variable:**

```
** Example 'LOGICX05': Logical variable in logical condition
*****
DEFINE DATA LOCAL
1 #SWITCH (L) INIT <true>
1 #INDEX (I1)
END-DEFINE
/*
FOR #INDEX 1 5
    WRITE NOTITLE #SWITCH (EM=FALSE/TRUE) 5X 'INDEX =' #INDEX
    WRITE NOTITLE #SWITCH (EM=OFF/ON) 7X 'INDEX =' #INDEX
    IF #SWITCH
        MOVE FALSE TO #SWITCH
    ELSE
        MOVE TRUE TO #SWITCH
    END-IF
/*
    SKIP 1
END-FOR
END
```

## Output of Program LOGICX05:

|       |         |   |
|-------|---------|---|
| TRUE  | INDEX = | 1 |
| ON    | INDEX = | 1 |
|       |         |   |
| FALSE | INDEX = | 2 |
| OFF   | INDEX = | 2 |
|       |         |   |
| TRUE  | INDEX = | 3 |
| ON    | INDEX = | 3 |
|       |         |   |
| FALSE | INDEX = | 4 |
| OFF   | INDEX = | 4 |
|       |         |   |
| TRUE  | INDEX = | 5 |
| ON    | INDEX = | 5 |

## Fields Used within Logical Condition Criteria

Database fields and user-defined variables may be used to construct logical condition criteria. A database field which is a multiple-value field or is contained in a periodic group can also be used. If a range of values for a multiple-value field or a range of occurrences for a periodic group is specified, the condition is true if the search value is found in any value/occurrence within the specified range.

Each value used must be compatible with the field used on the opposite side of the expression. Decimal notation may be specified only for values used with numeric fields, and the number of decimal positions of the value must agree with the number of decimal positions defined for the field.

If the operands are not of the same format, the second operand is converted to the format of the first operand.

The following table shows which operand formats can be used together in a logical condition:

| operand1              | operand2 |   |                       |                       |   |   |   |   |   |   |   |    |
|-----------------------|----------|---|-----------------------|-----------------------|---|---|---|---|---|---|---|----|
|                       | A        | U | B <sub>n</sub> (n=<4) | B <sub>n</sub> (n>=5) | D | T | I | F | L | N | P | GH |
| A                     | Y        | Y | Y                     | Y                     |   |   |   |   |   |   |   |    |
| U                     | Y        | Y | [2]                   | [2]                   |   |   |   |   |   |   |   |    |
| B <sub>n</sub> (n=<4) | Y        | Y | Y                     | Y                     | Y | Y | Y | Y | Y | Y |   |    |
| B <sub>n</sub> (n>=5) | Y        | Y | Y                     | Y                     |   |   |   |   |   |   |   |    |
| D                     |          | Y |                       |                       | Y | Y | Y | Y | Y | Y |   |    |
| T                     |          | Y |                       |                       | Y | Y | Y | Y | Y | Y |   |    |

| operand1 | operand2 |   |                   |                   |   |   |   |   |   |   |   |    |
|----------|----------|---|-------------------|-------------------|---|---|---|---|---|---|---|----|
|          | A        | U | Bn ( $n \leq 4$ ) | Bn ( $n \geq 5$ ) | D | T | I | F | L | N | P | GH |
| I        |          | Y |                   |                   | Y | Y | Y | Y | Y | Y |   |    |
| F        |          | Y |                   |                   | Y | Y | Y | Y | Y | Y |   |    |
| L        |          |   |                   |                   |   |   |   |   |   |   |   |    |
| N        |          | Y |                   |                   | Y | Y | Y | Y | Y | Y |   |    |
| P        |          | Y |                   |                   | Y | Y | Y | Y | Y | Y |   |    |
| GH [1]   |          |   |                   |                   |   |   |   |   |   | Y |   |    |
| OH [1]   |          |   |                   |                   |   |   |   |   |   |   | Y |    |



### Notes:

- [1] where GH = GUI handle, OH = object handle.
- [2] The binary value will be assumed to contain Unicode code points, and the comparison is performed as for a comparison of two Unicode values. The length of the binary field must be even.

If two values are compared as alphanumeric values, the shorter value is assumed to be extended with trailing blanks in order to get the same length as the longer value.

If two values are compared as binary values, the shorter value is assumed to be extended with leading binary zeroes in order to get the same length as the longer value.

If two values are compared as Unicode values, trailing blanks are removed from both values before the ICU collation algorithm is used to compare the two resulting values. See also *Logical Condition Criteria* in the *Unicode and Code Page Support* documentation.

### Comparison Examples:

```

A1(A1) := 'A'
A5(A5) := 'A      '
B1(B1) := H'FF'
B5(B5) := H'00000000FF'
U1(U1) := UH'00E4'
U2(U2) := UH'00610308'
IF A1 = A5 THEN ...          /* TRUE
IF B1 = B5 THEN ...          /* TRUE
IF U1 = U2 THEN ...          /* TRUE ←

```

If an array is compared with a scalar value, each element of the array will be compared with the scalar value. The condition will be true if at least one of the array elements meets the condition (OR operation).

If an array is compared with an array, each element in the array is compared with the corresponding element of the other array. The result is true only if all element comparisons meet the condition (AND operation).

See also [Processing of Arrays](#).



**Note:** An Adabas phonetic descriptor cannot be used within a logical condition.

### Examples of Logical Condition Criteria:

```
FIND EMPLOYEES-VIEW WITH CITY = 'BOSTON' WHERE SEX = 'M'  
READ EMPLOYEES-VIEW BY NAME WHERE SEX = 'M'  
ACCEPT IF LEAVE-DUE GT 45  
IF #A GT #B THEN COMPUTE #C = #A + #B  
REPEAT UNTIL #X = 500
```

## Logical Operators in Complex Logical Expressions

---

Logical condition criteria may be combined using the Boolean operators AND, OR, and NOT. Parentheses may also be used to indicate logical grouping.

The operators are evaluated in the following order:

| Priority | Operator | Meaning       |
|----------|----------|---------------|
| 1        | ( )      | Parentheses   |
| 2        | NOT      | Negation      |
| 3        | AND      | AND operation |
| 4        | OR       | OR operation  |

The following *logical-condition-criteria* may be combined by logical operators to form a complex *logical-expression*:

- [Relational expressions](#)
- [Extended relational expressions](#)
- [MASK option](#)
- [SCAN option](#)
- [BREAK option](#)

The syntax for a *logical-expression* is as follows:

|         |                                    |   |   |   |    |   |     |   |                    |   |     |
|---------|------------------------------------|---|---|---|----|---|-----|---|--------------------|---|-----|
| [NOT] { | <i>logical-condition-criterion</i> | } | [ | { | OR | } | AND | } | logical-expression | ] | ... |
|---------|------------------------------------|---|---|---|----|---|-----|---|--------------------|---|-----|

### Examples of Logical Expressions:

```
FIND STAFF-VIEW WITH CITY = 'TOKYO'
    WHERE BIRTH GT 19610101 AND SEX = 'F'
IF NOT (#CITY = 'A' THRU 'E')
```

For information on comparing arrays in a logical expression, see [Processing of Arrays](#).

-  **Note:** If multiple logical-condition-criteria are connected with AND, the evaluation terminates as soon as the first of these criteria is not true.

## BREAK Option - Compare Current Value with Value of Previous Loop Pass

The BREAK option allows the current value or a portion of a value of a field to be compared with the value contained in the same field in the previous pass through the processing loop.

Syntax:

|                                  |
|----------------------------------|
| BREAK [OF] <i>operand1</i> [/n/] |
|----------------------------------|

Operand Definition Table:

| Operand         | Possible Structure |  | Possible Formats |   |   |   |   |   |   |   | Referencing Permitted | Dynamic Definition |
|-----------------|--------------------|--|------------------|---|---|---|---|---|---|---|-----------------------|--------------------|
| <i>operand1</i> | S                  |  | A                | U | N | P | I | F | B | D | T                     | L                  |

Syntax Element Description:

|          |  |
|----------|--|
| operand1 | Specifies the control field which is to be checked. A specific occurrence of an array can also be used as a control field.   |
| /n/      | <p>The notation /n/ may be used to indicate that only the first n positions (counting from left to right) of the control field are to be checked for a change in value. This notation can only be used with operands of format A, B, N, or P.</p> <p>The result of the BREAK operation is true when a change in the specified positions of the field occurs. The result of the BREAK operation is not true if an AT END OF DATA condition occurs.</p> <p>Example:</p> <p>In this example, a check is made for a different value in the first position of the field FIRST-NAME.</p> |

|  |                      |
|--|----------------------|
|  | BREAK FIRST-NAME /1/ |
|--|----------------------|

Natural system functions (which are available with the AT BREAK statement) are not available with this option.

### Example of BREAK Option:

```
** Example 'LOGICX03': BREAK option in logical condition
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 BIRTH
*
1 #BIRTH (A8)
END-DEFINE
*
LIMIT 10
READ EMPLOY-VIEW BY BIRTH
MOVE EDITED BIRTH (EM=YYYYMMDD) TO #BIRTH
/*
IF BREAK OF #BIRTH /6/
    NEWPAGE IF LESS THAN 5 LINES LEFT
    WRITE / '-' (50) /
END-IF
/*
DISPLAY NOTITLE BIRTH (EM=YYYY-MM-DD) NAME FIRST-NAME
END-READ
END
```

### Output of Program LOGICX03:

| DATE<br>OF<br>BIRTH | NAME      | FIRST-NAME |
|---------------------|-----------|------------|
| 1940-01-01          | GARRET    | WILLIAM    |
| 1940-01-09          | TAILOR    | ROBERT     |
| 1940-01-09          | PIETSCH   | VENUS      |
| 1940-01-31          | LYTTELTON | BETTY      |
| -----               |           |            |
| 1940-02-02          | WINTRICH  | MARIA      |
| 1940-02-13          | KUNHEY    | MARY       |
| 1940-02-14          | KOLENCE   | MARSHA     |
| 1940-02-24          | DILWORTH  | TOM        |
| -----               |           |            |

1940-03-03 DEKKER SYLVIA  
1940-03-06 STEFFERUD BILL

**IS Option - Check whether Content of Alphanumeric or Unicode Field can be Converted**

## Syntax:

*operand1* IS (*format*)

This option is used to check whether the content of an alphanumeric or Unicode field (*operand1*) can be converted to a specific other format.

## Operand Definition Table:

The *format* for which the check is performed can be:

|        |  |
|--------|--|
| N11.11 | Numeric with length 11.11.   |
| F11    | Floating point with length 11.   |
| D      | Date. The following date formats are possible: dd-mm-yy, dd-mm-yyyy, ddmmmyyy (dd = day, mm = month, yy or yyyy = year). The sequence of the day, month and year components as well as the characters between the components are determined by the profile parameter DTFORM (which is described in the <i>Parameter Reference</i> ). |
| T      | Time (according to the default time display format).   |
| P11.11 | Packed numeric with length 11.11.  |
| I11    | Integer with length 11.  |

When the check is performed, leading and trailing blanks in *operand1* will be ignored.

The **IS** option may, for example, be used to check the content of a field before the mathematical function **VAL** (extract numeric value from an alphanumeric field) is used to ensure that it will not result in a runtime error.



**Note:** The `IS` option cannot be used to check if the value of an alphanumeric field is in the specified “format”, but if it can be *converted* to that “format”. To check if a value is in a specific format, you can use the `MASK` option. For further information, see [MASK Option Compared with IS Option](#) and [Checking Packed or Unpacked Numeric Data](#).

### Example of IS Option:

```
** Example 'LOGICX04': IS option as format/length check
*****
DEFINE DATA LOCAL
1 #FIELD A (A10)          /* INPUT FIELD TO BE CHECKED
1 #FIELD B (N5)           /* RECEIVING FIELD OF VAL FUNCTION
1 #DATE    (A10)          /* INPUT FIELD FOR DATE
END-DEFINE
*
INPUT #DATE #FIELD A
IF #DATE IS(D)
  IF #FIELD A IS (N5)
    COMPUTE #FIELD B = VAL(#FIELD A)
    WRITE NOTITLE 'VAL FUNCTION OK' // '=' #FIELD A '=' #FIELD B
  ELSE
    REINPUT 'FIELD DOES NOT FIT INTO N5 FORMAT'
    MARK *#FIELD A
  END-IF
ELSE
  REINPUT 'INPUT IS NOT IN DATE FORMAT (YY-MM-DD) '
  MARK *#DATE
END-IF
*
END
```

### Output of Program LOGICX04:

```
#DATE 150487 #FIELD A

INPUT IS NOT IN DATE FORMAT (YY-MM-DD)
```

## MASK Option - Check Selected Positions of a Field for Specific Content

---

With the MASK option, you can check selected positions of a field for specific content.

The following topics are covered below:

- Constant Mask
- Variable Mask
- Characters in a Mask
- Mask Length
- Checking Dates
- Checking Against the Content of Constants or Variables
- Range Checks
- Checking Packed or Unpacked Numeric Data

### Constant Mask

Syntax:

|                 |  |   |
|-----------------|--|---|
| <i>operand1</i> | $\left\{ \begin{array}{l} = \\ EQ \\ EQUAL\ TO \\ NE \\ NOT\ EQUAL \end{array} \right\}$ | MASK ( <i>mask-definition</i> ) [ <i>operand2</i> ] |
|-----------------|--|---|

Operand Definition Table:

| Operand         | Possible Structure |   |   |   | Possible Formats |   |   |   | Referencing<br>Permitted | Dynamic Definition |
|-----------------|--------------------|---|---|---|------------------|---|---|---|--------------------------|--------------------|
| <i>operand1</i> | C                  | S | A | N | A                | U | N | P |                          | yes                |
| <i>operand2</i> | C                  | S |   |   | A                | U | N | P | B                        | yes                |

*operand2* can only be used if the *mask-definition* contains at least one X. *operand1* and *operand2* must be format-compatible:

- If *operand1* is of format A, *operand2* must be of format A, B, N or U.
- If *operand1* is of format U, *operand2* must be of format A, B, N or U.
- If *operand1* is of format N or P, *operand2* must be of format N or P.

An X in the *mask-definition* selects the corresponding positions of the content of *operand1* and *operand2* for comparison.

## Variable Mask

Apart from a constant *mask-definition* (see above), you may also specify a variable mask definition.

Syntax:

|                 |  |                      |
|-----------------|--|----------------------|
| <i>operand1</i> | $\left\{ \begin{array}{l} = \\ \text{EQ} \\ \text{EQUAL TO} \\ \text{NE} \\ \text{NOT EQUAL} \end{array} \right\}$ | <i>MASK operand2</i> |
|-----------------|--|----------------------|

Operand Definition Table:

| Operand         | Possible Structure |   |   |   | Possible Formats |   |   |   | Referencing Permitted | Dynamic Definition |    |
|-----------------|--------------------|---|---|---|------------------|---|---|---|-----------------------|--------------------|----|
| <i>operand1</i> | C                  | S | A | N | A                | U | N | P |                       | yes                | no |
| <i>operand2</i> |                    | S |   |   | A                | U |   |   |                       | yes                | no |

The content of *operand2* will be taken as the mask definition. Trailing blanks in *operand2* will be ignored.

- If *operand1* is of format A, N or P, *operand2* must be of format A.
- If *operand1* is of format U, *operand2* must be of format U.

## Characters in a Mask

The following characters may be used within a mask definition (the mask definition is contained in *mask-definition* for a constant mask and *operand2* for a variable mask):

| Character   | Meaning   |
|-------------|---|
| . or ? or _ | A period, question mark or underscore indicates a single position that is not to be checked.  |
| * or %      | An asterisk or percent mark is used to indicate any number of positions not to be checked.  |
| /           | A slash (/) is used to check if a value ends with a specific character (or string of characters).<br><br>For example, the following condition will be true if there is either an E in the last position of the field, or the last E in the field is followed by nothing but blanks: |

| Character          | Meaning   |
|--------------------|---|
|                    | IF #FIELD = MASK (*'E' /)   |
| A                  | The position is to be checked for an alphabetical character (upper or lower case).  |
| ' c '              | One or more positions are to be checked for the characters bounded by apostrophes (a double apostrophe indicates that a single apostrophe is the character to be checked for). Alphanumeric characters with hexadecimal numbers lower than H'40' (blank) are not allowed.   |
| C                  | The position is to be checked for an alphabetical character (upper or lower case), a numeric character, or a blank.   |
| DD                 | The two positions are to be checked for a valid day notation (01 - 31; dependent on the values of MM and YY / YYYY, if specified; see also <a href="#">Checking Dates</a> ).  |
| H                  | The position is to be checked for hexadecimal content (A - F, 0 - 9).   |
| JJJ                | The positions are to be checked for a valid Julian Day; that is, the day number in the year (001-366, dependent on the value of YY / YYYY, if specified. See also <a href="#">Checking Dates</a> .)   |
| L                  | The position is to be checked for a lower-case alphabetical character (a - z).  |
| MM                 | The positions are to be checked for a valid month (01 - 12); see also <a href="#">Checking Dates</a> .  |
| N                  | The position is to be checked for a numeric digit.  |
| n...               | One (or more) positions are to be checked for a numeric value in the range 0 - n.   |
| n1 - n2 or n1 : n2 | <p>The positions are checked for a numeric value in the range n1-n2.<br/>n1 and n2 must be of the same length.</p>  |
| P                  | The position is to be checked for a displayable character (U, L, N or S).   |
| S                  | The position is to be checked for special characters.   |
| U                  | The position is to be checked for an upper-case alphabetical character (A - Z).   |
| X                  | <p>The position is to be checked against the equivalent position in the value (<i>operand2</i>) following the mask-definition.<br/>X is not allowed in a variable mask definition, as it makes no sense.</p>  |
| YY                 | The two positions are to be checked for a valid year (00 - 99). See also <a href="#">Checking Dates</a> .   |
| YYYY               | The four positions are checked for a valid year (0000 - 2699). Use the COMPOPT option MASKCME=ON to restrict the range of valid years to 1582 - 2699; see also <a href="#">Checking Dates</a> . If the profile parameter MAXYEAR is set to 9999, the upper year limit is 9999.  |
| Z                  | <p>The position is to be checked for a character whose left half-byte is hexadecimally A - F, and whose right half-byte is hexadecimally 0 - 9.<br/>This may be used to correctly check for numeric digits in negative numbers. With N (which indicates a position to be checked for a numeric digit), a check for numeric digits in negative numbers leads to incorrect results, because the sign of the number is stored in the last digit of the number, causing that digit to be hexadecimally represented as non-numeric.<br/>Within a mask, use only one Z for each sequence of numeric digits that is checked.</p> |

The definition of the character properties (for example, special character) may be modified using the **SCTAB** profile parameter.

If the **CP** profile parameter is set to a value other than **OFF**, the character properties (such as upper or lower case alphabetical character) derive from the character properties of the code page that is being used for the Natural session. As a consequence, for example, the characters recognized as alphabetical characters may be different from the default characters **a - z** and **A - Z**.

## **Mask Length**

The length of the mask determines how many positions are to be checked.

### **Example:**

```
DEFINE DATA LOCAL
1 #CODE (A15)
END-DEFINE
...
IF #CODE = MASK (NN'ABC'....NN)
...
```

In the above example, the first two positions of **#CODE** are to be checked for numeric content. The three following positions are checked for the contents **ABC**. The next four positions are not to be checked. Positions ten and eleven are to be checked for numeric content. Positions twelve to fifteen are not to be checked.

## **Checking Dates**

Only one date may be checked within a given mask. When the same date component (JJJ, DD, MM, YY or YYYY) is specified more than once in the mask, only the value of the last occurrence is checked for consistency with other date components.

When dates are checked for a day (**DD**) and no month (**MM**) is specified in the mask, the current month will be assumed.

When dates are checked for a day (**DD**) or a Julian day (**JJJ**) and no year (**YY** or **YYYY**) is specified in the mask, the current year will be assumed.

When dates are checked for a 2-digit year (**YY**), the current century will be assumed if no Sliding or Fixed Window is set. For more details about Sliding or Fixed Windows, refer to profile parameter **YSLW** in the *Parameter Reference*.

**Example 1:**

```
MOVE 1131 TO #DATE (N4)
IF #DATE = MASK (MMDD)
```

In this example, month and day are checked for validity. The value for month (11) will be considered valid, whereas the value for day (31) will be invalid since the 11th month has only 30 days.

**Example 2:**

```
IF #DATE(A8) = MASK (MM'/'DD'/'YY)
```

In this example, the content of the field `#DATE` is checked for a valid date with the format `MM/DD/YY` (month/day/year).

**Example 3:**

```
IF #DATE (A8) = MASK (1950-2020MMDD)
```

In this example, the content of field `#DATE` is checked for a four-digit number in the range 1950 to 2020 followed by a valid month and day in the current year.

 **Note:** Although apparent, the above mask does not allow to check for a valid date in the years 1950 through 2020, because the numeric value range 1950-2020 is checked independent of the validation of month and day. The check will deliver the intended results except for February, 29, where the result depends on whether the current year is a leap year or not. To check for a specific year range in addition to the date validation, code one check for the date validation and another for the range validation:

```
IF #DATE (A8) = MASK (YYYYMMDD) AND #DATE = MASK (1950-2020)
```

**Example 4:**

```
IF #DATE (A4) = MASK (19-20YY)
```

In this example, the content of field `#DATE` is checked for a two-digit number in the range 19 to 20 followed by a valid two-digit year (00 through 99). The century is supplied by Natural as described above.

 **Note:** Although apparent, the above mask does not allow to check for a valid year in the range 1900 through 2099, because the numeric value range 19-20 is checked independent of the year validation. To check for year ranges, code one check for the date validation and another for the range validation:

```
IF #DATE (A10) = MASK (YYYY'-'MM'-'DD) AND #DATE = MASK (19-20)
```

### Checking Against the Content of Constants or Variables

If the value for the mask check is to be taken from either a constant or a variable, this value (*operand2*) must be specified immediately following the *mask-definition*.

*operand2* must be at least as long as the mask.

In the mask, you indicate each position to be checked with an X, and each position not to be checked with a period (.) or a question mark (?) or an underscore (\_).

#### Example:

```
DEFINE DATA LOCAL
1 #NAME (A15)
END-DEFINE
...
IF #NAME = MASK (.XX) 'ABCD'
...
```

In the above example, it is checked whether the field #NAME contains CD in the third and fourth positions. Positions one and two are not checked.

The length of the mask determines how many positions are to be checked. The mask is left-justified against any field or constant used in the mask operation. The format of the field (or constant) on the right side of the expression must be the same as the format of the field on the left side of the expression.

If the field to be checked (*operand1*) is of format A, any constant used (*operand2*) must be enclosed in apostrophes. If the field is numeric, the value used must be a numeric constant or the content of a numeric database field or user-defined variable.

In either case, any characters/digits within the value specified whose positions do not match the X indicator within the mask are ignored.

The result of the MASK operation is true when the indicated positions in both values are identical.

#### Example:

```
** Example 'LOGICX01': MASK option in logical condition
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
END-DEFINE
*
HISTOGRAM EMPLOY-VIEW CITY
  IF CITY =
```

```
MASK (....XX) '....NN'

    DISPLAY NOTITLE CITY *NUMBER
    END-IF
END-HISTOGRAM
*
END
```

In the above example, the record will be accepted if the fifth and sixth positions of the field CITY each contain the character N.

## Range Checks

When performing range checks, the number of positions verified in the supplied variable is defined by the precision of the value supplied in the mask specification. For example, a mask of (...193...) will verify positions 4 to 6 for a three-digit number in the range 000 to 193.

Additional Examples of Mask Definitions:

- In this example, each character of #NAME is checked for an alphabetical character:

```
IF #NAME (A10) = MASK (AAAAAAA)
```

- In this example, positions 4 to 6 of #NUMBER are checked for a numeric value:

```
IF #NUMBER (A6) = MASK (...NNN)
```

- In this example, positions 4 to 6 of #VALUE are to be checked for the value 123:

```
IF #VALUE(A10) = MASK (...'123')
```

- This example will check if #LICENSE contains a license number which begins with NY - and whose last five characters are identical to the last five positions of #VALUE:

```
DEFINE DATA LOCAL
1 #VALUE(A8)
1 #LICENSE(A8)
END-DEFINE
INPUT 'ENTER KNOWN POSITIONS OF LICENSE PLATE:' #VALUE
IF #LICENSE = MASK ('NY-'XXXXX) #VALUE
```

- The following condition would be met by any value which contains NAT and AL no matter which and how many other characters are between NAT and AL (this would include the values NATURAL and NATIONALITY as well as NATAL):

```
MASK('NAT'*'AL')
```

## Checking Packed or Unpacked Numeric Data

Legacy applications often have packed or unpacked numeric variables redefined with alphanumeric or binary fields. Such redefinitions are not recommended, because using the packed or unpacked variable in an assignment or computation may lead to errors or unpredictable results. To validate the contents of such a redefined variable before the variable is used, use the N option (see [Characters in a Mask](#)) as many as number of digits - 1 times followed by a single Z option.

### Examples :

```
IF #P1 (P1) = MASK (Z)
IF #N4 (N4) = MASK (NNNZ)
IF #P5 (P5) = MASK (NNNNZ)
```

For further information about checking field contents, see [MASK Option Compared with IS Option](#).

## MASK Option Compared with IS Option

This section points out the difference between MASK option and IS option and contains a sample program to illustrate the difference.

The IS option can be used to check whether the content of an alphanumeric or Unicode field can be converted to a specific other format, but it cannot be used to check if the value of an alphanumeric field is in the specified format.

The MASK option can be used to validate the contents of a redefined packed or unpacked numeric variable.

### Example Illustrating the Difference:

```
** Example 'LOGICX09': MASK versus IS option in logical condition
*****
DEFINE DATA LOCAL
1 #A2 (A2)
1 REDEFINE #A2
2 #N2 (N2)
1 REDEFINE #A2
2 #P3 (P3)
1 #CONV-N2 (N2)
1 #CONV-P3 (P3)
END-DEFINE
*
#A2 := '12'
WRITE NOTITLE    'Assignment #A2 := "12" results in:'
```

```

PERFORM SUBTEST
#A2 := '-1'
WRITE NOTITLE / 'Assignment #A2 := "-1" results in:'
PERFORM SUBTEST
#N2 := 12
WRITE NOTITLE / 'Assignment #N2 := 12 results in:'
PERFORM SUBTEST
#N2 := -1
WRITE NOTITLE / 'Assignment #N2 := -1 results in:'
PERFORM SUBTEST
#P3 := 12
WRITE NOTITLE / 'Assignment #P3 := 12 results in:'
PERFORM SUBTEST
#P3 := -1
WRITE NOTITLE / 'Assignment #P3 := -1 results in:'
PERFORM SUBTEST
*
 $\leftrightarrow$ 

DEFINE SUBROUTINE SUBTEST
IF #A2 IS (N2) THEN
  #CONV-N2 := VAL(#A2)
  WRITE NOTITLE 12T '#A2 can be converted to' #CONV-N2 '(N2)'
END-IF
IF #A2 IS (P3) THEN
  #CONV-P3 := VAL(#A2)
  WRITE NOTITLE 12T '#A2 can be converted to' #CONV-P3 '(P3)'
END-IF
IF #N2 = MASK(NZ) THEN
  WRITE NOTITLE 12T '#N2 contains the valid unpacked number' #N2
END-IF
IF #P3 = MASK(NNZ) THEN
  WRITE NOTITLE 12T '#P3 contains the valid packed number' #P3
END-IF
END-SUBROUTINE
*
END
 $\leftrightarrow$ 

```

#### Output of Program LOGICX09:

```

Assignment #A2 := '12' results in:
  #A2 can be converted to 12 (N2)
  #A2 can be converted to 12 (P3)
  #N2 contains the valid unpacked number 12

Assignment #A2 := '-1' results in:
  #A2 can be converted to -1 (N2)
  #A2 can be converted to -1 (P3)

Assignment #N2 := 12 results in:
  #A2 can be converted to 12 (N2)
  #A2 can be converted to 12 (P3)
  #N2 contains the valid unpacked number 12

```

```

Assignment #N2 := -1 results in:
#N2 contains the valid unpacked number -1

Assignment #P3 := 12 results in:
#P3 contains the valid packed number 12

Assignment #P3 := -1 results in:
#P3 contains the valid packed number -1

```

## MODIFIED Option - Check whether Field Content has been Modified

Syntax:

|                                |
|--------------------------------|
| <i>operand1</i> [NOT] MODIFIED |
|--------------------------------|

This option is used to determine whether the content of a field has been modified during the execution of an INPUT or PROCESS PAGE statement. As a precondition, a control variable must have been assigned using the parameter CV.

Operand Definition Table:

| Operand         | Possible Structure |   | Possible Formats |  | Referencing Permitted | Dynamic Definition |
|-----------------|--------------------|---|------------------|--|-----------------------|--------------------|
| <i>operand1</i> | S                  | A |                  |  | C                     |                    |

Attribute control variables referenced in an INPUT or PROCESS PAGE statement are always assigned the status “not modified” when the map is transmitted to the terminal.

Whenever the content of a field referencing an attribute control variable is modified, the attribute control variable has been assigned the status “modified”. When multiple fields reference the same attribute control variable, the variable is marked “modified” if any of these fields is modified.

If *operand1* is an array, the result will be true if at least one of the array elements has been assigned the status “modified” (OR operation).

The Natural profile parameter CVMIN may be used to determine if an attribute control variable is also to be assigned the status “modified” if the value of the corresponding field is overwritten by an *identical* value.

**Example of MODIFIED Option:**

```
** Example 'LOGICX06': MODIFIED option in logical condition
*****
DEFINE DATA LOCAL
1 #ATTR (C)
1 #A      (A1)
1 #B      (A1)
END-DEFINE
*
MOVE (AD=I) TO #ATTR
*
INPUT (CV=#ATTR) #A #B
IF #ATTR NOT MODIFIED
  WRITE NOTITLE 'FIELD #A OR #B HAS NOT BEEN MODIFIED'
END-IF
*
IF #ATTR MODIFIED
  WRITE NOTITLE 'FIELD #A OR #B HAS BEEN MODIFIED'
END-IF
*
END
```

**Output of Program LOGICX06:**

#A #B

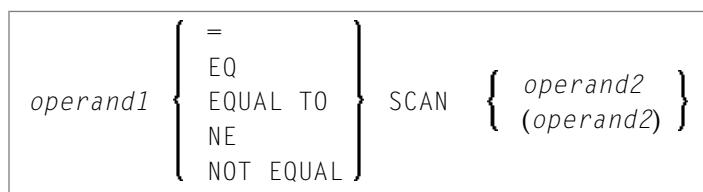
After entering any value and pressing **ENTER**, the following output is displayed:

FIELD #A OR #B HAS BEEN MODIFIED

---

**SCAN Option - Scan for a Value within a Field**

---

Syntax:

---

Operand Definition Table:

| Operand         | Possible Structure |   |   |   | Possible Formats |   |   |   | Referencing Permitted | Dynamic Definition |    |
|-----------------|--------------------|---|---|---|------------------|---|---|---|-----------------------|--------------------|----|
| <i>operand1</i> | C                  | S | A | N | A                | U | N | P |                       | yes                | no |
| <i>operand2</i> | C                  | S |   |   | A                | U |   |   | B*                    | yes                | no |

\* *operand2* may only be binary if *operand1* is of format A or U. If *operand1* is of format U and *operand2* is of format B, then the length of *operand2* must be even.

The SCAN option is used to scan for a specific value within a field.

The characters used in the SCAN option (*operand2*) may be specified as an alphanumeric or Unicode constant (a character string bounded by apostrophes) or the contents of an alphanumeric or Unicode database field or user-defined variable.

 **Caution:** Trailing blanks are automatically eliminated from *operand1* and *operand2*. Therefore, the SCAN option cannot be used to scan for values containing trailing blanks. *operand1* and *operand2* may contain leading or embedded blanks. If *operand2* consists of blanks only, scanning will be assumed to be successful, regardless of the value of *operand1*; confer EXAMINE FULL statement if trailing blanks are not to be ignored in the scan operation.

The field to be scanned (*operand1*) may be of format A, N, P or U. The SCAN operation may be specified with the equal (EQ) or not equal (NE) operators.

The length of the character string for the SCAN operation should be less than the length of the field to be scanned. If the length of the character string specified is identical to the length of the field to be scanned, then an EQUAL operator should be used instead of SCAN.

### Example of SCAN Option:

```
** Example 'LOGICX02': SCAN option in logical condition
*****
DEFINE DATA
LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
*
1 #VALUE  (A4)
1 #COMMENT (A10)
END-DEFINE
*
INPUT 'ENTER SCAN VALUE:' #VALUE
LIMIT 15
*
HISTOGRAM EMPLOY-VIEW FOR NAME
  RESET #COMMENT
  IF NAME = SCAN #VALUE
    MOVE 'MATCH' TO #COMMENT
  END-IF
```

```
DISPLAY NOTITLE NAME *NUMBER #COMMENT  
END-HISTOGRAM  
*  
END
```

Output of Program LOGICX02:

```
ENTER SCAN VALUE: ↵
```

A scan for example for LL delivers three matches in 15 names:

| NAME       | NMBR | #COMMENT |
|------------|------|----------|
| ABELLAN    |      | 1 MATCH  |
| ACHIESON   | 1    |          |
| ADAM       | 1    |          |
| ADKINSON   | 8    |          |
| AECKERLE   | 1    |          |
| AFANASSIEV | 2    |          |
| AHL        | 1    |          |
| AKROYD     | 1    |          |
| ALEMAN     | 1    |          |
| ALESTIA    | 1    |          |
| ALEXANDER  | 5    |          |
| ALLEGRE    |      | 1 MATCH  |
| ALLSOP     |      | 1 MATCH  |
| ALTINOK    | 1    |          |
| ALVAREZ    | 1    |          |

## SPECIFIED Option - Check whether a Value is Passed for an Optional Parameter

---

Syntax:

```
parameter-name [NOT] SPECIFIED
```

This option is used to check whether an optional parameter in an invoked object (subprogram or external subroutine) has received a value from the invoking object or not.

An optional parameter is a field defined with the keyword OPTIONAL in the DEFINE DATA PARAMETER statement of the invoked object. If a field is defined as OPTIONAL, a value can - but need not - be passed from an invoking object to this field.

In the invoking statement, the notation *nX* is used to indicate parameters for which no values are passed.

If you process an optional parameter which has not received a value, this will cause a runtime error. To avoid such an error, you use the SPECIFIED option in the invoked object to check whether an optional parameter has received a value or not, and then only process it if it has.

*parameter-name* is the name of the parameter as specified in the DEFINE DATA PARAMETER statement of the invoked object.

For a field not defined as OPTIONAL, the SPECIFIED condition is always TRUE.

