

# Natural

## Statements

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This document applies to Natural Version 9.3.3 and all subsequent releases.

Specifications contained herein are subject to change and these changes will be reported in subsequent release notes or new editions.

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## Table of Contents

Preface .....	xix
1 About this Documentation .....	1
Document Conventions .....	2
Online Information and Support .....	2
Data Protection .....	3
I .....	5
2 Statements Grouped by Function .....	7
Database Access and Update .....	8
Arithmetic and Data Movement Operations .....	9
Loop Execution .....	10
Creation of Output Reports .....	10
Screen Generation for Interactive Processing .....	11
Processing of Logical Conditions .....	11
Invoking Programs and Routines .....	12
Functions .....	12
Program and Session Termination .....	12
Control of Work Files .....	13
Component Based Programming .....	13
Event-Driven Programming .....	13
Memory Management Control for Dynamic Variables or X-Arrays .....	14
Natural Remote Procedure Call .....	14
Internet and Parsing .....	14
Miscellaneous .....	15
Reporting Mode Statements .....	15
3 Syntax Symbols and Operand Definition Tables .....	17
Syntax Symbols .....	18
Operand Definition Table .....	19
II Using Natural SQL Statements .....	23
4 Common Set and Extended Set .....	25
5 Basic Syntactical Items .....	27
Constants .....	28
Names .....	28
Parameters .....	32
Natural Formats and SQL Data Types .....	35
6 Natural View Concept .....	37
7 Scalar Expressions .....	39
Scalar Expression .....	40
Scalar Operator .....	40
Factor .....	41
8 Search Conditions .....	47
Search Condition .....	48
Predicate .....	48
9 Select Expressions .....	53

Selection .....	54
Table Expression .....	55
10 Flexible SQL .....	61
Using Flexible SQL .....	62
Specifying Text Variables in Flexible SQL .....	63
ROW CHANGE Expression with Flexible SQL .....	65
OLAP Specification .....	65
Case Expression with Flexible SQL .....	70
Cast Expression with Flexible SQL .....	71
XML Functions with Flexible SQL .....	71
Scalar-Function and Column-Function (Aggregating) with Flexible SQL .....	72
III Referenced Example Programs .....	75
11 Referenced Example Programs .....	77
ASSIGN .....	78
AT BREAK .....	79
AT END OF DATA .....	81
AT END OF PAGE .....	82
AT START OF DATA .....	82
AT TOP OF PAGE .....	84
DEFINE SUBROUTINE .....	85
FIND .....	86
FOR .....	88
HISTOGRAM .....	89
IF .....	89
PERFORM BREAK PROCESSING .....	91
READ .....	92
REPEAT .....	93
SORT .....	94
STORE .....	95
UPDATE .....	97
Example Programs for System Variables .....	98
IV .....	103
12 ACCEPT/REJECT .....	105
ACCEPT/REJECT Usage .....	106
ACCEPT/REJECT Syntax Description .....	106
Processing of Multiple ACCEPT/REJECT Statements .....	107
Limit Notation .....	107
ACCEPT/REJECT Examples .....	108
13 ADD .....	111
ADD Usage .....	112
Syntax 1 - ADD Statement without GIVING Clause .....	112
Syntax 2 - ADD Statement with GIVING Clause .....	113
ADD Example .....	115
14 ASSIGN .....	117

