Decision Table to COBOL Translator

Revised: 06 January 2009 by V. B. Coen

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Introduction

In the development of data processing procedures the most important and most difficult tasks are that of logical accumulation of the alternatives presented, the desired results, and the procedures necessary to attain those results. The problem is made greater through lack of adequate communication methods between the analyst and the programmer who will adapt the problem to a computer's capabilities.

Computer languages are of little use to the analyst as they require the problems to be defined in too much detail. Flow charts are a significant step forward but the complexity of the problem tends to increase the confusion factor in a flowchart.

Decision tables offer a simple, graphic means of defining all variables in question, the desired results, and the pertinent combinations of variables that may be presented to the problem. Decision tables provide a standard means of communication between the systems analyst and the programmers, and also provides an excellent documentation device. And these are often used with and in Design Use Cases. The benefits of decision tables are:

- 1. Programming is much faster.
- 2. Debug time is reduced.
- 3. Program maintenance is simpler.
- 4. Use of tables leads to greater accuracy and completeness in problem formulation.
- 5. Decision tables are a useful communication and documentation device.

Structure of a Decision Table

A decision table can be logically divided into four sections (see Figure 1 below). The upper two sections (Condition Stub and Condition Entry) describe the set or string of conditions that is to be tested. The lower two sections (Action Stub and Action Entry) describe the set or string of actions that is to be taken upon the satisfaction of the above set of conditions. A rule consists of a set of conditions plus the actions to be performed upon satisfaction of those conditions, and a decision table typically consists of several rules.



Figure 1

The three types of decision table in current use are the limited-, extended-, and mixed-entry (see Figure 2 below).

C1 C2 A1	R1 10 AA X	20 BB	R1 R2 C1 -50 XX C2 Y N A1 X	C1 C2 A1	R1 Y Y X	R2 Y N
A2		X ENTRY	A2 X EXTENDED-ENTRY	MIXED-	ENTR	Y

Figure 2

A more detailed example of limited and extended entry tables follows:

CREDIT-APPROVAL	R1	R2	R3	ELS
SPECIAL-CLEARANCE = 1			Υ	
SALARY = ACCEPTABLE		Υ	N	
CREDIT-LIMIT > COST	Υ	N	N	
PERFORM APPROVAL	Χ	Χ	Χ	
PERFORM ORDER-REJECT				Χ

Figure 3. A limited entry table

INSURANCE-APPROVAL	RULE 1	RULE 2	RULE 3	ELS
AGE >	25	35	65	
AGE IS LESS THAN	35	65		
PHYSICAL CONDITION =	EXCELLENT	AVERAGE	AVERAGE	
COMPUTE RATE-PER-1000 =	1.57	1.72	5.92	
COMPUTE POLICY-LIMIT =	200000	100000	50000	
PERFORM APPLICATION-REJECT				Χ

Figure 4. An example of an extended table

Note that the form of the individual conditions and actions is somewhat different between Figure 3 & 4. In a limited entry table, the entire condition or action is written in the stub and the condition entry is limited to "Y", "N" or blank, that is, asserting the presence of a true condition, the presence of a false condition, or the ignoring of a specified condition, respectively. An action entry is limited to "X" or blank. That is, executing (X) or skipping (blank) an action. In contrast, an extended entry form has part of the condition or action extended directly into the condition or action entry area. In mixed entry tables, both forms may be used within the same table, but any one horizontal row (condition) or action) must be entirely limited or entirely extended.

Figure 4 is an example of a typical decision table. The use of such a table is illustrated in the following

statements about Rule 1:

Rule 1 says: If age is greater than 25, and age is less than 35, and health is excellent, then rate per thousand is 1.57, and policy limit is 200,000. The underlined words are implied by the table layout. Each rule of a decision table is an alternative to each other rule. Therefore, logically it does not matter which rule is examined first; at most, one rule can be satisfied by a single set of conditions.

The program must still be told what to do if all rules have been considered and the set of conditions that exist do not satisfy any of them. Therefore, the last rule in every decision table is the ELS-rule in which we tell the program what "else" to do if no rule is satisfied. An ELS is written in the rule header entry as the last rule in the table.

The Decision Table Translator represents the next step in development of table use by providing quick and accurate conversion of the graphic solution (Decision Table) to a COBOL source program.

