

# Invoking a Map with INPUT USING MAP

In this session, you will create and execute the example program PROG001 to test the effect of the INPUT USING MAP statement, which invokes map MAP001.

PROG001 is provided in the Natural system library SYSEXP; ask your Natural system administrator for details.

## ▶ To create and execute PROG001

1. If you have access to a copy of PROG001, in the Command line of the **Edit Map** menu, enter the following:

```
EDIT PROG001
```

The program editor is invoked and the source code of PROG001 is displayed in the editing area. Make sure that the program is identical to the one shown below.

Or:

If you do not have access to a copy of PROG001, in the Command line of the **Edit Map** menu, enter the following:

```
EDIT PROGRAM
```

The program editor is invoked. If necessary, clear the editing area by entering the command CLEAR at the program editor's command prompt (>). Then type in the following program:

### PROG001:

```
** Example 'PROG001': Example program for the Map Tutorial
*****
DEFINE DATA LOCAL
01 PERS-VIEW VIEW OF EMPLOYEES
  02 NAME
  02 FIRST-NAME
  02 CITY
*
01 #NAME (A20)
01 #CITY (A20)
END-DEFINE
*
REPEAT
/*
INPUT USING MAP 'MAP001'
/*
IF #CITY NE ' ' AND #NAME NE ' '
  FIND PERS-VIEW WITH NAME = #NAME AND CITY = #CITY
  IF NO RECORDS FOUND
    REINPUT 'NO ONE BY THIS NAME LIVING IN THIS CITY.'
    MARK *#CITY
  END-NOREC
/*
```

```

        DISPLAY NOTITLE NAME FIRST-NAME CITY
        /*
    END-FIND
ELSE
    IF #NAME NE ' '
        FIND PERS-VIEW WITH NAME = #NAME
        IF NO RECORDS FOUND
            REINPUT 'PLEASE TRY ANOTHER NAME.'
        END-NOREC
        /*
        DISPLAY NOTITLE NAME FIRST-NAME CITY
        /*
    END-FIND
END-IF
END-IF
/*
END-REPEAT
END

```

2. If no program name is displayed in the top line of the editor, at the program editor's command prompt, enter the command `STOW PROG001`.

Or:

If the program name `PROG001` is displayed in the top line of the editor, at the program editor's command prompt, enter the command `STOW`.

If required, correct any syntax errors and repeat the `STOW`.

After the `STOW` completed successfully, the program is stored as a source object and a cataloged object in the current Natural library in the current system file.

3. At the program editor's command prompt, enter the following:

<code>RUN</code>
------------------

`PROG001` is executed and map `MAP001` appears.

#### **To check whether `MAP001` works as intended**

1. Press `ENTER` without typing in anything.

The following message is displayed: `PLEASE TYPE IN A NAME.`

2. In the first input field, enter a question mark (?) and press `ENTER`.

Help map `HELP001` appears.

3. Press `ENTER`.

The help map disappears.

4. In the first input field, enter the name `MCKENNA` and press `ENTER`.

The following message is displayed: PLEASE TRY ANOTHER NAME.

- Replace MCKENNA by JONES and press ENTER.

The program produces the following list:

NAME	FIRST-NAME	CITY
JONES	VIRGINIA	TULSA
JONES	MARSHA	MOBILE
JONES	ROBERT	MILWAUKEE
JONES	LILLY	BEVERLEY HILLS
JONES	EDWARD	CAMDEN
JONES	MARTHA	KALAMAZOO
JONES	LAUREL	BALTIMORE
JONES	KEVIN	DERBY
JONES	GREGORY	NOTTINGHAM

- Press ENTER.

MAP001 appears.

- In the first input field of the map, enter the name JONES and, in the second input field, enter the name DUNFERMLINE.

- Press ENTER.

The following message is displayed: NO ONE BY THIS NAME LIVING IN THIS CITY.

- In the first input field of the map, enter the name JONES and, in the second input field, enter the name TULSA.

- Press ENTER.

The program produces the following list:

NAME	FIRST-NAME	CITY
JONES	VIRGINIA	TULSA

- Press ENTER.

MAP001 appears.

- In the first input field, enter a period (.) and press ENTER.

The editing area of the program editor appears with the source code of PROG001.

You can now proceed with *Creating a Map for WRITE and Copying Field Definitions*.