---

15 AT BREAK .....	119
AT BREAK Usage .....	120
AT BREAK Syntax Description .....	121
Multiple Break Levels .....	122
AT BREAK Examples .....	123
16 AT END OF DATA .....	127
AT END OF DATA Usage .....	128
AT END OF DATA Restrictions .....	129
AT END OF DATA Syntax Description .....	129
AT END OF DATA Example .....	130
17 AT END OF PAGE .....	133
AT END OF PAGE Usage .....	134
AT END OF PAGE Syntax Description .....	136
AT END OF PAGE Examples .....	137
18 AT START OF DATA .....	141
AT START OF DATA Usage .....	142
AT START OF DATA Syntax Description .....	143
AT START OF DATA Example .....	143
19 AT TOP OF PAGE .....	147
AT TOP OF PAGE Usage .....	148
AT TOP OF PAGE Restrictions .....	149
AT TOP OF PAGE Syntax Description .....	149
AT TOP OF PAGE Example .....	150
20 BACKOUT TRANSACTION .....	153
BACKOUT TRANSACTION Usage .....	154
BACKOUT TRANSACTION Restrictions .....	155
Database-Specific Considerations for BACKOUT TRANSACTION .....	155
BACKOUT TRANSACTION Example .....	155
21 BEFORE BREAK PROCESSING .....	157
BEFORE BREAK PROCESSING Usage .....	158
BEFORE BREAK PROCESSING Restrictions .....	159
BEFORE BREAK PROCESSING Syntax Description .....	159
BEFORE BREAK PROCESSING Example .....	160
22 CALL .....	161
CALL Usage .....	162
CALL Syntax Description .....	162
Return Code .....	163
CALL User Exits .....	163
INTERFACE4 .....	165
23 CALL FILE .....	177
CALL FILE Usage .....	178
CALL FILE Restrictions .....	178
CALL FILE Syntax Description .....	178
CALL FILE Example .....	180
24 CALL LOOP .....	183

CALL LOOP Usage .....	184
CALL LOOP Restrictions .....	184
CALL LOOP Syntax Description .....	185
CALL LOOP Example .....	186
25 CALLDBPROC (SQL) .....	187
CALLDBPROC Usage .....	188
CALLDBPROC Syntax Description .....	189
CALLDBPROC Example .....	190
26 CALLNAT .....	193
CALLNAT Usage .....	194
CALLNAT Syntax Description .....	195
Parameter Transfer with Dynamic Variables .....	197
CALLNAT Examples .....	198
27 CLOSE CONVERSATION .....	201
CLOSE CONVERSATION Usage .....	202
CLOSE CONVERSATION Syntax Description .....	202
Further Information and CLOSE CONVERSATION Examples .....	203
28 CLOSE DIALOG .....	205
CLOSE DIALOG Usage .....	206
CLOSE DIALOG Syntax Description .....	206
V .....	207
29 CLOSE PRINTER .....	209
CLOSE PRINTER Usage .....	210
CLOSE PRINTER Syntax Description .....	210
CLOSE PRINTER Example .....	211
30 CLOSE WORK FILE .....	213
CLOSE WORK FILE Usage .....	214
CLOSE WORK FILE Syntax Description .....	214
Example .....	215
31 COMMIT (SQL) .....	217
COMMIT Usage .....	218
COMMIT Example .....	218
32 COMPRESS .....	219
COMPRESS Usage .....	220
COMPRESS Syntax Description .....	220
COMPRESS Processing .....	224
COMPRESS Examples .....	225
33 COMPUTE .....	229
COMPUTE Usage .....	230
COMPUTE Syntax Description .....	232
Result Precision of a Division .....	234
COMPUTE Examples .....	235
34 CREATE OBJECT .....	237
CREATE OBJECT Usage .....	238
CREATE OBJECT Syntax Description .....	238

