

# FA120R.MBR

**Path:** NXCLOUD/rpgsrc/FA120R.MBR **Generated:** 2026-01-08 12:58:07 **Processing Time:** 11814ms

## Business Logic for Job Register Status Maintenance

This document outlines the business rules that govern the Job Register Status Maintenance process, based on an analysis of the RPG program FA120R. The primary focus is on how job records are retrieved, displayed, and updated within the system.

The core logic for managing job statuses is contained within the \*inzsr subroutine in FA120R. The program processes job records from the job register and user register files, updating job statuses based on user interactions.

## Job Status and Record Handling Rules

**Job Register:** fjobl1, fjoblu

### 1. Retrieve Job Information

- Logic:** The program retrieves job information from the job register file. If the record is found, it assigns values to various job fields; otherwise, it initializes them to zero.
- File:** fjobl1 (Job Register)
- Field:** fajb01, fajb02, ..., fajb10
- Condition:** The process will not select a record if the job key is not found (\*in90 = \*off).

### 2. Display Job Information

- Logic:** After retrieving job information, the program displays the job details on the screen.
- File:** a1bld (Display Format)
- Field:** Various job fields (a1jb01, a1jb02, etc.)
- Condition:** The display is executed after the job information is retrieved.

## User Interaction and Query Rules

### 1. User Query on Job Start

- Logic:** The program allows the user to query who started the job. It checks which field to search based on user input and retrieves the corresponding user information.
- Files:**
  - ausrl1 (User Register)
- Fields:**
  - ausrl1\_user (User Identifier)
- Condition:** The query is triggered when the user presses the F1 key (\*inka = \*on).

### 2. Update Job Information

- Logic:** The program updates the job register with the current job details. If the job record exists, it updates the fields; if not, it creates a new record.
- File:** fjoblu (Job Update Register)
- Field:** fajb01, fajb02, ..., fajb10
- Condition:** The update occurs only if the job key is found (\*in90 = \*off).

## Special Conditions (Program-Specific)

### 1. Initialization of Program Variables

- Logic:** The program initializes key variables for reading and updating job and user records.
- File:** fjobl1, fjoblu, ausrl1 (Job and User Registers)
- Field:** w\_firm, ausrl1\_user
- Condition:** This initialization occurs at the start of the program.

### 2. User Lookup Subroutine

- Logic:** The subroutine retrieves the user's name based on the user ID from the user register.
- File:** ausrl1 (User Register)
- Field:** abnavn (User Name)
- Condition:** This lookup is performed whenever the user ID is needed.

## Subprogram Calls Affecting Logic

Beyond direct file checks, several external subprograms are called that play a significant role in the workflow.

### 1. x\_user (User Lookup Subroutine)

- Trigger:** Called when user information is needed during job queries.
- Logic:** This subroutine retrieves the user name associated with the user ID.
- Impact:** This affects the display of job details by providing user context.

### 2. \*inzsr (Initialization Subroutine)

- Trigger:** Automatically called at the start of the program.
- Logic:** Initializes keys for job and user records and sets the firm number.
- Impact:** This is crucial for ensuring that the correct records are accessed and modified.

### 3. exfmt (Display Format Subroutine)

- Trigger:** Called to display job details after retrieval.
- Logic:** Displays the job information on the screen.
- Impact:** This is a key step in the user interface, allowing users to view job statuses.

This documentation serves as a comprehensive guide to understanding the business logic implemented in the FA120R RPG program, detailing how job statuses are managed and displayed within the system.