Description of DECTRANS

Dectrans is written in Cobol and generates the same. Dectrans utilises three files. The input file is the user's program containing the decision tables. It is immaterial to the program whether the input is a whole Cobol program or a group of disassociated tables. Any number of tables may be processed in one run. The first of two output files will be a file containing all of the source statements that were on the input file with the tables being replaced by Cobol statements. The second output file is a listing showing all decision tables read, the source code produced from each table, and any warning or error messages. (See sample listing)

Program Format

The format for a Cobol program containing decision tables must conform to the requirements for any Cobol program, except that each decision table is inserted in the PROCEDURE DIVISION at the point where it is to be referenced.

The processor inserts the appropriate coding at the point where the table is encountered. The coding generated is in the form of a SECTION containing 4 or more paragraphs, therefore, the entire table can be executed by a PERFORM statement, a GO statement or an implied "fall through" to the first instruction in the SECTION.

If the output from Dectrans is to be in a compilable form, all data names or procedure names referenced in a decision table must be defined in the appropriate Division in the program.

If a decision table is followed by user coding, a new SECTION header should follow the decision table. (EODT entry)

The decision tables are placed in the PROCEDURE DIVISION at the point where the coding is to be executed. This is the only difference between a Cobol program with decision tables and the usual Cobol program.

```
IDENTIFICATION DIVISION.
  DATA DIVISION.
  FD . . .
  PROCEDURE DIVISION.
  SECTION-NAME-L SECTION.
  ABC.
       ADD
       MOVE
THDR TABLE-2
                                        002001004
RHDR
                    001 002 003 ELS.
     A = B
                         Ν
                              Υ
     C = D
                         Ν
                              Υ
     PERFORM XYZ
                         Χ
                              Χ
     PERFORM ERROR
                                  Χ
FODT
  NEXT-SECTION SECTION.
  PAR-1.
       ADD
       MOVE
       IF
THDR
    etc.
```

Table Linkage

The coding generated by Dectrans will be in the form of a unique SECTION for each table translated. Each routine will be complete with a section-name consisting of the table name with the word "SECTION" added. Each routine will be terminated by an "EXIT" paragraph called "END000n" where n is 1 for the first table, 2 for the second table, etc. Each string of actions will be terminated by a "GO TO END000n" providing normal exit from the routine. It is permissible for the user to provide his own "GO TO ..." as an action entry if he so desires. In this case a "G" must be in column 52 of the THDR entry. A "PERFORM ..." may be included in action entries referencing another table or a user provided routine.

The generated routine may be entered by use of (1) a "PERFORM" statement, (2) a "GO TO" statement, or (3) a fall through to the first instruction of the Section. If the user provides his own "GO TO .." in an action entry of a table, the table should NOT be PERFORMED.

GO TO TABLE-1	(2)
•	
PERFORM TABLE-1.	(1)
MOVE A TO B.	
ADD C TO B.	(3)
TABLE-1 SECTION.	
PAR0001.	
IF	

Table Header Entry THDR

The Header entry provides Dectrans with a unique name which will be used in the SECTION header. The number of condition-stubs, action-stubs, and rules are indicated as follows:

The entry format is:

Columns	Contents		
1 - 3	Blank		
4 - 7	THDR		
9 - 38	Table name (30 cha	rs)	
41 - 43	Number of condition	s (3 digits)	
44 - 46	Number of actions (3	3 digits)	
47 - 49	Number of rules (3 of This must include the	• ,	
50 - 51	Blank		
52			GO TO END000n statement to be le the GO TO statement to leave the
4 9		4 1	5 2
THDR TABLE-1		007005004	G

Initialisation INIT (optional)

Actions that are always to be performed prior to the execution of the table can be specified by using the INIT entry followed by the statements to be executed. There is no limitations as to the coding that may appear in the INIT section except that another decision table may not appear.

The INIT entry follows the THDR entry and is terminated by the ENIT entry. The RHDR entry then follows the ENIT entry.

```
4
     9
                                      1
THDR XYZ
                                      001001001
INIT
        MOVE
                 SPACES TO DATA-NAME.
        ADD
                 1 TO COUNTER-A.
                 A UP BY 1.
        SET
        PERFORM A THRU B.
ENIT
RHDR
                        001 002 003 ELS.
```

Rule Header RHDR

The rule header entry specifies the format of the body of the table. The data area will begin in column 9. Rule numbers will be entered to define the stub and entry fields. The stub area extends from column 9 to the first character of the first rule number. The stub area must not be more than 72 characters or less than 10 characters.

