1. State the rules for creating data names.

**1-30 characters**

**One alphanumeric**

**No spaces**

**Can’t start or end with a hyphen**

**Characters must be A-Z a-z or 0-9**

**Not reserved**

1. What is the purpose of the PICTURE clause?

**Provide the type and size of data**

1. What symbol represents the following in a PIC clause?

X **Alphanumeric**

A **Alphabetic**

9 **Numeric**

V **Decimal**

S **Sign**

1. Explain the difference between Alphanumeric and Numeric Literals.

**Numeric has to be 1-31 digits. Can have a + or -. Can have V but not at end**

**Alphanumeric can contain up to 268,434,912 characters. Surrounded by “” or ‘’**

1. What is the purpose of the FILLER clause?

**To skip unneeded data fields**

1. Why would you use the VALUE clause?

**To assign a predetermined literal to a variable**

1. Give examples of the figurative constants.

**Space, Zero, Low-Values, High-Values, All “literal”**

1. Give the characteristics of an elementary item. (Look throughout the chapter)

**Can be assigned values. Has a value set by the programmer. Has a type of numeric or alphanumeric.**

1. Give the characteristics of a group item. (Look throughout the chapter)

**Can be used to make a hierarchy. Groups related variables together. Can contain different types of data. Groups can contain other groups.**

1. Identify whether the following are valid or invalid. Identify the rule violated if invalid.

Variable Names:

99 valid

-ABC invalid starts with hyphen

99-ABC Valid

XYZ-1 AB Invalid contains a space

BOATING-SEASON-IS-COMING Valid

PICTURE Invalid word is reserved

RM-BANK-ACCT- Invalid ends in hyphen