### Example of SPECIFIED Option:

Calling Programming:

```
** Example 'LOGICX07': SPECIFIED option in logical condition
*****
DEFINE DATA LOCAL
1 #PARM1 (A3)
1 #PARM3 (N2)
END-DEFINE
*
#PARM1 := 'ABC'
#PARM3 := 20
*
CALLNAT 'LOGICX08' #PARM1 1X #PARM3
*
END  ↵
```

Subprogram Called:

```
** Example 'LOGICX08': SPECIFIED option in logical condition
*****
DEFINE DATA PARAMETER
1 #PARM1 (A3)
1 #PARM2 (N2) OPTIONAL
1 #PARM3 (N2) OPTIONAL
END-DEFINE
*
WRITE '=' #PARM1
*
IF #PARM2 SPECIFIED
  WRITE '#PARM2 is specified'
  WRITE '=' #PARM2
ELSE
  WRITE '#PARM2 is not specified'
* WRITE '=' #PARM2          /* would cause runtime error NAT1322
END-IF
*
IF #PARM3 NOT SPECIFIED
  WRITE '#PARM3 is not specified'
ELSE
```

```
WRITE '#PARM3 is specified'
WRITE '=' #PARM3
END-IF
END ↵
```

Output of Program LOGICX07:

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```
#PARM1: ABC
#PARM2 is not specified
#PARM3 is specified
#PARM3: 20
```

# 50 Rules for Arithmetic Assignment

---

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## Field Initialization

---

A field (user-defined variable or database field) which is to be used as an operand in an arithmetic operation must be defined with one of the following formats:

| Format |                  |
|--------|------------------|
| N      | Numeric unpacked |
| P      | Packed numeric   |
| I      | Integer          |
| F      | Floating point   |
| D      | Date             |
| T      | Time             |

 **Note:** For reporting mode: A field which is to be used as an operand in an arithmetic operation must have been previously defined. A user-defined variable or database field used as a result field in an arithmetic operation need not have been previously defined.

All user-defined variables and all database fields defined in a `DEFINE DATA` statement are initialized to the appropriate zero or blank value when the program is invoked for execution.

## Data Transfer

---

Data transfer is performed with a `MOVE` or `COMPUTE` statement. The following table summarizes the data transfer compatibility of the formats an operand may take.

| Sending Field Format | Receiving Field Format |        |        |                      |                      |   |   |   |   |   |   |   |   |
|----------------------|------------------------|--------|--------|----------------------|----------------------|---|---|---|---|---|---|---|---|
|                      | N or P                 | A      | U      | B <sub>n</sub> (n<5) | B <sub>n</sub> (n>4) | I | L | C | D | T | F | G | O |
| N or P               | Y                      | [ 2 ]  | [ 14 ] | [ 3 ]                | -                    | Y | - | - | - | Y | Y | - | - |
| A                    | -                      | Y      | [ 13 ] | [ 1 ]                | [ 1 ]                | - | - | - | - | - | - | - | - |
| U                    | -                      | [ 11 ] | Y      | [ 12 ]               | [ 12 ]               | - | - | - | - | - | - | - | - |
| B <sub>n</sub> (n<5) | [ 4 ]                  | [ 2 ]  | [ 14 ] | [ 5 ]                | [ 5 ]                | Y | - | - | - | Y | Y | - | - |
| B <sub>n</sub> (n>4) | -                      | [ 6 ]  | [ 15 ] | [ 5 ]                | [ 5 ]                | - | - | - | - | - | - | - | - |
| I                    | Y                      | [ 2 ]  | [ 14 ] | [ 3 ]                | -                    | Y | - | - | - | Y | Y | - | - |
| L                    | -                      | [ 9 ]  | [ 16 ] | -                    | -                    | Y | - | - | - | - | - | - | - |
| C                    | -                      | -      | -      | -                    | -                    | - | - | - | - | Y | - | - | - |

|          |   |                            |        |   |       |       |               |
|----------|---|----------------------------|--------|---|-------|-------|---------------|
| <b>D</b> | Y | [ 9 ]                      | [ 16 ] | Y | -     | Y - - | Y [ 7 ] Y - - |
| <b>T</b> | Y | [ 9 ]                      | [ 16 ] | Y | -     | Y - - | [ 8 ] Y Y - - |
| <b>F</b> | Y | [ 9 ] [ 10 ] [ 10 ] [ 16 ] | [ 3 ]  | - | Y - - | -     | Y Y - -       |
| <b>G</b> | - | -                          | -      | - | -     | - - - | - - Y -       |
| <b>O</b> | - | -                          | -      | - | -     | - - - | - - - - Y     |

Where:

|            |  |
|------------|--|
| <b>Y</b>   | Indicates data transfer compatibility.   |
| <b>-</b>   | Indicates data transfer incompatibility.   |
| <b>[ ]</b> | Numbers in brackets [ ] refer to the corresponding rule for data transfer given below. |

## Data Conversion

The following rules apply to converting data values:

### 1. Alphanumeric to binary:

The value will be moved byte by byte from left to right. The result may be truncated or padded with trailing blank characters depending on the length defined and the number of bytes specified.

### 2. (N,P,I) and binary (length 1-4) to alphanumeric:

The value will be converted to unpacked form and moved into the alphanumeric field left justified, that is, leading zeros will be suppressed and the field will be filled with trailing blank characters. For negative numeric values, the sign will be converted to the hexadecimal notation Dx. Any decimal point in the numeric value will be ignored. All digits before and after the decimal point will be treated as one integer value.

### 3. (N,P,I,F) to binary (1-4 bytes):

The numeric value will be converted to binary (4 bytes). Any decimal point in the numeric value will be ignored (the digits of the value before and after the decimal point will be treated as an integer value). The resulting binary number will be positive or a two's complement of the number depending on the sign of the value.

### 4. Binary (1-4 bytes) to numeric:

The value will be converted and assigned to the numeric value right justified, that is, with leading zeros. (Binary values of the length 1-3 bytes are always assumed to have a positive sign. For binary values of 4 bytes, the leftmost bit determines the sign of the number: 1=negative, 0=positive.) Any decimal point in the receiving numeric value will be ignored. All digits before and after the decimal point will be treated as one integer value.

### 5. Binary to binary:

The value will be moved from right to left byte by byte. Leading binary zeros will be inserted into the receiving field.

**6. Binary (>4 bytes) to alphanumeric:**

The value will be moved byte by byte from left to right. The result may be truncated or padded with trailing blanks depending on the length defined and the number of bytes specified.

**7. Date (D) to time (T):**

If date is moved to time, it is converted to time assuming time 00:00:00:0.

**8. Time (T) to date (D):**

If time is moved to date, the time information is truncated, leaving only the date information.

**9. L,D,T,F to A:**

The values are converted to display form and are assigned left justified.

**10. F:**

If F is assigned to an alphanumeric or Unicode field which is too short, the mantissa is reduced accordingly.

**11. Unicode to alphanumeric:**

The Unicode value will be converted to alphanumeric character codes according to the default code page (value of the system variable \*CODEPAGE) using the International Components for Unicode (ICU) library. The result may be truncated or padded with trailing blank characters, depending on the length defined and the number of bytes specified. If the characters of the Unicode value are not defined in the default code page, a runtime error is output or the characters are replaced with the substitution character, depending on the setting of the profile/session parameter CPCVERR.

**12. Unicode to binary:**

The value will be moved code unit by code unit from left to right. The result may be truncated or padded with trailing blank characters, depending on the length defined and the number of bytes specified. The length of the receiving binary field must be even.

**13. Alphanumeric to Unicode:**

The alphanumeric value will be converted from the default code page to a Unicode value using the International Components for Unicode (ICU) library. The result may be truncated or padded with trailing blank characters, depending on the length defined and the number of code units specified.

**14. (N,P,I) and binary (length 1-4) to Unicode:**

The value will be converted to unpacked form from which an alphanumeric value will be obtained by suppression of leading zeros. For negative numeric values, the sign will be converted to the hexadecimal notation Dx. Any decimal point in the numeric value will be ignored. All digits before and after the decimal point will be treated as one integer value. The resulting value will be converted from alphanumeric to Unicode. The result may be truncated or padded with trailing blank characters, depending on the length defined and the number of code units specified.

**15. Binary (>4 bytes) to Unicode:**

The value will be moved byte by byte from left to right. The result may be truncated or padded with trailing blanks, depending on the length defined and the number of bytes specified. The length of the sending binary field must be even.

**16. L,D,T,F to U:**

The values are converted to an alphanumeric display form. The resulting value will be converted from alphanumeric to Unicode and assigned left justified.

If source and target format are identical, the result may be truncated or padded with trailing blank characters (format A and U) or leading binary zeros (format B) depending on the length defined and the number of bytes (format A and B) or code units (format U) specified.

See also [Using Dynamic Variables](#).

## Field Truncation and Field Rounding

The following rules apply to field truncation and rounding:

- High-order numeric field truncation is allowed only when the digits to be truncated are leading zeros. Digits following an expressed or implied decimal point may be truncated.
- Trailing positions of an alphanumeric field may be truncated.
- If the option **ROUNDED** is specified, the last position of the result will be rounded up if the first truncated decimal position of the value being assigned contains a value greater than or equal to 5. For the result precision of a division, see also [Precision of Results of Arithmetic Operations](#).

## Result Format and Length in Arithmetic Operations

The following table shows the format and length of the result of an arithmetic operation:

|        | I1 | I2 | I4 | N or P | F4 | F8 |
|--------|----|----|----|--------|----|----|
| I1     | I1 | I2 | I4 | P*     | F4 | F8 |
| I2     | I2 | I2 | I4 | P*     | F4 | F8 |
| I4     | I4 | I4 | I4 | P*     | F4 | F8 |
| N or P | P* | P* | P* | P*     | F4 | F8 |
| F4     | F4 | F4 | F4 | F4     | F4 | F8 |
| F8     | F8 | F8 | F8 | F8     | F8 | F8 |

On a mainframe computer, format/length F8 is used instead of F4 for improved precision of the results of an arithmetic operation.

P\* is determined from the integer length and precision of the operands individually for each operation, as shown under [Precision of Results of Arithmetic Operations](#).

The following decimal integer lengths and possible values are applicable for format I:

| Format/Length | Decimal Integer Length | Possible Values            |
|---------------|------------------------|----------------------------|
| I1            | 3                      | - 128 to 127               |
| I2            | 5                      | - 32768 to 32767           |
| I4            | 10                     | - 2147483648 to 2147483647 |

## Arithmetic Operations with Floating-Point Numbers

---

The following topics are covered below:

- General Considerations
- Precision of Floating-Point Numbers
- Conversion to Floating-Point Representation
- Platform Dependency

### General Considerations

Floating-point numbers (format F) are represented as a sum of powers of two (as are integer numbers (format I)), whereas unpacked and packed numbers (formats N and P) are represented as a sum of powers of ten.

In unpacked or packed numbers, the position of the decimal point is fixed. In floating-point numbers, however, the position of the decimal point (as the name indicates) is “floating”, that is, its position is not fixed, but depends on the actual value.

Floating-point numbers are essential for the computing of trigonometric functions or mathematical functions such as sinus or logarithm.

### Precision of Floating-Point Numbers

Due to the nature of floating-point numbers, their precision is limited:

- For a variable of format/length F4, the precision is limited to approximately 7 digits.
- For a variable of format/length F8, the precision is limited to approximately 16 digits.

Values which have more significant digits cannot be represented exactly as a floating-point number. No matter how many additional digits there are before or after the decimal point, a floating-point number can cover only the leading 7 or 16 digits respectively.

An integer value can only be represented exactly in a variable of format/length F4 if its absolute value does not exceed  $2^{24} - 1$ .

## Conversion to Floating-Point Representation

When an alphanumeric, unpacked numeric or packed numeric value is converted to floating-point format (for example, in an assignment operation), the representation has to be changed, that is, a sum of powers of ten has to be converted to a sum of powers of two.

Consequently, only numbers that are representable as a finite sum of powers of two can be represented exactly; all other numbers can only be represented approximately.

### Examples:

This number has an exact floating-point representation:

$$1.25 = 2^0 + 2^{-2}$$

This number is a periodic floating-point number without an exact representation:

$$1.2 = 2^0 + 2^{-3} + 2^{-4} + 2^{-7} + 2^{-8} + 2^{-11} + 2^{-12} + \dots$$

Thus, the conversion of alphanumeric, unpacked numeric or packed numeric values to floating-point values, and vice versa, can introduce small errors.



**Note:** If an integer, unpacked or packed result of an arithmetic operation (see [Result Format and Length in Arithmetic Operations](#)) has to be converted to floating point representation, you should consider to perform the arithmetic operation already in floating point format to improve the precision.

### Example:

```
#F1 (F8) := 1      / 12 /* Result is +8.333330000000000E-02
#F2 (F8) := 1.0E0 / 12 /* Result is +8.33333333333333E-02
```

## Platform Dependency

Because of different hardware architecture, the representation of floating-point numbers varies according to platforms. This explains why the same application, when run on different platforms, may return slightly different results when floating-point arithmetics are involved. The respective representation also determines the range of possible values for floating-point variables, which is (approximately)  $\pm 5.4 * 10^{-79}$  to  $\pm 7.2 * 10^{75}$  for F4 and F8 variables.



**Note:** The representation used by your pocket calculator may also be different from the one used by your computer - which explains why results for the same computation may differ.

## Arithmetic Operations with Date and Time

---

With formats D (date) and T (time), only addition, subtraction, multiplication and division are allowed. Multiplication and division are allowed on intermediate results of additions and subtractions only.

Date/time values can be added to/subtracted from one another; or integer values (no decimal digits) can be added to/subtracted from date/time values. Such integer values can be contained in fields of formats N, P, I, D, or T.

The intermediate results of such an addition or subtraction may be used as a multiplicand or dividend in a subsequent operation.

An integer value added to/subtracted from a date value is assumed to be in days. An integer value added to/subtracted from a time value is assumed to be in tenths of seconds.

For arithmetic operations with date and time, certain restrictions apply, which are due to the Natural's internal handling of arithmetic operations with date and time, as explained below.

Internally, Natural handles an arithmetic operation with date/time variables as follows:

```
COMPUTE result-field = operand1 +/- operand2
```

The above statement is resolved as:

1. *intermediate-result* = *operand1* +/- *operand2*
2. *result-field* = *intermediate-result*

That is, in a first step Natural computes the result of the addition/subtraction, and in a second step assigns this result to the result field.

More complex arithmetic operations are resolved following the same pattern:

```
COMPUTE result-field = operand1 +/- operand2 +/- operand3 +/- operand4
```

The above statement is resolved as:

1. *intermediate-result1* = *operand1* +/- *operand2*
2. *intermediate-result2* = *intermediate-result1* +/- *operand3*
3. *intermediate-result3* = *intermediate-result2* +/- *operand4*
4. *result-field* = *intermediate-result3*

The resolution of multiplication and division operations is similar to the resolution for addition and subtraction.

The internal format of such an intermediate result depends on the formats of the operands, as shown in the tables below.

## Addition

The following table shows the format of the intermediate result of an addition ( $\text{intermediate-result} = \text{operand1} + \text{operand2}$ ):

| <b>Format of operand1</b> | <b>Format of operand2</b> | <b>Format of intermediate-result</b> |
|---------------------------|---------------------------|--------------------------------------|
| D                         | D                         | Di                                   |
| D                         | T                         | T                                    |
| D                         | Di, Ti, N, P, I           | D                                    |
| T                         | D, T, Di, Ti, N, P, I     | T                                    |
| Di, Ti, N, P, I           | D                         | D                                    |
| Di, Ti, N, P, I           | T                         | T                                    |
| Di, N, P, I               | Di                        | Di                                   |
| Ti, N, P, I               | Ti                        | Ti                                   |
| Di                        | Ti, N, P, I               | Di                                   |
| Ti                        | Di, N, P, I               | Ti                                   |

## Subtraction

The following table shows the format of the intermediate result of a subtraction ( $\text{intermediate-result} = \text{operand1} - \text{operand2}$ ):

| <b>Format of operand1</b> | <b>Format of operand2</b> | <b>Format of intermediate-result</b> |
|---------------------------|---------------------------|--------------------------------------|
| D                         | D                         | Di                                   |
| D                         | T                         | Ti                                   |
| D                         | Di, Ti, N, P, I           | D                                    |
| T                         | D, T                      | Ti                                   |
| T                         | Di, Ti, N, P, I           | T                                    |
| Di, N, P, I               | D                         | Di                                   |
| Di, N, P, I               | T                         | Ti                                   |
| Di                        | Di, Ti, N, P, I           | Di                                   |
| Ti                        | D, T, Di, Ti, N, P, I     | Ti                                   |
| N, P, I                   | Di, Ti                    | P12                                  |

## Multiplication or Division

The following table shows the format of the intermediate result of a multiplication ( $\text{intermediate-result} = \text{operand1} * \text{operand2}$ ) or division ( $\text{intermediate-result} = \text{operand1} / \text{operand2}$ ):

| <b>Format of operand1</b> | <b>Format of operand2</b> | <b>Format of intermediate-result</b> |
|---------------------------|---------------------------|--------------------------------------|
| D                         | D, Di, Ti, N, P, I        | Di                                   |
| D                         | T                         | Ti                                   |
| T                         | D, T, Di, Ti, N, P, I     | Ti                                   |
| Di                        | T                         | Ti                                   |
| Di                        | D, Di, Ti, N, P, I        | Di                                   |
| Ti                        | D                         | Di                                   |
| Ti                        | Di, T, Ti, N, P, I        | Ti                                   |
| N, P, I                   | D, Di                     | Di                                   |
| N, P, I                   | T, Ti                     | Ti                                   |

## Internal Assignments

Di is a value in internal date format; Ti is a value in internal time format; such values can be used in further arithmetic date/time operations, but they cannot be assigned to a result field of format D (see the assignment table below).

In complex arithmetic operations in which an intermediate result of internal format Di or Ti is used as operand in a further addition/subtraction/multiplication/division, its format is assumed to be D or T respectively.

The following table shows which intermediate results can internally be assigned to which result fields ( $\text{result-field} = \text{intermediate-result}$ ).

| <b>Format of result-field</b> | <b>Format of intermediate-result</b> | <b>Assignment possible</b> |
|-------------------------------|--------------------------------------|----------------------------|
| D                             | D, T                                 | yes                        |
| D                             | Di, Ti, N, P, I                      | no                         |
| T                             | D, T, Di, Ti, N, P, I                | yes                        |
| N, P, I                       | D, T, Di, Ti, N, P, I                | yes                        |

A result field of format D or T must not contain a negative value.

**Examples 1 and 2 (invalid):**

```
COMPUTE DATE1 (D) = DATE2 (D) + DATE3 (D)
COMPUTE DATE1 (D) = DATE2 (D) - DATE3 (D)
```

These operations are not possible, because the intermediate result of the addition/subtraction would be format Di, and a value of format D i cannot be assigned to a result field of format D.

**Examples 3 and 4 (invalid):**

```
COMPUTE DATE1 (D) = TIME2 (T) - TIME3 (T)
COMPUTE DATE1 (D) = DATE2 (D) - TIME3 (T)
```

These operations are not possible, because the intermediate result of the addition/subtraction would be format Ti, and a value of format Ti cannot be assigned to a result field of format D.

**Example 5 (valid):**

```
COMPUTE DATE1 (D) = DATE2 (D) - DATE3 (D) + TIME3 (T)
```

This operation is possible. First, DATE3 is subtracted from DATE2, giving an intermediate result of format Di; then, this intermediate result is added to TIME3, giving an intermediate result of format T; finally, this second intermediate result is assigned to the result field DATE1.

**Examples 6 and 7 (invalid):**

```
COMPUTE DATE1 (D) = DATE2 (D) + DATE3 (D) * 2
COMPUTE TIME1 (T) = TIME2 (T) - TIME3 (T) / 3
```

These operations are not possible, because the attempted multiplication/division is performed with date/time fields and not with intermediate results.

**Example 8 (valid):**

```
COMPUTE DATE1 (D) = DATE2 (D) + (DATE3(D) - DATE4 (D)) * 2
```

This operation is possible. First, DATE4 is subtracted from DATE3 giving an intermediate result of format Di; then, this intermediate result is multiplied by two giving an intermediate result of format Di; this intermediate result is added to DATE2 giving an intermediate result of format D; finally, this third intermediate result is assigned to the result field DATE1.

If a format T value is assigned to a format D field, you must ensure that the time value contains a valid date component.

## Performance Considerations for Mixed Format Expressions

---

When doing arithmetic operations, the choice of field formats has considerable impact on performance:

For business arithmetic, only fields of format P (packed numeric) should be used. The number of decimal digits in all operands should agree where possible.

For scientific arithmetic, fields of format F (floating point) should be used, if possible.

In expressions where formats are mixed between numeric (N, P) and floating point (F), a conversion to floating point format is performed. This conversion results in considerable CPU load. Therefore it is recommended to avoid mixed format expressions in arithmetic operations.

## Precision of Results of Arithmetic Operations

---

| Operation            | Digits Before Decimal Point  | Digits After Decimal Point   |
|----------------------|--|--|
| Addition/Subtraction | $Fi + 1$ or $Si + 1$ (whichever is greater)  | $Fd$ or $Sd$ (whichever is greater)  |
| Multiplication       | $Fi + Si$  | <ul style="list-style-type: none"><li>■ if <math>Fd + Sd</math> is less than MAXPREC: <math>Fd + Sd</math></li><li>■ if <math>Fd + Sd</math> is greater than or equal to MAXPREC: <math>Fd</math> or <math>Sd</math> or MAXPREC (whichever is greater)</li></ul> |
| Division             | $Fi + Sd$  | (see below)  |
| Exponentiation       | 29 - $Fd$ (See <i>Exception</i> below)   | $Fd$   |
| Square Root          | <ul style="list-style-type: none"><li>■ if <math>Fi</math> is even: <math>Fi/2</math></li><li>■ if <math>Fi</math> is odd: <math>(Fi + 1)/2</math></li></ul> | <ul style="list-style-type: none"><li>■ if <math>Fi</math> is even: <math>31 - Fi/2</math> or MAXPREC (whichever is less)</li><li>■ if <math>Fi</math> is odd: <math>31 - (Fi + 1)/2</math> or MAXPREC (whichever is less)</li></ul>                             |

- where:

|          |                             |
|----------|-----------------------------|
| <b>F</b> | First operand               |
| <b>S</b> | Second operand              |
| <b>R</b> | Result                      |
| <b>i</b> | Digits before decimal point |
| <b>d</b> | Digits after decimal point  |

|                |   |
|----------------|---|
| <b>MAXPREC</b> | Maximum number of digits after the decimal point as determined by means of the MAXPREC option of the COMPOPT system command or by the MAXPREC keyword parameter of the CMPO profile parameter; the default value is 7 |
|----------------|---|

- where:

|          |                             |
|----------|-----------------------------|
| <b>F</b> | First operand               |
| <b>S</b> | Second operand              |
| <b>R</b> | Result                      |
| <b>i</b> | Digits before decimal point |
| <b>d</b> | Digits after decimal point  |

#### Exception:

If the exponent has one or more digits after the decimal point, the exponentiation is internally carried out in floating point format and the result will also have floating point format. See [Arithmetic Operations with Floating-Point Numbers](#) for further information.

#### Digits after Decimal Point for Division Results

The precision of the result of a division depends whether a result field is available or not:

- If a result field is available, the precision is: Fd or Rd (whichever is greater)<sup>\*</sup>.
- If no result field is available, the precision is: Fd or Sd (whichever is greater)<sup>\*</sup>.

<sup>\*</sup> If the ROUNDED option is used, the precision of the result is internally increased by one digit before the result is actually rounded, as long as the value of the MAXPREC option is not exceeded.

A result field is available (or assumed to be available) in a COMPUTE and DIVIDE statement, and in a logical condition in which the division is placed after the comparison operator (for example: IF #A = #B / #C THEN ...).

A result field is assumed to be not available in a logical condition in which the division is placed before the comparison operator (for example: IF #B / #C = #A THEN ...).

#### Exception:

If both dividend and divisor are of integer format and at least one of them is a variable, the division result is always of integer format (regardless of the precision of the result field and of whether the ROUNDED option is used or not).

## Precision of Results for Arithmetic Expressions

The precision of arithmetic expressions, for example: `#A / (#B * #C) + #D * (#E - #F + #G)`, is derived by evaluating the results of the arithmetic operations in their processing order. For further information on arithmetic expressions, see *arithmetic-expression* in the COMPUTE statement description.

## Error Conditions in Arithmetic Operations

---

In an addition, subtraction, multiplication or division, an error occurs if the total number of digits (before and after the decimal point) of the result is greater than 31.

In an exponentiation, an error occurs in any of the following situations:

- if the base is of packed format and either the result has over 16 digits or any intermediate result has over 15 digits;
- if the base is of floating-point format and the result is greater than approximately  $7 * 10^{75}$ .

## Processing of Arrays

---

Generally, the following rules apply:

- All scalar operations may be applied to array elements which consist of a single occurrence.
- If a variable is defined with a constant value (for example, `#FIELD (I2) CONSTANT <8>`), the value will be assigned to the variable at compilation, and the variable will be treated as a constant. This means that if such a variable is used in an array index, the dimension concerned has a *definite* number of occurrences.
- If an assignment/comparison operation involves two arrays with a different number of dimensions, the “missing” dimension in the array with fewer dimensions is assumed to be (1:1).

Example: If `#ARRAY1 (1:2)` is assigned to `#ARRAY2 (1:2,1:2)`, `#ARRAY1` is assumed to be `#ARRAY1 (1:1,1:2)`.

The following topics are covered below:

- [Definitions of Array Dimensions](#)
- [Assignment Operations with Arrays](#)
- [Comparison Operations with Arrays](#)

- Arithmetic Operations with Arrays

## Definitions of Array Dimensions

The first, second and third dimensions of an array are defined as follows:

| Number of Dimensions | Properties                        |
|----------------------|-----------------------------------|
| 3                    | #a3(3rd dim., 2nd dim., 1st dim.) |
| 2                    | #a2(2nd dim., 1st dim.)           |
| 1                    | #a1(1st dim.)                     |

## Assignment Operations with Arrays

If an array range is assigned to another array range, the assignment is performed element by element.

Example:

```
DEFINE DATA LOCAL
1 #ARRAY(I4/1:5) INIT <10,20,30,40,50>
END-DEFINE
*
MOVE #ARRAY(2:4) TO #ARRAY(3:5)
/* is identical to
/* MOVE #ARRAY(2) TO #ARRAY(3)
/* MOVE #ARRAY(3) TO #ARRAY(4)
/* MOVE #ARRAY(4) TO #ARRAY(5)
/*
/* #ARRAY contains 10,20,20,20,20
```

If a single occurrence is assigned to an array range, each element of the range is filled with the value of the single occurrence. (For a mathematical function, each element of the range is filled with the result of the function.)

Before an assignment operation is executed, the individual dimensions of the arrays involved are compared with one another to check if they meet one of the conditions listed below. The dimensions are compared independently of one another; that is, the 1st dimension of the one array is compared with the 1st dimension of the other array, the 2nd dimension of the one array is compared with the 2nd dimension of the other array, and the 3rd dimension of the one array is compared with the 3rd dimension of the other array.

The assignment of values from one array to another is only allowed under one of the following conditions:

- The number of occurrences is the same for both dimensions compared.
- The number of occurrences is indefinite for both dimensions compared.

- The dimension that is assigned to another dimension consists of a single occurrence.

### Example - Array Assignments:

The following program shows which array assignment operations are possible.

```

DEFINE DATA LOCAL
1 A1    (N1/1:8)
1 B1    (N1/1:8)
1 A2    (N1/1:8,1:8)
1 B2    (N1/1:8,1:8)
1 A3    (N1/1:8,1:8,1:8)
1 I      (I2)           INIT <4>
1 J      (I2)           INIT <8>
1 K      (I2)           CONST <8>
END-DEFINE
*
COMPUTE A1(1:3) = B1(6:8)                      /* allowed
COMPUTE A1(1:I) = B1(1:I)                      /* allowed
COMPUTE A1(*)   = B1(1:8)                       /* allowed
COMPUTE A1(2:3) = B1(I:I+1)                     /* allowed
COMPUTE A1(1)   = B1(I)                         /* allowed
COMPUTE A1(1:I) = B1(3)                         /* allowed
COMPUTE A1(I:J) = B1(I+2)                       /* allowed
COMPUTE A1(1:I) = B1(5:J)                       /* allowed
COMPUTE A1(1:I) = B1(2)                         /* allowed
COMPUTE A1(1:2) = B1(1:J)                       /* NOT ALLOWED ←
(NAT0631)
COMPUTE A1(*)   = B1(1:J)                       /* NOT ALLOWED ←
(NAT0631)
COMPUTE A1(*)   = B1(1:K)                       /* allowed
COMPUTE A1(1:J) = B1(1:K)                       /* NOT ALLOWED ←
(NAT0631)
*
COMPUTE A1(*)   = B2(1,*)                      /* allowed
COMPUTE A1(1:3) = B2(1,I:I+2)                  /* allowed
COMPUTE A1(1:3) = B2(1:3,1)                    /* NOT ALLOWED ←
(NAT0631)
*
COMPUTE A2(1,1:3) = B1(6:8)                      /* allowed
COMPUTE A2(*,1:I) = B1(5:J)                     /* allowed
COMPUTE A2(*,1)  = B1(*)                        /* NOT ALLOWED ←
(NAT0631)
COMPUTE A2(1:I,1) = B1(1:J)                     /* NOT ALLOWED ←
(NAT0631)
COMPUTE A2(1:I,1:J) = B1(1:J)                   /* allowed
*
COMPUTE A2(1,I)  = B2(1,1)                      /* allowed
COMPUTE A2(1:I,1) = B2(1:I,2)                  /* allowed
COMPUTE A2(1:2,1:8) = B2(I:I+1,*)            /* allowed
*
```

```

COMPUTE A3(1,1,1:I) = B1(1)          /* allowed
COMPUTE A3(1,1,1:J) = B1(*)          /* NOT ALLOWED ←
(NAT0631)
  COMPUTE A3(1,1,1:I) = B1(1:I)      /* allowed
  COMPUTE A3(1,1:2,1:I) = B2(1,1:I)  /* allowed
  COMPUTE A3(1,1,1:I) = B2(1:2,1:I)  /* NOT ALLOWED ←
(NAT0631)
END

```

## Comparison Operations with Arrays

Generally, the following applies: if arrays with multiple dimensions are compared, the individual dimensions are handled independently of one another; that is, the 1st dimension of the one array is compared with the 1st dimension of the other array, the 2nd dimension of the one array is compared with the 2nd dimension of the other array, and the 3rd dimension of the one array is compared with the 3rd dimension of the other array.

The comparison of two array dimensions is only allowed under one of the following conditions:

- The array dimensions compared with one another have the same number of occurrences.
- The array dimensions compared with one another have an indefinite number of occurrences.
- All array dimensions of one of the arrays involved are single occurrences.

### Example - Array Comparisons:

The following program shows which array comparison operations are possible:

```

DEFINE DATA LOCAL
1 A3  (N1/1:8,1:8,1:8)
1 A2  (N1/1:8,1:8)

1 A1  (N1/1:8)
1 I   (I2)  INIT <4>
1 J   (I2)  INIT <8>
1 K   (I2)  CONST <8>
END-DEFINE
*
IF A2(1,1)    = A1(1)           THEN IGNORE END-IF /* allowed
IF A2(1,1)    = A1(I)           THEN IGNORE END-IF /* allowed
IF A2(1,*)    = A1(1)           THEN IGNORE END-IF /* allowed
IF A2(1,*)    = A1(I)           THEN IGNORE END-IF /* allowed
IF A2(1,*)    = A1(*)          THEN IGNORE END-IF /* allowed
IF A2(1,*)    = A1(I -3:I+4)   THEN IGNORE END-IF /* allowed
IF A2(1,5:J)  = A1(1:I)        THEN IGNORE END-IF /* allowed
IF A2(1,*)    = A1(1:I)        THEN IGNORE END-IF /* NOT ALLOWED(NAT0629)
IF A2(1,*)    = A1(1:K)        THEN IGNORE END-IF /* allowed
*
IF A2(1,1)    = A2(1,1)        THEN IGNORE END-IF /* allowed
IF A2(1,1)    = A2(1,I)        THEN IGNORE END-IF /* allowed

```

```

IF A2(1,*)      = A2(1,1:8)          THEN IGNORE END-IF /* allowed
IF A2(1,*)      = A2(I,I -3:I+4)    THEN IGNORE END-IF /* allowed
IF A2(1,1:I)    = A2(1,I+1:J)      THEN IGNORE END-IF /* allowed
IF A2(1,1:I)    = A2(1,I:I+1)      THEN IGNORE END-IF /* NOT ALLOWED(NAT0629)
IF A2(*,1)       = A2(1,*)        THEN IGNORE END-IF /* NOT ALLOWED(NAT0629)
IF A2(1,1:I)    = A1(2,1:K)        THEN IGNORE END-IF /* NOT ALLOWED(NAT0629)
*
IF A3(1,1,*)    = A2(1,*)        THEN IGNORE END-IF /* allowed
IF A3(1,1,*)    = A2(1,I -3:I+4)  THEN IGNORE END-IF /* allowed
IF A3(1,*,I:J)  = A2(*,1:I+1)    THEN IGNORE END-IF /* allowed
IF A3(1,*,I:J)  = A2(*,I:J)      THEN IGNORE END-IF /* allowed
END

```

When you compare two array ranges, note that the following two expressions lead to different results:

```

#ARRAY1(*) NOT EQUAL #ARRAY2(*)
NOT #ARRAY1(*) = #ARRAY2(*)

```

Example:

■ **Condition A:**

```
IF #ARRAY1(1:2) NOT EQUAL #ARRAY2(1:2)
```

This is equivalent to:

```
IF (#ARRAY1(1) NOT EQUAL #ARRAY2(1)) AND (#ARRAY1(2) NOT EQUAL #ARRAY2(2))
```

Condition A is therefore true if the first occurrence of #ARRAY1 does not equal the first occurrence of #ARRAY2 *and* the second occurrence of #ARRAY1 does not equal the second occurrence of #ARRAY2.

■ **Condition B:**

```
IF NOT #ARRAY1(1:2) = #ARRAY2(1:2)
```

This is equivalent to:

```
IF NOT (#ARRAY1(1)= #ARRAY2(1) AND #ARRAY1(2) = #ARRAY2(2))
```

This in turn is equivalent to:

```
IF (#ARRAY1(1) NOT EQUAL #ARRAY2(1)) OR (#ARRAY1(2) NOT EQUAL #ARRAY2(2))
```

Condition B is therefore true if *either* the first occurrence of #ARRAY1 does not equal the first occurrence of #ARRAY2 *or* the second occurrence of #ARRAY1 does not equal the second occurrence of #ARRAY2.

## Arithmetic Operations with Arrays

A general rule about arithmetic operations with arrays is that the number of occurrences of the corresponding dimensions must be equal.

The following illustrates this rule:

```
#c(2:3,2:4) := #a(3:4,1:3) + #b(3:5)
```

In other words:

| Array | Dimension Number | Number of Occurrences | Range |
|-------|------------------|-----------------------|-------|
| #c    | 2nd              | 2                     | 2:3   |
| #c    | 1st              | 3                     | 2:4   |
| #a    | 2nd              | 2                     | 3:4   |
| #a    | 1st              | 3                     | 1:3   |
| #b    | 1st              | 3                     | 3:5   |

The operation is performed element by element.



**Note:** An arithmetic operation of a different number of dimensions is allowed.

For the example above, the following operations are executed:

