

Syntax Overview

This chapter contains a complete summary of the syntax boxes used in the `DEFINE DATA` statement descriptions.

It provides information about the way the keywords, clauses, parameters, options and other syntax elements are to be arranged and combined in the program statement lines.

General Syntax

```

DEFINE DATA
  [ GLOBAL USING global-data-area [ WITH block[.block] ... ] ]
  [
    [ PARAMETER { USING parameter-data-area } ]
    { parameter-data-definition... } ] ...
  [
    [ OBJECT { USING { local-data-area } } ]
    { parameter-data-area } ]
    { data-definition... } ] ...
  [
    [ LOCAL { USING { local-data-area } } ]
    { parameter-data-area } ]
    { data-definition... } ] ...
  [ INDEPENDENT AIV-data-definition ... ]
  [
    [ CONTEXT { USING { local-data-area } } ]
    { parameter-data-area } ]
    { context-data-definition ... } ]
END-DEFINE

```

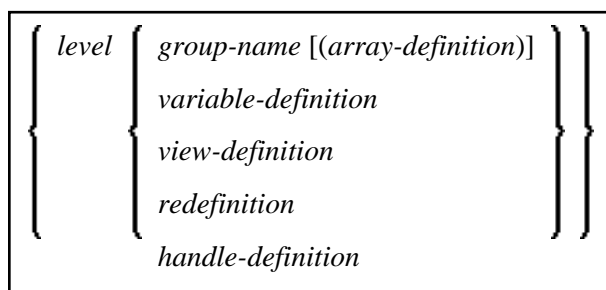
Basic Syntax Elements

The following topics are covered below:

- data-definition
- parameter-data-definition
- parameter-handle-definition
- variable-definition
- view-definition

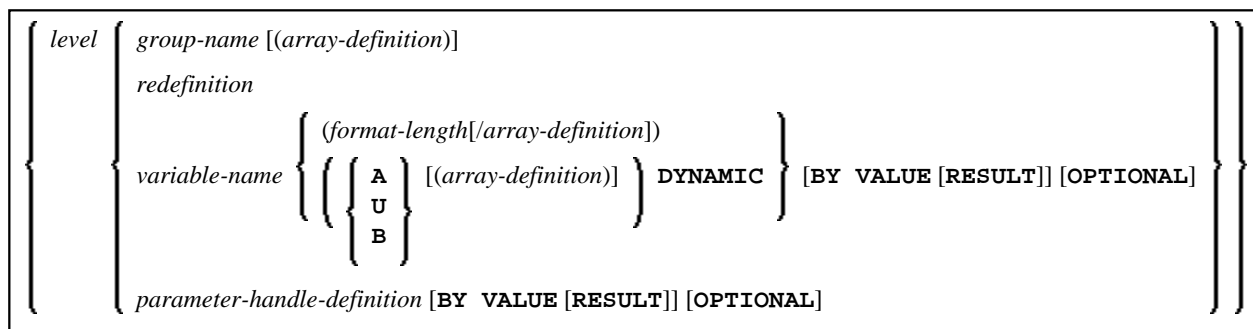
- redefinition
- init-definition
- array-definition
- array-init-definition
- emhdpm
- AIV-data-definition
- context-data-definition

data-definition



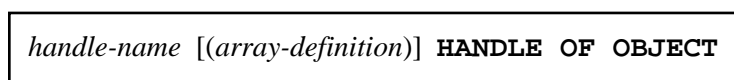
For more information, see *Defining Local Data* or *Defining NaturalX Objects*.

parameter-data-definition



For more information, see *Defining Parameter Data*.

parameter-handle-definition



For more information, see *Parameter Handle Data Definition*.

