DIVIDE

## **DIVIDE**

This chapter covers the following topics:

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

Belongs to Function Group: Arithmetic and Data Movement Operations

#### **Function**

The DIVIDE statement is used to divide two operands.

#### Note:

Concerning Division by Zero: If an attempt is made to use a divisor (*operand1*) which is zero, either an error message or a result equal to zero will be returned; this depends on the setting of the session parameter ZD (described in the *Parameter Reference* documentation).

### **Syntax 1 - DIVIDE Statement without GIVING Clause**

**DIVIDE** [ROUNDED] operand1 INTO operand2

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

Operand Definition Table:

Operand			ossib ructu	:	Possible Formats					Referencing Permitted	Dynamic Definition			
operand1	С	S	A	N		N	P	I	F				yes	no
operand2	С	S	A	M		N	P	Ι	F				yes	no

Syntax Element Description:

Syntax Element	Description								
operand1 INTO	Operands:								
operand2	operand1 is the divisor, operand2 is the dividend. The result is stored in operand2 (result field), hence the statement is equivalent to:								
	<pre><oper2> := <oper2> / <oper1></oper1></oper2></oper2></pre>								
	The result field may be a database field or a user-defined variable.								
	If operand2 is a constant or a non-modifiable Natural system variable, the GIVING clause is required.								
	The number of decimal positions for the result of the division is evaluated from the result field (that is, operand2).								
	For the precision of the result, see <i>Rules for Arithmetic Assignments</i> , <i>Precision of Results for Arithmetic Operations</i> in the <i>Programming Guide</i> .								
ROUNDED	ROUNDED Option:								
	If you specify the keyword ROUNDED, the result will be rounded.								
	For information on rounding, see <i>Rules for Arithmetic Assignment</i> , <i>Field Truncation and Field Rounding</i> in the <i>Programming Guide</i> .								

# **Syntax 2 - DIVIDE Statement with GIVING Clause**

**DIVIDE** [ROUNDED] operand1 INTO operand2 [GIVING operand3]

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

Operand Definition Table:

Operand			ssib uctu		Possible Formats						ts		Referencing Permitted	Dynamic Definition		
operand1	С	S	A	N			N	P	I	F					yes	no
operand2	С	S	A	N			N	P	I	F					yes	no
operand3		S	A		A	U	N	P	I	F	B*				yes	yes

<sup>\*</sup> Format B of operand3 may be used only with a length of less than or equal to 4.

Syntax Element Description:

Syntax Element	Description
operand1 INTO operand2 GIVING	Operands:
operand3	operand1 is the divisor, operand2 is the dividend.
	The result of the division is stored in <i>operand3</i> , hence the statement is equivalent to:
	<pre><oper3> := <oper2> / <oper1></oper1></oper2></oper3></pre>
	If a database field is used as the result field, the division only results in an update to the internal value of the field as used within the program. The value for the field in the database remains unchanged.
	The number of decimal positions for the result of the division is evaluated from the result field (that is, operand3).
	For the precision of the result, see Rules for Arithmetic Assignments, Precision of Results for Arithmetic Operations in the Programming Guide.
ROUNDED	ROUNDED Option:
	If you specify the keyword ROUNDED, the result will be rounded.
	For information on rounding, see <i>Rules for Arithmetic Assignment, Field Truncation and Field Rounding</i> in the <i>Programming Guide</i> .

# **Syntax 3 - DIVIDE Statement with REMAINDER Clause**

DIVIDE operand1 INTO operand2 [GIVING operand3] REMAINDER operand4

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

Operand Definition Table:

Operand			ssib uctu		Possible Formats								Referencing Permitted	Dynamic Definition			
operand1	С	S	A	N			N	P	I							yes	no
operand2	С	S	A	N			N	P	I							yes	no
operand3		S	A		A	U	N	P	I	F	B*					yes	yes
operand4		S	A		A	U	N	P	I	F	B*	Т				yes	yes

<sup>\*</sup> Format B of operand3 and operand4 may be used only with a length of less than or equal to 4.

Syntax Element Description:

Syntax Element	Description									
operand1 operand2	Operands:									
operanaz	operand1 is the divisor; that is, the number or quantity by which the dividend is to be divided to produce the quotient.									
	operand2 is the dividend.									
	If the GIVING clause is not used, the result is stored in <i>operand2</i> . The result field may be a database field or a user-defined variable.									
	If operand2 is a constant or a non-modifiable Natural system variable, the GIVING clause is required.									
ROUNDED	ROUNDED Option:									
	If you specify the keyword ROUNDED, the result will be rounded.									
	For information on rounding, see <i>Rules for Arithmetic Assignment</i> , <i>Field Truncation and Field Rounding</i> in the <i>Programming Guide</i> .									
GIVING operand3	GIVING Clause:									
	If this clause is used, operand2 will not be modified and the result will be stored in operand3.									
	If a database field is used as the result field, the division only results in an update to the internal value of the field as used within the program. The value for the field in the database remains unchanged.									
	The number of decimal positions for the result of the division is evaluated from the result field (that is, <i>operand2</i> if no GIVING clause is used, or <i>operand3</i> if the GIVING clause is used).									
	For the precision of the result, see <i>Rules for Arithmetic Assignments</i> , <i>Precision of Results for Arithmetic Operations</i> (in the <i>Programming Guide</i> ).									

Example DIVIDE

Syntax Element	Description							
REMAINDER	REMAINDER Clause:							
operand4	The remainder of the division is placed into the field specified in operand4.							
	If the GIVING and REMAINDER clause are used together, none of the four operands may be an array range.							
	Internally, the remainder is computed as follows:							
	1. The quotient of the division of operand1 into operand2 is computed.							
	2. The quotient is multiplied by operand1.							
	3. The product of this multiplication is subtracted from <i>operand2</i> .							
	4. The result of this subtraction is assigned to <i>operand4</i> .							
	For each of these steps, the rules described in <i>Precision of Results for Arithmetic Operations</i> in the <i>Programming Guide</i> apply.							

# **Example**

```
** Example 'DIVEX1': DIVIDE
********************
DEFINE DATA LOCAL
1 #A (N7) INIT <20>
1 #B (N7)
1 #C (N3.2)
1 #D (N1)
1 #E (N1) INIT <3>
1 #F (N1)
END-DEFINE
DIVIDE 5 INTO #A
WRITE NOTITLE 'DIVIDE 5 INTO #A' 20X '=' #A
RESET INITIAL #A
DIVIDE 5 INTO #A GIVING #B
WRITE 'DIVIDE 5 INTO #A GIVING #B' 10X '=' #B
DIVIDE 3 INTO 3.10 GIVING #C
WRITE 'DIVIDE 3 INTO 3.10 GIVING #C' 8X '=' #C
DIVIDE 3 INTO 3.1 GIVING #D
WRITE 'DIVIDE 3 INTO 3.1 GIVING #D' 9X '=' #D
DIVIDE 2 INTO #E REMAINDER #F
WRITE 'DIVIDE 2 INTO #E REMAINDER #F' 7X '=' #E '=' #F
END
```

DIVIDE

#### **Output of Program DIVEX1:**

DIVIDE 5 INTO	#A	#A:		4
DIVIDE 5 INTO	#A GIVING #B	#B:		4
DIVIDE 3 INTO	3.10 GIVING #C	#C:	1.0	3
DIVIDE 3 INTO	3.1 GIVING #D	#D:	1	
DIVIDE 2 INTO	#E REMAINDER #F	#E:	1 #F:	1