```
#c(2,2) := #a(3,1) + #b(3)
#c(2,3) := #a(3,2) + #b(4)
#c(2,4) := #a(3,3) + #b(5)
#c(3,2) := #a(4,1) + #b(3)
#c(3,3) := #a(4,2) + #b(4)
#c(3,4) := #a(4,3) + #b(5)
```

Below is a list of examples of how array ranges may be used in the following ways in arithmetic operations (in COMPUTE, ADD or MULTIPLY statements). In examples 1-4, the number of occurrences of the corresponding dimensions must be equal.

1.  $\text{range} + \text{range} = \text{range}$ .

The addition is performed element by element.

2.  $\text{range} * \text{range} = \text{range}$ .

The multiplication is performed element by element.

3.  $\text{scalar} + \text{range} = \text{range}$ .

The scalar is added to each element of the range.

4.  $\text{range} * \text{scalar} = \text{range}$ .

Each element of the range is multiplied by the scalar.

5.  $\text{range} + \text{scalar} = \text{scalar}$ .

Each element of the range is added to the scalar and the result is assigned to the scalar.

6.  $\text{scalar} * \text{range} = \text{scalar2}$ .

The scalar is multiplied by each element of the array and the result is assigned to  $\text{scalar2}$ .

Since no intermediate results will be generated for arithmetic operations as shown in the examples 1-4, the format of the computed result (see [Result Format and Length in Arithmetic Operations](#)) must be the same as the format of the result operand (the formats P and N are considered to be the same).

Example:

```
DEFINE DATA LOCAL
1 #ARRAYI4(I4/1:5)
1 #ARRAYP5(P5/1:5)
END-DEFINE
*
#ARRAYI4(*) := #ARRAYP5(*) + 1 /* NOT ALLOWED(NAT0294)
```

Since no intermediate results will be generated for arithmetic operations as shown in the above examples, the result of overlapping index ranges is computed element by element.

Example:

```
DEFINE DATA LOCAL
1 #ARRAY(I4/1:5) INIT <10,20,30,40,50>
END-DEFINE
*
#ARRAY(3:5) := #ARRAY(2:4) + 1
/* is identical to
/* #ARRAY(3) := #ARRAY(2) + 1
/* #ARRAY(4) := #ARRAY(3) + 1
/* #ARRAY(5) := #ARRAY(4) + 1
```

```
/*
/* #ARRAY contains 10,20,21,22,23
```



# 51 Compilation Aspects

---

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Below is an overview of the compilation options and parameters that have an influence on how the completed source code is checked by the compiler and how it is generated into Natural internal object code that can be interpreted and executed by the Natural runtime system.

For more information on the Natural compiler and the different system commands for compiling source code, see the section *Natural Compiler* in the *Natural System Architecture* documentation.

## Compiler Options and Parameters

---

Compilation options can be specified at the following levels:

### 1. Statically

in the Natural parameter module by specifying the

- parameter macro NTCMPO
- profile parameters FS, XREF

### 2. Dynamically

by specifying the profile parameters

- CMPO
- FS, XREF

### 3. Within a Natural session

by specifying

- COMPOPT system command options
- GLOBALS system command (session parameter FS)

### 4. For the current Natural programming object

by specifying

- one or multiple OPTIONS statements

(offering the same options as the COMPOPT system command and, in addition, Natural Optimizer Compiler options);

- SET GLOBALS statement (only session parameters LS, PS, ZP)

## Other Parameters Influencing the Compiler

The settings of the following profile or session parameters are considered during compilation and may give rise to an error message in case the source code contains different settings:

| Parameter Name | Short Description                                      | Comment  |
|----------------|--|--|
| CFICU          | Unicode and Code Page Support                          | Output of Unicode constants in I/O statements (for example, <code>WRITE U'ABC'</code> ) is allowed only when <code>CFICU=ON</code> .   |
| CP             | Default Code Page Name                                 | Specifies the code page of the source.   |
| DC             | Character for Decimal Point Notation                   | Character used for separating integer/precision digits when defining fields of format N or P and constants.  |
| FS             | Format Specification                                   | Allows or disallows the use of variables that were not defined before.   |
| ID             | Input Delimiter Character                              | For example, to delimit values in an <code>INIT</code> clause.   |
| LS             | Line Size  | Specifies the default size for a print line in a report (0 - 31). The setting can be overwritten by specifying an explicit <code>FORMAT</code> statement in the source code.   |
| PS             | Page Size  | Maximum number of lines that may be output by a single I/O statement (for example, <code>WRITE</code> ). Non-compliance with the basic setting will cause an error. The setting can be overwritten by specifying an explicit <code>FORMAT</code> statement in the source code. |
| SF             | Spacing Factor   | Number of spaces to be inserted between field settings of columns on Natural reports created using a <code>DISPLAY</code> statement. The setting can be overwritten by specifying an explicit <code>FORMAT</code> statement in the source code.                                |
| SOSI           | Shift-Out/Shift-In Codes for Double-Byte Character Set | Specifies the shift characters to identify a double-byte character set (DBCS) string.  |
| ZP             | Zero Printing  | Output of blanks or zeros for a numerical constant which contains a value of all zeros. The setting can be overwritten by specifying an explicit <code>FORMAT</code> statement in the source code.   |



# VIII

## Statements for Internet and XML Access

---



## 52 Statements for Internet and XML Access

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This chapter gives a functional overview of the Natural statements for internet and XML access, specifies the general prerequisites for using these statements in a mainframe environment, informs about restrictions that apply and contains a list of further references. To take full advantage of these statements, a thorough knowledge of the underlying communication standards is required.

## Statements Available

---

The following Natural statements are available for access to the internet and to XML documents:

- REQUEST DOCUMENT
- PARSE XML

### REQUEST DOCUMENT

- Functionality
- Technical Implementation
- Syntax
- Platform Support for REQUEST DOCUMENT
- IPv6 Support for REQUEST DOCUMENT

#### Functionality

This statement enables you to use the Hypertext Transfer Protocol (HTTP) and - under z/OS only - the Hypertext Transfer Protocol Secure (HTTPS) in order to access documents on the web with a given Uniform Resource Identifier (URI) or Uniform Resource Locator (URL), that is, the internet or intranet address of a web site.

REQUEST DOCUMENT implements an HTTP client at Natural statement level, which allows applications to access any HTTP server on either the intranet or the internet. The statement has a set of operands, which allows it to formulate HTTP requests according to the needs of the user application. For example, using outbound operands it is possible to send user-defined HTTP headers, form data, or entire documents to a HTTP server. The inbound operands can be used to retrieve a document from the server, to view the entire HTTP header block returned from the server, or to return the values of dedicated headers, etc. Via binary format operands, binary objects such as gif files can be exchanged with the http server as well. For basic authorization purposes, user ID and password operands can be specified. The content of this operand is sent with base64 encoding over the line, according to HTTP standards.

Natural supports the following request methods:

- GET - retrieve a document and HTTP headers,
- HEAD - retrieve HTTP headers only,
- POST - transfer form data to an HTTP server,

- PUT - upload a file to an HTTP server.

The request method is normally evaluated automatically, based on the operands coded for the executed REQUEST DOCUMENT statement. However, the predetermined request method can be overwritten by an explicit user specification of a request method header.

Data transfer with the REQUEST DOCUMENT statement normally does not involve any code page conversion. If you want to have the outgoing and/or incoming data encoded in a specific code page, you can use the DATA ALL clause and/or the RETURN PAGE clause of the REQUEST DOCUMENT statement to specify this.

In order to simplify data exchange from EBCDIC-based mainframes with HTTP servers, which in most cases work with UTF-8 or ISO-8859-1 encoded data, the statement provides ENCODED clauses to allow implicit or automatic conversion of outbound and inbound document data.

### Technical Implementation

The implementation of the REQUEST DOCUMENT statement mainly consists of two layers:

- an independent runtime layer, where the entire HTTP processing, URL analysis, data conversion, etc., is executed; and
- a layer where an environment-dependent routine processes the TCP/IP communication between Natural and the HTTP server. This layer is implemented based on LE (Language environment) sockets for z/OS, VSE; SMARTS sockets for Com-plete and Natural Development Server; and CRTE sockets for BS2000/OSD. For CICS, the appropriate socket library is included into the build process.

Natural for Mainframes supports the HTTP protocol version 1.0 only, meaning that no persistent connection to the server is maintained. Since virtually every corporate network processes access to the internet via a proxy server from the client, Natural can be configured with the adequate settings for the proxy server and the port on which the proxy server runs. Moreover, it is possible to specify local domain name suffixes (intranet sites), which shall be accessed directly instead via the proxy server. See also [Overview of Applicable Natural Parameters](#).

The proxy server, which is located between client (user) and internet, serves the following purposes: It receives the request from the clients, forwards it to the target server, caches the returned document and forwards it to the client. A proxy server is advantageous because of its improved performance, which is due to the caching, and because it helps to avoid security issues (most proxy servers are working as firewall as well).

The following is an example of how the REQUEST DOCUMENT statement can be used to access an externally-located document:

```
REQUEST DOCUMENT FROM  
"http://bolsap1:5555/invoke/sap.demo/handle_RFC_XML_POST"  
WITH  
USER #User PASSWORD #Password  
DATA  
NAME 'XMLData' VALUE #Queryxml  
NAME 'repServerName' VALUE 'NT2'  
RETURN  
PAGE #Resultxml  
RESPONSE #rc ↵
```

## Syntax

The syntax of the REQUEST DOCUMENT statement and detailed application hints are to be found in the *Statements* documentation.

### Platform Support for REQUEST DOCUMENT

The REQUEST DOCUMENT statement is supported on the following mainframe platforms:

- **z/OS:** Batch, TSO, CICS, Com-plete, IMS TM
- **z/VSE:** Batch, Com-plete, CICS
- **BS2000/OSD:** Batch, TIAM, *openUTM* \*

\* See also *Preconditions for the Support of XML-Related Statements under openUTM* below.

Moreover this statement is available on all OpenSystems platforms that are supported by Natural.

### IPv6 Support for REQUEST DOCUMENT

The contingent of Internet Protocol Version 4 (IPv4) addresses (approximately 4 billion) is almost used up. New internet addresses are supplied with the Internet Protocol Version 6 (IPv6) providing an address space for about  $3.4 \times 10^{38}$  of IPv6 addresses (a single IPv6 address is 128 bits).

Natural supports both internet protocols to retain the functionality of the REQUEST DOCUMENT statement in an internet with a growing number of IPv6-based HTTP servers. Since IPv6 is not compatible with IPv4, Natural provides additional logic and configuration parameters to support the new protocol version.

### Prerequisites for IPv6 Support

For the prerequisites required to support REQUEST DOCUMENT statements with IPv6, refer to *Prerequisites in Installation for REQUEST DOCUMENT and PARSE XML Statements* in the Natural *Installation* documentation for z/OS, z/VSE and BS2000/OSD.

### IPv6 Verification at Natural Session Start

IPv6 support is enabled with the RDIPV6 keyword subparameter of the XML profile parameter (see the *Parameter Reference* documentation). Natural checks whether an IPv6 TCP/IP stack is

available on the local host at session start. If no IPv6 stack is available on the local host, Natural issues a corresponding warning message and disables IPv6 for the execution of the REQUEST DOCUMENT statement.

### IPv4 and IPv6 Address Notations

The most common way to address an HTTP server is specifying the symbolic name substituted for the IP address like *www.mycompany.com*. However, you can also directly address an HTTP server by using the IP address.

The common notation for an IPv4 address is a group of four decimal encoded octets, separated by periods like 192.168.0.1.

The following rules apply to the notation of IPv6 addresses (according to RFC 4291, IP Version 6 Addressing Architecture):

1. Write an IPv6 address as eight groups of hexadecimal digits and separate them by colons. Each group consists of four hexadecimal digits. Example:

```
2031:AF04:87C2:0000:0412:988:7F2C:1C1B
```

2. You can omit leading zeros within a group.
  3. You can omit a single group or multiple (consecutive) groups that consist of zeros only (0000) by entering double colons (::).
  4. You cannot apply Rule 3 more than once.
  5. For embedded IPv4 addresses, you can use the old decimal notation for the last 4 bytes.
- Example:

```
0000::FFFF:192.203.55.07
```



**Note:** Embedded IPv4 addresses are *not* supported by Natural.

If you want to specify an IPv6 address in a REQUEST DOCUMENT statement, enclose the address in square brackets ([ ]). Example:

```
http://[2BFC:5022:4081:0000::C:41]:8080
```

If you want an IPv6 address to be recognized as a local address, the notation must exactly map to an IPv6 no-proxy specification, that is, the address in the example above would not map to the following no-proxy specification: 2BFC:5022:4081:0::C:41. You can, however, use the following prefix notation for a local site: 2BFC:5022:4081:0000::.

## PARSE XML

- Functionality
- Technical Implementation
- Syntax
- Platform Support for PARSE XML

### Functionality

The PARSE XML statement allows you to parse XML documents from within a Natural program.

The PARSE XML statement integrates a full XML parser into Natural, thus allowing Natural applications to parse XML documents in order to easily process their content. The PARSE XML statement opens a processing loop and returns, whenever one of a list of events occurs during the parse process, the respective path through the document, name and value of parsed elements together with some parser status system variables.

### Technical Implementation

For parsing XML documents the following parsing strategies or models are most common:

- DOM (Document Object Model), an object oriented approach
- SAX (Simple Access to XML), a stream-oriented parsing method

The implementation of the PARSE XML statement in Natural for Mainframes is based on the SAX method, using a mainframe port of the SAX parser Expat.

Parsing is processed internally on a UTF-16 encoded image of the document to parse, that is, if the document is not delivered in this encoding, an internal conversion to UTF-16 is performed before the parsing starts. This has to be considered at Natural installation time, for example, when the thread size for the TP environment is evaluated.

The encoding of the document to parse is checked automatically.

1. A check for a BOM (Byte Order Mark), which marks the document's encoding, is done.
2. If no BOM is found, a check for ASCII, EBCDIC, or UTF-16 (BE or LE: big endian or little endian) is done.
3. If an EBCDIC or ASCII encoding is identified, a search for an encoding processing instruction is performed.

If no encoding can be identified, an adequate error message is issued and the parse process is terminated. Internally, the parser works with UTF-16BE, so the document to parse is always converted to this encoding before it is passed to the Expat parser.

4. If an encoding PI (Processing Instruction) is found, the following defaults apply:

- for ASCII, UTF-8 is assumed as encoding

- for EBCDIC, the Natural default code page (see system variable \*CODEPAGE) is assumed as encoding

The parse process itself consists of two phases.

- In the first phase, the parser is called repeatedly to announce a well-defined set of callback entries. Those entries are entered by the parser whenever a corresponding element is encountered in the current parsed document. The occurrence of a start tag is, for instance, such an event which triggers a callback to the corresponding entry. The callback entries expose the Natural runtime logic for the execution of the parse process.
- The second phase is the actual parse process. The parser is called with the document to parse as input operand. Now, each element is parsed, and for each element type its corresponding callback routine is called. The Natural runtime then processes the returned element, updates the return operands, and enters the parse loop for processing those operands. Then the parser is restarted to continue the parse process. The parse process is finished either if the document is completely parsed or if an XML syntax error occurs in the current document, meaning the document is not well formed.



**Note:** For technical reasons, nested parse loops are not supported in Natural for Mainframes.

## Syntax

The syntax of the PARSE XML statement and detailed application hints are to be found in the *Statements* documentation.

### Platform Support for PARSE XML

The PARSE XML statement is supported on the following mainframe platforms:

- **z/OS:** Batch, TSO, CICS, Com-plete, IMS TM \*
- **z/VSE:** Batch, Com-plete, CICS
- **BS2000/OSD:** Batch, TIAM, *openUTM* \*\*

\* See [Restriction Concerning IMS TM](#) below.

\*\* See also [Preconditions for the Support of XML-Related Statements under openUTM](#) below.

Moreover this statement is available on all Open Systems platforms that are supported by Natural.

## General Prerequisites

---

This section describes the general prerequisites that apply if you wish to use the Natural statements REQUEST DOCUMENT and PARSE XML.

- Installation Prerequisites
- Profile Settings
- Activation/Deactivation
- Unicode Support

### Installation Prerequisites

To enable the use of the Natural statements REQUEST DOCUMENT and PARSE XML, the installation steps described in the Installation documentation must be performed; see:

- *Installation for REQUEST DOCUMENT and PARSE XML Statements on z/OS*
- *Installation for REQUEST DOCUMENT and PARSE XML Statements on z/VSE*
- *Installation for REQUEST DOCUMENT and PARSE XML Statements*

Since REQUEST DOCUMENT as well as PARSE XML, at least internally, always have to convert data from one encoding to another, Natural has to be driven with active ICU support. Therefore, the ICU library must be installed.

If REQUEST DOCUMENT or PARSE XML is to be executed, the following prerequisites must be fulfilled:

- a TCP/IP stack must be available and enabled for the execution environment,
- a DNS (Domain Name System) server or DNS services must be available in the execution environment to resolve internet address resolution requests (gehthostbyname function),
- a Natural driver must be installed LE enabled (in IBM environments) or CRTE enabled (in BS2000/OSD environments),
- support of HTTPS under Com-plete requires APS Version 2.7.2 Patch Level 16.

### Profile Settings

#### Overview of Applicable Natural Parameters

The following is an overview of Natural profile and/or session parameters that enable/disable or influence the support of the statements REQUEST DOCUMENT and/or PARSE XML:

| Parameter | Purpose   |
|-----------|---|
| XML       | <p>This Natural profile parameter and/or the corresponding parameter macro NTXML in conjunction with their keyword subparameters are used to activate/deactivate the statements REQUEST DOCUMENT and PARSE XML.</p> <p>In addition, there are various options that can be set with the keyword subparameters of NTXML and XML, such as separate enabling/disabling of support of the REQUEST DOCUMENT and PARSE XML statements, name of the default code page, URL of the (intranet) proxy server, port number of the proxy, URL and port number of the (intranet) SSL proxy server, and name(s) local domain(s) which are to be addressed directly.</p> <p>As a prerequisite for using the XML profile parameter, the profile parameter CFICU must be set to ON.</p> |
| CFICU     | This Natural profile parameter and/or the corresponding parameter macro NTCFICU in conjunction with their keyword subparameters are used to enable Unicode and code page support.   |
| CP        | This Natural profile parameter defines the default code page for Natural data and Natural sources.  |
| CPCVERR   | This Natural profile and session parameter specifies whether a conversion error that occurs when converting results in a Natural error or not.  |

For further information on these parameters, see the corresponding sections in *Parameter Reference* documentation.

## Activation/Deactivation

### ► To activate the support of the statements REQUEST DOCUMENT and PARSE XML for the current session

- 1 To activate both statements *together*, set the Natural profile parameter XML (or the corresponding parameter macro NTXML) and also its keyword subparameters RDOC and PARSE to ON.

Or:

To activate the support *individually*, set only the corresponding XML/NTXML keyword subparameter to ON:

RDOC to enable support of REQUEST DOCUMENT

PARSE to enable support of PARSE XML

- 2 If the installation platform operates behind an internet firewall or if the internet traffic is routed via a proxy server, the XML/NTXML keyword subparameters for proxy and proxyport have to be specified accordingly.

► **To activate the support of the statements REQUEST DOCUMENT and PARSE XML for all sessions**

- Ask your system administrator to add the parameters and/or macros listed in the *Overview of Applicable Natural Parameters* to the Natural parameter module NATPARM and to set the values correspondingly.

► **To deactivate the support of the statements REQUEST DOCUMENT and PARSE XML**

- To activate both statements *together*, set the Natural profile parameter XML or the parameter macro NTXML to OFF.

Or:

To deactivate the support *individually*, set only the corresponding XML/NTXML keyword sub-parameter to OFF:

RODOC to disable support of REQUEST DOCUMENT

PARSE to disable support of PARSE XML

For information, see *XML - Activate PARSE XML and REQUEST DOCUMENT Statements* in the *Parameter Reference* documentation

## Unicode Support

► **To enable Unicode support**

- Set the profile parameter CFICU must be set to ON.

For information on the various options that can be set with the keyword subparameters of profile parameter CFICU, see *CFICU - Unicode Support* in the *Parameter Reference* documentation.

See also the paragraphs relating to the statements PARSE XML and REQUEST DOCUMENT in the section *Statements*, which is part of the section *Unicode and Code Page Support in the Natural Programming Language* in the *Unicode and Code Page Support* documentation.

## HTTPS Support for the REQUEST DOCUMENT Statement under z/OS

- Short Introduction to HTTPS
- HTTPS over AT-TLS
- Maintenance of Certificates under z/OS
- Using RACF Key Rings
- Using Key Databases

### Short Introduction to HTTPS

HTTPS, short for Hypertext Transfer Protocol Secure, is an additional security layer between HTTP and the TCP/IP protocol stack:

| Layer             | Protocol |
|-------------------|----------|
| Application layer | HTTP(S)  |
| Security layer    | TLS/SSL  |
| Transport layer   | TCP      |
| Network layer     | IP       |

It was introduced to enable encryption and communication partner authentication for a secure data communication over the internet.

The HTTPS URI scheme is used to indicate, that the HTTP communication is secured. For the encryption of the data the SSL (Secure Socket Layer) protocol or its successor TLS (Transport Layer Security) is used. Authentication is hereby provided by the exchange of certificates, which guarantee the identity of the communication partners.

In most cases of HTTPS communication, however, only the server identifies itself with a certificate against the client. Client authentication with a client certificate occurs quite seldom.

SSL communication is established in several steps:

- It starts with identification and authentication of the communication partners over the so called SSL handshake protocol (Client Hello, Server Hello).
- The handshake is followed by the exchange of a symmetric session key via asymmetric encryption (private – public key proceeding). The public key, which is hereby used by the client, is an essential part of the server certificate.
- After the handshake and key exchange have been performed, the encrypted payload request messages are communicated. The symmetric session key, which was negotiated in the preceding steps, is used for the encryption/decryption of those messages.

The HTTPS protocol uses port numbers which differ from the standard HTTP port numbers. While HTTP normally uses port 80, the default port number for HTTPS is 443.

HTTP access to the internet from a client, which is connected to a LAN (Local Area Network), is normally processed via special HTTP servers, so called proxies. Proxies are gateways to the internet from the LAN, which perform security policies, provide caches and validation routines or filter functions and act as firewalls. HTTPS secured internet access is most often performed over a proxy server of its own, which maintains the connections to the remote servers. This proxy is also known as "SSL proxy".

Certificates are binary documents, which contain, among other information items, information about the owner and the issuer of the certificate, the public key for the encryption of the session key data, an expiration date and a digital signature. The certificates, which are presented by HTTPS servers, are normally the lowest link of an entire chain of certificates. Such a certificate chain is called a Public Key Infrastructure (PKI). The certificate on top of such a chain is called a root certificate. Root certificates are generally issued by special organizations, named Certificate Authorities (CA). Root certificates, which are issued and signed by a CA are also called CA (root) certificates. For further information, see *HTTP Developers Manual* and other sources in the internet.

## HTTPS over AT-TLS

HTTPS support for the Natural REQUEST DOCUMENT statement is based on the z/OS Communication Server component AT-TLS (Application Transparent-Transport Layer Security).

AT-TLS provides TLS/SSL encryption as a configurable service for sockets applications. It is realized as an additional layer on top of the TCP/IP protocol stack, which exploits the SSL functionality in nearly or even fully transparent mode to sockets applications. AT-TLS offers three modes of operation. See *z/OS Communications Server, IP Programmer's Guide and Reference. Version 1, Release 9*, Chapter 15, IBM manual SC31-8787-09).

These modes are:

- **Basic**

The sockets application runs without modification in transparent mode, unaware of performing encrypted communication via AT-TLS. Thus legacy applications can run in secured mode without source code modification.

- **Aware**

The application is aware of running in secured mode and is able to query TLS status information.

- **Controlling**

The sockets application is aware of AT-TLS and controls the use of AT-TLS encryption services itself. This means, the application is able to switch between secured and non secured communication.

Natural for Mainframes uses *Controlling* mode to switch on secured mode for HTTPS requests only, while HTTP requests remain unencrypted.

### Maintenance of Certificates under z/OS

Certificates, which are to be used with AT-TLS, can be maintained in two ways under z/OS. They are stored in RACF key rings or in key databases, which are located in the z/OS UNIX file system. Which of these proceedings actually applies is defined in the AT-TLS Policy Agent Configuration file for the z/OS TCP/IP stack, which is used by the Natural HTTPS client.

IBM delivers a set of commonly used CA root certificates with each z/OS system delivery. If key rings are going to be used to hold server certificates, those root certificates must be manually imported into the key rings by the system administrator. If IBM delivers newer replacements for expired root certificates, all affected key rings have to be updated accordingly.

Unlike key rings, key databases contain the current set of root certificates automatically after they have been newly created. However, the need for maintaining always the latest set of root certificates applies to the key database alternative as well.

Certificates to be used by the Natural HTTPS client, must be flagged as trusted. If they are part of a Public Key Infrastructure, the corresponding CA root certificate has to be flagged as trusted.

### Using RACF Key Rings

In RACF, digital certificates are stored in so called key rings. The RACF command `RACDCERT` is used to create and maintain key rings and certificates, which are contained in those key rings.

See *z/OS Security Server RACF Security Administrator's Guide*, IBM manual SA22-7683-11, and *z/OS Security Server RACF Command Language Reference*, IBM manual SA22-7687-11.

### Using Key Databases

Alternatively to RACF, certificates can be kept in key databases, which reside in the z/OS UNIX services file system. For the creation and maintenance of key databases, the `GSKKYMAN` utility has to be used.

See *z/OS Cryptographic Services PKI Services Guide and Reference*, IBM manual SA22-7693-10.

## Restriction Concerning IMS TM

---

The following restriction applies if you wish to use the Natural statements REQUEST DOCUMENT and PARSE XML in an IMS TM environment:

- The PARSE XML statement can be executed under the TP monitor IMS TM with the restriction that no I/O statement is allowed within an active PARSE loop. If an I/O occurs within a PARSE loop, error NAT0967 is issued.

For further restrictions, see the corresponding notes in the statement descriptions.

## Preconditions for the Support of XML-Related Statements under openUTM

---

During an active parse loop with I/Os, the *openUTM* function call PGWT must be used. This means:

1. The *openUTM* application must be started with not less than 2 tasks, otherwise an *openUTM* error K319 with subsequent dump will occur.
2. PGWT conditions must be defined for the KDCDEF.
  - a. Define the maximum wait time (in seconds) for input messages during a PGWT call.

Example:

```
MAX PGWTTIME=60
```

- b. Define the maximum number of *openUTM* tasks for PGWT calls.

Example:

```
MAX TASKS-IN-PGWT=1
```

- c. PGWT can be controlled using either the TAC-PRIORITIES instruction or the TACCLASS concept:
  - Control of PGWT using the TAC-PRIORITIES instruction:

Example:

```
DEFAULT TAC TYPE=D,PROGRAM=NATUTM,. . . . .
TAC NAT,ADMIN=NO,TIME=(0,0),PGWT=YES,TACCLASS=1
TAC-PRIORITIES DIAL-PRIO=EQ
```

- Control of PGWT using the TACCLASS concept:

Example:

```
DEFAULT TAC TYPE=D,PROGRAM=NATUTM,. . . . .
TAC NAT,ADMIN=NO,TIME=(0,0),TACCLASS=1
TAC NAT1,ADMIN=NO,TIME=(0,0),TACCLASS=2
TACCLASS 1,TASKS=2
TACCLASS 2,TASKS=1,PGWT=YES
```

3. The keyword subparameter ILCS of parameter macro NURENT must be set to ILCS=CRTE.

## Sample Program

The following sample program shows the usage of the REQUEST DOCUMENT and the PARSE XML statement.

Further sample programs are provided at the end of the description of each statement and in the Natural library SYSEXV.

```
DEFINE DATA
LOCAL
1 #FROM    (A) DYNAMIC
1 #HEADER  (A) DYNAMIC
1 #PAGE    (A) DYNAMIC
1 #RC      (I4)
1 #COL     (N8)
1 #COL1   (I4)
1 #COL2   (I4)
1 #COL3   (I4)
1 #LOC    (A30)
1 #CP     (A) DYNAMIC
1 #PATH   (A) DYNAMIC
1 #NAME   (A) DYNAMIC
1 #VALUE  (A) DYNAMIC
1 #RTERR (I4)
END-DEFINE
*
ASSIGN #FROM = 'HTTP://SI15.HQ.SAG/autos6.xml'
**
REQUEST DOCUMENT FROM #FROM
RETURN
HEADER ALL #HEADER
```

```

PAGE #PAGE      ENCODED      FOR TYPES 'TEXT/XML'
CODEPAGE ' '
RESPONSE #RC
GIVING #RTERR
**
IF #RC NE 200 /* TEST FOR HTTP RESPONSE 200 = 'OK'
WRITE 'HTTP RESPONSE' #RC 'RECEIVED'
ESCAPE ROUTINE
END-IF
EJECT
PRINT #HEADER
/ '_'(79)
PRINT #PAGE
/ '_'(79)
/ '_'(79)
ASSIGN #CP = *CODEPAGE
EXAMINE #PAGE FOR 'encoding' GIVING POSITION #COL1
  IF #COL1 GT 0
    EXAMINE #PAGE FOR '?>' GIVING POSITION #COL3
    IF #COL3 GT #COL1
      EXAMINE #PAGE FOR 'ISO-8859-1' GIVING POSITION #COL2
    END-IF
    IF #COL2 GT #COL1 AND #COL2 LT #COL3
      EXAMINE #PAGE FOR 'ISO-8859-1' REPLACE #CP
    END-IF
  END-IF
PRINT #PAGE
/ '_'(79)
EJECT
PARSE XML #PAGE INTO PATH #PATH NAME #NAME VALUE #VALUE
  PRINT #PATH / 'NAME=' #NAME / 'VALUE=' #VALUE / '_'(79)
END-PARSE
END

```

 **Note:** The URL accessed in the above program addresses an intranet site and cannot be accessed from the internet.

#### Output of the sample program:

```

HTTP/1.1 200 OK?Date: Thu, 10 Aug 2006 16:26:22 GMT?Server: Apache/1.3.19 (BS2000)?Last-Modified: Thu, 27 Jul 2006 16:44:42 GMT?ETag: "2602c-111-44c8ed7a"?Accept-Ranges: bytes?Content-Length: 273?Connection: close?Content-Type: text/xml???

<?xml version="1.0" encoding="ISO-8859-1" ?><autos>?<make></make>?<make>Ford</make>?<model>Thunderbird</model>?<make>Merceds-Benz</make><model>S400</model><make>BWM</make><model version="latest">330I</model>?<make><label><company>Mercedes</company></label></make>?</autos>?

<?xml version="1.0" encoding="IBM01140" ?><autos>?<make></make>?<make>Ford</make>?<model>Thunderbird</model>?<make>Merceds-Benz</make><model>S400</model><

```

```
make>BMW</make><model version="latest">330I</model>?<make><label><company>
Mercedes</company></label></make>?</autos>?
```

MORE

```
autos
Name= autos
Value=
```

```
autos/$
Name=
Value= ?
```

```
autos/make
Name= make
Value=
```

```
autos/make//
Name= make
Value=
```

```
autos/$
Name=
Value= ?
```

```
autos/make
Name= make
Value=
VVVV
Name= autos
Value=
```

```
autos/$
Name=
Value= ?
```

```
autos/make
Name= make
Value=
```

## Frequently Asked Questions

---

- Why needs code page support to be enabled?
- How to use the XML keyword subparameters (e.g. RDP and RDNOP)
- How to determine proxy server, port number and HTTP server at a site?
- How to decide if a problem is a TCP/IP or HTTP issue or if it is a Natural issue?
- How can I check if I can reach a website from my mainframe without using Natural?
- Is NAT2TCP correctly loaded?
- I get a message "unsupported coding"
- How to avoid Natural error NAT3411 with REQUEST DOCUMENT?
- Can I use self-signed certificates?
- Which is the preferable method for maintaining certificates?
- How to configure TCP/IP for AT-TLS?
- How to verify AT-TLS configuration?
- Is there more information about problem determination?
- How to switch on P-agent trace?
- Error at connection establishment

### **Why needs code page support to be enabled?**

Documentation for Natural on mainframe states that “The Natural ICU handler must be linked to the Natural nucleus”.

### **PARSE XML statement**

The codepage support is needed, as on mainframe platforms, the document to be parsed is always internally converted to UTF-16 (if the document is not already encoded in UTF-16). In most cases the document is not in UTF-16 and a conversion will take place. For more detailed information, see the PARSE XML statement documentation and PARSE XML in the Unicode and Code Page Support documentation.

### **REQUEST DOCUMENT statement**

The ICU library is needed to interpret incoming HTTP headers and convert outgoing HTTP headers. Typically the incoming headers are ISO 8859-1 encoded and on mainframe always have to be converted to the Natural default codepage (see also system variable \*CODEPAGE) - on PC a conversion is not always necessary.

## How to use the XML keyword subparameters (e.g. RDP and RDNOP)

On the PC, the REQUEST DOCUMENT statement executes the Internet Explorer and uses the settings as defined there.

On the mainframe, the URL of the (intranet) proxy server through which all requests have to be routed has to be specified with the NTXML/XML keyword subparameter RDP. With the keyword subparameter RDNOP, local domain(s) which are to be addressed directly, not via the proxy server can be defined.

## How to determine proxy server, port number and HTTP server at a site?

Information about proxy server, port number and HTTP server at a site has to be provided by the network administrator.

You can also look into your browser which proxy server is defined for your site.

For example, in the Internet Explorer under: Tools > Internet Options > Lan Settings > Advanced

You can also search the web for tools which provide such information. For example (untested):  
<http://www.sharewareconnection.com/titles/proxy-settings.htm>

## How to decide if a problem is a TCP/IP or HTTP issue or if it is a Natural issue?

### HTTP response codes

HTTP response is returned via the RESPONSE clause in *operand16*. An Overview of Response Numbers for HTTP/HTTPs Requests is available in the *Statements* documentation.

### TCP/IP errors

The range for these errors is 8300 ff.

Especially error NAT8304 gives more detailed information about a failing HTTP request.

As the TCP/IP error number may be different depending on the installed environment, the text returned by NAT8304 is the best reference.

Additional information:

- See buffer RDOCWA at Offset 480
- Quite often these errors are ICU errors: Recommendation is to set profile or session parameter CPCVERR to OFF.

## How can I check if I can reach a website from my mainframe without using Natural?

To determine if a problem is related to the Natural installation or if there is a more general problem, you can do a PING from within TSO.

For example, in the TSO command shell enter:

```
TSO PING www.google.com
```

This returns:

```
CS V1R9: Pinging host WWW.GOOGLE.COM (66.249.91.99)
Ping #1 response took 0.018 seconds.
```

From within the Natural session you then can test the access to this website with the following small program.

For example, start Natural with:

```
NATvr CFICU=ON
XML=(ON,RDOC=ON,PARSE=ON,RDP='HTTPPROX.HQ.SAG',RDPORT=8080,RDNOP='*.EUR.AD.SAG;
*.HQ.SAG;*.SOFTWAREAG.COM')
```

where *vr* represents the relevant product version.

These values from an internal environment and a profile were used to store it. You have to get your settings for the keyword subparameters RDP, RDPORT and RDNOP from your network administrator, or try the values as defined in your browser (Internet Explorer).

Execute:

```
DEFINE DATA LOCAL
1 #RESULTXML (A) DYNAMIC
1 #RC (I4)
END-DEFINE
REQUEST DOCUMENT FROM "HTTP://WWW.GOOGLE.DE"
RETURN HEADER ALL #HEADER RESPONSE #RC
WRITE #RC
WRITE #HEADER (AL=79)
END
```

## Is NAT2TCP correctly loaded?

You can check this with the SYSPROD utility.

In SYSPROD, enter the command SC (Display subcomponents) for product Natural. When you scroll through the installed subcomponents, you should find an entry for Nat Request Document (Product ID .... TCP).

## I get a message "unsupported coding"

This is a frequent user error: An XML document is converted implicitly or explicitly from one code page to another, for example, from ISO-8859-1 to the code page found in system variable \*CODEPAGE. The document's encoding PI `encoding="ISO-8859-1"`, however, has not been adapted to the changed encoding. In this case, the parser terminates with an error already on the first character of the document to parse.

## How to avoid Natural error NAT3411 with REQUEST DOCUMENT?

Set session parameter CPCVERR to OFF.

## Can I use self-signed certificates?

Self-signed certificates can be used on an intranet server for test purposes, using the open ssl sdk. After these certificates have been imported into a key database or a RACF key ring, they must be flagged as trusted.

## Which is the preferable method for maintaining certificates?

The necessary effort for the RACF key ring approach seems to be much higher than for using key databases. Key rings must be created for every user who wants to access a HTTPS server, whereas key databases can be shared by multiple users.

## How to configure TCP/IP for AT-TLS?

Proceed as follows:

1. In the TCP/IP configuration file, set the option TTLS in the TCPCONFIG statement.
2. Configure and start the AT-TLS Policy Agent. This agent is called by TCP/IP on each new TCP connection to check if the connection is SSL.
3. Create the Policy Agent file containing the AT-TLS rules. The Policy Agent file contains the rules to stipulate which connection is SSL.

See also *z/OS Communications Server: IP Configuration Guide*, Chapter 18 *Application Transparent Transport Layer Security (AT-TLS) data protection*.

The Sample Policy Agent file defines all outgoing connections as application controlled TLS. This should not affect any other TCP/IP application except the Natural REQUEST DOCUMENT support, because the rule is defined as application controlled. That means the application is allowed to set the connection status as SSL. As long as the application does not set this status, it is not affected. However, the Policy Agent file allows also to restrict the application controlled SSL connections to particular ports, users or address spaces. The sample expects the certificate database on the HFS file / u/admin/CERT.kdb.