variable-definition

$$\left\{ \begin{array}{l} \langle \text{scalar-definition} \rangle \\ \langle \text{array-definition} \rangle \end{array} \right\}$$
 $\langle \text{scalar-definition} \rangle$

$$\text{variable-name} \left\{ \begin{array}{l} (\text{format-length}) \\ \left(\left(\begin{array}{l} \text{A} \\ \text{U} \\ \text{B} \end{array} \right) \right) \text{ DYNAMIC} \end{array} \right\} \left[\left[\begin{array}{l} \text{CONSTANT} \\ \text{INIT} \end{array} \right] \text{init-definition} \right] [\text{emhdpm}]$$
 $\langle \text{array-definition} \rangle$

$$\text{variable-name} \left\{ \begin{array}{l} (\text{format-length}/ \text{array-definition}) \\ \left(\left(\begin{array}{l} \text{A} \\ \text{U} \\ \text{B} \end{array} \right) / \text{array-definition} \right) \text{ DYNAMIC} \end{array} \right\} \left[\left[\begin{array}{l} \text{CONSTANT} \\ \text{INIT} \end{array} \right] \text{array-init-definition} \right] [\text{emhdpm}]$$

For more information, see *Variable Definition*.

view-definition

$$\text{view-name VIEW [OF] ddm-name} \left[\begin{array}{l} \text{level} \left\{ \begin{array}{l} \text{ddm-field} \left[\left(\begin{array}{l} ([\text{format-length}]/[\text{array-definition}]) \\ \left(\left(\begin{array}{l} \text{A} \\ \text{U} \\ \text{B} \end{array} \right) /[\text{array-definition}] \right) \text{ DYNAMIC} \end{array} \right) \right] [\text{emhdpm}] \\ \text{redefinition} \end{array} \right\} \end{array} \right] \dots$$

For more information, see *View Definition*.

redefinition

$$\text{REDEFINE field-name} \left\{ \begin{array}{l} \text{level} \left\{ \begin{array}{l} \text{rgroup} \\ \text{rfield} (\text{format-length} [/\text{array-definition}]) \\ \text{FILLER } n\text{X} \end{array} \right\} \end{array} \right\} \dots$$

For more information, see *Redefinition*.

init-definition

$\left\{ \begin{array}{l} \langle \text{constant} \rangle \\ \langle \text{system-variable} \rangle \\ \text{FULL LENGTH } \langle \text{character-s} \rangle \\ \text{LENGTH } n \langle \text{character-s} \rangle \end{array} \right\}$
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For more information, see *Initial/Constant Values for Array*.

array-definition

$\{ \text{bound}[:\text{bound}] \}, \dots 3$
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For more information, see *Array Dimension Definition*.

array-init-definition

$\left\{ \left[\left[\left[\begin{array}{c} \text{ALL} \\ \left(\left\{ \begin{array}{l} \text{index}[:\text{index}] \\ \text{v} \end{array} \right\} \right) \right] \right] \right] \left\{ \begin{array}{l} \text{FULL LENGTH} \\ \text{LENGTH } n \end{array} \right\} \langle \text{character-s}, \dots \rangle \right\} < \left\{ \begin{array}{l} \text{constant} \\ \text{system-variable}, \dots \end{array} \right\} >$

For more information, see *Initial/Constant Values for an Array*.

emhdpm

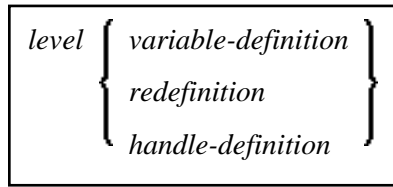
$([\text{EM}=\text{value}] [\text{HD}=\text{'text'}] [\text{PM}=\text{value}])$

For more information, see *EM, HD, PM Parameters for Field/Variable*.

AIV-data-definition

$\text{level} \left\{ \begin{array}{l} \text{variable-definition} \\ \text{redefinition} \\ \text{handle-definition} \end{array} \right\}$
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For more information, see *Defining Application-Independent Variables*.

context-data-definition

For more information, see *Defining Context Variables for Natural RPC*