

Commonly Used System Commands

This chapter covers the following topics:

- System Commands to Create and Modify Source Code
- System Commands to Store and Delete Objects
- System Commands to Execute Programs

For a detailed description of each system command, see the *System Commands* documentation.

System Commands to Create and Modify Source Code

System Command	Purpose
EDIT	Edit the source form of an object.
CLEAR	Clear the contents of the work area of the current editor. The source code currently in the work area is not saved.
CHECK	Check the source code of an object for syntax errors. Syntax checking is also performed as part of the RUN and STOW commands.

System Commands to Store and Delete Objects

System Command	Purpose
SAVE	Save the source form of the Natural object currently in the work area of the editor and store it. Syntax is not checked. A saved program can be run, but not executed (see the corresponding system commands below).
STOW	Save the source form of an object, compile the object and store the resulting object module as well as the source. The object is syntax checked during the compilation process.
SCRATCH	Delete the source and object form of an object. A list of all objects stored in the current library will be displayed; on the list you may then mark the object(s) to be deleted.
PURGE	Delete the source form of an object. A list of all objects stored in the current library will be displayed; on the list you may then mark the object(s) to be deleted.
UNCATALOG	Delete the object form of an object. A list of all objects stored in the current library will be displayed; on the list you may then mark the object(s) to be deleted.

System Commands to Execute Programs

System Command	Purpose
RUN	Compile and execute a source program, but not a program stored in object form.
EXECUTE	Execute a program that has been compiled and stored in object form.