---

35 DECIDE FOR .....	241
DECIDE FOR Usage .....	242
DECIDE FOR Syntax Description .....	242
DECIDE FOR Examples .....	243
36 DECIDE ON .....	247
DECIDE ON Usage .....	248
DECIDE ON Syntax Description .....	248
DECIDE ON Examples .....	250
37 DEFINE CLASS .....	253
DEFINE CLASS Usage .....	254
DEFINE CLASS Syntax Description .....	254
VI DEFINE DATA .....	257
38 Function and Basic Syntax Rules .....	259
DEFINE DATA Usage .....	260
DEFINE DATA General Syntax Rules .....	260
DEFINE DATA Programming Modes .....	260
39 Defining Global Data .....	263
DEFINE DATA GLOBAL Usage .....	264
DEFINE DATA GLOBAL Syntax Description .....	264
40 Defining Parameter Data .....	267
DEFINE DATA PARAMETER Usage .....	268
DEFINE DATA PARAMETER Restrictions .....	268
DEFINE DATA PARAMETER Syntax Description .....	268
41 Defining Local Data .....	273
DEFINE DATA LOCAL Usage .....	274
Restriction .....	274
DEFINE DATA LOCAL Syntax Description .....	274
42 Defining Application-Independent Variables .....	279
DEFINE DATA INDEPENDENT Usage .....	280
DEFINE DATA INDEPENDENT Syntax Description .....	280
43 Defining Context Variables for Natural RPC .....	283
DEFINE DATA CONTEXT Usage .....	284
DEFINE DATA CONTEXT Restrictions .....	285
DEFINE DATA CONTEXT Syntax Description .....	285
44 Defining NaturalX Objects .....	287
DEFINE DATA OBJECT Usage .....	288
DEFINE DATA OBJECT Syntax Description .....	288
45 Variable Definition .....	291
Variable Definition Syntax Description .....	292
46 View Definition .....	297
View Definition Syntax Description .....	298
47 Redefinition .....	303
Redefinition Restrictions .....	304
Redefinition Syntax Description .....	304
48 Array Dimension Definition .....	307

	Syntax Description of Array Dimension Definition .....	308
49	Initial-Value Definition .....	311
	Restrictions with Initial-Value Definition .....	312
	Syntax Description of Initial-Value Definition .....	312
50	Initial/Constant Values for an Array .....	315
	Restrictions for Initial/Constant Values for an Array .....	316
	Syntax Description of Initial/Constant Values for an Array .....	317
51	EM, HD, PM Parameters for Field/Variable .....	321
	Syntax Description of EM, HD, PM Parameters for Field/Variable .....	322
52	Examples of DEFINE DATA Statement Usage .....	323
	Example 1 - DEFINE DATA LOCAL (Local Data Definition) .....	324
	Example 2 - DEFINE DATA LOCAL (Array Definition/Initialization) .....	324
	Example 3 - DEFINE DATA (View Definition, Array Redefinition) .....	328
	Example 4 - DEFINE DATA (Global, Parameter and Local Data Areas) .....	329
	Example 5 - DEFINE DATA (Initialization) .....	330
	Example 6 - DEFINE DATA (Variable Array) .....	330
VII	.....	333
53	DEFINE FUNCTION .....	335
	DEFINE FUNCTION Usage .....	336
	DEFINE FUNCTION Syntax Description .....	336
	DEFINE FUNCTION Examples .....	340
54	DEFINE PRINTER .....	343
	DEFINE PRINTER Usage .....	344
	DEFINE PRINTER Syntax Description .....	344
	DEFINE PRINTER Examples .....	346
55	DEFINE PROTOTYPE .....	349
	DEFINE PROTOTYPE Usage .....	350
	DEFINE PROTOTYPE Syntax Description .....	351
	DEFINE PROTOTYPE Examples .....	354
56	DEFINE SUBROUTINE .....	357
	DEFINE SUBROUTINE Usage .....	358
	DEFINE SUBROUTINE Syntax Description .....	359
	DEFINE SUBROUTINE Restrictions .....	359
	DEFINE SUBROUTINE Examples .....	361
57	DEFINE WINDOW .....	367
	DEFINE WINDOW Usage .....	368
	DEFINE WINDOW Syntax Description .....	369
	Protection of Input Fields in a Window .....	373
	Invoking Different Windows .....	373
	DEFINE WINDOW Example .....	373
58	DEFINE WORK FILE .....	375
	DEFINE WORK FILE Usage .....	376
	DEFINE WORK FILE Syntax Description .....	376
VIII	.....	381
59	DELETE .....	383