```

TTLSSRule ConnRule01~1
{
  LocalAddrSetRef addr1
  RemoteAddrSetRef addr1
  LocalPortRangeRef portR1
  Direction Outbound
  Priority 255
  TTLSSGroupActionRef gAct1~AllUsersAsClient
  TTLSEnvironmentActionRef eAct1~AllUsersAsClient
  TTLSSConnectionActionRef cAct1~AllUsersAsClient
}
TTLSSGroupAction gAct1~AllUsersAsClient
{
  TTLSEnabled On
  Trace 6
}
TTLSEnvironmentAction eAct1~AllUsersAsClient
{
  HandshakeRole Client
  EnvironmentUserInstance 0
  TTLSSKeyringParmsRef keyR1
}
TTLSSConnectionAction cAct1~AllUsersAsClient
{
  HandshakeRole Client
  TTLSCipherParmsRef cipher1~AT-TLS__Silver
  TTLSSConnectionAdvancedParmsRef cAdv1~AllUsersAsClient
  Trace 0
}
TTLSSConnectionAdvancedParms cAdv1~AllUsersAsClient
{
  ApplicationControlled On
}
TTLSSKeyringParms keyR1
{
  Keyring /u/admin/CERT.kdb
  KeyringStashFile /u/admin/CERT.sth
}
TTLSCipherParms cipher1~AT-TLS__Silver
{
  V3CipherSuites TLS_RSA_WITH_DES_CBC_SHA
  V3CipherSuites TLS_RSA_WITH_3DES_EDE_CBC_SHA
  V3CipherSuites TLS_RSA_WITH_AES_128_CBC_SHA
}

```

```

}
IpAddrSet           addr1
{
  Prefix          0.0.0.0/0
}
PortRange          portR1
{
  Port            1024-65535
}

```

## How to verify AT-TLS configuration?

Check Policy-Agent job output JESMSGLG for:

```
EZZ8771I PAGENT CONFIG POLICY PROCESSING COMPLETE FOR <your TCP/IP address space>: ←
TTLS
```

This message indicates a successful initialization.

Check Policy-Agent job output JESMSGLG for:

```
EZZ8438I PAGENT POLICY DEFINITIONS CONTAIN ERRORS FOR <your TCP/IP address space>: ←
TTLS
```

This message indicates errors in the configuration file. Check the `syslog.log` file for further information.

Does the configuration rule cover the client?

Check `syslog.log` for:

```
EZD1281I TTLS Map   CONNID: 00002909 LOCAL: 10.20.91.61..1751 REMOTE: ←
10.20.91.117..443
JOBNAME: KSP USERID: KSP TYPE: OutBound STATUS: Appl Control RULE: ConnRule01
ACTIONS: gAct1 eAct1 AllUsersAsClient
```

The above entry indicates that the connection to Port 443 by user KSP is application controlled.

## Is there more information about problem determination?

See also *z/OS V1R8.0 Comm Svr: IP Diagnosis Guide*: 3.23, Chapter 29 *Diagnosing Application Transparent Transport Layer Security (AT-TLS)*

## How to switch on P-agent trace?

See *Comm Svr: IP Configuration Reference*, Chapter 20 *Syslog deamon and Comm Svr: IP Configuration Guide*, Chapter 1.5.1 *Configuring the syslog daemon (syslogd)*

## Error at connection establishment

Find return code RC and corresponding GSK\_ function name in P-agent trace.

See *System SSL Programming* and locate the RC in Chapter 12.1 *SSL Function Return Codes*.

Sample trace with trace=255:

```
EZD1281I TTLS Map    CONNID: 00002909 LOCAL: 10.20.91.61..1751 REMOTE: ←
10.20.91.117..443 JOBNAME: KSP USERID: KSP TYPE: OutBound STATUS: A
EZD1283I TTLS Event GRPID: 00000003 ENVID: 00000000 CONNID: 00002909 RC:      0 ←
Connection Init
EZD1282I TTLS Start GRPID: 00000003 ENVID: 00000002 CONNID: 00002909 Initial ←
Handshake ACTIONS: gAct1 eAct1 AllUsersAsClient HS-Client
EZD1284I TTLS Flow  GRPID: 00000003 ENVID: 00000002 CONNID: 00002909 RC:      0 Call ←
GSK_SECURE_SOCKET_OPEN - 7EE4F718
EZD1284I TTLS Flow  GRPID: 00000003 ENVID: 00000002 CONNID: 00002909 RC:      0 Set ←
GSK_SESSION_TYPE - CLIENT
EZD1284I TTLS Flow  GRPID: 00000003 ENVID: 00000002 CONNID: 00002909 RC:      0 Set ←
GSK_V3_CIPHER_SPECS - 090A2F
EZD1284I TTLS Flow  GRPID: 00000003 ENVID: 00000002 CONNID: 00002909 RC:      0 Set ←
GSK_FD - 00002909
EZD1284I TTLS Flow  GRPID: 00000003 ENVID: 00000002 CONNID: 00002909 RC:      0 Set ←
GSK_USER_DATA - 7EEE9B50
EZD1284I TTLS Flow  GRPID: 00000003 ENVID: 00000002 CONNID: 00002909 RC:  435 Call ←
GSK_SECURE_SOCKET_INIT - 7EE4F718
EZD1283I TTLS Event GRPID: 00000003 ENVID: 00000002 CONNID: 00002909 RC:  435 ←
Initial Handshake 00000000 7EEE8118
EZD1286I TTLS Error GRPID: 00000003 ENVID: 00000002 CONNID: 00002909 JOBNAME: KSP ←
USERID: KSP RULE: ConnRule01 RC:  435 Initial Handshake
EZD1283I TTLS Event GRPID: 00000003 ENVID: 00000002 CONNID: 00002909 RC:      0 ←
Connection Close 00000000 7EEE8118 ←
```

---

## References

Below is a list of resources that you may find useful.

- [Training Courses](#)

- Useful Links

## Training Courses

Software AG's Corporate University offers special training courses on this subject. See the Corporate University offerings on Empower at <https://empower.softwareag.com/>.

Or, ask your local Software AG representative for the availability of special on-site training courses at your location.

## Useful Links

Below is a collection of links that may be of interest.

- World Wide Web Consortium (W3C): <http://www.w3.org/>
- Extensible Markup Language (XML): <http://www.w3.org/XML/>
- HyperText Markup Language (HTML) Home Page: <http://www.w3.org/MarkUp/>
- W3 Schools: <http://www.w3schools.com/>



# IX Designing Application User Interfaces

---

The user interface of an application, that is, the way an application presents itself to the user, is a key consideration when writing an application.

This part provides information on the various possibilities Natural offers for designing user interfaces that are uniform in presentation and provide powerful mechanisms for user guidance and interaction.

When designing user interfaces, standards and standardization are key factors.

Using Natural, you can offer the end user common functionality across various hardware and operating systems.

This includes the general screen layout (information, data and message areas), function-key assignment and the layout of windows.

This part covers the following topics:

**Screen Design**

**Dialog Design**



# 53 Screen Design

---

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## Control of Function-Key Lines - Terminal Command %Y

---

With the terminal command %Y you can define how and where the Natural function-key lines are to be displayed.

Below is information on:

- [Format of Function-Key Lines](#)
- [Positioning of Function-Key Lines](#)
- [Cursor-Sensitivity](#)

### Format of Function-Key Lines

The following terminal commands are available for defining the format of function-key lines:

#### %YN

The function-key lines are displayed in tabular Software AG format:

```
Command ===>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
          Help           Exit                                Canc
```

#### %YS

The function-key lines display the keys sequentially and only show those keys to which names have been assigned (PF1=*value*, PF2=*value*, etc.):

```
Command ===>                                ←
PF1=Help,PF3=Exit,PF12=Canc
```

#### %YP

The function-key lines are displayed in PC-like format, that is, sequentially and only showing those keys to which names have been assigned (F1=*value*, F2=*value*, etc.):

```
Command ===>                                ←
F1=Help,F3=Exit,F12=Canc
```

## Other Display Options

Various other command options are available for function-key lines, such as:

- single- and double-line display,
- intensified display,
- reverse video display,
- color display.

For details on these options, see **%Y - Control of PF-Key Lines** in the *Terminal Commands* documentation.

## Positioning of Function-Key Lines

### **%YB**

The function-key lines are displayed at the bottom of the screen.

```

16:50:53          ***** NATURAL *****
User SAG          - Main Menu -           2002-12-18
                                         Library XYZ

Function

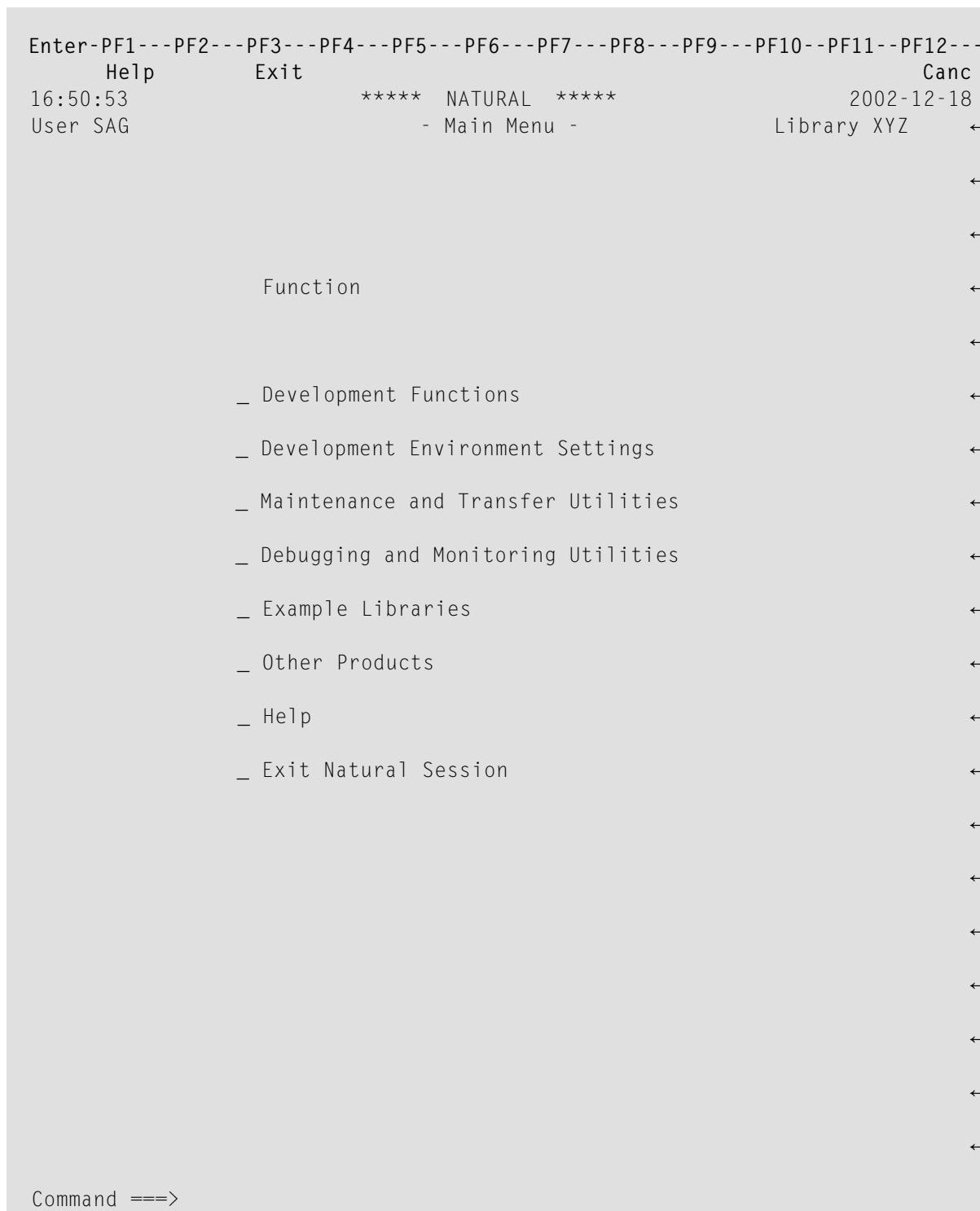
- Development Functions
- Development Environment Settings
- Maintenance and Transfer Utilities
- Debugging and Monitoring Utilities
- Example Libraries
- Other Products
- Help
- Exit Natural Session

Command ===>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help        Exit             Canc

```

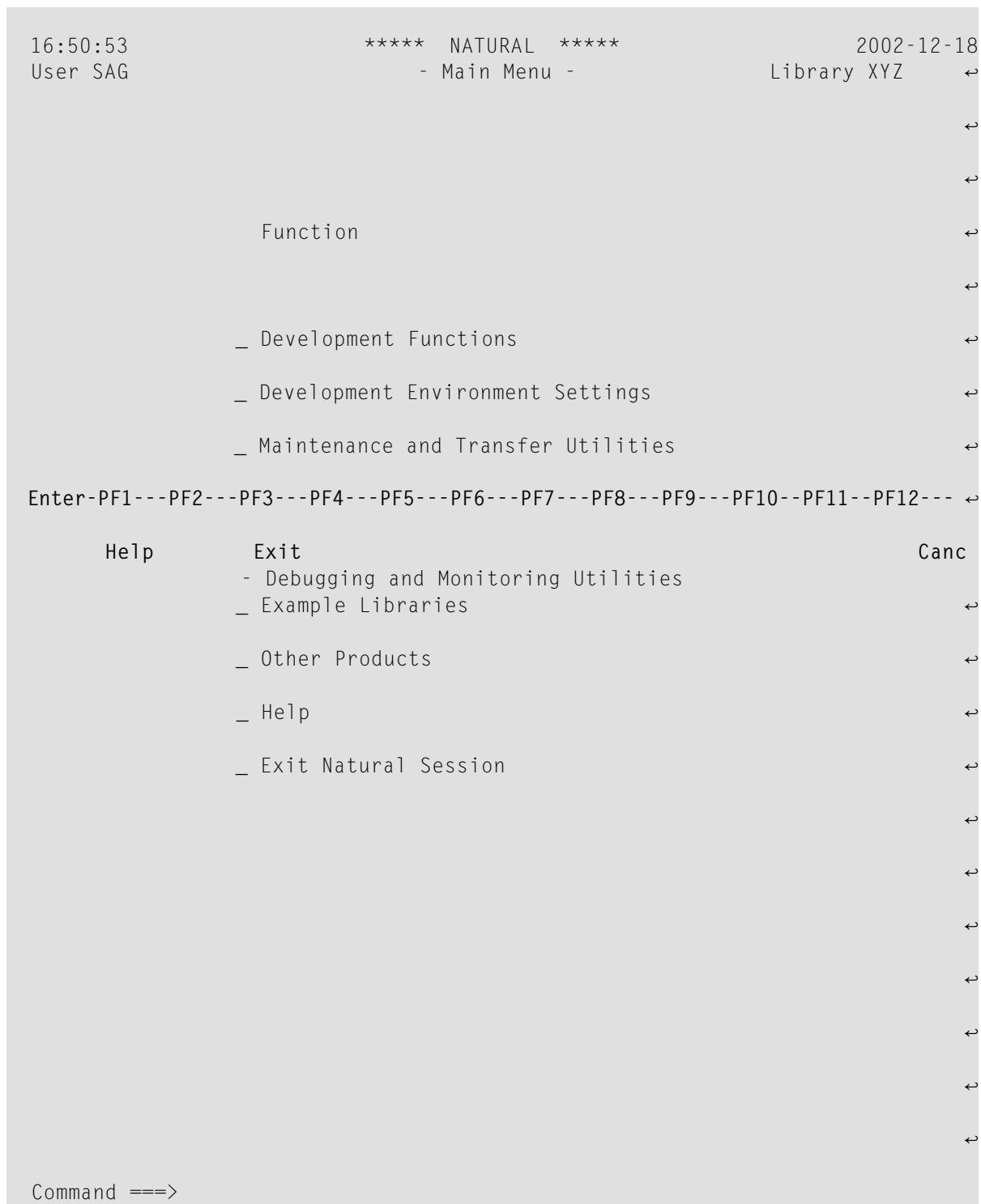
### **%YT**

The function-key lines are displayed at the top of the screen.



%Ynn

The function-key lines are displayed on line *nn* of the screen. In the example below the function-key line has been set to line 10:



## Cursor-Sensitivity

### %YC

This command makes the function-key lines cursor-sensitive. This means that they act like an action bar on a PC screen: you just move the cursor to the desired function-key number or name and press Enter, and Natural reacts as if the corresponding function key had been pressed.

To switch cursor-sensitivity off, you enter %YC again (toggle switch).

By using %YC in conjunction with tabular display format (%YN) and having only the function-key names displayed (%YH), you can equip your applications with very comfortable action bar processing: the user merely has to select a function name with the cursor and press Enter, and the function is executed.

## Control of the Message Line - Terminal Command %M

---

Various options of the terminal command %M are available for defining how and where the Natural message line is to be displayed.

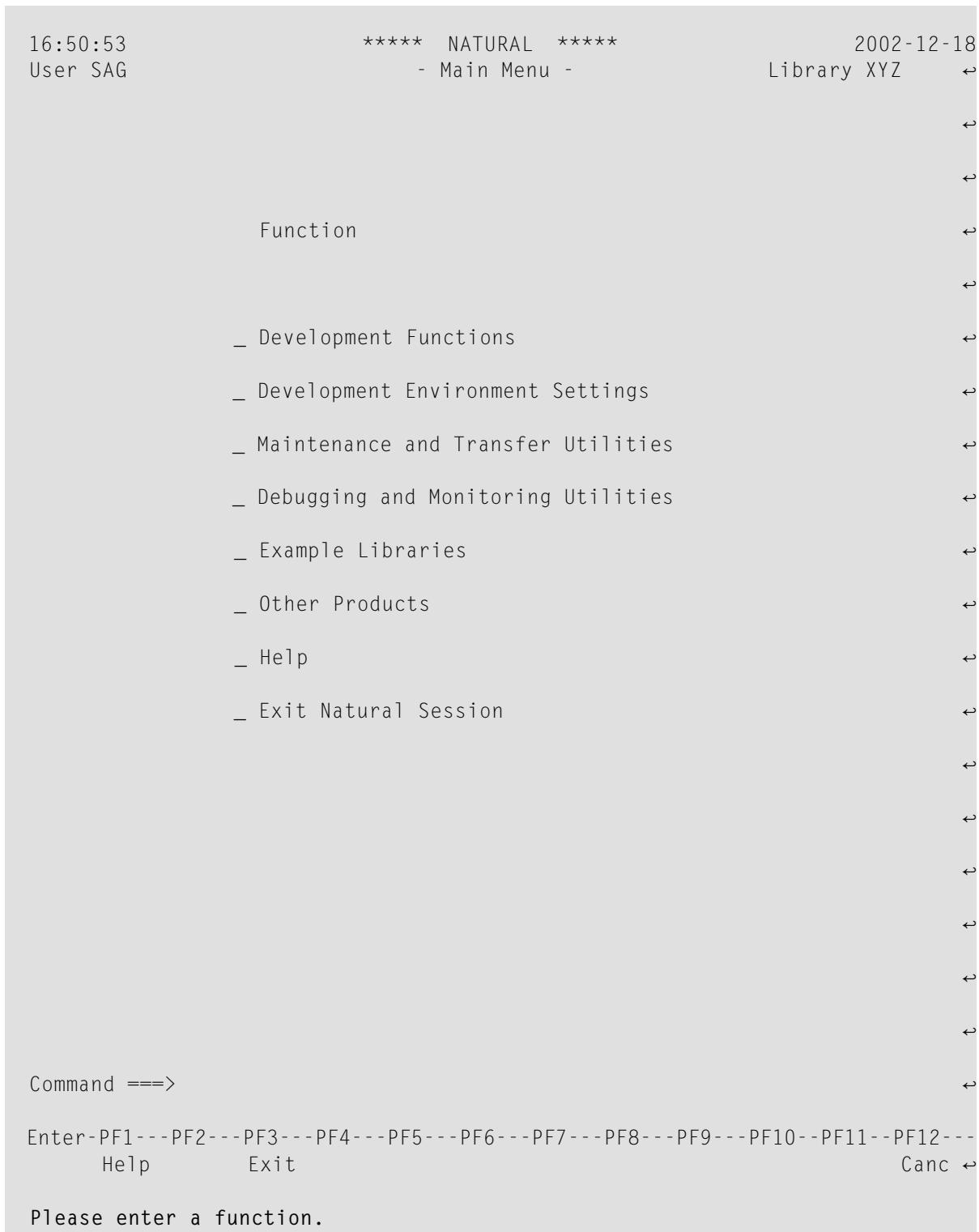
Below is information on:

- Positioning the Message Line
- Message Line Protection
- Message Line Color

### Positioning the Message Line

#### %MB

The message line is displayed at the bottom of the screen.



### %MT

The message line is displayed at the top of the screen.

```
Please enter a function.

16:50:53          ***** NATURAL *****          2002-12-18
User SAG          - Main Menu -          Library XYZ

Function

_ Development Functions
_ Development Environment Settings
_ Maintenance and Transfer Utilities
_ Debugging and Monitoring Utilities
_ Example Libraries
_ Other Products
_ Help
_ Exit Natural Session

Command ===>

Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit
```

Other options for the positioning of the message line are described in *%M - Control of Message Line* in the *Terminal Commands* documentation.

## Message Line Protection

### %MP

The message line is switched from unprotected to protected mode or vice versa. In unprotected mode, the message line can also be used for terminal input.

## Message Line Color

### %M=color-code

The message line is displayed in the specified color (for an explanation of color codes, see the session parameter CD as described in the *Parameter Reference*).

## Assigning Colors to Fields - Terminal Command %=

You can use the terminal command %= to assign colors to field attributes for programs that were originally not written for color support. The command causes all fields/text defined with the specified attributes to be displayed in the specified color.

If predefined color assignments are not suitable for your terminal type, you can use this command to override the original assignments with new ones.

You can also use the %= terminal command within Natural editors, for example to define color assignments dynamically during map creation.

| Codes | Description  |
|-------|--|
| blank | Clear color translate table.   |
| F     | Newly defined colors are to override colors assigned by the program. |
| N     | Color attributes assigned by program are not to be modified.         |
| O     | Output field.  |
| M     | Modifiable field (output and input).                                 |
| T     | Text constant.   |
| B     | Blinking   |
| C     | Italic   |
| D     | Default  |
| I     | Intensified  |
| U     | Underlined   |
| V     | Reverse video  |
| BG    | Background   |
| BL    | Blue   |
| GR    | Green  |

| Codes | Description |
|-------|-------------|
| NE    | Neutral     |
| PI    | Pink        |
| RE    | Red         |
| TU    | Turquoise   |
| YE    | Yellow      |

Example:

```
%=TI=RE,OB=YE
```

This example assigns the color red to all intensified text fields and yellow to all blinking output fields.

## Outlining - Terminal Command %D=B

---

Outlining (boxing) is the capability to generate a line around certain fields when they are displayed on the terminal screen. Drawing such “boxes” around fields is another method of showing the user the lengths of fields and their positions on the screen.

Outlining is only available on certain types of terminals, usually those which also support the display of double-byte character sets.

The terminal command %D=B is used to control outlining. For details on this command, see the relevant section in the *Terminal Commands* documentation.

## Statistics Line/Infoline - Terminal Command %X

---

The terminal command %X controls the display of the Natural statistics line/infoline. The line can be used either as a statistics line or as an infoline, but not both at the same time.

Below is information on:

- [Statistics Line](#)

**■ Infoline**

## Statistics Line

To turn the statistics line on/off, enter the terminal command %X (this is a toggle function). If you set the statistics line on, you can see statistical information, such as:

- the number of bytes transmitted to the screen during the previous screen operation,
- the logical line size of the current page,
- the physical line size of the window.

For full details regarding the statistics line, see the terminal command %X as described in the *Terminal Commands* documentation.

The example below shows the statistics line displayed at the bottom of the screen:

```
>                                         > + Program      POS      Lib SAG
A11     ....+....1....+....2....+....3....+....4....+....5....+....6....+....7...
0010 SET CONTROL 'XB'
0020 SET CONTROL 'XI-'
0030 DEFINE PRINTER (2) OUTPUT 'INFORLINE'
0040 WRITE (2) 'EXECUTING' *PROGRAM 'BY' *INIT-USER
0050 WRITE 'TEST OUTPUT'
0070 END
0080
0090
0100
0110
0120
0130
0140
0150
0160
0170
0180
0190
0200
I0=264,AI =292,L=0 C= ,LS=80,P =23,PLS=80,PCS=24,FLD=82,CLS=1,ADA=0
```

## Infoline

You can also use the statistics line as an *infoline* where status information can be displayed, for example, for debugging purposes, or you can use it as a separator line (as defined by SAA standards).

To define the statistics line as an infoline, you use the terminal command %XI+.

Once you have activated the infoline with the above command, you can define the infoline as the output destination for data with the `DEFINE PRINTER` statement as demonstrated in the example below:

```
SET CONTROL 'XT'
SET CONTROL 'XI+'
DEFINE PRINTER (2) OUTPUT 'INFOLINE'
WRITE (2) 'EXECUTING' *PROGRAM 'BY' *INIT-USER
WRITE 'TEST OUTPUT'
END
```

When the above program is run, the status information is displayed in the infoline at the top of the output display:

```
EXECUTING POS      BY SAG
Page       1          2001-01-22 10:56:06
TEST OUTPUT
```

For further details on the statistics line/infoline, see the terminal command %X as described in the *Terminal Commands* documentation.

## Windows

---

Below is information on:

- [What is a Window?](#)
- [DEFINE WINDOW Statement](#)

- INPUT WINDOW Statement

### What is a Window?

A *window* is that segment of a logical page, built by a program, which is displayed on the terminal screen.

A *logical page* is the output area for Natural; in other words the logical page contains the current report/map produced by the Natural program for display. This logical page may be larger than the physical screen.

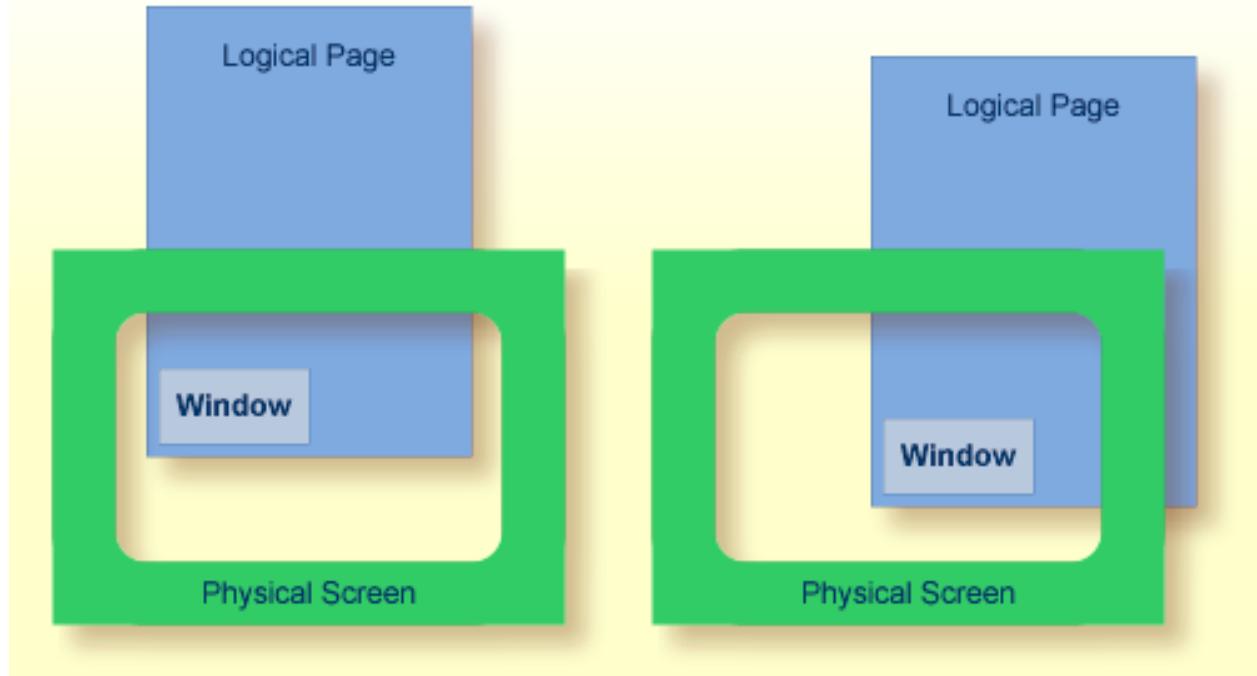
There is always a window present, although you may not be aware of its existence. Unless specified differently (by a `DEFINE WINDOW` statement), the size of the window is identical to the physical size of your terminal screen.

You can manipulate a window in two ways:

- You can control the size and position of the window on the *physical screen*.
- You can control the position of the window on the *logical page*.

### Positioning on the Physical Screen

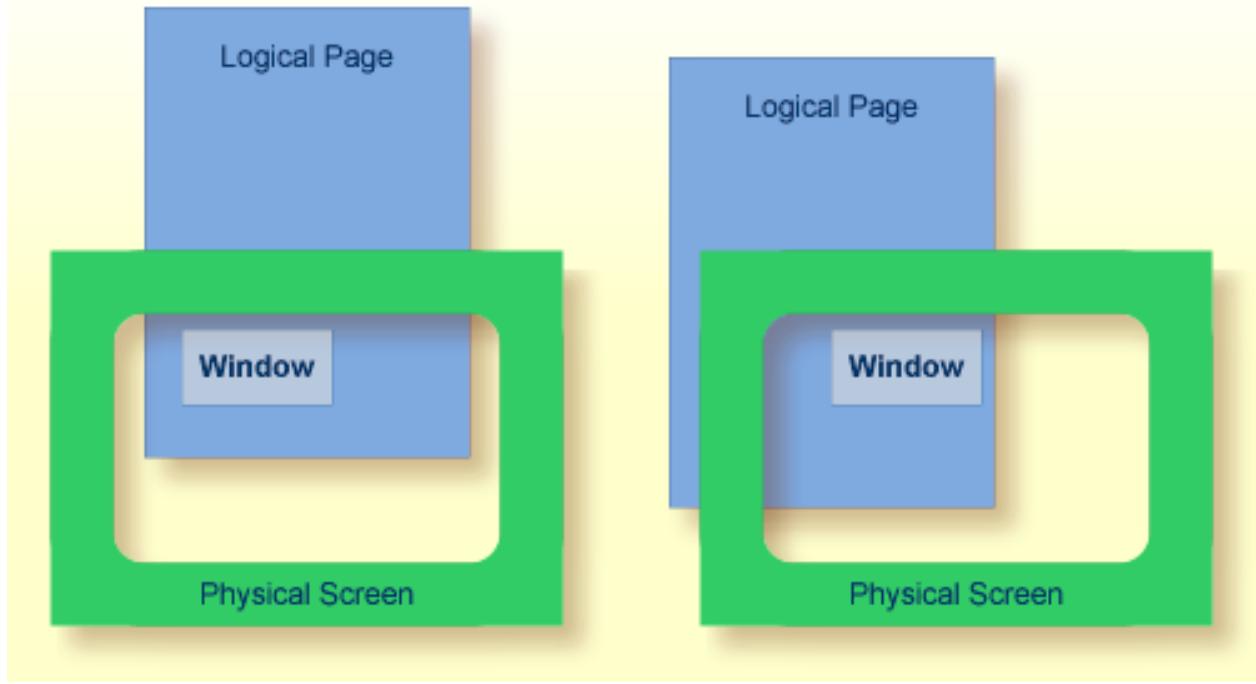
The figure below illustrates the positioning of a window on the physical screen. Note that the same section of the logical page is displayed in both cases, only the position of the window on the screen has changed.



## Positioning on the Logical Page

The figure below illustrates the positioning of a window on the logical page.

When you change the position of the window on the *logical page*, the size and position of the window on the *physical screen* will remain unchanged. In other words, the window is not moved over the page, but the page is moved “underneath” the window.



## DEFINE WINDOW Statement

You use the `DEFINE WINDOW` statement to specify the size, position and attributes of a window on the *physical screen*.

A `DEFINE WINDOW` statement does not activate a window; this is done with a `SET WINDOW` statement or with the `WINDOW` clause of an `INPUT` statement.

Various options are available with the `DEFINE WINDOW` statement. These are described below in the context of the following example. It refers to Natural's default terminal type setting; see also terminal command `%T=` and profile parameter `TTYPE`).

The following program defines a window on the physical screen.

