

Natural Execution - Miscellaneous Topics

This part provides general information on Natural execution.

The following topics are covered:

- Asynchronous Processing
- Double-Byte Character Sets
- Input/Output Devices
- Back-End Program Calling Conventions
- Natural 31-Bit Mode Support
- LE Subprograms
- External SORT

For an explanation of the terms used in this document, see the *Glossary*.