---

DELETE Usage .....	384
DELETE Restriction .....	384
DELETE Syntax Description .....	384
DELETE Database-Specific Considerations .....	385
DELETE Examples .....	385
60 DELETE (SQL) .....	387
DELETE (SQL) Usage .....	388
Syntax 1 - Searched DELETE .....	388
Syntax 2 - Positioned DELETE .....	389
61 DISPLAY .....	391
DISPLAY Usage .....	392
DISPLAY Syntax Description .....	392
Defaults Applicable for a DISPLAY Statement .....	404
DISPLAY Examples .....	405
62 DIVIDE .....	413
DIVIDE Usage .....	414
Syntax 1 - DIVIDE Statement without GIVING Clause .....	414
Syntax 2 - DIVIDE Statement with GIVING Clause .....	415
Syntax 3 - DIVIDE Statement with REMAINDER Clause .....	416
Example .....	417
63 DO/DOEND .....	419
DO/DOEND Usage .....	420
DO/DOEND Restrictions .....	420
DO/DOEND Example .....	421
64 EJECT .....	423
EJECT Usage .....	424
EJECT Syntax Description .....	424
Processing .....	426
EJECT Example .....	426
65 END .....	429
END Usage .....	430
END Syntax Description .....	430
END Examples .....	431
66 END TRANSACTION .....	433
END TRANSACTION Usage .....	434
END TRANSACTION Restrictions .....	434
END TRANSACTION Syntax Description .....	435
Databases Affected .....	435
END TRANSACTION Database-Specific Considerations .....	436
END TRANSACTION Examples .....	436
67 ESCAPE .....	439
ESCAPE Usage .....	440
ESCAPE Syntax Description .....	441
ESCAPE Example .....	442
68 EXAMINE .....	445

	Syntax 1 - EXAMINE .....	446
	Syntax 2 - EXAMINE TRANSLATE .....	455
	Syntax 3 - EXAMINE for Unicode Graphemes .....	456
	EXAMINE Examples .....	459
69	EXPAND .....	467
	EXPAND Usage .....	468
	EXPAND Syntax Description .....	468
IX	.....	473
70	FETCH .....	475
	FETCH Usage .....	476
	FETCH Syntax Description .....	476
	FETCH Example .....	478
71	FIND .....	481
	FIND Usage .....	482
	FIND Restrictions .....	484
	Syntax 1 - FIND Statement with Processing Loop .....	484
	Syntax 2 - FIND Statement without Processing Loop .....	484
	Syntax Description .....	485
	FIND Examples .....	507
72	FOR .....	519
	FOR Usage .....	520
	FOR Syntax Description .....	520
	FOR Example .....	522
73	FORMAT .....	525
	FORMAT Usage .....	526
	FORMAT Syntax Description .....	526
	Applicable Parameters for FORMAT .....	527
	FORMAT Example .....	528
74	GET .....	531
	GET Usage .....	532
	GET Restrictions .....	533
	GET Syntax Description .....	533
	GET Example .....	534
75	GET SAME .....	537
	GET SAME Usage .....	538
	GET SAME Restrictions .....	538
	GET SAME Syntax Description .....	538
	GET SAME Example .....	539
76	GET TRANSACTION DATA .....	541
	GET TRANSACTION DATA Usage .....	542
	Restriction .....	542
	GET TRANSACTION DATA Syntax Description .....	543
	GET TRANSACTION DATA Example .....	543
77	HISTOGRAM .....	545
	HISTOGRAM Usage .....	546

---

HISTOGRAM Restrictions .....	547
HISTOGRAM Syntax Description .....	547
System Variables Available with HISTOGRAM .....	552
HISTOGRAM Examples .....	553
78 IF .....	559
IF Usage .....	560
IF Syntax Description .....	560
IF Example .....	561
79 IF SELECTION .....	563
IF SELECTION Usage .....	564
IF SELECTION Syntax Description .....	564
IF SELECTION Example .....	566
80 IGNORE .....	567
IGNORE Usage .....	568
IGNORE Example .....	568
81 INCLUDE .....	569
INCLUDE Usage .....	570
INCLUDE Syntax Description .....	570
INCLUDE Examples .....	571
X INPUT .....	577
82 INPUT Syntax 1 - Dynamic Screen Layout Specification .....	583
INPUT Syntax 1 - Description .....	584
Examples - INPUT Syntax 1 .....	593
83 INPUT Syntax 2 - Using Predefined Map Layout .....	597
INPUT USING MAP without Parameter List .....	598
INPUT Fields Defined in the Program .....	599
INPUT Syntax 2 - Description .....	599
Using the INPUT Statement in Non-Screen Modes .....	600
Processing Data from the Natural Stack .....	603
Using the INPUT Statement in Batch Mode .....	603
XI .....	605
84 INSERT (SQL) .....	607
INSERT Usage .....	608
INSERT Syntax Description .....	608
85 INTERFACE .....	613
INTERFACE Usage .....	614
INTERFACE Syntax Description .....	615
86 LIMIT .....	621
LIMIT Usage .....	622
LIMIT Syntax Description .....	623
LIMIT Examples .....	623
87 LOOP .....	625
LOOP Usage .....	626
LOOP Restriction .....	626
LOOP Syntax Description .....	627