```
** Example 'WINDX01': DEFINE WINDOW
*****
DEFINE DATA LOCAL
1 COMMAND (A10)
END-DEFINE
*
DEFINE WINDOW TEST
  SIZE 5*25
  BASE 5/40
  TITLE 'Sample Window'
  CONTROL WINDOW
  FRAMED POSITION SYMBOL BOTTOM LEFT
*
INPUT WINDOW='TEST' WITH TEXT 'message line'
  COMMAND (AD=I'_') /
  'dataline 1' /
  'dataline 2' /
  'dataline 3' 'long data line'
*
IF COMMAND = 'TEST2'
  FETCH 'WINDX02'
ELSE
  IF COMMAND = '.'
    STOP
  ELSE
    REINPUT 'invalid command'
  END-IF
END-IF
END
```

The window-name identifies the window. The name may be up to 32 characters long. For a window name, the same naming conventions apply as for user-defined variables. Here the name is TEST.

The window size is set with the SIZE option. Here the window is 5 lines high and 25 columns (positions) wide.

The position of the window is set by the BASE option. Here the top left-hand corner of the window is positioned on line 5, column 40.

With the TITLE option, you can define a title that is to be displayed in the window frame (of course, only if you have defined a frame for the window).

With the CONTROL clause, you determine whether the PF-key lines, the message line and the statistics line are displayed in the window or on the full physical screen. Here CONTROL WINDOW causes the message line to be displayed inside the window. CONTROL SCREEN would cause the lines to be displayed on the full physical screen outside the window. If you omit the CONTROL clause, CONTROL WINDOW applies by default.

With the `FRAMED` option, you define that the window is to be framed. This frame is then cursor-sensitive. Where applicable, you can page forward, backward, left or right within the window by simply placing the cursor over the appropriate symbol (`<`, `-`, `+`, or `>`; see `POSITION` clause) and then pressing `Enter`. In other words, you are moving the *logical page* underneath the window on the physical screen. If no symbols are displayed, you can page backward and forward within the window by placing the cursor in the top frame line (for backward positioning) or bottom frame line (for forward positioning) and then pressing `Enter`.

With the `POSITION` clause of the `FRAMED` option, you define that information on the position of the window on the logical page is to be displayed in the frame of the window. This applies only if the logical page is larger than the window; if it is not, the `POSITION` clause will be ignored. The position information indicates in which directions the logical page extends above, below, to the left and to the right of the current window.

If the `POSITION` clause is omitted, `POSITION SYMBOL TOP RIGHT` applies by default.

`POSITION SYMBOL` causes the position information to be displayed in form of symbols: "More: `<- +>`". The information is displayed in the top and/or bottom frame line.

`TOP/BOTTOM` determines whether the position information is displayed in the top or bottom frame line.

`LEFT/RIGHT` determines whether the position information is displayed in the left or right part of the frame line.

You can define which characters are to be used for the frame with the terminal command `%F=chv`.

|          |   |
|----------|---|
| <b>c</b> | The first character will be used for the four <i>corners</i> of the window frame. |
| <b>h</b> | The second character will be used for the <i>horizontal</i> frame lines.          |
| <b>v</b> | The third character will be used for the <i>vertical</i> frame lines.             |

Example:

```
%F=+- !
```

The above command makes the window frame look like this:

```
+-----+  
!       !  
!       !  
!       !  
!       !  
+-----+
```

## INPUT WINDOW Statement

The INPUT WINDOW statement activates the window defined in the DEFINE WINDOW statement. In the example, the window TEST is activated. Note that if you wish to output data in a window (for example, with a WRITE statement), you use the SET WINDOW statement.

When the above program is run, the window is displayed with one input field COMMAND. The session parameter AD is used to define that the value of the field is displayed intensified and an underscore is used as filler character.

Output of Program WINDX01:

```
> r                               > + Program      WINDX01  Lib SYSEXPG
Top     ....+....1....+....2....+....3....+....4....+....5....+....6....+....7...
0010 ** Example 'WINDX01': DEFINE WINDOW
0020 *****+*****+*****+*****+*****+-----+*****+*****+*****+*****+*****+
0030 DEFINE DATA LOCAL           ! message line      !
0040 1 COMMAND (A10)            ! COMMAND _____ !
0050 END-DEFINE                 ! dataline 1       !
0060 *                           +More:    + >-----+
0070 DEFINE WINDOW TEST
0080      SIZE 5*25
0090      BASE 5/40
0100      TITLE 'Sample Window'
0110      CONTROL WINDOW
0120      FRAMED POSITION SYMBOL BOTTOM LEFT
0130 *
0140 INPUT WINDOW='TEST' WITH TEXT 'message line'
0150      COMMAND (AD=I'_') /
0160      'dataline 1' /
0170      'dataline 2' /
0180      'dataline 3' 'long data line'
0190 *
0200 IF COMMAND = 'TEST2'
....+....1....+....2....+....3....+....4....+....5....+... S 29   L 1
```

In the bottom frame line, the position information More: + > indicates that there is more information on the logical page than is displayed in the window.

To see the information that is further down on the logical page, you place the cursor in the bottom frame line on the plus (+) sign and press Enter.

The window is now moved downwards. Note that the text long data line does not fit in the window and is consequently not fully visible.

```
> r                               > + Program      WINDX01  Lib SYSEXPG
Top    ....+....1....+....2....+....3....+....4....+....5....+....6....+....7..
0010 ** Example 'WINDX01': DEFINE WINDOW
0020 *****Sample Window***** +-----+
0030 DEFINE DATA LOCAL           ! message line      !
0040 1 COMMAND (A10)            ! dataline 3 long data !
0050 END-DEFINE                 ! dataline 2      !
0060 *                         +More: - >-----+
0070 DEFINE WINDOW TEST
0080     SIZE 5*25
0090     BASE 5/40
0100     TITLE 'Sample Window'
0110     CONTROL WINDOW
0120     FRAMED POSITION SYMBOL BOTTOM LEFT
0130 *
0140 INPUT WINDOW='TEST' WITH TEXT 'message line'
0150     COMMAND (AD=I'_') /
0160     'dataline 1' /
0170     'dataline 2' /
0180     'dataline 3' 'long data line'
0190 *
0200 IF COMMAND = 'TEST2'
....+....1....+....2....+....3....+....4....+....5....+... S 29   L 1
```

To see this hidden information to the right, you place the cursor in the bottom frame line on the less-than symbol (>) and press `Enter`. The window is now moved to the right on the logical page and displays the previously invisible word `line`:

```

> r                               > + Program      WINDX01  Lib SYSEXPG
Top   ....+....1....+....2....+....3....+....4....+....5....+....6....+....7...
0010 ** Example 'WINDX01': DEFINE WINDOW
0020 *****Sample Window*****+ ****
0030 DEFINE DATA LOCAL           ! message line      !
0040 1 COMMAND (A10)           ! line             ! <==
0050 END-DEFINE                 !
0060 *                         +More: < -  -----
0070 DEFINE WINDOW TEST
0080      SIZE 5*25
0090      BASE 5/40
0100      TITLE 'Sample Window'
0110      CONTROL WINDOW
0120      FRAMED POSITION SYMBOL BOTTOM LEFT
0130 *
0140 INPUT WINDOW='TEST' WITH TEXT 'message line'
0150      COMMAND (AD=I'_') /
0160      'dataline 1' /
0170      'dataline 2' /
0180      'dataline 3' 'long data line'
0190 *
0200 IF COMMAND = 'TEST2'
.....+....1....+....2....+....3....+....4....+....5....+... S 29   L 1

```

## Multiple Windows

You can, of course, open multiple windows. However, only one Natural window is active at any one time, that is, the most recent window. Any previous windows may still be visible on the screen, but are no longer active and are ignored by Natural. You may enter input only in the most recent window. If there is not enough space to enter input, the window size must be adjusted first.

When TEST2 is entered in the COMMAND field, the program WINDX02 is executed.

```

** Example 'WINDX02': DEFINE WINDOW
*****
DEFINE DATA LOCAL
1 COMMAND (A10)
END-DEFINE
*
DEFINE WINDOW TEST2
      SIZE 5*30
      BASE 15/40
      TITLE 'Another Window'
      CONTROL SCREEN
      FRAMED POSITION SYMBOL BOTTOM LEFT
*
INPUT WINDOW='TEST2' WITH TEXT 'message line'
      COMMAND (AD=I'_') /
      'dataline 1' /

```

```

'dataline 2' /
'dataline 3' 'long data line'
*
IF COMMAND = 'TEST'
  FETCH 'WINDX01'
ELSE
  IF COMMAND = '..'
    STOP
  ELSE
    REINPUT 'invalid command'
  END-IF
END-IF
END

```

A second window is opened. The other window is still visible, but it is inactive.

```

message line
> r                               > + Program      WINDX01  Lib SYSEXPG
Top   ....+....1....+....2....+....3....+....4....+....5....+....6....+....7..
0010 ** Example 'WINDX01': DEFINE WINDOW
0020 *****-----Sample Window-----+ *****
0030 DEFINE DATA LOCAL           ! message line      ! Inactive
0040 1 COMMAND (A10)          ! COMMAND TEST2____ ! Window
0050 END-DEFINE                 ! dataline 1       ! <==
0060 *
0070 DEFINE WINDOW TEST
0080     SIZE 5*25
0090     BASE 5/40
0100     TITLE 'Sample Window'
0110     CONTROL WINDOW
0120     FRAMED POSITION SYMBOL B +-----Another Window-----+ Currently ←
0130 *
0140 INPUT WINDOW='TEST' WITH TEXT ' ! COMMAND _____ ! Active
0150     ! dataline 1           ! Window
0160     COMMAND (AD=I'_') /   ! dataline 2           ! <==
0170     'dataline 1' /       +More: +-----+
0180     'dataline 2' /
0190     'dataline 3' 'long data line'
0200 *
0200 IF COMMAND = 'TEST2'           ←

```

Note that for the new window the message line is now displayed on the full physical screen (at the top) and not in the window. This was defined by the **CONTROL SCREEN** clause in the **WINDX02** program.

For further details on the statements **DEFINE WINDOW**, **INPUT WINDOW** and **SET WINDOW**, see the corresponding descriptions in the *Statements* documentation.

## Standard/Dynamic Layout Maps

### Standard Layout Maps

A *standard layout* can be defined in the map editor, as described in the *Map Editor Tutorial*. This layout guarantees a uniform appearance for all maps that reference it throughout the application.

When a map that references a standard layout is initialized, the standard layout becomes a fixed part of the map. This means that if this standard layout is modified, all affected maps must be re-cataloged before the changes take effect.

### Dynamic Layout Maps

In contrast to a standard layout, a *dynamic layout* does not become a fixed part of a map that references it, rather it is executed at runtime.

This means that if you define the layout map as “dynamic” on the Define Map Settings For MAP screen in the map editor (see the example below), any modifications to the layout map are also carried out on all maps that reference it. The maps need not be re-cataloged.

| Define Map Settings for MAP  |                             |                        |         |
|--|-----------------------------|------------------------|---------|
| 08:46:18 2001-01-22  |                             |                        |         |
| Delimiters   | Format                      | Context                |         |
| Cls Att CD Del   | Page Size ..... 23          | Device Check ....      | _____   |
| T D BLANK  | Line Size ..... 79          | WRITE Statement        | _       |
| T I ?  | Column Shift ... 0 (0/1)    | INPUT Statement        | X       |
| A D _  | Layout ..... STAN1          | Help                   | _____   |
| A I )  | dynamic ..... Y (Y/N)       | as field default       | N (Y/N) |
| A N ^  | Zero Print ..... N (Y/N)    |                        |         |
| M D &  | Case Default ... UC (UC/LC) |                        |         |
| M I :  | Manual Skip .... N (Y/N)    | Automatic Rule Rank    | 1       |
| O D +  | Decimal Char ... .          | Profile Name ....      | SYSPROF |
| O I (  | Standard Keys .. Y (Y/N)    |                        |         |
|  | Justification .. L (L/R)    | Filler Characters      | _____   |
|  | Print Mode .. _             |                        |         |
|  | Control Var .... _____      | Optional, Partial .... | _       |
|  |                             | Required, Partial .... | _       |
|  |                             | Optional, Complete ... | _       |
|  |                             | Required, Complete ... | _       |
| Apply changes only to new fields?  | N (Y/N)                     |                        |         |
| Enter--PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12--- |                             |                        |         |
| Help   | Exit                        | Let                    |         |

For further details on layout maps, see *Map Editor* in the *Editors* documentation.

## Multilingual User Interfaces

---

Using Natural, you can create multilingual applications for international use.

Maps, help routines, error messages, programs, subprograms and copy codes can be defined in up to 60 different languages (including languages with double-byte character sets).

Below is information on:

- [Language Codes](#)
- [Defining the Language of a Natural Object](#)
- [Defining the User Language](#)
- [Referencing Multilingual Objects](#)
- [Programs](#)
- [Error Messages](#)
- [Edit Masks for Date and Time Fields](#)

### Language Codes

In Natural, each language has a *language code* (from 1 to 60). The table below is an extract from the full table of language codes. For a complete overview, refer to the description of the system variable `*LANGUAGE` in the *System Variables* documentation.

| Language Code | Language   | Map Code in Object Names |
|---------------|------------|--------------------------|
| 1             | English    | 1                        |
| 2             | German     | 2                        |
| 3             | French     | 3                        |
| 4             | Spanish    | 4                        |
| 5             | Italian    | 5                        |
| 6             | Dutch      | 6                        |
| 7             | Turkish    | 7                        |
| 8             | Danish     | 8                        |
| 9             | Norwegian  | 9                        |
| 10            | Albanian   | A                        |
| 11            | Portuguese | B                        |

The language code (left column) is the code that is contained in the system variable `*LANGUAGE`. This code is used by Natural internally. It is the code you use to define the user language (see [Defining the User Language](#) below). The code you use to identify the language of a Natural object is the *map code* in the right-hand column of the table.

Example:

The language code for Portuguese is "11". The code you use when cataloging a Portuguese Natural object is "B".

For the full table of language codes, see the system variable \*LANGUAGE as described in the *System Variables* documentation.

## Defining the Language of a Natural Object

To define the language of a Natural object (map, helproutine, program, subprogram or copycode), you add the corresponding map code to the object name. Apart from the map code, the name of the object must be identical for all languages.

In the example below, a map has been created in English and in German. To identify the languages of the maps, the map code that corresponds to the respective language has been included in the map name.

### Example of Map Names for a Multilingual Application

DEM01 = English map (map code 1)

DEM02 = German map (map code 2)

### Defining Languages with Alphabetical Map Codes

Map codes are in the range 1-9, A-Z or a-y. The alphabetical map codes require special handling.

Normally, it is not possible to catalog an object with a lower-case letter in the name - all characters are automatically converted into capitals.

This is however necessary, if for example you wish to define an object for Kanji (Japanese) which has the language code 59 and the map code x.

To catalog such an object, you first set the correct language code (here 59) using the terminal command %L=nn, where nn is the language code.

You then catalog the object using the ampersand (&) character instead of the actual map code in the object name. So to have a Japanese version of the map DEM0, you stow the map under the name DEM0&.

If you now look at the list of Natural objects, you will see that the map is correctly listed as DEM0x.

Objects with language codes 1-9 and upper case A-Z can be cataloged directly without the use of the ampersand (&) notation.

In the example list below, you can see the three maps DEM01, DEM02 and DEM0x. To delete the map DEM0x, you use the same method as when creating it, that is, you set the correct language with the terminal command %L=59 and then confirm the deletion with the ampersand (&) notation (DEM0&).

| 08:41:14  | ***** NATURAL LIST COMMAND ***** |                   |        |                           |        |       |         | 2001-01-25        |
|---|----------------------------------|-------------------|--------|---------------------------|--------|-------|---------|-------------------|
| User SAG  | LIST * *                         |                   |        |                           |        |       |         | Library SAG       |
| Cmd   | Name                             | Type              | S/C    | SM                        | Vers   | Level | User-ID | Date              |
|   |                                  |                   |        |                           |        |       |         | Time              |
| —   | COM3                             | Program           | S/C    | S                         | 2.2    | 0002  | SAG     | 92-01-21 14:34:39 |
| —   | CUR                              | Program           | +----- | DELETE                    | -----+ |       |         | 92-01-22 09:37:02 |
| —   | CURS                             | Map               | !      |                           |        |       | !       | 92-01-22 09:37:41 |
| —   | D                                | Program           | !      | Please confirm deletion ! |        |       |         | 92-01-21 14:13:14 |
| —   | DARL                             | Program           | !      | with name DEM0x           |        |       | !       | 91-06-03 12:08:30 |
| —   | DARL1                            | Local             | !      | DEM0&____                 |        |       | !       | 91-06-03 12:03:52 |
| —   | DAV                              | Program           | +----- |                           |        |       |         | 92-01-29 09:07:52 |
| de  | DEM0x                            | Map               | S/C    | S                         | 2.2    | 0002  | SAG     | 92-02-25 08:41:04 |
| —   | DEM01                            | Map               | S/C    | S                         | 2.2    | 0002  | SAG     | 92-01-22 08:38:32 |
| —   | DEM02                            | Map               | S/C    | S                         | 2.2    | 0002  | SAG     | 92-01-22 08:07:32 |
| —   | DOWNCOM                          | Program           | S      | S                         | 2.2    | 0001  | SAG     | 91-08-12 14:01:10 |
| —   | DOWNCOMR                         | Program           | S      | S                         | 2.2    | 0001  | SAG     | 91-08-12 14:01:32 |
| —   | DOWNCOM2                         | Program           | S      | S                         | 2.2    | 0001  | SAG     | 91-08-15 13:02:20 |
| —   | DOWNDIR                          | Program           | S      | S                         | 2.2    | 0001  | SAG     | 91-08-16 08:03:56 |
| From  | _____                            | (New start value) |        |                           |        |       | 0       |                   |
| Command ==>   |                                  |                   |        |                           |        |       |         |                   |
| Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12--- |                                  |                   |        |                           |        |       |         |                   |
| Help  | Exit                             | --                | -      | +                         |        |       |         | Canc              |

## Defining the User Language

You define the language to be used per user - as defined in the system variable `*LANGUAGE` - with the profile parameter `ULANG` (which is described in the *Parameter Reference*) or with the terminal command `%L=nn` (where `nn` is the language code).

## Referencing Multilingual Objects

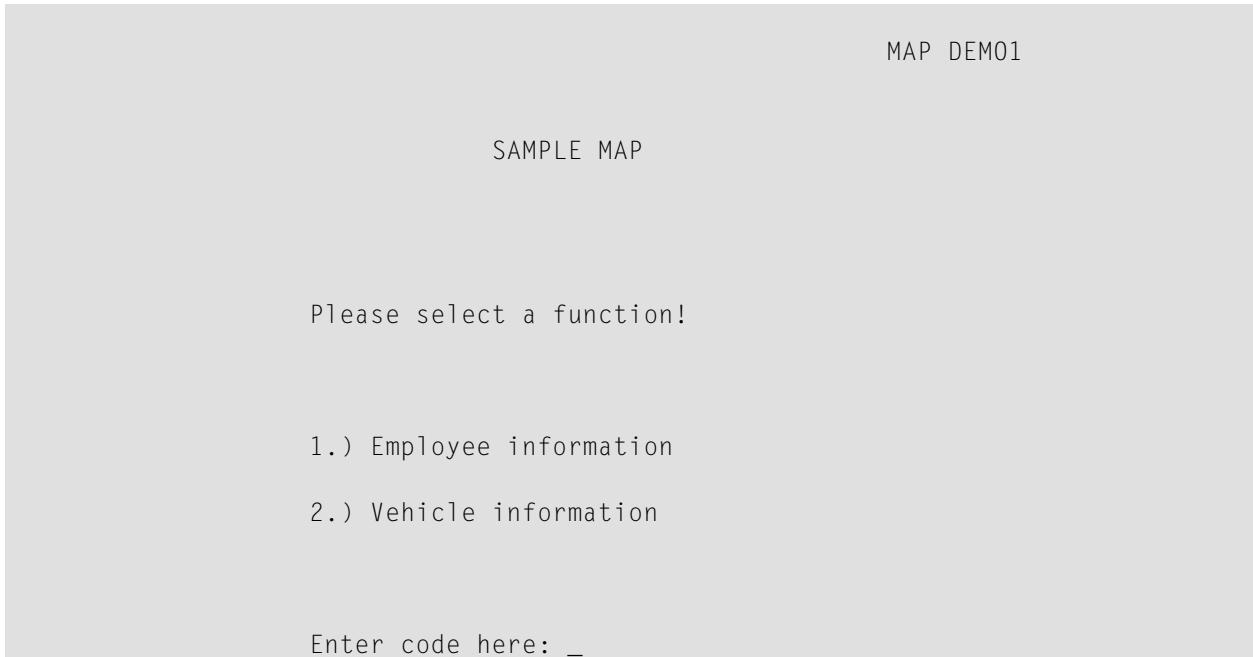
To reference multilingual objects in a program, you use the ampersand (&) character in the name of the object.

The program below uses the maps `DEM01` and `DEM02`. The ampersand (&) character at the end of the map name stands for the map code and indicates that the map with the current language as defined in the `*LANGUAGE` system variable is to be used.

```
DEFINE DATA LOCAL
1 PERSONNEL VIEW OF EMPLOYEES
  2 NAME (A20)
  2 PERSONNEL-ID (A8)
1 CAR VIEW OF VEHICLES
  2 REG-NUM (A15)
1 #CODE (N1)
END-DEFINE
*
```

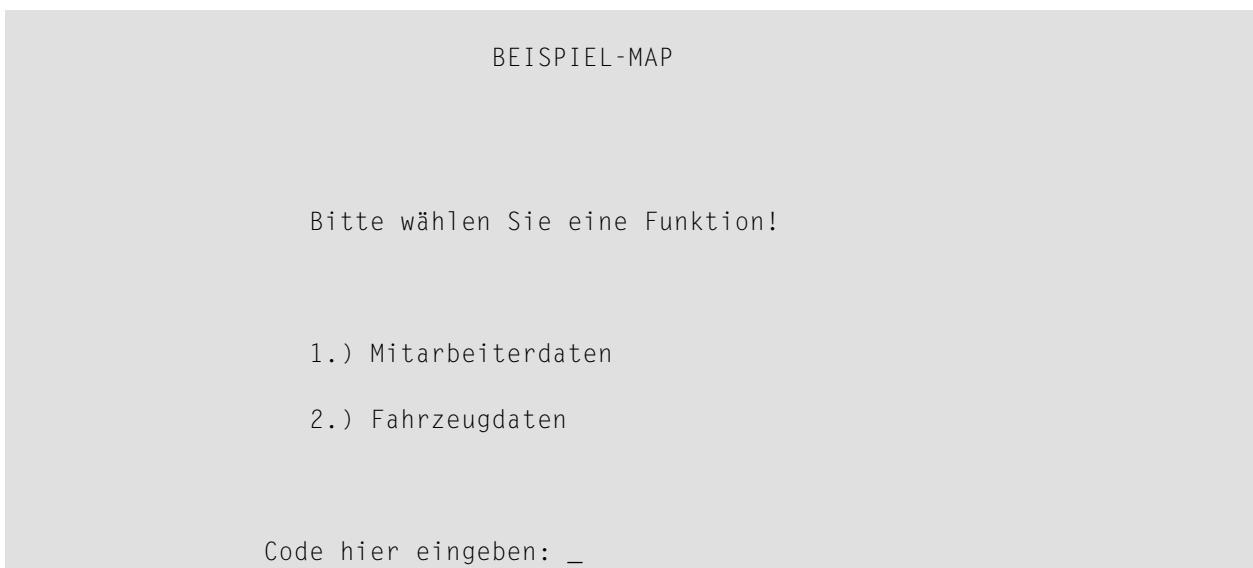
```
INPUT USING MAP 'DEMO&' /* <-- INVOKE MAP WITH CURRENT LANGUAGE CODE  
...
```

When this program is run, the English map (DEM01) is displayed. This is because the current value of \*LANGUAGE is 1 = English.



In the example below, the language code has been switched to 2 = German with the terminal command %L=2.

When the program is now run, the German map (DEM02) is displayed.



## Programs

For some applications it may be useful to define multilingual programs. For example, a standard invoicing program, might use different subprograms to handle various tax aspects, depending on the country where the invoice is to be written.

Multilingual programs are defined with the same technique as described above for maps.

## Error Messages

Using the Natural utility SYSERR, you can translate Natural error messages into up to 60 languages, and also define your own error messages.

Which message language a user sees, depends on the \*LANGUAGE system variable.

For further information on error messages, see *SYSERR Utility* in the *Utilities* documentation.

## Edit Masks for Date and Time Fields

The language used for date and time fields defined with edit masks also depends on the system variable \*LANGUAGE.

For details on edit masks, see the session parameter EM as described in the *Parameter Reference*.

## Skill-Sensitive User Interfaces

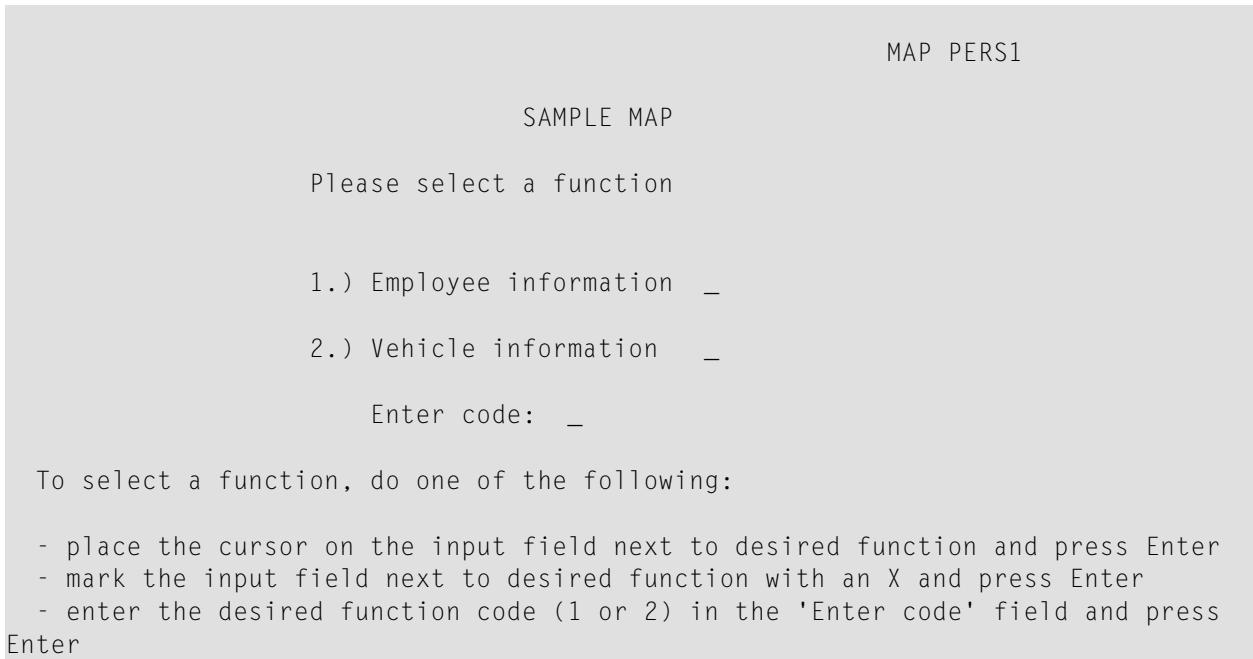
---

Users with varying levels of skill may wish to have different maps (of varying detail) while using the same application.

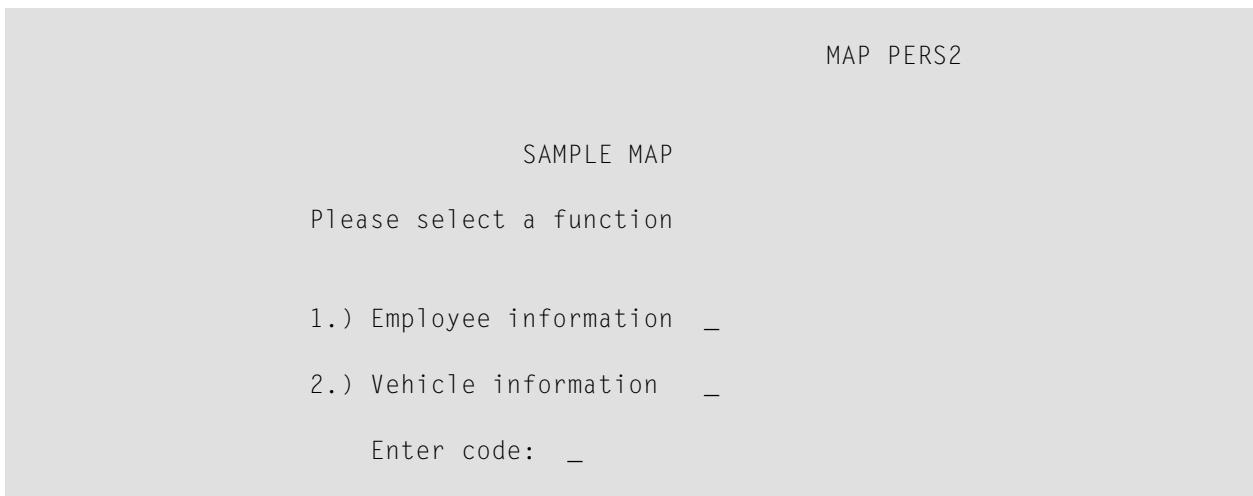
If your application is not for international use by users speaking different languages, you can use the techniques for multilingual maps to define maps of varying detail.

For example, you could define language code 1 as corresponding to the skill of the beginner, and language code 2 as corresponding to the skill of the advanced user. This simple but effective technique is illustrated below.

The following map (PERS1) includes instructions for the end user on how to select a function from the menu. The information is very detailed. The name of the map contains the map code 1:



The same map, but without the detailed instructions is saved under the same name, but with map code 2.



In the example above, the map with the detailed instructions is output, if the `ULANG` profile parameter has the value 1, the map without the instructions if the value is 2. See also the description of the profile parameter `ULANG` (in the *Parameter Reference*).



# 54 Dialog Design

---

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This chapter tells you how you can design user interfaces that make user interaction with the application simple and flexible.

## Field-Sensitive Processing

---

### \*CURS-FIELD and POS(*field-name*)

Using the system variable \*CURS-FIELD together with the system function POS(*field-name*), you can define processing based on the field where the cursor is positioned at the time the user presses Enter.

\*CURS-FIELD contains the internal identification of the field where the cursor is currently positioned; it cannot be used by itself, but only in conjunction with POS(*field-name*).

You can use \*CURS-FIELD and POS(*field-name*), for example, to enable a user to select a function simply by placing the cursor on a specific field and pressing Enter.

The example below illustrates such an application:

```
DEFINE DATA LOCAL
1 #EMP (A1)
1 #CAR (A1)
1 #CODE (N1)
END-DEFINE
*
INPUT USING MAP 'CURS'
*
DECIDE FOR FIRST CONDITION
  WHEN *CURS-FIELD = POS(#EMP) OR #EMP = 'X' OR #CODE = 1
    FETCH 'LISTEMP'
  WHEN *CURS-FIELD = POS(#CAR) OR #CAR = 'X' OR #CODE = 2
    FETCH 'LISTCAR'
  WHEN NONE
    REINPUT 'PLEASE MAKE A VALID SELECTION'
END-DECIDE
END
```

And the result:

SAMPLE MAP

Please select a function

1.) Employee information        
                                 2.) Vehicle information          <== Cursor positioned  
                                 on field

Enter code:   

To select a function, do one of the following:

- place the cursor on the input field next to desired function and press Enter
- mark the input field next to desired function with an X and press Enter
- enter the desired function code (1 or 2) in the 'Enter code' field and press Enter

If the user places the cursor on the input field (#EMP) next to Employee information, and presses Enter, the program LISTEMP displays a list of employee names:

|            |   |                     |
|------------|---|---------------------|
| Page       | 1 | 2001-01-22 09:39:32 |
| NAME       |   |                     |
| -----      |   |                     |
| ABELLAN    |   |                     |
| ACHIESON   |   |                     |
| ADAM       |   |                     |
| ADKINSON   |   |                     |
| AECKERLE   |   |                     |
| AFANASSIEV |   |                     |
| AFANASSIEV |   |                     |
| AHL        |   |                     |
| AKROYD     |   |                     |



### Notes:

1. In Natural for Ajax applications, \*CURS-FIELD identifies the operand that represents the value of the control that has the input focus. You may use \*CURS-FIELD in conjunction with the POS function to check for the control that has the input focus and perform processing depending on that condition.

2. The values of **\*CURS-FIELD** and **POS(*field-name*)** serve for internal identification of the fields only. They cannot be used for arithmetical operations.

## Simplifying Programming

---

### System Function POS

The Natural system function **POS(*field-name*)** contains the internal identification of the field whose name is specified with the system function.

**POS(*field-name*)** may be used to identify a specific field, regardless of its position in a map. This means that the sequence and number of fields in a map may be changed, but **POS(*field-name*)** will still uniquely identify the same field. With this, for example, you need only a single **REINPUT** statement to make the field to be **MARKed** dependent on the program logic.



**Note:** The value **POS(*field-name*)** serves for internal identification of the fields only. It cannot be used for arithmetical operations.

Example:

```
...
DECIDE ON FIRST VALUE OF ...
  VALUE ...
    COMPUTE #FIELDX = POS(FIELD1)
  VALUE ...
    COMPUTE #FIELDX = POS(FIELD2)
  ...
END-DECIDE
...
REINPUT ... MARK #FIELDX
...
```

Full details on **\*CURS-FIELD** and **POS(*field-name*)** are described in the *System Variables and System Functions* documentation.

## Line-Sensitive Processing

### System Variable \*CURS-LINE

Using the system variable \*CURS-LINE, you can make processing dependent on the line where the cursor is positioned at the time the user presses Enter.

Using this variable, you can make user-friendly menus. With the appropriate programming, the user merely has to place the cursor on the line of the desired menu option and press Enter to execute the option.

The cursor position is defined within the current active window, regardless of its physical placement on the screen.



**Note:** The message line, function-key lines and statistics line/infoline are not counted as data lines on the screen.

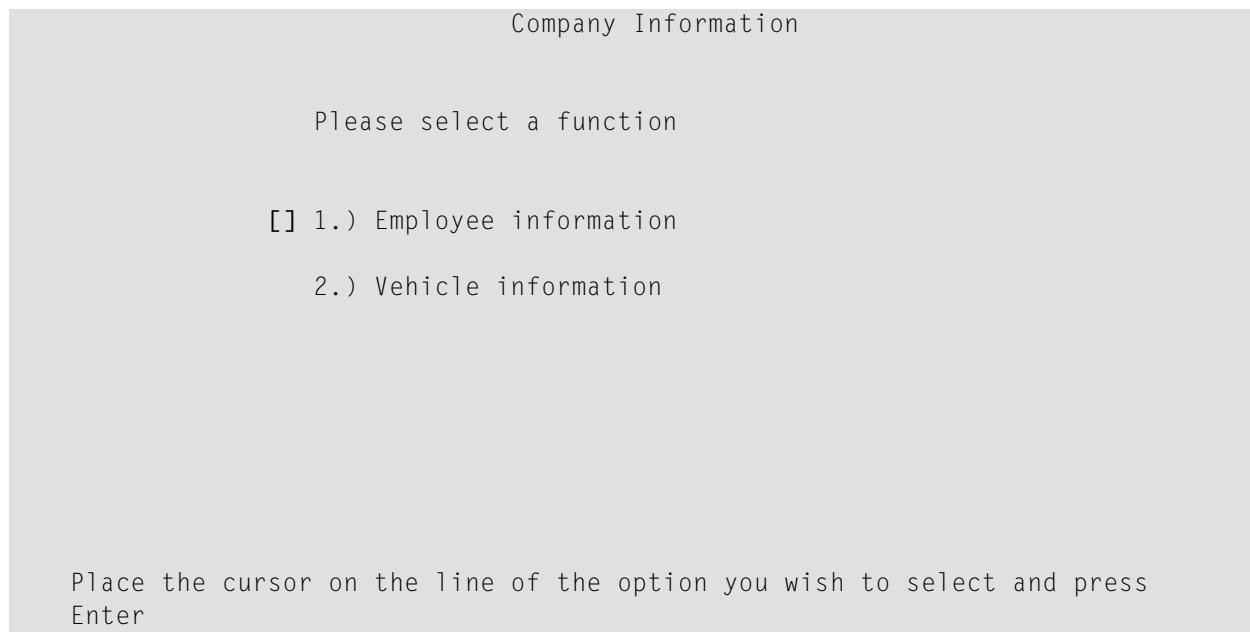
The example below demonstrates line-sensitive processing using the \*CURS-LINE system variable. When the user presses Enter on the map, the program checks if the cursor is positioned on line 8 of the screen which contains the option Employee information. If this is the case, the program that lists the names of employees LISTEMP is executed.

