

# Listing and Finding Objects

This section provides instructions for using the list and find functions in menu mode.

## ▶ To find or list single or multiple objects

1. In the SYSMAIN menu, select **List** (or enter L), or **Find** (or enter F) and then select **Programming Objects**.

An object-specification window similar to the example below appears:

```

+----- LIST -----+
| OBJECT: *           |
| LIBRARY: SYSTEM    | CODE: X (S)ource  |
| DBID:   99   FNR:  51   X (C)ataloged |
| USER ID:                                     |
| DATE:      - -   :                               |
+-----+

```

2. Enter the selection criteria required to select the objects you want to process. For explanations of the fields contained in this window and valid input values, see *Using the Fields in an Object-Specification Window*.
3. The following step applies to the list function only:
  - If you entered a name range in the **LIBRARY** field, all libraries within the range specified and available in the system file specified are listed for selection. In the example below, TEST\* was entered to list all libraries whose names begin with TEST:

```

+----- LIST -----+
| Library  dbid/fnr  |
+-----+
| TEST     99/51    |
| TESTLIB1 99/51    |
| TESTLIB2 99/51    |
| TESTLIB3 99/51    |
+-----+
| *** ENTER==>list *** |
| *** ESC==>exit  *** |
+-----+

```

- Choose UP ARROW or DOWN ARROW to scroll up or down the list and select the library required with ENTER.

Or:

Choose ESC if you want to exit the window without any action.

When you selected a library, the object-specification screen appears with this library entered in the **LIBRARY** field.

4. When you have finished entering selection criteria in the object-specification window and confirm your entries with ENTER, an **OBJECT TYPE** window similar to the example below appears:

```
+---OBJECT TYPE---+
|X ==> select ALL |
|   Program       |
|   Subroutine    |
|   Copycode      |
|   Map           |
|   Text          |
|   Helproutine   |
|   Subprogram    |
|   Global Data   |
|   Local Data    |
|   Parameter Data|
|   Dialog        |
|   Class         |
|   Function      |
|   Adapter       |
+-----+

```

5. If you want to process objects of all types listed in this window, mark **select ALL** with an X (marked by default).

Or:

If you want to process only objects of one or more specific types, enter X in the input fields next to the types required and confirm with ENTER.

A result window appears, which lists a single object or all objects within the name range specified in the **OBJECT** field similar to the example below:

```
+---- 10 Object(s) in Lib: TESTLIB----+
| Object   Type      S/C  User ID |
|-----|-----|-----|-----|
| EMPL-LDA Local      S    SAG     |
| MAP2     Map        S    SAG     |
| MAP3     Map        S/C   SAG     |
| PGM1     Program    S    SAG     |
| PGM2     Program    S    SAG     |
| PGM3     Program    S    SAG     |
| SUBPGM2  Subprogram S/C   SAG     |
| SUBPGM3  Subprogram S/C   SAG     |
|-----|-----|-----|-----|
| *** ENTER==>list *** ESC==>exit *** |
+-----+

```

The window title indicates the number of objects found (in the example above: 10) and the library in which the search was made (in the example above: TESTLIB). For each object listed, the window displays the object name, the object type, the object kind available (S denotes source object, C denotes cataloged object) and the ID of the user who saved and/or cataloged the object. The object list is sorted in alphabetical order of object names.

The following applies to the find function only:

If you entered a name range in the **LIBRARY** field, a result window appears for each library where the objects requested are found. Choose ESC to open one result window after the other, in alphabetical order of the library names.

6. If you want to view the source code of an object and if a source object exists for this object, select the object required from the list and choose ENTER.

A **List** window appears, which displays the source code of the object selected similar to the example of program PGM3 shown below:

```
+----- List: PGM3 -----+
| 0010 *****|
| 0020 * EXAMPLE: 'PGM3': AT BREAK STATEMENT|
| 0030 *|
| 0040 * PURPOSE: DEMONSTRATE NATURAL SYSTEM FUNCTIONS WITH AT BREAK|
| 0050 * CONDITION. INCLUDE USER-SUPPLIED TEXT.|
| 0060 *|
| 0070 * HIGHLIGHTS: AT BREAK STATEMENT, NATURAL SYSTEM FUNCTIONS OLD, MIN,|
| 0080 * AVER, MAX, SUM, TOTAL, COUNT|
| 0090 *****|
| 0100 DEFINE DATA|
| 0110 LOCAL|
| 0120 1 EMPLOY-VIEW VIEW OF EMPLOYEES|
| 0130 2 NAME|
| 0140 2 CITY|
| 0150 2 SALARY (1)|
+-----+
```

Choose ESC to exit this window.