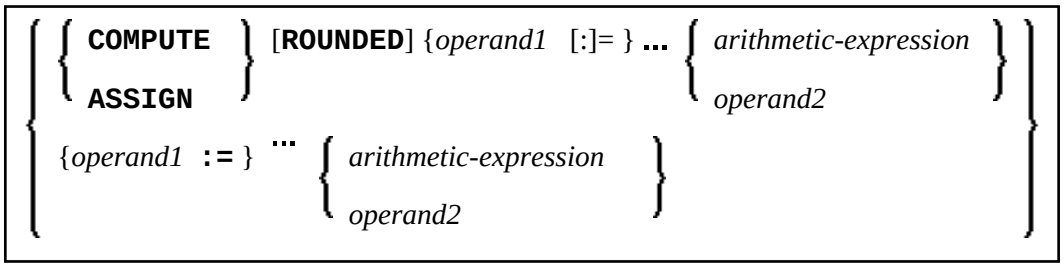
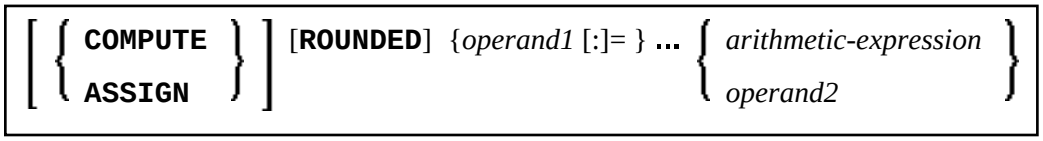
COMPUTE

Structured Mode Syntax



Reporting Mode Syntax



This chapter covers the following topics:

- Function
- Syntax Description
- Result Precision of a Division
- SUBSTRING Option
- Examples

For an explanation of the symbols used in the syntax diagram, see *Syntax Symbols*.

Related Statements: ADD | COMPRESS | DIVIDE | EXAMINE | MOVE | MOVE ALL | MULTIPLY | RESET | SEPARATE | SUBTRACT

Belongs to Function Group: *Arithmetic and Data Movement Operations*

Function

The `COMPUTE` statement is used to perform an arithmetic or assignment operation.

A `COMPUTE` statement with multiple target operands (*operand1*) is identical to the corresponding individual `COMPUTE` statements if the source operand (*operand2*) is not an arithmetic expression.

```
#TARGET1 := #TARGET2 := #SOURCE
```

is identical to

```
#TARGET1 := #SOURCE
#TARGET2 := #SOURCE
```

Example:

```
DEFINE DATA LOCAL
1 #ARRAY(I4/1:3) INIT <3,0,9>
1 #INDEX(I4)
1 #RESULT(I4)
END-DEFINE
*
#INDEX := 1
*
#INDEX :=                   /* #INDEX is 3
#RESULT :=                 /* #RESULT is 9
#ARRAY(#INDEX)
*
#INDEX := 2
*
#INDEX  :=                 /* #INDEX is 0
#ARRAY(3) :=            /* returns run time error NAT1316
#ARRAY(#INDEX)
END
```

If the source operand is an arithmetic expression, the expression is evaluated and its result is stored in a temporary variable. Then the temporary variable is assigned to the target operands.

```
#TARGET1 := #TARGET2 := #SOURCE1 + 1
is identical to
#TEMP := #SOURCE1 + 1
#TARGET1 := #TEMP
#TARGET2 := #TEMP
```

Example:

```
DEFINE DATA LOCAL
1 #ARRAY(I4/1:3) INIT <2, 0, 9>
1 #INDEX(I4)
1 #RESULT(I4)
END-DEFINE
*
#INDEX := 1
*
#INDEX :=               /* #INDEX is 3
#RESULT :=              /* #RESULT is 3
#ARRAY(#INDEX) + 1
*
#INDEX := 2
*
#INDEX  :=              /* #INDEX is 0
#ARRAY(3) :=            /* returns run time error NAT1316
#ARRAY(#INDEX)
END
```

For further information, see *Rules for Arithmetic Assignment* in the *Programming Guide* and particularly the following sections:

- *Arithmetic Operations with Arrays*

- *Data Transfer* (for information on data transfer compatibility and the rules for data transfer)

Syntax Description

Operand Definition Table:

Operand	Possible Structure						Possible Formats													Referencing Permitted	Dynamic Definition
operand1		S	A		M		A	U	N	P	I	F	B	D	T	L	C	G	O	yes	yes
operand2	C	S	A		N	E	A	U	N	P	I	F	B	D	T	L	C	G	O	yes	no

Syntax Element Description:

COMPUTE ASSIGN [:]=	This statement may be issued in short form by omitting the statement keyword `COMPUTE` (or `ASSIGN`). In structured mode, when the statement keyword `COMPUTE` (or `ASSIGN`) is omitted, the equal sign (=) must be preceded by a colon (:). However, when the `ROUNDED` option is used, the statement keyword `COMPUTE` (or `ASSIGN`) must be specified.
ROUNDED	If you specify the keyword `ROUNDED`, the value will be rounded before it is assigned to *operand1*. For information on rounding, see *Rules for Arithmetic Assignments, Field Truncation and Field Rounding* in the *Programming Guide*.
operand1	**Result Field:** *operand1* will contain the result of the arithmetic/assignment operation. For the precision of the result, see *Precision of Results for Arithmetic Operations* in the *Programming Guide*. If *operand1* is a database field, the field in the database is not updated. If *operand1* is a dynamic variable, it is filled with exactly the data and length of *operand2* or the length of the result of the arithmetic-operation, including trailing blanks. The current length of a dynamic variable can be obtained by using the system variable `*LENGTH`. For general information on dynamic variables, see *Using Dynamic and Large Variables*.