```

DEFINE DATA LOCAL
1 #EMP (A1)
1 #CAR (A1)
1 #CODE (N1)
END-DEFINE
*
INPUT USING MAP 'CURS'
*
DECIDE FOR FIRST CONDITION
  WHEN *CURS-LINE = 8
    FETCH 'LISTEMP'
    WHEN NONE
      REINPUT 'PLACE CURSOR ON LINE OF OPTION YOU WISH TO SELECT'
END-DECIDE
END

```

Output:



The user places the cursor indicated by square brackets [] on the line of the desired option and presses Enter and the corresponding program is executed.

## Column-Sensitive Processing

---

### System Variable \*CURS-COL

The system variable \*CURS-COL can be used in a similar way to \*CURS-LINE described above. With \*CURS-COL you can make processing dependent on the column where the cursor is positioned on the screen.

## Processing Based on Function Keys

---

### System Variable \*PF-KEY

Frequently you may wish to make processing dependent on the function key a user presses.

This is achieved with the statement SET KEY, the system variable \*PF-KEY and a modification of the default map settings (Standard Keys = Y).

The SET KEY statement assigns functions to function keys during program execution. The system variable \*PF-KEY contains the identification of the last function key the user pressed.

The example below illustrates the use of SET KEY in combination with \*PF-KEY.

```

...
SET KEY PF1
*
INPUT USING MAP 'DEMO&'
IF *PF-KEY = 'PF1'
  WRITE 'Help is currently not active'
END-IF
...

```

The `SET KEY` statement activates PF1 as a function key.

The `IF` statement defines what action is to be taken when the user presses PF1. The system variable `*PF-KEY` is checked for its current content; if it contains PF1, the corresponding action is taken.

Further details regarding the statement `SET KEY` and the system variable `*PF-KEY` are described in the *Statements* and the *System Variables* documentation respectively.

## Processing Based on Function-Key Names

### System Variable `*PF-NAME`

When defining processing based on function keys, further comfort can be added by using the system variable `*PF-NAME`. With this variable you can make processing dependent on the name of a function, not on a specific key.

The variable `*PF-NAME` contains the name of the last function key the user pressed (that is, the name as assigned to the key with the `NAMED` clause of the `SET KEY` statement).

For example, if you wish to allow users to invoke help by pressing either PF3 or PF12, you assign the same name (in the example below: `INFO`) to both keys. When the user presses either one of the keys, the processing defined in the `IF` statement is performed.

```

...
SET KEY PF3 NAMED 'INFO'
  PF12 NAMED 'INFO'
INPUT USING MAP 'DEMO&'
IF *PF-NAME = 'INFO'
  WRITE 'Help is currently not active'
END-IF
...

```

The function names defined with `NAMED` appear in the function-key lines:

Enter - PF1 --- PF2 --- PF3 --- PF4 --- PF5 --- PF6 --- PF7 --- PF8 --- PF9 --- PF10 --- PF11 --- PF12 ---  
INFO INFO

## Processing Data Outside an Active Window

---

Below is information on:

- System Variable \*COM
- Example Usage of \*COM
- Positioning the Cursor to \*COM - the %T\* Terminal Command

### System Variable \*COM

As stated in the section *Screen Design - Windows*, only *one* window is active at any one time. This normally means that input is only possible within that particular window.

Using the \*COM system variable, which can be regarded as a communication area, it is possible to enter data outside the current window.

The prerequisite is that a map contains \*COM as a modifiable field. This field is then available for the user to enter data when a window is currently on the screen. Further processing can then be made dependent on the content of \*COM.

This allows you to implement user interfaces as already used, for example, by Con-nect, Software AG's office system, where a user can always enter data in the command line, even when a window with its own input fields is active.

Note that \*COM is only cleared when the Natural session is ended.

### Example Usage of \*COM

In the example below, the program ADD performs a simple addition using the input data from a map. In this map, \*COM has been defined as a modifiable field (at the bottom of the map) with the length specified in the AL field of the Extended Field Editing. The result of the calculation is displayed in a window. Although this window offers no possibility for input, the user can still use the \*COM field in the map outside the window.

**Program ADD:**

```
DEFINE DATA LOCAL
1 #VALUE1 (N4)
1 #VALUE2 (N4)
1 #SUM3 (N8)
END-DEFINE
*
DEFINE WINDOW EMP
  SIZE 8*17
  BASE 10/2
  TITLE 'Total of Add'
  CONTROL SCREEN
    FRAMED POSITION SYMBOL BOT LEFT
*
INPUT USING MAP 'WINDOW'
*
COMPUTE #SUM3 = #VALUE1 + #VALUE2
*
SET WINDOW 'EMP'
INPUT (AD=0) / 'Value 1 +' /
              'Value 2 =' //
              ' ' #SUM3
*
IF *COM = 'M'
  FETCH 'MULTIPLY' #VALUE1 #VALUE2
END-IF
END
```

Output of Program ADD:

Map to Demonstrate Windows with \*COM

CALCULATOR

Enter values you wish to calculate

Value 1: 12\_\_  
Value 2: 12\_\_

+ - Total of Add - +  
! !  
! Value 1 + !  
! Value 2 = !  
!  
! 24 !  
!  
+-----+

Next line is input field (\*COM) for input outside the window:

In this example, by entering the value M, the user initiates a multiplication function; the two values from the input map are multiplied and the result is displayed in a second window:

Map to Demonstrate Windows with \*COM

CALCULATOR

Enter values you wish to calculate

Value 1: 12\_\_  
Value 2: 12\_\_

+ - Total of Add - +  
! !  
! Value 1 + !  
! Value 2 = !  
!  
! 24 !  
!  
+-----+

+-----+  
! !  
! Value 1 x !  
! Value 2 = !  
!  
! 144 !  
+-----+

Next line is input field (\*COM) for input outside the window:

M

## Positioning the Cursor to \*COM - the %T\* Terminal Command

Normally, when a window is active and the window contains no input fields (AD=M or AD=A), the cursor is placed in the top left corner of the window.

With the terminal command %T\*, you can position the cursor to a \*COM system variable outside the window when the active window contains no input fields.

By using %T\* again, you can switch back to standard cursor placement.

Example:

```
...
INPUT USING MAP 'WINDOW'
*
COMPUTE #SUM3 = #VALUE1 + #VALUE2
*
SET CONTROL 'T*'
SET WINDOW 'EMP'
INPUT (AD=0) / 'Value 1 +' /
              'Value 2 =' //
              ' ' #SUM3
...
...
```

## Copying Data from a Screen

Below is information on:

- Terminal Commands %CS and %CC
- Selecting a Line from Report Output for Further Processing

### Terminal Commands %CS and %CC

With these terminal commands, you can copy parts of a screen into the Natural stack (%CS) or into the system variable \*COM (%CC). The protected data from a specific screen line are copied field by field.

The full options of these terminal commands are described in the *Terminal Commands* documentation.

Once copied to the stack or \*COM, the data are available for further processing. Using these commands, you can make user-friendly interfaces as in the example below.

## Selecting a Line from Report Output for Further Processing

In the following example, the program COM1 lists all employee names from Abellan to Alestia.

### Program COM1:

```
DEFINE DATA LOCAL
1 EMP VIEW OF EMPLOYEES
2 NAME(A20)
2 MIDDLE-NAME (A20)
2 PERSONNEL-ID (A8)
END-DEFINE
*
READ EMP BY NAME STARTING FROM 'ABELLAN' THRU 'ALESTIA'
  DISPLAY NAME
END-READ
FETCH 'COM2'
END
```

### Output of Program COM1:

|            |   |                     |
|------------|---|---------------------|
| Page       | 1 | 2006-08-12 09:41:21 |
| NAME       |   |                     |
| -----      |   |                     |
| ABELLAN    |   |                     |
| ACHIESON   |   |                     |
| ADAM       |   |                     |
| ADKINSON   |   |                     |
| AECKERLE   |   |                     |
| AFANASSIEV |   |                     |
| AFANASSIEV |   |                     |
| AHL        |   |                     |
| AKROYD     |   |                     |
| ALEMAN     |   |                     |
| ALESTIA    |   |                     |
| MORE       |   |                     |

Control is now passed to the program COM2.

**Program COM2:**

```
DEFINE DATA LOCAL
1 EMP VIEW OF EMPLOYEES
2 NAME(A20)
2 MIDDLE-NAME (A20)
2 PERSONNEL-ID (A8)
1 SELECTNAME (A20)
END-DEFINE
*
SET KEY PF5 = '%CCC'
*
INPUT NO ERASE 'SELECT FIELD WITH CURSOR AND PRESS PF5'
*
MOVE *COM TO SELECTNAME
FIND EMP WITH NAME = SELECTNAME
    DISPLAY NAME PERSONNEL-ID
END-FIND
END
```

In this program, the terminal command %CCC is assigned to PF5. The terminal command copies all protected data from the line where the cursor is positioned to the system variable \*COM. This information is then available for further processing. This further processing is defined in the program lines shown in boldface.

The user can now position the cursor on the name that interests him; when he/she now presses PF5, further employee information is supplied.

```
SELECT FIELD WITH CURSOR AND PRESS PF5          2006-08-12 09:44:25
      NAME
-----
ABELLAN
ACHIESON
ADAM <-- Cursor positioned on name for which more information is required
ADKINSON
ADKINSON
ADKINSON
ADKINSON
ADKINSON
ADKINSON
ADKINSON
ADKINSON
ADKINSON
AECKERLE
AFANASSIEV
AFANASSIEV
AHL
AKROYD
ALEMAN
ALESTIA
```

In this case, the personnel ID of the selected employee is displayed:

```
Page      1          2006-08-12 09:44:52
      NAME      PERSONNEL
                  ID
-----
ADAM        50005800
```

## Statements REINPUT/REINPUT FULL

---

If you wish to return to and re-execute an INPUT statement, you use the REINPUT statement. It is generally used to display a message indicating that the data input as a result of the previous INPUT statement were invalid.

If you specify the FULL option in a REINPUT statement, the corresponding INPUT statement will be re-executed fully:

- With an ordinary REINPUT statement (without FULL option), the contents of variables that were changed between the INPUT and REINPUT statement will not be displayed; that is, all variables on the screen will show the contents they had when the INPUT statement was originally executed.

- With a REINPUT FULL statement, all changes that have been made after the initial execution of the INPUT statement will be applied to the INPUT statement when it is re-executed; that is, all variables on the screen contain the values they had when the REINPUT statement was executed.
- If you wish to position the cursor to a specified field, you can use the MARK option, and to position to a particular position within a specified field, you use the MARK POSITION option.

The example below illustrates the use of REINPUT FULL with MARK POSITION.

```
DEFINE DATA LOCAL
1 #A (A10)
1 #B (N4)
1 #C (N4)
END-DEFINE
*
INPUT (AD=M) #A #B #C
IF #A = ' '
  COMPUTE #B = #B + #C
  RESET #C
  REINPUT FULL 'Enter a value' MARK POSITION 5 IN *#A
END-IF
END
```

The user enters 3 in field #B and 3 in field #C and presses Enter.

|    |    |   |    |   |
|----|----|---|----|---|
| #A | #B | 3 | #C | 3 |
|----|----|---|----|---|

The program requires field #A to be non-blank. The REINPUT FULL statement with MARK POSITION 5 IN \*#A returns the input screen; the now modified variable #B contains the value 6 (after the COMPUTE calculation has been performed). The cursor is positioned to the 5th position in field #A ready for new input.

|                     |    |   |    |   |    |   |
|---------------------|----|---|----|---|----|---|
| Enter name of field | #A | _ | #B | 6 | #C | 0 |
|---------------------|----|---|----|---|----|---|

Enter a value

This is the screen that would be returned by the same statement, without the FULL option. Note that the variables #B and #C have been reset to their status at the time of execution of the INPUT statement (each field contains the value 3).

```
#A      _      #B      3  #C      3
```

## Object-Oriented Processing - The Natural Command Processor

---

The Natural Command Processor is used to define and control navigation within an application. It consists of two parts: The development part and the run-time part.

- The development part is the utility SYSNCP. With this utility, you define commands and the actions to be performed in response to the execution of these commands. From your definitions, SYSNCP generates decision tables which determine what happens when a user enters a command.
- The run-time part is the statement PROCESS COMMAND. This statement is used to invoke the Command Processor within a Natural program. In the statement you specify the name of the SYSNCP table to be used to handle the data input by a user at that point.

For further information regarding the Natural Command Processor, see *SYSNCP Utility* in the *Utilities* documentation and the statement PROCESS COMMAND as described in the *Statements* documentation.

# X NaturalX

---

This part describes how to develop object-based applications.

The following topics are covered:

[\*\*Introduction to NaturalX\*\*](#)

[\*\*Developing NaturalX Applications\*\*](#)



# 55      Introduction to NaturalX

---

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This chapter contains a short introduction to component-based programming involving the use of the NaturalX interface and a dedicated set of Natural statements.

## Why NaturalX?

---

Software applications that are based on component architecture offer many advantages over traditional designs. These include the following:

- Faster development. Programmers can build applications faster by assembling software from prebuilt components.
- Reduced development costs. Having a common set of interfaces for programs means less work integrating the components into complete solutions.
- Improved flexibility. It is easier to customize software for different departments within a company by just changing some of the components that constitute the application.
- Reduced maintenance costs. In the case of an upgrade, it is often sufficient to change some of the components instead of having to modify the entire application.

Using NaturalX you can create component-based applications.

You can use NaturalX to apply a component-based programming style. However, on this platform the components cannot be distributed and can only run in a local Natural session.

# 56 Developing NaturalX Applications

---

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This chapter describes how to develop an application by defining and using classes.

## Development Environments

---

### ■ Developing Classes on Windows Platforms

On Windows platforms, Natural provides the Class Builder as the tool to develop Natural classes. The Class Builder shows a Natural class in a structured hierarchical order and allows the user to manage the class and its components efficiently. If you use the Class Builder, no knowledge or only a basic knowledge of the syntax elements described below is required.

### ■ Developing Classes Using SPoD

In a Natural Single Point of Development (SPoD) environment that includes a Mainframe, UNIX and/or OpenVMS remote development server, you can use the Class Builder available with the Natural Studio front-end to develop classes on Mainframe, UNIX and/or OpenVMS platforms. In this case, no knowledge or only a basic knowledge of the syntax elements described below is required.

### ■ Developing Classes on Mainframe, UNIX or OpenVMS Platforms

If you do not use SPoD, you develop classes on these platforms using the Natural program editor. In this case, you should know the syntax of class definition described below.

## Defining Classes

---

When you define a class, you must create a Natural class module, within which you create a `DEFINE CLASS` statement. Using the `DEFINE CLASS` statement, you assign the class an externally usable name and define its interfaces, methods and properties. You can also assign an object data area to the class, which describes the layout of an instance of the class.

This section covers the following topics:

- [Creating a Natural Class Module](#)
- [Specifying a Class](#)
- [Defining an Interface](#)
- [Assigning an Object Data Variable to a Property](#)
- [Assigning a Subprogram to a Method](#)

- Implementing Methods

## Creating a Natural Class Module

### ► To create a Natural class module

- Use the CREATE OBJECT statement to create a Natural object of type Class.

## Specifying a Class

The DEFINE CLASS statement defines the name of the class, the interfaces the class supports and the structure of its objects.

### ► To specify a class

- Use the DEFINE CLASS statement as described in the *Statements* documentation.

## Defining an Interface

Each interface of a class is specified with an INTERFACE statement inside the class definition. An INTERFACE statement specifies the name of the interface and a number of properties and methods. For classes that are to be registered as COM classes, it specifies also the globally unique ID of the interface.

A class can have one or several interfaces. For each interface, one INTERFACE statement is coded in the class definition. Each INTERFACE statement contains one or several PROPERTY and METHOD clauses. Usually the properties and methods contained in one interface are related from either a technical or a business point of view.

The PROPERTY clause defines the name of a property and assigns a variable from the object data area to the property. This variable is used to store the value of the property.

The METHOD clause defines the name of a method and assigns a subprogram to the method. This subprogram is used to implement the method.

### ► To define an interface

- Use the INTERFACE statement as described in the *Statements* documentation.

## Assigning an Object Data Variable to a Property

The PROPERTY statement is used only when several classes are to implement the same interface in different ways. In this case, the classes share the same interface definition and include it from a Natural **copycode**. The PROPERTY statement is then used to assign a variable from the object data area to a property, *outside* the interface definition. Like the PROPERTY clause of the INTERFACE statement, the PROPERTY statement defines the name of a property and assigns a variable from the object data area to the property. This variable is used to store the value of the property.

### ► To assign an object data variable to a property

- Use the PROPERTY statement as described in the *Statements* documentation.

## Assigning a Subprogram to a Method

The METHOD statement is used only when several classes are to implement the same interface in different ways. In this case, the classes share the same interface definition and include it from a Natural **copycode**. The METHOD statement is then used to assign a subprogram to the method, *outside* the interface definition. Like the METHOD clause of the INTERFACE statement, the METHOD statement defines the name of a method and assigns a subprogram to the method. This subprogram is used to implement the method.

### ► To assign a subprogram to a method

- Use the METHOD statement as described in the *Statements* documentation.

## Implementing Methods

A method is implemented as a Natural subprogram in the following general form:

```
DEFINE DATA statement
*
* Implementation code of the method
*
END
```

For information on the DEFINE DATA statement see the *Statements* documentation.

All clauses of the DEFINE DATA statement are optional.

It is recommended that you use data areas instead of inline data definitions to ensure data consistency.

If a PARAMETER clause is specified, the method can have parameters and/or a return value.

Parameters that are marked `BY VALUE` in the parameter data area are input parameters of the method.

Parameters that are not marked `BY VALUE` are passed “by reference” and are input/output parameters. This is the default.

The first parameter that is marked `BY VALUE RESULT` is returned as the return value for the method. If more than one parameter is marked in this way, the others will be treated as input/output parameters.

Parameters that are marked `OPTIONAL` need not be specified when the method is called. They can be left unspecified by using the `nX` notation in the `SEND METHOD` statement.

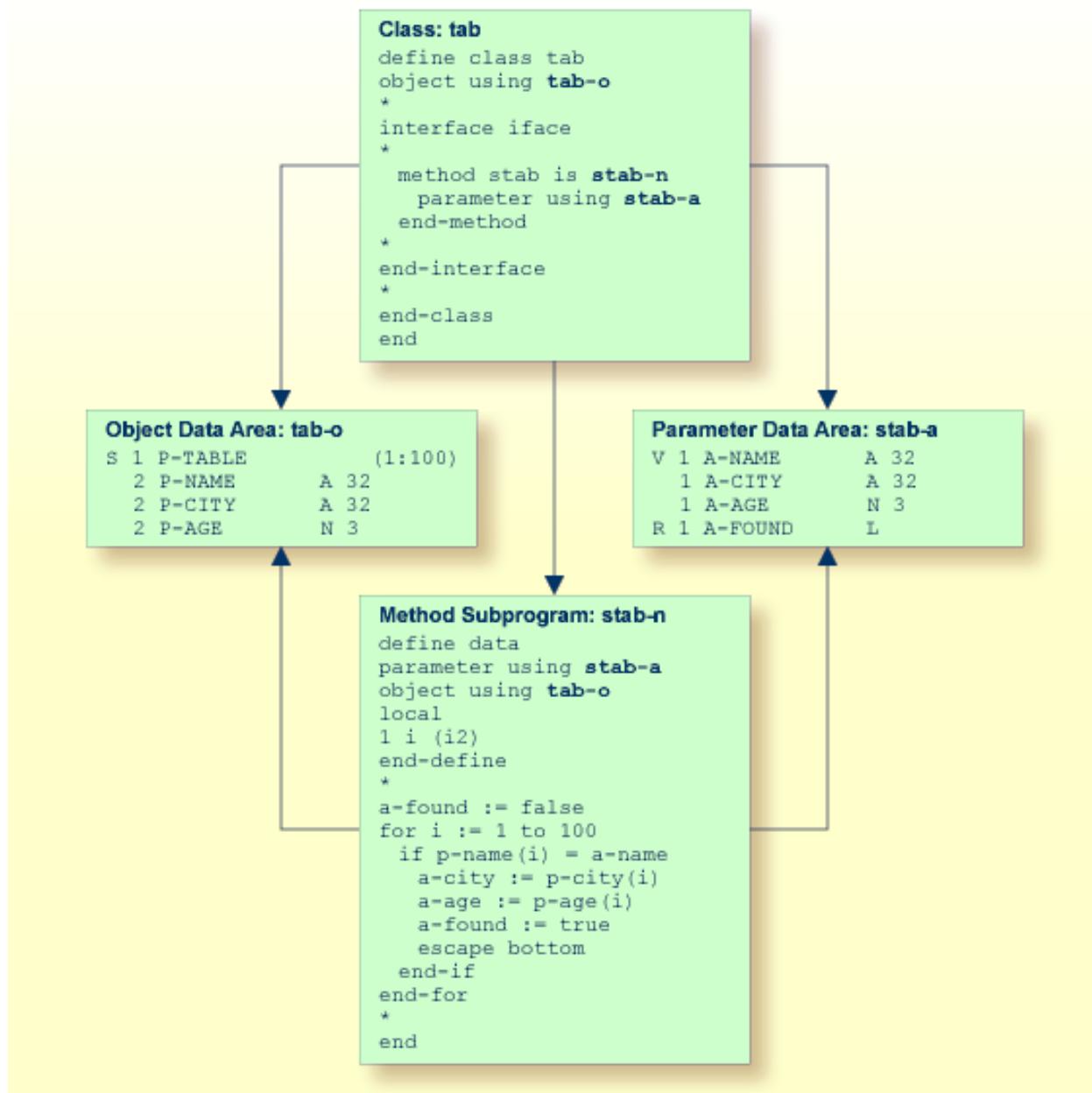
To make sure that the method subprogram accepts exactly the same parameters as specified in the corresponding `METHOD` statement in the class definition, use a parameter data area instead of inline data definitions. Use the same parameter data area as in the corresponding `METHOD` statement.

To give the method subprogram access to the object data structure, the `OBJECT` clause can be specified. To make sure that the method subprogram can access the object data correctly, use a local data area instead of inline data definitions. Use the same local data area as specified in the `OBJECT` clause of the `DEFINE CLASS` statement.

The `GLOBAL`, `LOCAL` and `INDEPENDENT` clauses can be used as in any other Natural program.

While technically possible, it is usually not meaningful to use a `CONTEXT` clause in a method subprogram.

The following example retrieves data about a given person from a table. The search key is passed as a `BY VALUE` parameter. The resulting data is returned through “by reference” parameters (“by reference” is the default definition). The return value of the method is defined by the specification `BY VALUE RESULT`.



## Using Classes and Objects

Objects created in a local Natural session can be accessed by other modules in the same Natural session.

The statement `CREATE OBJECT` is used to create an object (also known as an instance) of a given class.

To reference objects in Natural programs, object handles have to be defined in the `DEFINE DATA` statement. Methods of an object are invoked with the statement `SEND METHOD`. Objects can have properties, which can be accessed using the normal assignment syntax.

These steps are described below:

- Defining Object Handles
- Creating an Instance of a Class
- Invoking a Particular Method of an Object
- Accessing Properties

### Defining Object Handles

To reference objects in Natural programs, object handles have to be defined as follows in the `DEFINE DATA` statement:

```
DEFINE DATA  
  level-handle-name [(array-definition)] HANDLE OF OBJECT  
  ...  
END-DEFINE
```

Example:

```
DEFINE DATA LOCAL  
  1 #MYOBJ1 HANDLE OF OBJECT  
  1 #MYOBJ2 (1:5) HANDLE OF OBJECT  
END-DEFINE
```

## Creating an Instance of a Class

- ▶ To create an instance of a class
  - Use the CREATE OBJECT statement as described in the *Statements* documentation.

## Invoking a Particular Method of an Object

- ▶ To invoke a particular method of an object
  - Use the SEND METHOD statement as described in the *Statements* documentation.

## Accessing Properties

Properties can be accessed using the ASSIGN (or COMPUTE) statement as follows:

```
ASSIGN operand1.property-name = operand2  
ASSIGN operand2 = operand1.property-name
```

### Object Handle - *operand1*

*operand1* must be defined as an object handle and identifies the object whose property is to be accessed. The object must already exist.

*operand2*

As *operand2*, you specify an operand whose format must be data transfer-compatible to the format of the property. Please refer to the [data transfer compatibility rules](#) for further information.

*property-name*

The name of a property of the object.

If the property name conforms to Natural identifier syntax, it can be specified as follows

```
create object #o1 of class "Employee"  
#age := #o1.Age
```

If the property name does not conform to Natural identifier syntax, it must be enclosed in angle brackets:

```
create object #o1 of class "Employee"
  #salary := #o1.<<%Salary>>
```

The property name can also be qualified with an interface name. This is necessary if the object has more than one interface containing a property with the same name. In this case, the qualified property name must be enclosed in angle brackets:

```
create object #o1 of class "Employee"
  #age := #o1.<<PersonalData.Age>>
```

Example:

```
define data
  local
    1 #i          (i2)
    1 #o          handle of object
    1 #p          (5) handle of object
    1 #q          (5) handle of object
    1 #salary     (p7.2)
    1 #history    (p7.2/1:10)
  end-define
  *
  * ...
  * Set/Read the Salary property of the object #o.
  #o.Salary := #salary
  #salary := #o.Salary
  * Set/Read the Salary property of
  * the second object of the array #p.
  #p.Salary(2) := #salary
  #salary := #p.Salary(2)
  *
  * Set/Read the SalaryHistory property of the object #o.
  #o.SalaryHistory := #history(1:10)
  #history(1:10) := #o.SalaryHistory
  * Set/Read the SalaryHistory property of
  * the second object of the array #p.
  #p.SalaryHistory(2) := #history(1:10)
  #history(1:10) := #p.SalaryHistory(2)
  *
  * Set the Salary property of each object in #p to the same value.
  #p.Salary(*) := #salary
  * Set the SalaryHistory property of each object in #p
  * to the same value.
  #p.SalaryHistory(*) := #history(1:10)
  *
  * Set the Salary property of each object in #p to the value
  * of the Salary property of the corresponding object in #q.
```

```
#p.Salary(*) := #q.Salary(*)
* Set the SalaryHistory property of each object in #p to the value
* of the SalaryHistory property of the corresponding object in #q.
#p.SalaryHistory(*) := #q.SalaryHistory(*)
*
end
```

In order to use arrays of object handles and properties that have arrays as values correctly, it is important to know the following:

A property of an occurrence of an array of object handles is addressed with the following index notation:

```
#p.Salary(2) := #salary
```

A property that has an array as value is always accessed as a whole. Therefore no index notation is necessary with the property name:

```
#o.SalaryHistory := #history(1:10)
```

A property of an occurrence of an array of object handles which has an array as value is therefore addressed as follows:

```
#p.SalaryHistory(2) := #history(1:10)
```

# XI

---

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## 57 Natural Reserved Keywords

---

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This chapter contains a list of all keywords that are reserved in the Natural programming language.

 **Important:** To avoid any naming conflicts, you are strongly recommended not to use Natural reserved keywords as names for variables.

## Alphabetical List of Natural Reserved Keywords

---

The following list is an overview of Natural reserved keywords and is for general information only. In case of doubt, use the **keyword check** function of the compiler.

[ [A](#) | [B](#) | [C](#) | [D](#) | [E](#) | [F](#) | [G](#) | [H](#) | [I](#) | [J](#) | [K](#) | [L](#) | [M](#) | [N](#) | [O](#) | [P](#) | [Q](#) | [R](#) | [S](#) | [T](#) | [U](#) | [V](#) | [W](#) | [X](#) | [Y](#) | [Z](#) ]

- A -

ABS  
ABSOLUTE  
ACCEPT  
ACTION  
ACTIVATION  
AD  
ADD  
AFTER  
AL  
ALARM  
ALL  
ALPHA  
ALPHABETICALLY  
AND  
ANY  
APPL  
APPLICATION  
ARRAY  
AS  
ASC  
ASCENDING  
ASSIGN  
ASSIGNING  
ASYNC  
AT  
ATN  
ATT  
ATTRIBUTES  
AUTH

AUTHORIZATION

AUTO

AVER

AVG

- B -

BACKOUT

BACKWARD

BASE

BEFORE

BETWEEN

BLOCK

BOT

BOTTOM

BREAK

BROWSE

BUT

BX

BY

- C -

CABINET

CALL

CALLDBPROC

CALLING

CALLNAT

CAP

CAPTIONED

CASE

CC

CD

CDID

CF

CHAR

CHARLENGTH

CHARPOSITION

CHILD

CIPH

CIPHER

CLASS

CLOSE

CLR

COALESCE

CODEPAGE

COMMAND  
COMMIT  
COMPOSE  
COMPRESS  
COMPUTE  
CONCAT  
CONDITION  
CONST  
CONSTANT  
CONTEXT  
CONTROL  
CONVERSATION  
COPIES  
COPY  
COS  
COUNT  
COUPLED  
CS  
CURRENT  
CURSOR  
CV

- D -

DATA  
DATAAREA  
DATE  
DAY  
DAYS  
DC  
DECIDE  
DECIMAL  
DEFINE  
DEFINITION  
DELETE  
DELIMITED  
DELIMITER  
DELIMITERS  
DESC  
DESCENDING  
DIALOG  
DIALOG-ID  
DIGITS  
DIRECTION  
DISABLED

DISP  
DISPLAY  
DISTINCT  
DIVIDE  
DL  
DLOGOFF  
DLOGON  
DNATIVE  
DNRET  
DO  
DOCUMENT  
DOEND  
DOWNLOAD  
DU  
DY  
DYNAMIC

- E -

EDITED  
EJ  
EJECT  
ELSE  
EM  
ENCODED  
END  
END-ALL  
END-BEFORE  
END-BREAK  
END-BROWSE  
END-CLASS  
END-DECIDE  
END-DEFINE  
END-ENDDATA  
END-ENDFILE  
END-ENDPAGE  
END-ERROR  
END-FILE  
END-FIND  
END-FOR  
END-FUNCTION  
END-HISTOGRAM  
ENDHOC  
END-IF  
END-INTERFACE

END-LOOP  
END-METHOD  
END-NOREC  
END-PARAMETERS  
END-PARSE  
END-PROCESS  
END-PROPERTY  
END-PROTOTYPE  
END-READ  
END-REPEAT  
END-RESULT  
END-SELECT  
END-SORT  
END-START  
END-SUBROUTINE  
END-TOPPAGE  
END-WORK  
ENDING  
ENTER  
ENTIRE  
ENTR  
EQ  
EQUAL  
ERASE  
ERROR  
ERRORS  
ES  
ESCAPE  
EVEN  
EVENT  
EVERY  
EXAMINE  
EXCEPT  
EXISTS  
EXIT  
EXP  
EXPAND  
EXPORT  
EXTERNAL  
EXTRACTING

- F -

FALSE  
FC

FETCH  
FIELD  
FIELDS  
FILE  
FILL  
FILLER  
FINAL  
FIND  
FIRST  
FL  
FLOAT  
FOR  
FORM  
FORMAT  
FORMATTED  
FORMATTING  
FORMS  
FORWARD  
FOUND  
FRAC  
FRAMED  
FROM  
FS  
FULL  
FUNCTION  
FUNCTIONS

- G -

GC  
GE  
GEN  
GENERATED  
GET  
GFID  
GIVE  
GIVING  
GLOBAL  
GLOBALS  
GREATER  
GT  
GUI

- H -

HANDLE

HAVING  
HC  
HD  
HE  
HEADER  
HEX  
HISTOGRAM  
HOLD  
HORIZ  
HORIZONTALLY  
HOUR  
HOURS  
HW

- I -

IA  
IC  
ID  
IDENTICAL  
IF  
IGNORE  
IM  
IMMEDIATE  
IMPORT  
IN  
INC  
INCCONT  
INCDIC  
INCDIR  
INCLUDE  
INCLUDED  
INCLUDING  
INCMAC  
INDEPENDENT  
INDEX  
INDEXED  
INDICATOR  
INIT  
INITIAL  
INNER  
INPUT  
INSENSITIVE  
INSERT  
INT

INTEGER  
INTERCEPTED  
INTERFACE  
INTERFACE4  
INTERMEDIATE  
INTERSECT  
INTO  
INVERTED  
INVESTIGATE  
IP  
IS  
ISN

**- J -**

JOIN  
JUST  
JUSTIFIED

**- K -**

KD  
KEEP  
KEY  
KEYS

**- L -**

LANGUAGE  
LAST  
LC  
LE  
LEAVE  
LEAVING  
LEFT  
LENGTH  
LESS  
LEVEL  
LIB  
LIBPW  
LIBRARY  
LIBRARY-PASSWORD  
LIKE  
LIMIT  
LINDICATOR  
LINES

LISTED  
LOCAL  
LOCKS  
LOG  
LOG-LS  
LOG-PS  
LOGICAL  
LOOP  
LOWER  
LS  
LT

- M -

MACROAREA  
MAP  
MARK  
MASK  
MAX  
MC  
MCG  
MESSAGES  
METHOD  
MGID  
MICROSECOND  
MIN  
MINUTE  
MODAL  
MODIFIED  
MODULE  
MONTH  
MORE  
MOVE  
MOVING  
MP  
MS  
MT  
MULTI-FETCH  
MULTIPLY

- N -

NAME  
NAMED  
NAMESPACE  
NATIVE

NAVER  
NC  
NCOUNT  
NE  
NEWPAGE  
NL  
NMIN  
NO  
NODE  
NOHDR  
NONE  
NORMALIZE  
NORMALIZED  
NOT  
NOTIT  
NOTITLE  
NULL  
NULL-HANDLE  
NUMBER  
NUMERIC

- O -

OBJECT  
OBTAIN  
OCCURRENCES  
OF  
OFF  
OFFSET  
OLD  
ON  
ONCE  
ONLY  
OPEN  
OPTIMIZE  
OPTIONAL  
OPTIONS  
OR  
ORDER  
OUTER  
OUTPUT

- P -

PACKAGESET  
PAGE

PARAMETER

PARAMETERS

PARENT

PARSE

PASS

PASSW

PASSWORD

PATH

PATTERN

PA1

PA2

PA3

PC

PD

PEN

PERFORM

PF $n$  ( $n = 1$  to 9)

PF $nn$  ( $nn = 10$  to 99)

PGDN

PGUP

PGM

PHYSICAL

PM

POLICY

POS

POSITION

PREFIX

PRINT

PRINTER

PROCESS

PROCESSING

PROFILE

PROGRAM

PROPERTY

PROTOTYPE

PRTY

PS

PT

PW

- Q -

QUARTER

QUERYNO

**- R -**

RD  
READ  
READONLY  
REC  
RECORD  
RECORDS  
RECURSIVELY  
REDEFINE  
REDUCE  
REFERENCED  
REFERENCING  
REINPUT  
REJECT  
REL  
RELATION  
RELATIONSHIP  
RELEASE  
REMAINDER  
REPEAT  
REPLACE  
REPORT  
REPORTER  
REPOSITION  
REQUEST  
REQUIRED  
RESET  
RESETTING  
RESIZE  
RESPONSE  
RESTORE  
RESULT  
RET  
RETAIN  
RETAINED  
RETRY  
RETURN  
RETURNS  
REVERSED  
RG  
RIGHT  
ROLLBACK  
ROUNDED  
ROUTINE

ROW  
ROWS  
RR  
RS  
RULEVAR  
RUN

- S -

SA  
SAME  
SCAN  
SCREEN  
SCROLL  
SECOND  
SELECT  
SELECTION  
SEND  
SENSITIVE  
SEPARATE  
SEQUENCE  
SERVER  
SET  
SETS  
SETTIME  
SF  
SG  
SGN  
SHORT  
SHOW  
SIN  
SINGLE  
SIZE  
SKIP  
SL  
SM  
SOME  
SORT  
SORTED  
SORTKEY  
SOUND  
SPACE  
SPECIFIED  
SQL  
SQLID

SQRT  
STACK  
START  
STARTING  
STATEMENT  
STATIC  
STATUS  
STEP  
STOP  
STORE  
SUBPROGRAM  
SUBPROGRAMS  
SUBROUTINE  
SUBSTR  
SUBSTRING  
SUBTRACT  
SUM  
SUPPRESS  
SUPPRESSED  
SUSPEND  
SYMBOL  
SYNC  
SYSTEM

- T -

TAN  
TC  
TERMINATE  
TEXT  
TEXTAREA  
TEXTVARIABLE  
THAN  
THEM  
THEN  
THRU  
TIME  
TIMESTAMP  
TIMEZONE  
TITLE  
TO  
TOP  
TOTAL  
TP  
TR

TRAILER  
TRANSACTION  
TRANSFER  
TRANSLATE  
TREQ  
TRUE  
TS  
TYPE  
TYPES

- U -

UC  
UNDERLINED  
UNION  
UNIQUE  
UNKNOWN  
UNTIL  
UPDATE  
UPLOAD  
UPPER  
UR  
USED  
USER  
USING

- V -

VAL  
VALUE  
VALUES  
VARGRAPHIC  
VARIABLE  
VARIABLES  
VERT  
VERTICALLY  
VIA  
VIEW

- W -

WH  
WHEN  
WHERE  
WHILE  
WINDOW

WITH  
WORK  
WRITE  
WITH\_CTE

- X -

XML

- Y -

YEAR

- Z -

ZD  
ZP

## Performing a Check for Natural Reserved Keywords

---

There is a subset of Natural keywords which, when used as names for variables, would be ambiguous. These are in particular keywords which identify Natural statements (ADD, FIND, etc.) or system functions (ABS, SUM, etc.). If you use such a keyword as the name of a variable, you cannot use this variable in the context of optional operands (with CALLNAT, WRITE, etc.).

Example:

```
DEFINE DATA LOCAL
1 ADD (A10)
END-DEFINE
CALLNAT 'MYSUB' ADD 4      /* ADD is regarded as ADD statement
END
```

To check variable names in a programming object against such Natural reserved keywords, you can use one of the following facilities:

- the KCHECK keyword subparameter of the CMPO profile parameter or NTCMPO parameter macro, or
- the KCHECK option of the COMPOPT system command.

The following table contains a list of Natural reserved keywords that are checked by KCHECK.

| A - D      | E - F          | G - P       | R - S     | T - W     |
|------------|----------------|-------------|-----------|-----------|
| A-AVER     | EJECT          | GET         | READ      | TAN       |
| ABS        | ELSE           | HISTOGRAM   | REDEFINE  | TERMINATE |
| ACCEPT     | END            | IF          | REDUCE    | TOP       |
| ADD        | END-ALL        | IGNORE      | REINPUT   | TOTAL     |
| ALL        | END-BEFORE     | IMPORT      | REJECT    | TRANSFER  |
| A-MAX      | END-BREAK      | INCCONT     | RELEASE   | TRUE      |
| A-MIN      | END-BROWSE     | INCDIC      | REPEAT    | UNTIL     |
| A-NAVER    | END-DECIDE     | INCDIR      | REQUEST   | UPDATE    |
| A-NCOUNT   | END-ENDDATA    | INCLUDE     | RESET     | UPLOAD    |
| A-NMIN     | END-DECIDE     | INCMAC      | RESIZE    | VAL       |
| ANY        | END-ENDDATA    | INPUT       | RESTORE   | VALUE     |
| ASSIGN     | END-ENDFILE    | INSERT      | RET       | VALUES    |
| A-SUM      | END-ENDPAGE    | INT         | RETRY     | WASTE     |
| AT         | END-ERROR      | INVESTIGATE | RETURN    | WHEN      |
| ATN        | END-FILE       | LIMIT       | ROLLBACK  | WHILE     |
| AVER       | END-FIND       | LOG         | RULEVAR   | WITH_CTE  |
| BACKOUT    | END-FOR        | LOOP        | RUN       | WRITE     |
| BEFORE     | END-HISTOGRAM  | MAP         | SELECT    |           |
| BREAK      | ENDHOC         | MAX         | SEND      |           |
| BROWSE     | END-IF         | MIN         | SEPARATE  |           |
| CALL       | END-LOOP       | MOVE        | SET       |           |
| CALldbproc | END-NOREC      | MULTIPLY    | SETTIME   |           |
| CALLNAT    | END-PARSE      | NAVER       | SGN       |           |
| CLOSE      | END-PROCESS    | NCOUNT      | SHOW      |           |
| COMMIT     | END-READ       | NEWPAGE     | SIN       |           |
| COMPOSE    | END-REPEAT     | NMIN        | SKIP      |           |
| COMPRESS   | END-RESULT     | NONE        | SORT      |           |
| COMPUTE    | END-SELECT     | NULL-HANDLE | SORTKEY   |           |
| COPY       | END-SORT       | OBTAin      | SQRT      |           |
| COS        | END-START      | OLD         | STACK     |           |
| COUNT      | END-SUBROUTINE | ON          | START     |           |
| CREATE     | END-TOPPAGE    | OPEN        | STOP      |           |
| DECIDE     | END-WORK       | OPTIONS     | STORE     |           |
| DEFINE     | ENTIRE         | PARSE       | SUBSTR    |           |
| DELETE     | ESCAPE         | PASSW       | SUBSTRING |           |
| DISPLAY    | EXAMINE        | PERFORM     | SUBTRACT  |           |
| DIVIDE     | EXP            | POS         | SUM       |           |
| DLOGOFF    | EXPAND         | PRINT       | SUSPEND   |           |
| DLOGON     | EXPORT         | PROCESS     |           |           |
| DNATIVE    | FALSE          |             |           |           |
| DO         | FETCH          |             |           |           |
| DOEND      | FIND           |             |           |           |
| DOWNLOAD   | FOR            |             |           |           |
|            | FORMAT         |             |           |           |
|            | FRAC           |             |           |           |

By default, no keyword check is performed.

# 58 Referenced Example Programs

---

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This chapter contains some additional example programs that are referenced in the *Programming Guide*.

## READ Statement

---

The following example is referenced in the section **Statements for Database Access**.

### READX03 - READ statement (with LOGICAL clause)

```
** Example 'READX03': READ (with LOGICAL clause)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
 2 NAME
 2 PERSONNEL-ID
 2 JOB-TITLE
END-DEFINE
*
LIMIT 8
READ EMPLOY-VIEW LOGICAL BY PERSONNEL-ID
  DISPLAY NOTITLE *ISN      NAME
          'PERS-NO'  PERSONNEL-ID
          'POSITION' JOB-TITLE
END-READ
END
```

Output of Program READX03:

| ISN | NAME      | PERS-NO  | POSITION            |
|-----|-----------|----------|---------------------|
| 204 | SCHINDLER | 11100102 | PROGRAMMIERER       |
| 205 | SCHIRM    | 11100105 | SYSTEMPROGRAMMIERER |
| 206 | SCHMITT   | 11100106 | OPERATOR            |
| 207 | SCHMIDT   | 11100107 | SEKRETAERIN         |
| 208 | SCHNEIDER | 11100108 | SACHBEARBEITER      |
| 209 | SCHNEIDER | 11100109 | SEKRETAERIN         |
| 210 | BUNGERT   | 11100110 | SYSTEMPROGRAMMIERER |
| 211 | THIELE    | 11100111 | SEKRETAERIN         |

## FIND Statement

The following examples are referenced in the section *Statements for Database Access*.

### FINDX07 - FIND statement (with several clauses)

```
** Example 'FINDX07': FIND (with several clauses)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 CITY
  2 SALARY    (1)
  2 Curr-Code (1)
END-DEFINE
*
FIND EMPLOY-VIEW WITH PHONETIC-NAME = 'JONES' OR = 'BECKR'
  AND CITY          = 'BOSTON' THRU 'NEW YORK'
  BUT NOT           'CHAPEL HILL'
  SORTED BY NAME
  WHERE SALARY (1) < 28000
  DISPLAY NOTITLE NAME FIRST-NAME CITY SALARY (1)
END-FIND
END
```

Output of Program FINDX07:

| NAME  | FIRST-NAME | CITY      | ANNUAL<br>SALARY |
|-------|------------|-----------|------------------|
| <hr/> |            |           |                  |
| BAKER | PAULINE    | DERBY     | 4450             |
| JONES | MARTHA     | KALAMAZOO | 21000            |
| JONES | KEVIN      | DERBY     | 7000             |

### FINDX08 - FIND statement (with LIMIT)

```
** Example 'FINDX08': FIND (with LIMIT)
**
** Demonstrates FIND statement with LIMIT option to
** terminate program with an error message if the
** number of records selected exceeds a specified
** limit (no output).
*****
DEFINE DATA LOCAL
```

## Referenced Example Programs

---

```
1 EMPLOY-VIEW VIEW OF EMPLOYEES
 2 NAME
 2 JOB-TITLE
END-DEFINE
*
FIND EMPLOY-VIEW WITH LIMIT (5) JOB-TITLE = 'SALES PERSON'
  DISPLAY NAME JOB-TITLE
END-FIND
END
```

Runtime Error Caused by Program FINDX08:

NAT1005 More records found than specified in search limit.

### FINDX09 - FIND statement (using \*NUMBER, \*COUNTER, \*ISN)

```
** Example 'FINDX09': FIND (using *NUMBER, *COUNTER, *ISN)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
 2 DEPT
 2 NAME
END-DEFINE
*
FIND EMPLOY-VIEW WITH CITY  = 'BOSTON'
  WHERE DEPT = 'TECH00' THRU 'TECH10'
  DISPLAY NOTITLE
    'COUNTER' *COUNTER NAME DEPT 'ISN' *ISN
  AT START OF DATA
    WRITE '(TOTAL NUMBER IN BOSTON:' *NUMBER ')' /
  END-START
END-FIND
END
```

Output of Program FINDX09:

| COUNTER                  | NAME | DEPARTMENT | ISN<br>CODE |
|--------------------------|------|------------|-------------|
| -----                    |      |            |             |
| (TOTAL NUMBER IN BOSTON: | 7 )  |            |             |
| 1 STANWOOD               |      | TECH10     | 782         |
| 2 PERREAULT              |      | TECH10     | 842         |

**FINDX10 - FIND statement (combined with READ)**

```
** Example 'FINDX10': FIND (combined with READ)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 FIRST-NAME
1 VEHIC-VIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
  2 MAKE
END-DEFINE
*
LIMIT 15
*
EMP. READ EMPLOY-VIEW BY NAME STARTING FROM 'JONES'
  VEH. FIND VEHIC-VIEW WITH PERSONNEL-ID = PERSONNEL-ID (EMP.)
    IF NO RECORDS FOUND
      MOVE '*** NO CAR ***' TO MAKE
    END-NOREC
    DISPLAY NOTITLE
      NAME (EMP.) (IS=ON)
      FIRST-NAME (EMP.) (IS=ON)
      MAKE (VEH.)
  END-FIND
END-READ
END
```

Output of Program FINDX10:

|           | NAME     | FIRST-NAME     | MAKE |
|-----------|----------|----------------|------|
| JONES     | VIRGINIA | CHRYSLER       |      |
|           | MARSHA   | CHRYSLER       |      |
|           | ROBERT   | GENERAL MOTORS |      |
|           | LILLY    | FORD           |      |
|           | EDWARD   | MG             |      |
|           | MARTHA   | GENERAL MOTORS |      |
|           | LAUREL   | GENERAL MOTORS |      |
|           | KEVIN    | DATSON         |      |
|           | GREGORY  | FORD           |      |
| JOPER     | MANFRED  | *** NO CAR *** |      |
| JOUSSELIN | DANIEL   | RENAULT        |      |
| JUBE      | GABRIEL  | *** NO CAR *** |      |
| JUNG      | ERNST    | *** NO CAR *** |      |

|        |        |                |
|--------|--------|----------------|
| JUNKIN | JEREMY | *** NO CAR *** |
| KAISER | REINER | *** NO CAR *** |

**FINDX11 - FIND NUMBER statement (with \*NUMBER)**

```
** Example 'FINDX11': FIND NUMBER (with *NUMBER)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 FIRST-NAME
  2 NAME
  2 CITY
  2 JOB-TITLE
  2 SALARY      (1)
*
1 #PERCENT      (N.2)
1 REDEFINE #PERCENT
  2 #WHOLE-NBR   (N2)
1 #ALL-BOST     (N3.2)
1 #SECR-ONLY    (N3.2)
1 #BOST-NBR     (N3)
1 #SECR-NBR     (N3)
END-DEFINE
*
F1. FIND NUMBER EMPLOY-VIEW WITH CITY = 'BOSTON'
F2. FIND NUMBER EMPLOY-VIEW WITH CITY = 'BOSTON'
                           AND JOB-TITLE = 'SECRETARY'
*
MOVE *NUMBER(F1.) TO #ALL-BOST #BOST-NBR
MOVE *NUMBER(F2.) TO #SECR-ONLY #SECR-NBR
DIVIDE #ALL-BOST INTO #SECR-ONLY GIVING #PERCENT
*
WRITE TITLE LEFT JUSTIFIED UNDERLINED
  'There are' #BOST-NBR 'employees in the Boston offices.' /
  '#SECR-NBR '(=' #WHOLE-NBR (EM=99%')) 'are secretaries.'
*
SKIP 1
FIND EMPLOY-VIEW WITH CITY      = 'BOSTON'
                           AND JOB-TITLE = 'SECRETARY'
  DISPLAY NAME FIRST-NAME JOB-TITLE SALARY (1)
END-FIND
END
```

Output of Program FINDX11:

There are 7 employees in the Boston offices.  
3 (= 42%) are secretaries.

| NAME   | FIRST-NAME | CURRENT POSITION | ANNUAL SALARY |
|--------|------------|------------------|---------------|
| SHAW   | LESLIE     | SECRETARY        | 18000         |
| CREMER | WALT       | SECRETARY        | 20000         |
| COHEN  | JOHN       | SECRETARY        | 16000         |

## Nested READ and FIND Statements

The following examples are referenced in the section *Database Processing Loops*.

### READX04 - READ statement (in combination with FIND and the system variables \*NUMBER and \*COUNTER)

```
** Example 'READX04': READ (in combination with FIND and the system
** variables *NUMBER and *COUNTER)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 FIRST-NAME
1 VEHIC-VIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
  2 MAKE
END-DEFINE
*
LIMIT 10
RD. READ EMPLOY-VIEW BY NAME STARTING FROM 'JONES'
  FD. FIND VEHIC-VIEW WITH PERSONNEL-ID = PERSONNEL-ID (RD.)
    IF NO RECORDS FOUND
      ENTER
    END-NOREC
    /*
    DISPLAY NOTITLE
      *COUNTER (RD.)(NL=8) NAME          (AL=15) FIRST-NAME (AL=10)
      *NUMBER   (FD.)(NL=8) *COUNTER (FD.)(NL=8) MAKE
  END-FIND
END-READ
END
```

Output of Program READX04:

| CNT | NAME  | FIRST-NAME | NMBR | CNT | MAKE           |
|-----|-------|------------|------|-----|----------------|
| 1   | JONES | VIRGINIA   | 1    | 1   | CHRYSLER       |
| 2   | JONES | MARSHA     | 2    | 1   | CHRYSLER       |
| 2   | JONES | MARSHA     | 2    | 2   | CHRYSLER       |
| 3   | JONES | ROBERT     | 1    | 1   | GENERAL MOTORS |
| 4   | JONES | LILLY      | 2    | 1   | FORD           |
| 4   | JONES | LILLY      | 2    | 2   | MG             |
| 5   | JONES | EDWARD     | 1    | 1   | GENERAL MOTORS |
| 6   | JONES | MARTHA     | 1    | 1   | GENERAL MOTORS |
| 7   | JONES | LAUREL     | 1    | 1   | GENERAL MOTORS |
| 8   | JONES | KEVIN      | 1    | 1   | DATSON         |
| 9   | JONES | GREGORY    | 1    | 1   | FORD           |
| 10  | JOPER | MANFRED    | 0    | 0   |                |

**LIMITX01 - LIMIT statement (for READ, FIND loop processing)**

```
** Example 'LIMITX01': LIMIT (for READ, FIND loop processing)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 FIRST-NAME
2 NAME
1 VEH-VIEW VIEW OF VEHICLES
2 PERSONNEL-ID
2 MAKE
END-DEFINE
*
LIMIT 4
*
READ EMPLOY-VIEW BY NAME STARTING FROM 'A'
  FIND VEH-VIEW WITH PERSONNEL-ID = EMPLOY-VIEW.PERSONNEL-ID
    IF NO RECORDS FOUND
      MOVE 'NO CAR' TO MAKE
    END-NOREC
    DISPLAY PERSONNEL-ID NAME FIRST-NAME MAKE
  END-FIND
END-READ
END
```

Output of Program LIMITX01:

| Page         | 1                           |                          | 04-12-13 14:01:57        |
|--------------|-----------------------------|--------------------------|--------------------------|
| PERSONNEL-ID | NAME                        | FIRST-NAME               | MAKE                     |
|              |                             |                          | -----                    |
| 30000231     | ABELLAN<br>ACHIESON<br>ADAM | KEPA<br>ROBERT<br>SIMONE | NO CAR<br>FORD<br>NO CAR |
| 20008800     | ADKINSON                    | JEFF                     | GENERAL MOTORS           |

## ACCEPT and REJECT Statements

The following examples are referenced in the section [Selecting Records Using ACCEPT/REJECT](#).

### ACCEPX04 - ACCEPT IF ... LESS THAN ... statement

```
** Example 'ACCEPX04': ACCEPT IF ... LES THAN ...
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 NAME
2 JOB-TITLE
2 SALARY (1)
END-DEFINE
*
LIMIT 20
READ EMPLOY-VIEW BY PERSONNEL-ID = '20017000'
  ACCEPT IF SALARY (1) LESS THAN 38000
  DISPLAY NOTITLE PERSONNEL-ID NAME JOB-TITLE SALARY (1)
END-READ
END
```

Output of Program ACCEPX04:

| PERSONNEL<br>ID | NAME    | CURRENT<br>POSITION | ANNUAL<br>SALARY |
|-----------------|---------|---------------------|------------------|
| 20017000        | CREMER  | ANALYST             | 34000            |
| 20017100        | MARKUSH | TRAINEE             | 22000            |
| 20017400        | NEEDHAM | PROGRAMMER          | 32500            |
| 20017500        | JACKSON | PROGRAMMER          | 33000            |
| 20017600        | PIETSCH | SECRETARY           | 22000            |
| 20017700        | PAUL    | SECRETARY           | 23000            |

|          |         |              |       |
|----------|---------|--------------|-------|
| 20018000 | FARRIS  | PROGRAMMER   | 30500 |
| 20018100 | EVANS   | PROGRAMMER   | 31000 |
| 20018200 | HERZOG  | PROGRAMMER   | 31500 |
| 20018300 | LORIE   | SALES PERSON | 28000 |
| 20018400 | HALL    | SALES PERSON | 30000 |
| 20018500 | JACKSON | MANAGER      | 36000 |
| 20018800 | SMITH   | SECRETARY    | 24000 |
| 20018900 | LOWRY   | SECRETARY    | 25000 |

### ACCEPX05 - ACCEPT IF ... AND ... statement

```
** Example 'ACCEPX05': ACCEPT IF ... AND ...
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
 2 NAME
 2 CITY
 2 JOB-TITLE
 2 SALARY (1:2)
END-DEFINE
*
LIMIT 6
READ EMPLOY-VIEW PHYSICAL WHERE SALARY(2) > 0
  ACCEPT IF SALARY(1) > 10000
    AND SALARY(1) < 50000
  DISPLAY (AL=15) 'SALARY I' SALARY (1) 'SALARY II' SALARY (2)
          NAME JOB-TITLE CITY
END-READ
END
```

Output of Program ACCEPX05:

| Page     | 1         |           | 04-12-13 14:05:28        |
|----------|-----------|-----------|--------------------------|
| SALARY I | SALARY II | NAME      | CURRENT POSITION         |
| -----    |           |           |                          |
| 48000    | 46000     | SPENGLER  | SACHBEARBEITER DARMSTADT |
| 45000    | 40000     | SPECK     | SACHBEARBEITER DARMSTADT |
| 48000    | 46000     | SCHINDLER | PROGRAMMIERER HEPPENHEIM |
| 36000    | 32000     | SCHMIDT   | SEKRETAERIN HEPPENHEIM   |

## ACCEPX06 - REJECT IF ... OR ... statement

```
** Example 'ACCEPX06': REJECT IF ... OR ...
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 SALARY (1)
2 JOB-TITLE
2 CITY
2 NAME
END-DEFINE
*
LIMIT 20
READ EMPLOY-VIEW LOGICAL BY PERSONNEL-ID = '20017000'
    REJECT IF SALARY (1) < 20000
        OR SALARY (1) > 26000
    DISPLAY NOTITLE SALARY (1) NAME JOB-TITLE CITY
END-READ
END
```

Output of Program ACCEPX06:

| ANNUAL<br>SALARY | NAME    | CURRENT<br>POSITION | CITY          |
|------------------|---------|---------------------|---------------|
| <hr/>            |         |                     |               |
| 22000            | MARKUSH | TRAINEE             | LOS ANGELES   |
| 22000            | PIETSCH | SECRETARY           | VISTA         |
| 23000            | PAUL    | SECRETARY           | NORFOLK       |
| 24000            | SMITH   | SECRETARY           | SILVER SPRING |
| 25000            | LOWRY   | SECRETARY           | LEXINGTON     |

## AT START OF DATA and AT END OF DATA Statements

The following examples are referenced in the section [\*AT START/END OF DATA Statements\*](#).

**ATENDX01 - AT END OF DATA statement**

```
** Example 'ATENDX01': AT END OF DATA
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 NAME
2 JOB-TITLE
END-DEFINE
*
READ (6) EMPLOY-VIEW BY PERSONNEL-ID FROM '20017000'
DISPLAY NOTITLE NAME JOB-TITLE
AT END OF DATA
  WRITE / 'LAST PERSON SELECTED:' OLD(NAME)
END-ENDDATA
END-READ
END
```

Output of Program ATENDX01:

| NAME                          | CURRENT POSITION |
|-------------------------------|------------------|
| -----                         |                  |
| CREMER                        | ANALYST          |
| MARKUSH                       | TRAINEE          |
| GEE                           | MANAGER          |
| KUNHEY                        | DBA              |
| NEEDHAM                       | PROGRAMMER       |
| JACKSON                       | PROGRAMMER       |
| LAST PERSON SELECTED: JACKSON |                  |

**ATSTAX02 - AT START OF DATA statement**

```
** Example 'ATSTAX02': AT START OF DATA
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 FIRST-NAME
2 NAME
2 SALARY    (1)
2 CURR-CODE (1)
2 BONUS     (1,1)
END-DEFINE
*
```

```

LIMIT 3
FIND EMPLOY-VIEW WITH CITY = 'MADRID'
  DISPLAY NAME FIRST-NAME SALARY(1) BONUS(1,1) CURR-CODE (1)
  /*
  AT START OF DATA
    WRITE NOTITLE *DAT4E /
  END-START
END-FIND
END

```

Output of Program ATSTAX02:

| NAME         | FIRST-NAME | ANNUAL<br>SALARY | BONUS | CURRENCY<br>CODE |
|--------------|------------|------------------|-------|------------------|
| <hr/>        |            |                  |       |                  |
| 13/12/2004   |            |                  |       |                  |
| DE JUAN      | JAVIER     | 1988000          | 0     | PTA              |
| DE LA MADRID | ANSELMO    | 3120000          | 0     | PTA              |
| PINERO       | PAULA      | 1756000          | 0     | PTA              |

### WRITEX09 - WRITE statement (in combination with AT END OF DATA)

```

** Example 'WRITEX09': WRITE (in combination with AT END OF DATA )
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 NAME
  2 BIRTH
  2 JOB-TITLE
  2 DEPT
END-DEFINE
*
READ (3) EMPLOY-VIEW BY CITY
  DISPLAY NOTITLE NAME BIRTH (EM=YYYY-MM-DD) JOB-TITLE
  WRITE 38T 'DEPT CODE:' DEPT
  /*
  AT END OF DATA
    WRITE / 'LAST PERSON SELECTED:' OLD(NAME)
  END-ENDDATA
  SKIP 1
END-READ
END

```

Output of Program WRITEX09:

| NAME                         | DATE<br>OF<br>BIRTH | CURRENT<br>POSITION             |
|------------------------------|---------------------|---------------------------------|
| SENKO                        | 1971-09-11          | PROGRAMMER<br>DEPT CODE: TECH10 |
| GODEFROY                     | 1949-01-09          | COMPTABLE<br>DEPT CODE: COMP02  |
| CANALE                       | 1942-01-01          | CONSULTANT<br>DEPT CODE: TECH03 |
| LAST PERSON SELECTED: CANALE |                     |                                 |

## DISPLAY and WRITE Statements

---

The following examples are referenced in the section [\*Statements DISPLAY and WRITE\*](#).

### DISPLX13 - DISPLAY statement (compare with WRITEX08 using WRITE)

```
** Example 'DISPLX13': DISPLAY (compare with WRITEX08 using WRITE)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 FIRST-NAME
  2 NAME
  2 SALARY (2)
  2 BONUS (1,1)
  2 CITY
END-DEFINE
*
LIMIT 2
READ EMPLOY-VIEW WITH CITY = 'CHAPEL HILL' WHERE BONUS(1,1) NE 0
/*
DISPLAY 'PERS/ID' PERSONNEL-ID NAME / FIRST-NAME
  '**' '=' SALARY(1:2) 'BONUS' BONUS(1,1) CITY (AL=15)
/*
SKIP 1
END-READ
END
```

Output of Program DISPLX13:

| Page       | 1                  |                      |       | 04-12-13 14:11:28 |
|------------|--------------------|----------------------|-------|-------------------|
| PERS<br>ID | NAME<br>FIRST-NAME | ANNUAL<br>SALARY     | BONUS | CITY              |
| 20027000   | CUMMINGS<br>PUALA  | **<br>41000<br>38900 |       | 1500 CHAPEL HILL  |
| 20000200   | WOOLSEY<br>LOUISE  | **<br>26000<br>24700 |       | 3000 CHAPEL HILL  |

### **WRITEX08 - WRITE statement (compare with DISPLX13 using DISPLAY)**

```
** Example 'WRITEX08': WRITE (compare with DISPLX13 using DISPLAY)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 FIRST-NAME
  2 NAME
  2 SALARY (2)
  2 BONUS (1,1)
  2 CITY
END-DEFINE
*
LIMIT 2
READ EMPLOY-VIEW WITH CITY = 'CHAPEL HILL' WHERE BONUS(1,1) NE 0
/*
  WRITE 'PERS/ID' PERSONNEL-ID NAME / FIRST-NAME
    '**' '=' SALARY(1:2) 'BONUS' BONUS(1,1) CITY (AL=15)
/*
  SKIP 1
END-READ
END
```

### **Output of Program WRITEX08:**

|         |   |                   |                              |
|---------|---|-------------------|------------------------------|
| Page    | 1   |                   | 04-12-13 14:12:43            |
| PERS/ID | 20027000 CUMMINGS<br>PUALA<br>CHAPEL HILL | ** ANNUAL SALARY: | 41000<br>38900 BONUS<br>1500 |
| PERS/ID | 20000200 WOOLSEY<br>LOUISE<br>CHAPEL HILL | ** ANNUAL SALARY: | 26000<br>24700 BONUS<br>3000 |

**DISPLX14 - DISPLAY statement (with AL, SF and nX)**

```
** Example 'DISPLX14': DISPLAY (with AL, SF and nX)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 FIRST-NAME
2 NAME
2 ADDRESS-LINE (1)
2 TELEPHONE
3 AREA-CODE
3 PHONE
2 CITY
END-DEFINE
*
READ (3) EMPLOY-VIEW BY NAME STARTING FROM 'W'
  DISPLAY (AL=15 SF=5) NAME CITY / ADDRESS-LINE(1) 2X TELEPHONE
  SKIP 1
END-READ
END
```

Output of Program DISPLX14:

| NAME      | CITY                          | TELEPHONE |       |           |
|-----------|-------------------------------|-----------|-------|-----------|
|           | ADDRESS                       |           |       |           |
|           |                               | AREA      | CODE  | TELEPHONE |
| -----     | -----                         | -----     | ----- | -----     |
| WABER     | HEIDELBERG<br>ERBACHERSTR. 78 | 06221     |       | 456452    |
| WADSWORTH | DERBY<br>56 PINCROFT CO       | 0332      |       | 515365    |
| WAGENBACH | FRANKFURT<br>BECKERSTR. 4     | 069       |       | 983218    |

**WRITEX09 - WRITE statement (in combination with AT END OF DATA)**

```
** Example 'WRITEX09': WRITE (in combination with AT END OF DATA )
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 CITY
2 NAME
2 BIRTH
2 JOB-TITLE
2 DEPT
END-DEFINE
/*
READ (3) EMPLOY-VIEW BY CITY
DISPLAY NOTITLE NAME BIRTH (EM=YYYY-MM-DD) JOB-TITLE
WRITE 38T 'DEPT CODE:' DEPT
/*
AT END OF DATA
    WRITE / 'LAST PERSON SELECTED:' OLD(NAME)
END-ENDDATA
SKIP 1
END-READ
END
```

Output of Program WRITEX09:

| NAME                         | DATE<br>OF<br>BIRTH | CURRENT<br>POSITION             |
|------------------------------|---------------------|---------------------------------|
| SENKO                        | 1971-09-11          | PROGRAMMER<br>DEPT CODE: TECH10 |
| GODEFROY                     | 1949-01-09          | COMPTABLE<br>DEPT CODE: COMP02  |
| CANALE                       | 1942-01-01          | CONSULTANT<br>DEPT CODE: TECH03 |
| LAST PERSON SELECTED: CANALE |                     |                                 |

## DISPLAY Statement

The following example is referenced in the section [Page Titles, Page Breaks, Blank Lines](#).

### DISPLX21 DISPLAY statement (with slash '/' and compare with WRITE)

```
** Example 'DISPLX21': DISPLAY (usage of slash '/' in DISPLAY and WRITE)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
 2 CITY
 2 NAME
 2 FIRST-NAME
 2 ADDRESS-LINE (1)
END-DEFINE
*
WRITE TITLE LEFT JUSTIFIED UNDERLINED
  *TIME
  5X 'PEOPLE LIVING IN SALT LAKE CITY'
  21X 'PAGE:' *PAGE-NUMBER /
  15X 'AS OF' *DAT4E //
*
WRITE TRAILER UNDERLINED 'REGISTER OF' / 'SALT LAKE CITY'
*
READ (2) EMPLOY-VIEW WITH CITY = 'SALT LAKE CITY'
  DISPLAY  NAME /
    FIRST-NAME
    'HOME/CITY' CITY
    'STREET/OR BOX NO.' ADDRESS-LINE (1)
  SKIP 1
END-READ
END
```

Output of Program DISPLX21:

|            |                                 |                      |
|------------|---------------------------------|----------------------|
| 14:15:50.1 | PEOPLE LIVING IN SALT LAKE CITY | PAGE: 1              |
|            | AS OF 13/12/2004                |                      |
| <hr/>      |                                 |                      |
| NAME       | HOME                            | STREET               |
| FIRST-NAME | CITY                            | OR BOX NO.           |
| <hr/>      |                                 |                      |
| ANDERSON   | SALT LAKE CITY                  | 3701 S. GEORGE MASON |
| JENNY      |                                 |                      |

SAMUELSON                    SALT LAKE CITY                    7610 W. 86TH STREET  
 MARTIN

REGISTER OF  
 SALT LAKE CITY

## Column Headers

The following example is referenced in the section [Column Headers](#).

### DISPLX15 - DISPLAY statement (with FC, UC)

```
** Example 'DISPLX15': DISPLAY (with FC, UC)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 FIRST-NAME
2 NAME
2 ADDRESS-LINE (1)
2 CITY
2 TELEPHONE
3 AREA-CODE
3 PHONE
END-DEFINE
*
FORMAT AL=12 GC== UC=%
*
READ (3) EMPLOY-VIEW BY NAME STARTING FROM 'R'
  DISPLAY NOTITLE (FC=*)
    NAME FIRST-NAME CITY (FC=- UC=-) /
      ADDRESS-LINE(1) TELEPHONE
    SKIP 1
END-READ
END
```

Output of Program DISPLX15:

```
*****NAME**** *FIRST-NAME* ----CITY---- =====TELEPHONE=====
          **ADDRESS**
                                ****AREA*** *TELEPHONE**
                                ****CODE****
%%%%%%%%%%%%% %%%%%%%%%%%%%% ----- %%%%%%%%%%%%%% %%%%%%%%%%%%%%
RACKMANN      MARIAN        FRANKFURT     069           375849
                           FINKENSTR. 1
```

|                    |               |          |
|--------------------|---------------|----------|
| RAMAMOORTHY TY     | SEPULVEDA 209 | 175-1885 |
|                    | 12018 BROOKS  |          |
| RAMAMOORTHY TIMMIE | SEATTLE 206   | 151-4673 |
|                    | 921-178TH PL  |          |

**DISPLX16 - DISPLAY statement (with '/', 'text', 'text/text')**

