

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.

- 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.