LOOP Examples .....	627
88 METHOD .....	629
METHOD Usage .....	630
METHOD Syntax Description .....	630
METHOD Example .....	631
89 MOVE .....	635
MOVE Usage .....	636
Syntax 1 - MOVE .....	636
Syntax 2 - MOVE SUBSTRING .....	638
Syntax 3 - MOVE BY NAME / POSITION .....	640
Syntax 4 - MOVE EDITED (Edit Mask Specified with operand2) .....	641
Syntax 5 - MOVE EDITED (Edit Mask Specified with operand1) .....	642
Syntax 6 - MOVE LEFT / RIGHT JUSTIFIED .....	643
Syntax 7 - MOVE NORMALIZED .....	644
Syntax 8 - MOVE ENCODED .....	646
Syntax 9 - MOVE ALL .....	648
MOVE Examples .....	651
90 MOVE INDEXED .....	657
91 MULTIPLY .....	659
MULTIPLY Usage .....	660
Syntax 1 - MULTIPLY Statement without GIVING Clause .....	660
Syntax 2 - MULTIPLY Statement with GIVING Clause .....	661
Example .....	662
92 NEWPAGE .....	665
NEWPAGE Usage .....	666
NEWPAGE Syntax Description .....	666
NEWPAGE Example .....	667
93 OBTAIN .....	671
OBTAIN Usage .....	672
OBTAIN Restriction .....	672
OBTAIN Syntax Description .....	673
OBTAIN Examples .....	677
94 ON ERROR .....	679
ON ERROR Usage .....	680
ON ERROR Restriction .....	680
ON ERROR Syntax Description .....	681
ON ERROR Processing within Objects on Different Levels .....	681
ON ERROR System Variables .....	682
ON ERROR Example .....	682
95 OPEN CONVERSATION .....	685
OPEN CONVERSATION Usage .....	686
OPEN CONVERSATION Syntax Description .....	686
Further Information and OPEN CONVERSATION Examples .....	687
96 OPEN DIALOG .....	689
OPEN DIALOG Usage .....	690

---

	OPEN DIALOG Syntax Description .....	690
97	OPTIONS .....	693
	OPTIONS Usage .....	694
	Processing of Multiple OPTIONS Statements .....	694
XII	.....	695
98	PARSE JSON .....	697
	PARSE JSON Usage .....	698
	PARSE JSON Syntax Description .....	699
	PARSE JSON Examples .....	702
	PARSE JSON: Reason Codes for Error Message NAT8331 .....	707
99	PARSE XML .....	709
	PARSE XML Usage .....	710
	PARSE XML Syntax Description .....	711
	PARSE XML Examples .....	715
	PARSE XML: Reason Codes for Error Message NAT8311 .....	720
100	PASSW .....	725
	PASSW Usage .....	726
	PASSW Syntax Description .....	726
101	PERFORM .....	729
	PERFORM Usage .....	730
	PERFORM Syntax Description .....	730
	PERFORM Examples .....	733
102	PERFORM BREAK PROCESSING .....	737
	PERFORM BREAK PROCESSING Usage .....	738
	PERFORM BREAK PROCESSING Syntax Description .....	738
	PERFORM BREAK PROCESSING Example .....	739
103	PRINT .....	741
	PRINT Usage .....	742
	PRINT Syntax Description .....	743
	PRINT Example .....	748
104	PROCESS .....	751
	PROCESS Usage .....	752
	PROCESS Restriction .....	752
	PROCESS Syntax Description .....	752
105	PROCESS COMMAND .....	755
	PROCESS COMMAND Usage .....	757
	PROCESS COMMAND Syntax Description .....	758
	PROCESS COMMAND Examples .....	768
106	PROCESS GUI .....	771
	PROCESS GUI Usage .....	772
	PROCESS GUI Syntax Description .....	772
107	PROCESS PAGE .....	775
	PROCESS PAGE Usage .....	776
	Syntax 1 - PROCESS PAGE .....	776
	Syntax 2 - PROCESS PAGE USING .....	779