```
** Example 'DISPLX16': DISPLAY (with '/', 'text', 'text/text')
*****DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 FIRST-NAME
2 NAME
2 ADDRESS-LINE (1)
2 CITY
2 TELEPHONE
3 AREA-CODE
3 PHONE
END-DEFINE
*
READ (5) EMPLOY-VIEW BY NAME STARTING FROM 'E'
DISPLAY NOTITLE
  '/'          NAME      (AL=12) /* suppressed header
  'FIRST/NAME' FIRST-NAME (AL=10) /* two-line user-defined header
  'ADDRESS'    CITY      /      /* user-defined header
  ' '         ADDRESS-LINE(1) /* 'blank' header
  ' '         TELEPHONE (HC=L) /* default header
  SKIP 1
END-READ
END
```

**Output of Program DISPLX16:**

|          | FIRST<br>NAME | ADDRESS                     | TELEPHONE    |           |
|----------|---------------|-----------------------------|--------------|-----------|
|          |               |                             | AREA<br>CODE | TELEPHONE |
| -----    |               |                             |              |           |
| EAVES    | TREVOR        | DERBY<br>17 HARTON ROAD     | 0332         | 657623    |
| ECKERT   | KARL          | OBERRAMSTADT<br>FORSTWEG 22 | 06154        | 99722     |
| ECKHARDT | RICHARD       | DARMSTADT<br>BRESLAUERPL. 4 |              |           |

|           |         |                           |      |          |
|-----------|---------|---------------------------|------|----------|
| EDMUNDSON | LES     | TULSA<br>2415 ALSOP CT.   | 918  | 945-4916 |
| EGGERT    | HERMANN | STUTTGART<br>RABENGASSE 8 | 0711 | 981237   |

## Field-Output-Relevant Parameters

The following examples are referenced in the section [Parameters to Influence the Output of Fields](#).

They are provided to demonstrate the use of the parameters LC, IC, TC, AL, NL, IS, ZP and ES, and the SUSPEND IDENTICAL SUPPRESS statement:

### DISPLX17 - DISPLAY statement (with NL, AL, IC, LC, TC)

```
** Example 'DISPLX17': DISPLAY (with NL, AL, IC, LC, TC)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 FIRST-NAME
2 NAME
2 SALARY (1)
2 BONUS (1,1)
END-DEFINE
*
READ (3) EMPLOY-VIEW BY NAME STARTING FROM 'JONES'
  DISPLAY NOTITLE (IS=ON NL=15)
    NAME
    '-' '=' FIRST-NAME (AL=12)
    'ANNUAL SALARY' SALARY(1) (LC=USD  TC=.00)  /
    '+ BONUSES'     BONUS(1,1) (IC='+'  TC=.00)
    SKIP 1
END-READ
END
```

Output of Program DISPLX17:

| NAME  | FIRST-NAME | ANNUAL SALARY |           |
|-------|------------|---------------|-----------|
|       |            | + BONUSES     |           |
| JONES | - VIRGINIA | USD           | 46000.00  |
|       |            |               | + 9000.00 |
|       | - MARSHA   | USD           | 50000.00  |

|          |          |
|----------|----------|
|          | + 0.00   |
| - ROBERT | USD      |
|          | 31000.00 |
|          | + 0.00   |

**DISPLX18 - DISPLAY statement (using default settings for SF, AL, UC, LC, IC, TC and compare with DISPLX19)**

```
** Example 'DISPLX18': DISPLAY (using default settings for SF, AL, UC,
**                           LC, IC, TC and compare with DISPLX19)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 CITY
  2 SALARY      (1)
  2 BONUS       (1,1)
END-DEFINE
*
FIND (6) EMPLOY-VIEW WITH CITY = 'CHAPEL HILL'
  DISPLAY NAME FIRST-NAME SALARY(1) BONUS(1,1)
END-FIND
END
```

**Output of Program DISPLX18:**

|          |   |         |                   |                  |       |
|----------|---|---------|-------------------|------------------|-------|
| Page     | 1 |         | 04-12-13 14:20:48 |                  |       |
|          |   | NAME    | FIRST-NAME        | ANNUAL<br>SALARY | BONUS |
| -----    |   |         |                   |                  |       |
| KESSLER  |   | CLARE   |                   | 41000            | 0     |
| ADKINSON |   | DAVID   |                   | 24000            | 0     |
| GEE      |   | TOMMIE  |                   | 39500            | 0     |
| HERZOG   |   | JOHN    |                   | 31500            | 0     |
| QUILLION |   | TIMOTHY |                   | 30500            | 0     |
| CUMMINGS |   | PUALA   |                   | 41000            | 1500  |

**DISPLX19 - DISPLAY statement (with SF, AL, LC, IC, TC and compare with DISPLX18)**

```
** Example 'DISPLX19': DISPLAY (with SF, AL, LC, IC, TC and compare
**                         with DISPLX19)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 NAME
2 FIRST-NAME
2 CITY
2 SALARY (1)
2 BONUS (1,1)
END-DEFINE
*
FORMAT SF=3 AL=15 UC==
*
FIND (6) EMPLOY-VIEW WITH CITY = 'CHAPEL HILL'
  DISPLAY (NL=10)
    NAME
    FIRST-NAME (LC='-' UC=-)
    SALARY (1) (LC=USD)
    BONUS (1,1) (IC='***' TC=' ***')
END-FIND
END
```

Output of Program DISPLX19:

| Page     | 1         |            |                  | 04-12-13 14:21:57 |
|----------|-----------|------------|------------------|-------------------|
|          | NAME      | FIRST-NAME | ANNUAL<br>SALARY | BONUS             |
| KESSLER  | - CLARE   | USD        | 41000            | *** 0 ***         |
| ADKINSON | - DAVID   | USD        | 24000            | *** 0 ***         |
| GEE      | - TOMMIE  | USD        | 39500            | *** 0 ***         |
| HERZOG   | - JOHN    | USD        | 31500            | *** 0 ***         |
| QUILLION | - TIMOTHY | USD        | 30500            | *** 0 ***         |
| CUMMING  | S - PUALA | USD        | 41000            | *** 1500 ***      |

**SUSPEX01 - SUSPEND IDENTICAL SUPPRESS statement (in conjunction with parameters IS, ES, ZP in DISPLAY)**

```

** Example 'SUSPEX01': SUSPEND IDENTICAL SUPPRESS (in conjunction with
**                      parameters IS, ES, ZP in DISPLAY)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 FIRST-NAME
  2 NAME
  2 CITY
1 VEH-VIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
  2 MAKE
END-DEFINE
*
LIMIT 15
RD. READ EMPLOY-VIEW BY NAME STARTING FROM 'JONES'
  SUSPEND IDENTICAL SUPPRESS
  FD. FIND VEH-VIEW WITH PERSONNEL-ID = PERSONNEL-ID (RD.)
    IF NO RECORDS FOUND
      MOVE '*****' TO MAKE
    END-NOREC
    DISPLAY NOTITLE (ES=OFF IS=ON ZP=ON AL=15)
      NAME      (RD.)
      FIRST-NAME (RD.)
      MAKE      (FD.) (IS=OFF)
    END-FIND
  END-READ
END

```

Output of Program SUSPEX01:

| NAME  | FIRST-NAME | MAKE           |
|-------|------------|----------------|
| JONES | VIRGINIA   | CHRYSLER       |
| JONES | MARSHA     | CHRYSLER       |
|       |            | CHRYSLER       |
| JONES | ROBERT     | GENERAL MOTORS |
| JONES | LILLY      | FORD           |
|       |            | MG             |
| JONES | EDWARD     | GENERAL MOTORS |
| JONES | MARTHA     | GENERAL MOTORS |
| JONES | LAUREL     | GENERAL MOTORS |
| JONES | KEVIN      | DATSON         |
| JONES | GREGORY    | FORD           |
| JOPER | MANFRED    | *****          |

|           |         |         |
|-----------|---------|---------|
| JOUSSELIN | DANIEL  | RENAULT |
| JUBE      | GABRIEL | *****   |
| JUNG      | ERNST   | *****   |
| JUNKIN    | JEREMY  | *****   |
| KAISER    | REINER  | *****   |

**SUSPEX02 - SUSPEND IDENTICAL SUPPRESS statement (in conjunction with parameters IS, ES, ZP in DISPLAY) Identical to SUSPEX01, but with IS=OFF.**

```

** Example 'SUSPEX02': SUSPEND IDENTICAL SUPPRESS (in conjunction with
**                           parameters IS, ES, ZP in DISPLAY)
**                           Identical to SUSPEX01, but with IS=OFF.
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 FIRST-NAME
  2 NAME
  2 CITY
1 VEH-VIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
  2 MAKE
END-DEFINE
*
LIMIT 15
RD. READ EMPLOY-VIEW BY NAME STARTING FROM 'JONES'
  SUSPEND IDENTICAL SUPPRESS
  FD. FIND VEH-VIEW WITH PERSONNEL-ID = PERSONNEL-ID (RD.)
    IF NO RECORDS FOUND
      MOVE '*****' TO MAKE
    END-NOREC
    DISPLAY NOTITLE (ES=OFF IS=OFF ZP=ON AL=15)
      NAME      (RD.)
      FIRST-NAME (RD.)
      MAKE      (FD.) (IS=OFF)
    END-FIND
  END-READ
END

```

**Output of Program SUSPEX02:**

| NAME  | FIRST-NAME | MAKE           |
|-------|------------|----------------|
| ----- | -----      | -----          |
| JONES | VIRGINIA   | CHRYSLER       |
| JONES | MARSHA     | CHRYSLER       |
| JONES | MARSHA     | CHRYSLER       |
| JONES | ROBERT     | GENERAL MOTORS |
| JONES | LILLY      | FORD           |

|           |         |                |
|-----------|---------|----------------|
| JONES     | LILLY   | MG             |
| JONES     | EDWARD  | GENERAL MOTORS |
| JONES     | MARTHA  | GENERAL MOTORS |
| JONES     | LAUREL  | GENERAL MOTORS |
| JONES     | KEVIN   | DATSON         |
| JONES     | GREGORY | FORD           |
| JOPER     | MANFRED | *****          |
| JOUSSELIN | DANIEL  | RENAULT        |
| JUBE      | GABRIEL | *****          |
| JUNG      | ERNST   | *****          |
| JUNKIN    | JEREMY  | *****          |
| KAISER    | REINER  | *****          |

**COMPRX03 - COMPRESS statement**

```
** Example 'COMPRX03': COMPRESS (using parameters LC and TC)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 SALARY      (1)
  2 CURR-CODE   (1)
  2 LEAVE-DUE
  2 NAME
  2 FIRST-NAME
  2 JOB-TITLE
*
1 #SALARY      (N9)
1 #FULL-SALARY (A25)
1 #VACATION    (A11)
END-DEFINE
*
READ (3) EMPLOY-VIEW WITH CITY = 'BOSTON'
  MOVE SALARY(1) TO #SALARY
  COMPRESS 'SALARY :' CURR-CODE(1) #SALARY INTO #FULL-SALARY
  COMPRESS 'VACATION:' LEAVE-DUE           INTO #VACATION
/*
  DISPLAY NOTITLE NAME FIRST-NAME
    'JOB DESCRIPTION' JOB-TITLE (LC='JOB      : ') /
    '/'                 #FULL-SALARY          /
    '/'                 #VACATION  (TC='DAYS')
  SKIP 1
END-READ
END
```

Output of Program COMPRX03:

| NAME     | FIRST-NAME | JOB DESCRIPTION   |
|----------|------------|---|
| SHAW     | LESLIE     | JOB : SECRETARY<br>SALARY : USD 18000<br>VACATION: 2DAYS  |
| STANWOOD | VERNON     | JOB : PROGRAMMER<br>SALARY : USD 31000<br>VACATION: 1DAYS |
| CREMER   | WALT       | JOB : SECRETARY<br>SALARY : USD 20000<br>VACATION: 3DAYS  |

## Edit Masks

The following examples are referenced in the section [Edit Masks - EM Parameter](#).

### EDITMX03 - Edit mask (different EM for alpha-numeric fields)

```
** Example 'EDITMX03': Edit mask (different EM for alpha-numeric fields)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 FIRST-NAME
2 NAME
2 CITY
2 SALARY(1)
END-DEFINE
*
LIMIT 3
READ EMPLOY-VIEW BY PERSONNEL-ID FROM '20018000'
          WHERE SALARY(1) = 28000 THRU 30000
DISPLAY 'N A M E'  NAME      (EM=X^^X^^X^^X^^X^^X^^X^^X^^X^^X)
        'NAME HEX' NAME      (EM=H^H^H^H^H^H^H^H^H^H^H^H)
        FIRST-NAME (EM=' - 'X(15)*)
        CITY       (EM=X..X(10))
SKIP 1
END-READ
END
```

Output of Program EDITMX03:

|                                  |             |                   |      |
|----------------------------------|-------------|-------------------|------|
| Page                             | 1           | 04-12-13 14:26:57 |      |
| NAME                             |             | FIRST-NAME        | CITY |
| NAME HEX                         |             |                   |      |
| -----                            |             |                   |      |
| L O R I E                        | - JEAN-PAUL | * C..LEVELAND     |      |
| D3 D6 D9 C9 C5 40 40 40 40 40 40 |             |                   |      |
| H A L L                          | - ARTHUR    | * A..NN ARBER     |      |
| C8 C1 D3 D3 40 40 40 40 40 40 40 |             |                   |      |
| V A S W A N I                    | - TOMMIE    | * M..ONTERREY     |      |
| E5 C1 E2 E6 C1 D5 C9 40 40 40 40 |             |                   |      |

**EDITMX04 - Edit mask (different EM for numeric fields)**

```
** Example 'EDITMX04': Edit mask (different EM for numeric fields)
*****DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 FIRST-NAME
2 NAME
2 SALARY (1)
2 BONUS (1,1)
2 LEAVE-DUE
END-DEFINE
*
LIMIT 2
READ EMPLOY-VIEW BY PERSONNEL-ID = '20018000'
      WHERE SALARY(1) = 28000 THRU 30000
DISPLAY (SF=4)
  'N A M E'      NAME
  'SALARY'        SALARY(1)  (EM=*USD^ZZZ,999)
  'BONUS (ZZ)'   BONUS(1,1) (EM=S*ZZZ,999) /
  'BONUS (Z9)'   BONUS(1,1) (EM=SZ99,999+) /
  '-> '='        BONUS(1,1) (EM=-999,999)
  'VAC/DUE'      LEAVE-DUE (EM=+999)
SKIP 1
END-READ
END
```

Output of Program EDITMX04:

|       |   |             |                   |                                     |     |
|-------|---|-------------|-------------------|-------------------------------------|-----|
| Page  | 1 |             | 04-12-13 14:27:43 |                                     |     |
|       |   | N A M E     | SALARY            | BONUS (ZZ)                          | VAC |
|       |   |             |                   | BONUS (Z9)                          | DUE |
|       |   |             |                   | BONUS                               |     |
|       |   | -----       | -----             | -----                               | --- |
| LORIE |   | USD *28,000 |                   | +**4,000<br>+ 04,000+<br>-> 004,000 | +13 |
| HALL  |   | USD *30,000 |                   | +**5,000<br>+ 05,000+<br>-> 005,000 | +14 |

### **EDITMX05 - Edit mask (EM for date and time system variables)**

```
** Example 'EDITMX05': Edit mask (EM for date and time system variables)
*****
WRITE NOTITLE //
'DATE INTERNAL : *DATX (DF=L) /
'           : *DATX (EM=N(9)' 'ZW.'WEEK 'YYYY) /
'           : *DATX (EM=ZZJ'.DAY 'YYYY)          /
' ROMAN      : *DATX (EM=R) /
' AMERICAN   : *DATX (EM=MM/DD/YYYY)      12X 'OR  '*DAT4U /
' JULIAN     : *DATX (EM=YYYYJJJ)        15X 'OR  '*DAT4J /
' GREGORIAN: *DATX (EM=ZD.''L(10)''YYYY) 5X 'OR  '*DATG ///
' TIME INTERNAL : *TIMX                  14X 'OR  '*TIME /
'           : *TIMX (EM=HH.II.SS.T) /
'           : *TIMX (EM=HH.II.SS' 'AP) /
'           : *TIMX (EM=HH)
END
```

Output of Program EDITMX05:

|                 |                                    |
|-----------------|------------------------------------|
| DATE INTERNAL : | 2004-12-13                         |
|                 | : Monday 51.WEEK 2004              |
|                 | : 348.DAY 2004                     |
| ROMAN :         | MMIV                               |
| AMERICAN :      | 12/13/2004 OR 12/13/2004           |
| JULIAN :        | 2004348 OR 2004348                 |
| GREGORIAN:      | 13.December2004 OR 13December 2004 |
| TIME INTERNAL : | 14:28:49 OR 14:28:49.1             |
|                 | : 14.28.49.1                       |

```
: 02.28.49 PM
: 14
```

## DISPLAY VERT with WRITE Statement

### WRITEX10 - WRITE statement (with *nT*, *T\*field* and *P\*field*)

```
** Example 'WRITEX10': WRITE (with nT, T*field and P*field)
*****DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 JOB-TITLE
  2 NAME
  2 SALARY (1)
  2 BONUS (1,1)
END-DEFINE
*
READ (3) EMPLOY-VIEW WITH JOB-TITLE FROM 'SALES PERSON'
  DISPLAY NOTITLE NAME 30T JOB-TITLE
    VERT AS 'SALARY/BONUS' SALARY(1) BONUS(1,1)
  AT BREAK OF JOB-TITLE
    WRITE 20T 'AVERAGE' T*JOB-TITLE OLD(JOB-TITLE) (AL=15)
      '(SAL)'  P*SALARY AVER(SALARY(1)) /
      46T '(BON)' P*BONUS AVER(BONUS(1,1)) /
  END-BREAK
  SKIP 1
END-READ
END
```

Output of Program WRITEX10:

| NAME           | CURRENT POSITION | SALARY<br>BONUS |
|----------------|------------------|-----------------|
| SAMUELSON      | SALES PERSON     | 32000<br>6000   |
| PAPAYANOPoulos | SALES PERSON     | 34000<br>7000   |
| HELL           | SALES PERSON     | 38000<br>9000   |
|                | AVERAGE          | (SAL)<br>(BON)  |
|                |                  | 34666<br>7333   |

## AT BREAK Statement

The following example is referenced in the section [Control Breaks](#).

### ATBREX06 - AT BREAK OF statement (comparing NMIN, NAVER, NCOUNT with MIN, AVER, COUNT)

```
** Example 'ATBREX06': AT BREAK OF (comparing NMIN, NAVER, NCOUNT with
**                         MIN, AVER, COUNT)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 SALARY (1:2)
END-DEFINE
*
WRITE TITLE '-- SALARY STATISTICS BY CITY --' /
*
READ (2) EMPLOY-VIEW WITH CITY = 'NEW YORK'
  DISPLAY CITY 'SALARY (1)' SALARY(1) 15X 'SALARY (2)' SALARY(2)
  AT BREAK OF CITY
    WRITE /
      14T 'S A L A R Y (1)'      39T 'S A L A R Y (2)'      /
      13T '- MIN:' MIN(SALARY(1)) 38T '- MIN:' MIN(SALARY(2))  /
      13T '- AVER:' AVER(SALARY(1)) 38T '- AVER:' AVER(SALARY(2))  /
      16T COUNT(SALARY(1)) 'RECORDS' 41T COUNT(SALARY(2)) 'RECORDS' //
      13T '- NMIN:' NMIN(SALARY(1)) 38T '- NMIN:' NMIN(SALARY(2))  /
      13T '- NAVER:' NAVER(SALARY(1)) 38T '- NAVER:' NAVER(SALARY(2))  /
      16T NCOUNT(SALARY(1)) 'RECORDS' 41T NCOUNT(SALARY(2)) 'RECORDS'
    END-BREAK
  END-READ
END
```

Output of Program ATBREX06:

| -- SALARY STATISTICS BY CITY -- |                 |            |
|---------------------------------|-----------------|------------|
| CITY                            | SALARY (1)      | SALARY (2) |
| NEW YORK                        | 17000           | 16100      |
| NEW YORK                        | 38000           | 34900      |
|                                 |                 |            |
| S A L A R Y (1)                 | S A L A R Y (2) |            |
| - MIN: 17000                    | - MIN: 16100    |            |
| - AVER: 27500                   | - AVER: 25500   |            |
| 2 RECORDS                       | 2 RECORDS       |            |

```
- NMIN:      17000      - NMIN:      16100  
- NAVER:     27500      - NAVER:     25500  
2 RECORDS          2 RECORDS
```

## COMPUTE, MOVE and COMPRESS Statements

---

The following examples are referenced in the section [Data Computation](#).

### WRITEX11 - WRITE statement (with nX, n/n and COMPRESS)

```
** Example 'WRITEX11': WRITE (with nX, n/n and COMPRESS)  
*****  
DEFINE DATA LOCAL  
1 EMPLOY-VIEW VIEW OF EMPLOYEES  
2 PERSONNEL-ID  
2 SALARY      (1)  
2 FIRST-NAME  
2 NAME  
2 CITY  
2 ZIP  
2 CURR-CODE   (1)  
2 JOB-TITLE  
2 LEAVE-DUE  
2 ADDRESS-LINE (1)  
*  
1 #SALARY      (A8)  
1 #FULL-NAME   (A25)  
1 #FULL-CITY    (A25)  
1 #FULL-SALARY  (A25)  
1 #VACATION     (A16)  
END-DEFINE  
*  
READ (3) EMPLOY-VIEW LOGICAL BY PERSONNEL-ID = '2001800'  
MOVE SALARY(1) TO #SALARY  
COMPRESS FIRST-NAME NAME           INTO #FULL-NAME  
COMPRESS ZIP      CITY           INTO #FULL-CITY  
COMPRESS 'SALARY :' CURR-CODE(1) #SALARY INTO #FULL-SALARY  
COMPRESS 'VACATION:' LEAVE-DUE   'DAYS'   INTO #VACATION  
/*  
DISPLAY NOTITLE 'NAME AND ADDRESS' NAME  
      5X 'PERS-NO.'      PERSONNEL-ID  
      3X 'JOB TITLE'    JOB-TITLE (LC='JOB' : ')  
WRITE 1/5 #FULL-NAME      1/37 #FULL-SALARY  
      2/5 ADDRESS-LINE(1) 2/37 #VACATION  
      3/5 #FULL-CITY  
SKIP 1
```

```
END-READ
END
```

### Output of Program WRITEX11:

| NAME AND ADDRESS   | PERS-NO. | JOB TITLE  |
|--|----------|--|
| FARRIS<br>JACKIE FARRIS<br>918 ELM STREET<br>32306 TALLAHASSEE     | 20018000 | JOB : PROGRAMMER<br>SALARY : USD 30500<br>VACATION: 10 DAY |
| EVANS<br>JO EVANS<br>1058 REDSTONE LANE<br>68508 LINCOLN           | 20018100 | JOB : PROGRAMMER<br>SALARY : USD 31000<br>VACATION: 11 DAY |
| HERZOG<br>JOHN HERZOG<br>255 ZANG STREET #253<br>27514 CHAPEL HILL | 20018200 | JOB : PROGRAMMER<br>SALARY : USD 31500<br>VACATION: 12 DAY |

### IFX03 - IF statement

```
** Example 'IFX03': IF
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 NAME
2 CITY
2 BONUS (1,1)
2 SALARY (1)
*
1 #INCOME (N9)
1 #TEXT (A26)
END-DEFINE
*
WRITE TITLE '-- DISTRIBUTION OF CATALOGS I AND II --' /
*
READ (3) EMPLOY-VIEW BY CITY = 'SAN FRANSISCO'
    COMPUTE #INCOME = BONUS(1,1) + SALARY(1)
    /*
    IF #INCOME > 40000
        MOVE 'CATALOGS I AND II' TO #TEXT
    ELSE
        MOVE 'CATALOG I'           TO #TEXT
    END-IF
    /*

```

## Referenced Example Programs

---

```
DISPLAY NAME 5X 'SALARY' SALARY(1) / BONUS(1,1)
WRITE T*SALARY '-'(10) /
  16X 'INCOME:' T*SALARY #INCOME 3X #TEXT /
  16X '='(19)
SKIP 1
END-READ
END
```

### Output of Program IFX03:

```
-- DISTRIBUTION OF CATALOGS I AND II --  
  
NAME          SALARY  
BONUS  
-----  
COLVILLE JR      56000  
                  0  
-----  
INCOME:      56000  CATALOGS I AND II  
=====  
  
RICHMOND        9150  
                  0  
-----  
INCOME:      9150   CATALOG I  
=====  
  
MONKTON         13500  
                  600  
-----  
INCOME:      14100   CATALOG I  
=====
```

### COMPRX03 - COMPRESS statement (using parameters LC and TC)

```
** Example 'COMPRX03': COMPRESS (using parameters LC and TC)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 SALARY      (1)
  2 CURR-CODE   (1)
  2 LEAVE-DUE
  2 NAME
  2 FIRST-NAME
  2 JOB-TITLE
*
1 #SALARY      (N9)
```

```

1 #FULL-SALARY (A25)
1 #VACATION      (A11)
END-DEFINE
/*
READ (3) EMPLOY-VIEW WITH CITY = 'BOSTON'
MOVE SALARY(1) TO #SALARY
COMPRESS 'SALARY  :' CURR-CODE(1) #SALARY INTO #FULL-SALARY
COMPRESS 'VACATION:' LEAVE-DUE           INTO #VACATION
/*
DISPLAY NOTITLE NAME FIRST-NAME
      'JOB DESCRIPTION' JOB-TITLE (LC='JOB      : ') /
      '/'                  #FULL-SALARY                   /
      '/'                  #VACATION   (TC='DAYS')
SKIP 1
END-READ
END

```

Output of Program COMPRX03:

| NAME     | FIRST-NAME | JOB DESCRIPTION  |
|----------|------------|--|
| <hr/>    |            |  |
| SHAW     | LESLIE     | JOB      : SECRETARY<br>SALARY   : USD 18000<br>VACATION: 2DAYS  |
| STANWOOD | VERNON     | JOB      : PROGRAMMER<br>SALARY   : USD 31000<br>VACATION: 1DAYS |
| CREMER   | WALT       | JOB      : SECRETARY<br>SALARY   : USD 20000<br>VACATION: 3DAYS  |

## System Variables

The following examples are referenced in the section *System Variables and System Functions*.

**EDITMX05 - Edit mask (EM for date and time system variables)**

```
** Example 'EDITMX05': Edit mask (EM for date and time system variables)
*****
WRITE NOTITLE //
' DATE INTERNAL : *DATX (DF=L) /
'                 : *DATX (EM=N(9)' 'ZW.'WEEK 'YYYY)   /
'                 : *DATX (EM=ZZJ'.DAY 'YYYY)           /
' ROMAN      : *DATX (EM=R)   /
' AMERICAN   : *DATX (EM=MM/DD/YYYY)      12X 'OR  ' *DAT4U /
' JULIAN     : *DATX (EM=YYYYJJJ)        15X 'OR  ' *DAT4J /
' GREGORIAN: *DATX (EM=ZD.''L(10)''YYYY) 5X 'OR  ' *DATG ///
' TIME INTERNAL : *TIMX                  14X 'OR  ' *TIME /
'                 : *TIMX (EM=HH.II.SS.T) /
'                 : *TIMX (EM=HH.II.SS' 'AP) /
'                 : *TIMX (EM=HH)
END
```

**Output of Program EDITMX05:**

```
DATE INTERNAL : 2004-12-13
                : Monday 51.WEEK 2004
                : 348.DAY 2004
ROMAN       : MMIV
AMERICAN    : 12/13/2004          OR  12/13/2004
JULIAN      : 2004348            OR  2004348
GREGORIAN: 13.December2004      OR  13December 2004

TIME INTERNAL : 14:36:58          OR  14:36:58.8
                : 14.36.58.8
                : 02.36.58 PM
                : 14
```

**READX04 - READ statement (in combination with FIND and the system variables \*NUMBER and \*COUNTER)**

```
** Example 'READX04': READ (in combination with FIND and the system
**                     variables *NUMBER and *COUNTER)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 FIRST-NAME
1 VEHIC-VIEW VIEW OF VEHICLES
```

```

2 PERSONNEL-ID
2 MAKE
END-DEFINE
*
LIMIT 10
RD. READ EMPLOY-VIEW BY NAME STARTING FROM 'JONES'
  FD. FIND VEHIC-VIEW WITH PERSONNEL-ID = PERSONNEL-ID (RD.)
    IF NO RECORDS FOUND
      ENTER
    END-NOREC
  /*
    DISPLAY NOTITLE
      *COUNTER (RD.)(NL=8) NAME          (AL=15) FIRST-NAME (AL=10)
      *NUMBER (FD.)(NL=8) *COUNTER (FD.)(NL=8) MAKE
  END-FIND
END-READ
END

```

Output of Program READX04:

| CNT      | NAME | FIRST-NAME | NMBR | CNT | MAKE           |
|----------|------|------------|------|-----|----------------|
| 1 JONES  |      | VIRGINIA   | 1    | 1   | CHRYSLER       |
| 2 JONES  |      | MARSHA     | 2    | 1   | CHRYSLER       |
| 2 JONES  |      | MARSHA     | 2    | 2   | CHRYSLER       |
| 3 JONES  |      | ROBERT     | 1    | 1   | GENERAL MOTORS |
| 4 JONES  |      | LILLY      | 2    | 1   | FORD           |
| 4 JONES  |      | LILLY      | 2    | 2   | MG             |
| 5 JONES  |      | EDWARD     | 1    | 1   | GENERAL MOTORS |
| 6 JONES  |      | MARTHA     | 1    | 1   | GENERAL MOTORS |
| 7 JONES  |      | LAUREL     | 1    | 1   | GENERAL MOTORS |
| 8 JONES  |      | KEVIN      | 1    | 1   | DATSON         |
| 9 JONES  |      | GREGORY    | 1    | 1   | FORD           |
| 10 JOPER |      | MANFRED    | 0    | 0   |                |

### WTITLX01 - WRITE TITLE statement (with \*PAGE-NUMBER)

```

** Example 'WTITLX01': WRITE TITLE (with *PAGE-NUMBER)
*****
DEFINE DATA LOCAL
1 VEHIC-VIEW VIEW OF VEHICLES
  2 MAKE
  2 YEAR
  2 MAINT-COST (1)
END-DEFINE
*
LIMIT 5
*
```

```
READ VEHIC-VIEW
END-ALL
SORT BY YEAR USING MAKE MAINT-COST (1)
  DISPLAY NOTITLE YEAR MAKE MAINT-COST (1)
  AT BREAK OF YEAR
    MOVE 1 TO *PAGE-NUMBER
    NEWPAGE
  END-BREAK
/*
  WRITE TITLE LEFT JUSTIFIED
    'YEAR:' YEAR 15X 'PAGE' *PAGE-NUMBER
END-SORT
END
```

Output of Program WTITLX01:

| YEAR | MAKE    | PAGE | MAINT-COST |
|------|---------|------|------------|
| 1980 | RENAULT | 1    | 20000      |
| 1980 | RENAULT |      | 20000      |
| 1980 | PEUGEOT |      | 20000      |

## System Functions

---

The following examples are referenced in the section [System Variables and System Functions](#).

**ATBREX06 - AT BREAK OF statement (comparing NMIN, NAVER, NCOUNT with MIN, AVER, COUNT)**

```
** Example 'ATBREX06': AT BREAK OF (comparing NMIN, NAVER, NCOUNT with
**                      MIN, AVER, COUNT)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 SALARY (1:2)
END-DEFINE
*
WRITE TITLE '-- SALARY STATISTICS BY CITY --' /
*
READ (2) EMPLOY-VIEW WITH CITY = 'NEW YORK'
  DISPLAY CITY 'SALARY (1)' SALARY(1) 15X 'SALARY (2)' SALARY(2)
  AT BREAK OF CITY
    WRITE /
```

```

14T 'S A L A R Y (1)'      39T 'S A L A R Y (2)'      /
13T '- MIN:' MIN(SALARY(1)) 38T '- MIN:' MIN(SALARY(2))  /
13T '- AVER:' AVER(SALARY(1)) 38T '- AVER:' AVER(SALARY(2))  /
16T COUNT(SALARY(1)) 'RECORDS' 41T COUNT(SALARY(2)) 'RECORDS' //
13T '- NMIN:' NMIN(SALARY(1)) 38T '- NMIN:' NMIN(SALARY(2))  /
13T '- NAVER:' NAVER(SALARY(1)) 38T '- NAVER:' NAVER(SALARY(2))  /
16T NCOUNT(SALARY(1)) 'RECORDS' 41T NCOUNT(SALARY(2)) 'RECORDS'
END-BREAK
END-READ
END

```

## Output of Program ATBREX06:

| -- SALARY STATISTICS BY CITY --          |            |                |
|--|------------|----------------|
| CITY                                     | SALARY (1) | SALARY (2)     |
| NEW YORK                                 | 17000      | 16100          |
| NEW YORK                                 | 38000      | 34900          |
| <br>S A L A R Y (1)      S A L A R Y (2) |            |                |
| - MIN:                                   | 17000      | - MIN: 16100   |
| - AVER:                                  | 27500      | - AVER: 25500  |
|  | 2 RECORDS  | 2 RECORDS      |
| - NMIN:                                  | 17000      | - NMIN: 16100  |
| - NAVER:                                 | 27500      | - NAVER: 25500 |
|  | 2 RECORDS  | 2 RECORDS      |

**ATENPX01 - AT END OF PAGE statement (with system function available via GIVE SYSTEM FUNCTIONS in DISPLAY)**

```

** Example 'ATENPX01': AT END OF PAGE (with system function available
**                      via GIVE SYSTEM FUNCTIONS in DISPLAY)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 JOB-TITLE
  2 SALARY (1)
END-DEFINE
*
READ (10) EMPLOY-VIEW BY PERSONNEL-ID = '20017000'
  DISPLAY NOTITLE GIVE SYSTEM FUNCTIONS
    NAME JOB-TITLE 'SALARY' SALARY(1)
/*
  AT END OF PAGE

```

## Referenced Example Programs

---

```
WRITE / 24T 'AVERAGE SALARY: ...' AVER(SALARY(1))
END-ENDPAGE
END-READ
END
```

Output of Program ATENPX01:

| NAME                | CURRENT POSITION | SALARY |
|---------------------|------------------|--------|
| CREMER              | ANALYST          | 34000  |
| MARKUSH             | TRAINEE          | 22000  |
| GEE                 | MANAGER          | 39500  |
| KUNEY               | DBA              | 40200  |
| NEEDHAM             | PROGRAMMER       | 32500  |
| JACKSON             | PROGRAMMER       | 33000  |
| PIETSCH             | SECRETARY        | 22000  |
| PAUL                | SECRETARY        | 23000  |
| HERZOG              | MANAGER          | 48500  |
| DEKKER              | DBA              | 48000  |
| AVERAGE SALARY: ... |                  | 34270  |

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---

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