The rule entry areas start at the first character of their respective numbers and extend to the first character of the next number. The rules must not be less than 3 nor more than 18 characters in length.

The last or ELSE rule is designated by an ELS rather than a rule number. A period (full stop) terminates the ELS rule. If ELS is not present, the last rule number is treated as the ELS rule. Even though the table may be complete, the ELS rule is expected by the processor.

If more than one entry is needed to specify the table size, the information continues in column 9 of subsequent entries.

It is not necessary for all rules to contain the same number of characters, but all entries within a rule must be the same length.

The Rule Header entry will be identified by a RHDR in columns 4 - 7.

4 9

RHDR 001 002

stub at least 3 and up to 72 characters nor more than 18

001, 002, 003, etc, may be replaced by other characters if the user keeps in mind the not less than 3 and not greater than 18 rule. Example:

00100200	300	9010011	
1 2 3	9	10 11	
001	002	003	ELS
1	2	3	
Α	В	С	
01	02	03	

Body entries

The body entries will contain the body of the table and will correspond to the format specified on the Rule Header. The placement of entries within a specified field is free form. If more than one entry is needed for each Condition or Action, sequence numbers should be used in columns 1 to 4. Columns 1 - 2 indicate the Condition/Action number and Columns 3 - 4 indicate the entry number within the Condition/Action.

RHDR	TABL	F-A
ועוועו		.∟-∧

	006	001 007	002 ELS	003	004	005
0101	A = B	Y	N	Υ	Υ	N
0102 0201	N FF > AX	Y N	Υ	N	Υ	N
0202	Υ	N				

Termination of the Decision Table EODT

The EODT entry signifies the end of the decision table and is formatted as follows:

Columns	Contents
1 - 3	Blank
4 - 7	EODT
8	Blank
9 - 80	Comments

Example

Col 4

EODT end of validation check three

Discussion on Blank Entries

It has been stated earlier, that a blank entry in the condition entry portion of the table expresses a desire to ignore the indicated condition for the rule in question. In the case of an extended or mixed entry table, this is true. However, this cannot be taken so literally with limited entry tables as some user experiences have demonstrated.

In limited table processing, a blank entry causes the translator to assume that the rule may be satisfied regardless of whether the condition is true or false. This does not mean that the condition will be ignored. In some cases, it is possible that a blank entry will cause more coding to be generated than the normal rule. This philosophy burdens the user with the task of ensuring that a table contains logical and exclusive rules.

In the following examples, some common errors are demonstrated.

	R1	R2	R3	ELS
C1	Y	Y	Y	
C2	Y	Y		
C3		Υ	N	

Example 1

In example 1, the user's intention is fairly clear but the rules are not logically unique. Rules 1 and 2 will be interpreted as being identical because the blank entry may be true or false, and the true state would not be unique. Rule 2 and 3 are unique, but 1 and 3 are not.

	R1	R2	R3	ELS
X=1	Y			
X=2		Y		
X=3			Υ	

Example 2

Again, in example 2, it is clear what the user intends, since the conditions are mutually exclusive. The translator cannot interpret the condition and therefore can never assume that the rules are unique. This table can be corrected by inserting "N"s into the blank entries.

The problem can be avoided by mentally inserting Y/N into all blank entries & then comparing all cases of all rules for being unique (example 3).

	R1	R2	R3	ELS
X=1	Y	Y/N	Y/N	
X=2	Y/N	Y	Y/N	
X=3	Y/N	Y/N	Υ	

Example 3

Conventions and Restrictions

- a. When using DECTRANS the following should be considered as reserved words:
 - 1. PARn where n is any 4 digit number
 - 2. RULn where n is any 4 digit number
 - 3. ACTn where n is any 4 digit number
 - 4. ELSn where n is any 4 digit number
 - 5. ENDn where n is any 4 digit number
- b. Maximum of 25 entries in Condition-Entry.
- c. Maximum of 25 entries in Action-Entry.
- d. Maximum of 25 rules including ELSE rule.
- e. Maximum of 18 and minimum of 3 columns in a rule.
- f. Maximum of 72 and minimum of 10 columns in condition and action stubs.
- g. ELS rule must be present or last rule will be treated as ELS rule.(A period must follow the last rule or ELS rule on the RHDR entry in order to define the length of the field)
- h. Do not use periods to terminate table names, condition or action stubs.

