

# Application Programming Interfaces

This section describes the Application Programming Interfaces (APIs) USR0340N, USR0341N and USR4340N, which are used for handling Natural objects currently loaded in the buffer pool and/or BP cache. The APIs are supplied in the Natural system library SYSEXT.

For further information on these APIs, see the following:

- The relevant Natural source object of the type Text and the example programs in the Natural system library SYSEXT.
- The SYSBPM functions referenced in the table below.

## **Related Topic:**

- *SYSBPM Batch Processing*

API	Functionality
USR0340N	<ul style="list-style-type: none"> <li>● Deletes objects from the buffer pool and/or BP cache.</li> <li>● Marks objects as resident.</li> <li>● Removes the resident flag from objects.</li> <li>● Reads object directory information.</li> <li>● Retrieves general buffer pool statistics and buffer pool load/locate statistics.</li> </ul> <p>Corresponding SYSBPM functions:</p> <p><b>Delete Objects</b>  <b>List Objects</b>  <b>Directory Information</b>  <b>General Buffer Pool Statistics</b>  <b>Buffer Pool Load/Locate Statistics</b></p>
USR0341N	<p>Collects garbage to clean up the buffer pool by removing objects which are no longer needed.</p> <p>Selection criteria for specified objects are the relative age of an object. Relative age is the time the object has been loaded in the buffer pool which calculates from <b>BP Last Action</b> date. Minimum age is 30 minutes.</p> <p>See also the SYSBPM function <b>List Objects</b>.</p>
USR4340N	<p>We recommend that you use this interface for batch processing instead of using the SYSBPM utility in batch.</p> <p>Lists objects loaded in the buffer pool and/or BP cache sorted by <b>Object Size (ObjSize)</b>, <b>Total Use Count (TotalUC)</b> or <b>BP Last Action</b>. <b>BP Last Action</b> only applies to the buffer pool.</p> <p>Corresponding SYSBPM functions:</p> <p><b>Display Sorted Extract</b>  <b>List Objects</b></p>
USR4341N	<p>Maintains a blacklist of Natural objects, which are not to be executed and loaded into the buffer pool.</p> <p>See also the SYSBPM function <b>Blacklist Maintenance</b>.</p>