	Syntax 3 - PROCESS PAGE UPDATE .....	782
	Syntax 4 - PROCESS PAGE MODAL .....	785
	PROCESS PAGE Examples .....	787
108	PROCESS REPORTER .....	789
	PROCESS REPORTER Usage .....	790
	PROCESS REPORTER Syntax Description .....	791
	PROCESS REPORTER Examples .....	796
109	PROCESS SQL (SQL) .....	799
	PROCESS SQL Usage .....	800
	PROCESS SQL Syntax Description .....	800
	Entire Access Options .....	801
	PROCESS SQL Examples .....	802
110	PROPERTY .....	803
	PROPERTY Usage .....	804
	PROPERTY Syntax Description .....	804
	PROPERTY Example .....	805
XIII	.....	807
111	READ .....	809
	READ Usage .....	810
	READ Syntax Description .....	811
	System Variables Available with READ .....	823
	READ Examples .....	823
112	READ RESULT SET (SQL) .....	833
	READ RESULT SET Usage .....	834
	READ RESULT SET Syntax Description .....	834
113	READ WORK FILE .....	837
	READ WORK FILE Usage .....	838
	Syntax 1 - READ WORK FILE with Processing Loop .....	838
	Syntax 2 - READ WORK FILE without Processing Loop .....	839
	READ WORK FILE Syntax Description .....	839
	Field Lengths .....	842
	Variable Index Range .....	843
	Handling of Large and Dynamic Variables .....	843
	Handling of X-Arrays .....	844
	READ WORK FILE Examples .....	845
114	READLOB .....	851
	READLOB Usage .....	852
	READLOB Restrictions .....	852
	READLOB Syntax Description .....	853
	System Variables Available with READLOB .....	855
	READLOB Functional Considerations .....	856
	READLOB Examples .....	856
115	REDEFINE .....	859
	REDEFINE Usage .....	860
	REDEFINE Restriction .....	860

---

REDEFINE Syntax Description .....	860
REDEFINE Examples .....	861
116 REDUCE .....	863
REDUCE Usage .....	864
REDUCE Syntax Description .....	864
117 REINPUT .....	869
REINPUT Usage .....	870
REINPUT Syntax Description .....	871
REINPUT Examples .....	877
118 REJECT .....	881
119 RELEASE .....	883
RELEASE Usage .....	884
RELEASE Syntax Description .....	884
RELEASE Example .....	885
120 REPEAT .....	887
REPEAT Usage .....	888
REPEAT Syntax Description .....	888
REPEAT Examples .....	889
121 REQUEST DOCUMENT .....	893
REQUEST DOCUMENT Usage .....	894
REQUEST DOCUMENT Syntax Description .....	895
Automatically Generated Headers .....	900
URL Encoding for Special Characters .....	901
HTTP Responses Redirected and Denied .....	903
REQUEST DOCUMENT Examples .....	904
122 RESET .....	907
RESET Usage .....	908
RESET Syntax Description .....	908
RESET Example .....	909
123 RESIZE .....	911
RESIZE Usage .....	912
RESIZE Syntax Description .....	912
124 ROLLBACK (SQL) .....	917
ROLLBACK Usage .....	918
Consideration for Non-Natural Programs .....	918
ROLLBACK Example .....	918
125 RETRY .....	919
RETRY Usage .....	920
RETRY Restrictions .....	920
RETRY Example .....	920
126 RUN .....	923
RUN Usage .....	924
RUN Syntax Description .....	924
Dynamic Source Text Creation/Execution .....	925
RUN Example .....	926