Implementation Considerations

DECTRANS utilises three files

- 1. Source Input file in fixed format only
- 2. Output listing
- 3. Source Output file
- 1. The input file contains the tables to be translated to Cobol. The program accepts non associated tables or complete Cobol source programs with embedded tables. The processing of a table begins with a THDR entry and stops upon recognising a EODT entry. Tables **must** be in fixed format and the program outputs Cobol code in fixed format only.
- 2. The output listing contains all table statements read from the input file, all of the statements generated from the tables and any diagnostic messages concerning the tables processed.
- 3. The output file contains all of the COBOL source statements read from the input file and the COBOL statements generated from the tables. This output will be input to the COBOL compiler.
- 4. Run Dectrans with the following parameters:
 - 1: Input FileName (Mandatory), eg dec-run1.cbl
 - 2: Output FileName (Mandatory if not IFN.cpy) [IFN = Input FileName]
 - 3: Report FileName (Mandatory if not IFN.lst)

Minimum required params 1. The other two if omitted, will take their name from param 1 with (.cpy) and (.lst) as file extentions added to the name (without extention) used in parameter 1.

At completion, program will display a caution if any warning or error messages have occurred.

Dectrans Processor Diagnostics

The following error messages are produced by Dectrans:

WARNING messages (translation will continue)

W01 SEQUENCE ERROR

The sequence numbers of the decision table are not in ascending order. Although this will not affect the condition entries, the action entries may not be executed in the proper sequence.

ACTION TAKEN: None, processing continues.

LAST RULE WAS NOT ELSE RULE. TREATED AS SUCH W02

The last rule which must be "ELS" was not found. The last rule found will be considered the ELSE rule and any entries will be ignored.

The entries in the last rule will not be processed. Source code will be **ACTION TAKEN:**

generated.

W03 TABLE IS LIMITED BUT LOGICALLY INCOMPLETE

A limited table is being processed and one or more combinations of the conditions will cause the ELSE path to be taken. All of the possible rules are not present.

ACTION TAKEN: None. This is only to indicate to the user that he has not covered all

possibilities. The table is legal, he should be aware of the ELSE action that

will result when one of the rules is not satisfied.

W04 ENIT ENTRY NOT FOUND, RHDR ENTRY TERMINATES INIT SECTION.

While processing the INIT section, a RHDR entry was encountered. Although the ENIT entry is

missing, the processor can recover and finish processing the table.

ACTION TAKEN: Table will be processed correctly.

W05 AUTO GOTO SUPPRESSED. GOTO MUST BE PROVIDED TO LEAVE EACH SET OF ACTIONS The "GO TO ENDnnn" will not be generated. The user must specify a "GO TO" in the actions to leave the table. This table should not be PERFORMED since return to the exit may not be likely. **ACTION TAKEN:** None.

(Processing continues with the next table) FATAL messages.

E01 TABLE DELETED, ENTRY SIZE GREATER THAN RULE-ENTRY-LIMIT FOR RULE NUMBER n

As a rule header was being processed, an entry greater than 18 characters for an entry was found. Processing is discontinued for this table - no source code will be generated.

ACTION TAKEN:

The internal table limitations prevent the holding of all the information in the

rule numbered n, therefore processing would be meaningless.

E02 STUB FIELD > 72 CHARACTERS

The first rule was not encountered within 72 positions from column 9. The maximum allowable length for the stub is 72 characters.

ACTION TAKEN: Processing deleted - Correct table and retry.

E03 STUB FIELD < 10 CHARACTERS, TABLE DELETED

The first rule was encountered less than 10 positions from column 9. The minimum allowable length for the stub entry is 10.

ACTION TAKEN: Source code will be generated but is probably in error. Correct and retry for

correct results.

F04 NUMBER OF RULES ON RHDR EXCEEDS INDICATOR ON THDR

The number of rules specified on the THDR entry is less than the number of rules found on the RHDR entry.

