Types

```
* ----- TYPE -----
    * INTEGER => stores an integer value
    * FLOATING-POINT => stores a floating-point value with the specified decimal precision
    * CHARACTER => stores a single character
    * ALPHABETIC => stores a series of alphabetic characters as a string of specified length
    * ALPHANUMERIC => stores a series of alphanumeric characters as a string of specified length
    * BOOLEAN => '0' for false, '1' for true
    * DATE => stores a date value in YYYYMMDD format
    * TIME => stores a time value in HHMMSS format
    * TIMESTAMP => stores a timestamp value comprising both date and time
    * POINTER => stores a memory address in the form of a pointer, similar to pointers in other programming languages
    * NATIONAL => stores a series of national characters such as Unicode
    * DISPLAY => stores numeric values with leading spaces supressed
    * COMP => stores binary data
    * COMP-3 => stores packed decimal data, enabling further compacted storage for performance
```

Operators

```
* ----- OPERATOR -----

* --- ARITHMETIC OPERATORS ---

ADD * addition
SUBTRACT * subtraction
MULTIPLY * multiplication
DIVIDE * division
```