

Invoking the Program Editor

▶ To invoke the program editor

- Use the system command EDIT as described in the *System Commands* documentation.

When the program editor is invoked, an editor screen similar to the example below appears:

```
>> -----Columns 001 072 <<  Program SAGDEMO  Lines  14      User SAG
Command ==>                               Mode   Struct Lib  SAGTEST
***** ***** top of data *****
000010 ** Example 'SAGDEMO': DISPLAY
000020 *****
000030 DEFINE DATA LOCAL
000040 1 VIEWEMP VIEW OF EMPLOYEES
000050   2 PERSONNEL-ID
000060   2 NAME
000070   2 BIRTH
000080   2 JOB-TITLE
000090 END-DEFINE
000100 *
000110 READ (3) VIEWEMP BY BIRTH
000120   DISPLAY PERSONNEL-ID NAME JOB-TITLE
000130 END-READ
000140 END
***** ***** bottom of data *****

Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help  Save  Exit  Run   Rfind Stow  -      +      Check Home  Undo  Canc
```

The editor screen contains the following items (from top to bottom): the top information line, the editor command line, the prefix area, the editing area and PF-key lines (described in *Displaying and Modifying PA/PF-Key Assignments*). These items are explained in the following sections.