ACTION TAKEN: Processing is deleted until the next table is encountered.

POSSIBLE CAUSES: (1) Period missing following ELS rule or last rule specified. (2) The field in

the THDR entry indicating the number of rules does not begin in column 47.

E05 NUMBER OF ENTRIES < OR > THAN THDR INDICATORS, OR MISSING EODT

After processing the number of condition and action entries indicated on the THDR, the next record

read was not an EODT.

ACTION TAKEN: Table will not be processed.

POSSIBLE CAUSES:

(1) EODT is missing.

(2) The fields in the THDR indicating the number of conditions and

actions do not start in columns 41 and 44 respectively.

(3) The numbers of conditions and/or actions do not correspond to the

THDR indicators.

E06 REDUNDANT OR CONTRADICTORY RULES HAVE BEEN FOUND, TABLE DELETED

Two or more rules are implicitly or implicitly equivalent and therefore the table must be incorrect. If the intention was for the two rules to be equal then the desired action should all be indicated under one of the rules and the others deleted.

ACTION TAKEN: Table deleted. Correct and retry. POSSIBLE CAUSES: (1) Two or more rules are identical.

(2) Due to the "ignoring" option, two or more rules could be interpreted

as equal. (Check blank conditions.)

E07 SOURCE CODE GENERATION BYPASSED, CORRECT AND RETRY.

As stated, processing stops until next table. Also see any other message.

E08 MAXIMUM NUMBER OF CONDITIONS EXCEEDED

The number of conditions on the THDR is > than the limit allowed (25).

ACTION TAKEN: Table deleted. Correct and retry.

POSSIBLE CAUSE: (1) If the number does not exceed the limit, check the starting column (41).

E09 MAXIMUM NUMBER OF ACTIONS EXCEEDED

The number of actions on the THDR is > than the limit allowed (25).

ACTION TAKEN: Table deleted. Correct and retry.

POSSIBLE CAUSE: (1) If the number does not exceed the limit, check the starting column (44).

E10 MAXIMUM NUMBER OF RULES EXCEEDED

The number of rules on the THDR is > than the limit allowed (25).

ACTION TAKEN: Table deleted. Correct and retry.

POSSIBLE CAUSE: (1) If the number does not exceed the limit, check the starting column (47).

E11 EODT ENCOUNTERED PRIOR TO END OF TABLE LENGTH, ENTRY MISSING

The total of the number of conditions and actions does not agree with the number of conditions and actions found.

ACTION TAKEN: Table is not processed. Incorrect information. would cause a meaningless

code generation.

POSSIBLE CAUSES: (1) The number of conditions and/or actions is not specified correctly.

(2) Each condition and action does not consist of the same number of entries, i.e. If three entries are used to define the RHDR then each condition and action must be made up of three entries even though one

or two of the three might contain no information.

E12 TABLE DELETED, ENTRY SIZE < 3 CHARACTERS See (E01)

E13

RULES nn AND nn ARE EQUAL, CHECK FOR REDUNDANT AND BLANK ENTRIES See (E07)

E14 NO RULE HEADER (RHDR) FOUND, TABLE DELETED

The RHDR was not found immediately following the THDR or ENIT entries. The format of the table is unknown and cannot be processed.

ACTION TAKEN: Table deleted. Correct and retry.

E15 CONTROLS NOT IN SEQUENCE, PROCESSING DISCONTINUED UNTIL NEXT THDR

A processor table control entry (THDR, INIT, EODT) was encountered while processing the INIT section and is logically incorrect. If both the ENIT and RHDR were missing and the EODT was detected, garbage will have been written to the source output file. If a THDR or INIT were read before the ENIT or RHDR, the results are unpredictable.

ACTION TAKEN: Processing will be deleted until the next THDR is found. Correct and retry.

THDR TEST-003

000410

EXIT.

