

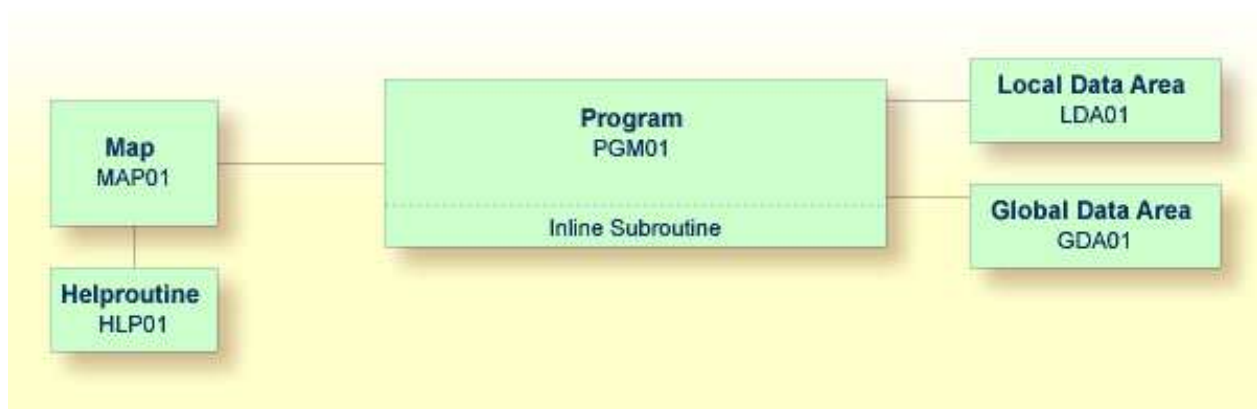
Global Data Areas

Data defined in a global data area (GDA) can be shared by multiple programs, external subroutines and help routines.

Any modification of a data element value in a global data area affects all Natural objects that reference this global data area. Therefore, if you change the source of a global data area, you have to stow all previously created Natural objects that reference this global data area once more. The sequence in which objects are stowed is important. You must first stow the global data area and then the program. If you stow the program first and then the global data area, the program cannot be stowed because new elements in the global data area cannot be found.

You will now create a global data area which will be shared by your program and an external subroutine that you will create later. As the basis for your global data area, you will use some of the information from the local data area you have just created.

When you have completed the exercises below, your sample application will consist of the following modules:



This chapter contains the following exercises:

- Creating a Global Data Area from an Existing Local Data Area
- Adapting the Local Data Area
- Referencing the Global Data Area from Your Program

Creating a Global Data Area from an Existing Local Data Area

You can create a new data area from an existing data area by editing it and saving it under a different name and with a different type. The original data area remains unchanged, and the new data area can be edited. Since the fields #NAME-START and #NAME-END are not required in the global data area, you will remove them.

▶ To create the global data area

1. Return to your local data area by entering the following in the command line of the program editor.

```
E LDA01
```

2. To save the data area under a new name, enter the following in the command line of the data area editor.

```
SA GDA01
```

The current data area is saved with the new name GDA01. The local data area named LDA01 is still shown in the data area editor.

3. Load GDA01 into the data area editor by entering the following command:

```
E GDA01
```

4. To change the local data area into a global data area, enter the following command:

```
SET TYPE G
```

where "G" denotes global data area.

The object type changes to "Global". This is indicated at the top left of the screen.

5. Use the line command .D to delete the following fields:

```
#NAME-START  
#NAME-END
```

The line command is entered starting in the **T** column of the line containing the field to be deleted. Since the above fields are defined in two successive lines, you can use the line command `.D(2)` to delete them at the same time.

6. Press ENTER.

The global data area should now look as follows:

Global	GDA01	Library	TUTORIAL	DBID	11177	FNR	8
Command							> +
I T L	Name	F	Length	Miscellaneous			
All	--	-----	-	-----	----->		
	1	#MARK	A	1			
V	1	EMPLOYEES-VIEW			EMPLOYEES		
	2	PERSONNEL-ID	A	8	/* CNNNNNNN		
G	2	FULL-NAME			/* NAME INFORMATION		
	3	NAME	A	20	/* SURNAME/FAMILY NAME		
	2	DEPT	A	6	/* DDDSS		
G	2	LEAVE-DATA			/* LEAVE/VACATION INFO		
	3	LEAVE-DUE	N	2.0	/* VACATION DAYS/YEAR		
-----							S 8 L 1

7. Stow the global data area.

Adapting the Local Data Area

The fields contained in the global data area are no longer required in the local data area. Therefore, you will now remove all fields except #NAME-START and #NAME-END from the local data area.

To remove the fields

1. Return to your local data area by entering the following in the command line of the data area editor:

```
E LDA01
```

2. Use the line command .D to delete all fields except #NAME-START and #NAME-END.

When you delete the top-level entry for the view (indicated by a "V" in front of the view name), all fields belonging to this view are automatically deleted.

3. Stow the modified local data area.

The local data area should now look as follows:

```

SYSGDA 4454: Data area stowed successfully.
Local      LDA01      Library TUTORIAL      DBID 11177 FNR      8
Command                                         > +
I T L  Name                                         F Length      Miscellaneous
All -- ----->
      1 #NAME-START      A      20
      1 #NAME-END      A      20

----- S 2      L 1

```

Referencing the Global Data Area from Your Program

Once a global data area has been stowed, it can be referenced by a Natural program.

You will now change the `DEFINE DATA` statement in your program so that it also uses the global data area that you have just defined.

To use the global data area in your program

1. Return to the program editor by entering the following in the command line of the data area editor.

```
E PGM01
```

2. Insert the following in the line above `LOCAL USING LDA01`:

```
GLOBAL USING GDA01
```

A global data area must always be defined before a local data area. Otherwise, an error occurs.

Your program should now look as follows:

```

DEFINE DATA
  GLOBAL USING GDA01
  LOCAL USING LDA01
END-DEFINE
*
RP1. REPEAT
*
  INPUT USING MAP 'MAP01'
*
  IF #NAME-START = '.' THEN

```

```

        ESCAPE BOTTOM (RP1.)
    END-IF
*
    IF #NAME-END = ' ' THEN
        MOVE #NAME-START TO #NAME-END
    END-IF
*
    RD1. READ EMPLOYEES-VIEW BY NAME
        STARTING FROM #NAME-START
        ENDING AT #NAME-END
*
    IF LEAVE-DUE >= 20 THEN
        PERFORM MARK-SPECIAL-EMPLOYEES
    ELSE
        RESET #MARK
    END-IF
*
    DISPLAY NAME 3X DEPT 3X LEAVE-DUE 3X '>=20' #MARK
*
    END-READ
*
    IF *COUNTER (RD1.) = 0 THEN
        REINPUT 'No employees meet your criteria.'
    END-IF
*
    END-REPEAT
*
    DEFINE SUBROUTINE MARK-SPECIAL-EMPLOYEES
        MOVE '*' TO #MARK
    END-SUBROUTINE
*
    END

```

3. Run the program.
4. To confirm that the results are the same as before (when the `DEFINE DATA` statement did not reference a global data area), enter "JONES" as the starting name and press ENTER.
5. To return to the program editor, enter `EDIT` at the `MORE` prompt.
6. Stow the program.

You can now proceed with the next exercises: *External Subroutines*.