arithmetic-expression	An arithmetic expression consists of one or more constants, database fields, and user-defined variables. Natural mathematical functions (described in the *System Functions* documentation) may also be used as arithmetic operands. Operands used in an arithmetic expression must be defined with format N, P, I, F, D, or T. As for the formats of the operands, see also *Performance Considerations for Mixed Formats* in the *Programming Guide*. The following connecting operators may be used: **Operator** — **Symbol** Parentheses — ( ) Exponentiation — ** Multiplication — * Division — / Addition — + Subtraction — - Each operator should be preceded and followed by at least one blank so as to avoid any conflict with a variable name that contains any of the above characters. The processing order of arithmetic operations is: 1. Parentheses 2. Exponentiation 3. Multiplication/division (left to right as detected) 4. Addition/subtraction (left to right as detected)
operand2	**Source Field:** *operand2* is the source field. If *operand1* is of format C, *operand2* may also be specified as an attribute constant (see *User-Defined Constants* in the *Programming Guide*).

Result Precision of a Division

The precision (number of decimal positions) of the result of a division in a COMPUTE statement is determined by the precision of either the first operand (dividend) or the first result field, whichever is greater.

For a division of integer operands, however, the following applies: For a division of two integer constants, the precision of the result is determined by the precision of the first result field; however, if at least one of the two integer operands is a variable, the result is also of integer format (that is, without decimal positions, regardless of the precision of the result field).

SUBSTRING Option

If the operands are of alphanumeric, Unicode or binary format, you may use the SUBSTRING option in the same manner as described for the MOVE statement to assign a part of *operand2* to *operand1*.

Examples

- Example 1 - ASSIGN Statement
- Example 2 - COMPUTE Statement

Example 1 - ASSIGN Statement

```
** Example 'ASGEX1S': ASSIGN (structured mode)
************************************************************************
DEFINE DATA LOCAL
1 #A (N3)
1 #B (A6)
1 #C (N0.3)
1 #D (N0.5)
1 #E (N1.3)
1 #F (N5)
1 #G (A25)
1 #H (A3/1:3)
END-DEFINE
*
ASSIGN #A = 5                          WRITE NOTITLE '=' #A
ASSIGN #B = 'ABC'                      WRITE '=' #B
ASSIGN #C = .45                        WRITE '=' #C
ASSIGN #D = #E = -0.12345              WRITE '=' #D / '=' #E
ASSIGN ROUNDED #F = 199.999            WRITE '=' #F
#G     := 'HELLO'                      WRITE '=' #G
#H (1) := 'UVW'
#H (3) := 'XYZ'                        WRITE '=' #H (1:3)
*
END
```

Output of Program ASGEX1S:

```
#A:    5
#B: ABC
#C:  .450
#D: -.12345
```

```
#E: -0.123
#F:    200
#G: HELLO
#H: UVW     XYZ
```

Equivalent reporting-mode example: ASGEX1R.

Example 2 - COMPUTE Statement

```
** Example 'CPTEX1': COMPUTE
************************************************************************
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 SALARY    (1:2)
*
1 #A          (P4)
1 #B          (N3.4)
1 #C          (N3.4)
1 #CUM-SALARY (P10)
1 #I          (P2)
END-DEFINE
*
COMPUTE #A = 3 * 2 + 4 / 2 - 1
WRITE NOTITLE 'COMPUTE #A = 3 * 2 + 4 / 2 - 1' 10X '=' #A
*
COMPUTE ROUNDED #B = 3 -4 / 2 * .89
WRITE 'COMPUTE ROUNDED #B = 3 -4 / 2 * .89' 5X '=' #B
*
COMPUTE #C = SQRT (#B)
WRITE 'COMPUTE #C = SQRT (#B)' 18X '=' #C
*
LIMIT 1
READ EMPLOY-VIEW BY PERSONNEL-ID STARTING FROM '20017000'
  WRITE / 'CURRENT SALARY: '  4X SALARY (1)
        / 'PREVIOUS SALARY:'  4X SALARY (2)
  FOR #I = 1 TO 2
    COMPUTE #CUM-SALARY = #CUM-SALARY + SALARY (#I)
  END-FOR
  WRITE 'CUMULATIVE SALARY:' #CUM-SALARY
END-READ
*
END
```

Output of Program CPTEX1:

```
COMPUTE #A = 3 * 2 + 4 / 2 - 1          #A:     7
COMPUTE ROUNDED #B = 3 -4 / 2 * .89     #B:    1.2200
COMPUTE #C = SQRT (#B)                  #C:    1.1045

CURRENT SALARY:          34000
PREVIOUS SALARY:         32300
CUMULATIVE SALARY:       66300
```