003001009

```
000010 TEST-003 SECTION.
000020 PAR0001.
                       001002003004005006007008ELS.
   RHDR
                                           N N
             C-1
                        Υ
                          Υ
                              Υ
                                  N
                                    Υ
                                        N
             C-2
                           Υ
                                  Υ
                                        Ν
                                           Υ
                                              N
                        Υ
                              Ν
                                     N
             C-3
                          N
                              Υ
                                  Υ
                                     N
                                        Υ
                                              N
                        Υ
                                           N
         ACTION-1
                        X \quad X \quad X \quad X \quad X \quad X \quad X
                                                 Χ
   EODT
000030
           IF C-1 GO TO RUL0001.
           IF C-2 GO TO RUL0002.
000040
           IF C-3 GO TO ACTOOO6 ELSE GO TO ACTOOO8.
000050
000060 RUL0002.
           IF C-3 GO TO ACTOOO4 ELSE GO TO ACTOOO7.
000070
000080 RUL0001.
000090
           IF C-2 GO TO RUL0003.
000100
           IF C-3 GO TO ACTOOO3 ELSE GO TO ACTOOO5.
000110 RUL0003.
           IF C-3 GO TO ACTOOO1 ELSE GO TO ACTOOO2.
000120
000130 ELS0001.
            ACTION-1.
000140
000150
            GO TO END0001.
000160 ACT0001.
000170
            ACTION-1.
            GO TO END0001.
000180
000190 ACT0002.
            ACTION-1.
000200
            GO TO END0001.
000210
000220 ACT0003.
            ACTION-1.
000230
            GO TO END0001.
000240
000250 ACT0004.
            ACTION-1.
000260
            GO TO END0001.
000270
000280 ACT0005.
000290
            ACTION-1.
000300
            GO TO END0001.
000310 ACT0006.
000320
            ACTION-1.
000330
            GO TO END0001.
000340 ACT0007.
000350
            ACTION-1.
000360
            GO TO END0001.
000370 ACT0008.
000380
            ACTION-1.
000390
            GO TO END0001.
000400 END0001.
```

THDR TEST-C

000640

000660

000670

000690

000650 ACT0014.

000680 END0002.

ACTION-2.

EXIT.

GO TO PROCEDURE-NAME.

003004006 G

* W05 AUTO GOTO SUPPRESSED, GOTO MUST BE PROVIDED TO LEAVE EACH SET OF ACTIONS 000420 TEST-C SECTION. 000430 PAR0002. RHDR 001 002 003 004 005 006 . * W02 LAST RULE WAS NOT ELSE RULE, TREATED AS SUCH CONDITION-1 Υ Υ Υ Ν Ν CONDITION-2 Υ Υ Ν Υ N CONDITION-3 Υ N ACTION-1 Χ Χ Χ Χ ACTION-2 Χ NEVER-HAPPEN Х GO TO PROCEDURE-NAME X Χ Χ Χ Χ Χ EODT 000440 IF CONDITION-1 GO TO RUL0005. 000450 IF CONDITION-2 GO TO ACTOO13 ELSE GO TO ACTOO14. 000460 RUL0005. 000470 IF CONDITION-2 GO TO RUL0007 ELSE GO TO ACT0012. 000480 RUL0007. IF CONDITION-3 GO TO ACTOO10 ELSE GO TO ACTOO11. 000490 000500 ELS0002. NEVER-HAPPEN. 000510 GO TO PROCEDURE-NAME. 000520 000530 ACT0010. 000540 ACTION-1. GO TO PROCEDURE-NAME. 000550 000560 ACT0011. ACTION-1. 000570 000580 GO TO PROCEDURE-NAME. 000590 ACT0012. ACTION-1. 000600 GO TO PROCEDURE-NAME. 000610 000620 ACT0013. ACTION-2. 000630 GO TO PROCEDURE-NAME.

THDR CREDIT-APPROVAL

003002004

001002003ELS.

000700 CREDIT-APPROVAL SECTION. 000710 PAR0003. RHDR

CREDIT-LIMIT IS GREATER THAN COST Y N N SALARY ID EQUAL TO ACCEPTABLE Υ N SPECIAL-CLEARANCE = 1 Υ PERFORM APPROVAL X X Χ PERFORM ORDER-REJECT Χ

EODT LIMITED ENTRY TEST 1

IF CREDIT-LIMIT IS GREATER THAN COST GO TO ACTO016. 000720 IF SALARY ID EQUAL TO ACCEPTABLE GO TO ACTO017. 000730 IF SPECIAL-CLEARANCE = 1 GO TO ACT0018 ELSE GO TO 000740 ELS0003. 000750

000760 ELS0003.

000770 PERFORM ORDER-REJECT.

000780 GO TO END0003.

000790 ACT0016.

00800 PERFORM APPROVAL. 000810 GO TO END0003.

000820 ACT0017.

PERFORM APPROVAL. 000830 GO TO END0003. 000840 000850 ACT0018.

PERFORM APPROVAL. 000860 000870 GO TO END0003.

000880 END0003. 000890 EXIT. THDR TEST-DECTRANS-EXTENDED

008004004

```
000900 TEST-DECTRANS-EXTENDED SECTION.
000910 PAR0004.
   RHDR
                                001
                                           002
                                                     003
                                                               ELS
        FEMALE
                                 Υ
                                           Υ
                                                      Υ
                                 21
                                           25
                                                      18
        AGE GREATER THAN
                                 35
                                           38
                                                      23
        AGE <
        HAIR IS EQUAL TO
                                BLONDE
                                          RED
                                                     BLACK
                                BLUE
                                          RED
                                                     BLACK
        EYES =
                                100
                                           100
                                                     100
        WEIGHT >
                                140
                                          140
        WEIGHT <
                                                     130
                                          115
                                                     100
        I/Q =
                               110
        GO TO WINNER
                                Х
                                                      Χ
        GO TO SO-SO
        GO TO POSSIBILITY
                                           Χ
        GO TO DOG
                                                               Χ
   EODT TEST FOR NO GO TO IN THDR
000920
           IF FEMALE NEXT SENTENCE ELSE GO TO ELS0004.
           IF WEIGHT > 100 NEXT SENTENCE ELSE GO TO ELS0004.
000930
           IF AGE GREATER THAN 21 NEXT SENTENCE ELSE GO TO RUL0012.
000940
           IF AGE < 35 NEXT SENTENCE ELSE GO TO RUL0012.
000950
           IF HAIR IS EQUAL TO BLONDE NEXT SENTENCE ELSE GO
000960
000970
               TO RUL0012.
           IF EYES = BLUE NEXT SENTENCE ELSE GO TO RUL0012.
000980
           IF WEIGHT < 140 NEXT SENTENCE ELSE GO TO RUL0012.
000990
           IF I/Q = 110 GO TO ACT0020.
001000
001010 RUL0012.
           IF AGE GREATER THAN 25 NEXT SENTENCE ELSE GO TO RUL0013.
001020
           IF AGE < 38 NEXT SENTENCE ELSE GO TO RUL0013.
001030
           IF HAIR IS EQUAL TO RED NEXT SENTENCE ELSE GO TO
001040
               RUL0013.
001050
           IF EYES = RED NEXT SENTENCE ELSE GO TO RUL0013.
001060
           IF WEIGHT < 140 NEXT SENTENCE ELSE GO TO RUL0013.
001070
           IF I/Q = 115 GO TO ACT0021.
001080
001090 RUL0013.
           IF AGE GREATER THAN 18 NEXT SENTENCE ELSE GO TO ELSO004.
001100
           IF AGE < 23 NEXT SENTENCE ELSE GO TO ELS0004.
001110
           IF HAIR IS EQUAL TO BLACK NEXT SENTENCE ELSE GO TO
001120
001130
               ELS0004.
001140
           IF EYES = BLACK NEXT SENTENCE ELSE GO TO ELS0004.
001150
           IF WEIGHT < 130 NEXT SENTENCE ELSE GO TO ELS0004.
001160
           IF I/Q = 100 GO TO ACT0022.
001170 ELS0004.
            GO TO DOG.
001180
001190
            GO TO END0004.
001200 ACT0020.
001210
            GO TO WINNER.
001220
            GO TO END0004.
001230 ACT0021.
001240
            GO TO POSSIBILITY.
001250
            GO TO END0004.
001260 ACT0022.
            GO TO SO-SO.
001270
            GO TO END0004.
001280
001290 END0004.
001300
           FXTT.
```

THDR TEST-B 003003008 001310 TEST-B SECTION. 001320 PAR0005. RHDR 2 3 4 5 6 7 Ε 1 CONDITION-1 Υ Υ Υ N N N Ν CONDITION-2 Υ Ν N N N Υ Υ CONDITION-3 Υ Ν Ν Υ Ν Υ ACTION-1 Χ Χ Χ ACTION-2 Χ Χ Χ Χ **NEVER-HAPPEN** Χ EODT 001330 IF CONDITION-1 GO TO RUL0015. IF CONDITION-2 GO TO RUL0016. 001340 IF CONDITION-3 GO TO ACTO028 ELSE GO TO ACTO027. 001350 001360 RUL0016. IF CONDITION-3 GO TO ACTO030 ELSE GO TO ACT0029. 001380 RUL0015. IF CONDITION-2 GO TO ACT0024. 001400 IF CONDITION-3 GO TO ACTO025 ELSE GO TO ACTO026. 001410 ELS0005. NEVER-HAPPEN. 001420 001430 GO TO END0005. 001440 ACT0024. 001450 ACTION-1. GO TO END0005. 001460 001470 ACT0025. 001480 ACTION-1. 001490 GO TO END0005. 001500 ACT0026. ACTION-1. 001510 GO TO END0005. 001520 001530 ACT0027. ACTION-2. 001540 GO TO END0005. 001550 001560 ACT0028. 001570 ACTION-2. 001580 GO TO END0005. 001590 ACT0029. 001600 ACTION-2. 001610 GO TO END0005. 001620 ACT0030. 001630 ACTION-2. GO TO END0005. 001640

001650 END0005.

EXIT.

001660

DecTrans v1.01.02 Decision Table to Cobol Translator
Table being processed is - TEST-012

THDR TEST-012 003001009

001670 TEST-012 SECTION.

001680 PAR0006.

RHDR		001002003004005006007008ELS.							
C-1	N	N	N	N	Υ	Υ	Υ	Υ	
C-2	N	N	Υ	N	Υ	N	N	Υ	
C-3	N	Υ	N	Υ	N	Υ	N	Υ	
ACTION-1	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ
EODT E06 E07 TEST	T FAI	L							

^{**}E06 REDUNDANT OR CONTRADICTORY RULES HAVE BEEN FOUND, TABLE DELETED

Page 6

^{**}E07 SOURCE CODE GENERATION BYPASSED, CORRECT AND RETRY

002150 END0006.

EXIT.

002160

THDR TEST-D 003001009 001690 TEST-D SECTION. 001700 PAR0007. INIT 001710 MOVE SPACES TO BETA-NAMES. PERFORM AA000-RESTART. 001720 MASTER-CNT UP BY 1. 001730 SET 001740 INITIALIZE TOTALISERS. 001750* 001760* ABOVE WILL BE FIRST SET OF CODE 001770* ENIT RHDR 001002003004005006007008ELS. C-1 N N NΝ Υ Υ Υ Υ C-2 Ν Ν Υ Υ N Υ Υ C-3 Ν Υ N Υ Ν Υ N Υ ACTION-1 Χ х х $X \quad X \quad X \quad X$ Χ Χ EODT TEST FOR INIT 001780 IF C-1 GO TO RUL0023. 001790 IF C-2 GO TO RUL0022. 001800 IF C-3 GO TO ACTOO34 ELSE GO TO ACTOO33. 001810 RUL0022. IF C-3 GO TO ACTOO36 ELSE GO TO ACTOO35. 001820 001830 RUL0023. IF C-2 GO TO RUL0024. 001840 IF C-3 GO TO ACTO038 ELSE GO TO ACTO037. 001850 001860 RUL0024. IF C-3 GO TO ACTOO40 ELSE GO TO ACTOO39. 001870 001880 ELS0006. 001890 ACTION-1. GO TO END0006. 001900 001910 ACT0033. 001920 ACTION-1. 001930 GO TO END0006. 001940 ACT0034. 001950 ACTION-1. 001960 GO TO END0006. 001970 ACT0035. 001980 ACTION-1. 001990 GO TO END0006. 002000 ACT0036. 002010 ACTION-1. GO TO END0006. 002020 002030 ACT0037. 002040 ACTION-1. 002050 GO TO END0006. 002060 ACT0038. 002070 ACTION-1. 002080 GO TO END0006. 002090 ACT0039. 002100 ACTION-1. GO TO END0006. 002110 002120 ACT0040. ACTION-1. 002130 002140 GO TO END0006.

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