XIV .....	929
127 SELECT (SQL) .....	931
SELECT Usage .....	932
Syntax 1 - Cursor-Oriented Selection .....	932
Syntax 2 - Non-Cursor Selection .....	933
SELECT Syntax Element Description .....	934
Join Queries .....	946
128 SEND EVENT .....	947
SEND EVENT Usage .....	948
SEND EVENT Syntax Description .....	948
129 SEND METHOD .....	951
SEND METHOD Usage .....	952
SEND METHOD Syntax Description .....	952
SEND METHOD Example .....	955
130 SEPARATE .....	963
SEPARATE Usage .....	964
SEPARATE Syntax Description .....	964
Rules and Operational Considerations .....	967
SEPARATE Examples .....	970
131 SET CONTROL .....	977
SET CONTROL Usage .....	978
SET CONTROL Syntax Description .....	978
SET CONTROL Examples .....	978
132 SET GLOBALS .....	981
SET GLOBALS Usage .....	982
SET GLOBALS Syntax Description .....	982
SET GLOBALS Parameters .....	983
SET GLOBALS Example .....	984
133 SET KEY .....	985
SET KEY Usage .....	986
SET KEY Syntax Description .....	986
Making Keys Program-Sensitive and Deactivating Keys .....	987
Assigning Commands/Programs .....	989
Assigning Input DATA .....	989
COMMAND OFF/ON .....	990
Assigning HELP .....	990
DYNAMIC Option .....	991
DISABLED Option .....	991
SET KEY Statements on Different Program Levels .....	992
Assigning Names .....	994
SET KEY Example .....	995
134 SET TIME .....	997
SET TIME Usage .....	998
SET TIME Example .....	998
135 SET WINDOW .....	1001



---

	SET WINDOW Usage .....	1002
	SET WINDOW Syntax Description .....	1002
	SET WINDOW Example .....	1002
136	SKIP .....	1003
	SKIP Usage .....	1004
	SKIP Syntax Description .....	1004
	SKIP Example .....	1005
137	SORT .....	1007
	SORT Usage .....	1008
	SORT Restrictions .....	1009
	SORT Syntax Description .....	1009
	Three-Phase SORT Processing .....	1012
	SORT Example .....	1013
138	STACK .....	1019
	STACK Usage .....	1020
	STACK Syntax Description .....	1020
	STACK Example .....	1023
139	STOP .....	1025
	STOP Usage .....	1026
	STOP Example .....	1026
XV	.....	1029
140	STORE .....	1031
	STORE Usage .....	1032
	Database-Specific Considerations .....	1033
	STORE Syntax Description .....	1033
	STORE Examples .....	1035
141	SUBTRACT .....	1039
	SUBTRACT Usage .....	1040
	Syntax 1 - SUBTRACT Statement without GIVING Clause .....	1040
	Syntax 2 - SUBTRACT Statement with GIVING Clause .....	1041
	SUBTRACT Example .....	1042
142	SUSPEND IDENTICAL SUPPRESS .....	1043
	SUSPEND IDENTICAL SUPPRESS Usage .....	1044
	SUSPEND IDENTICAL SUPPRESS Syntax Description .....	1044
	SUSPEND IDENTICAL SUPPRESS Examples .....	1044
143	TERMINATE .....	1049
	TERMINATE Usage .....	1050
	TERMINATE Syntax Description .....	1050
	Program Receiving Control after Termination .....	1051
	TERMINATE Example .....	1051
144	UPDATE .....	1053
	UPDATE Usage .....	1054
	UPDATE Restrictions .....	1055
	Database-Specific Considerations .....	1055
	UPDATE Syntax Description .....	1055

UPDATE Example .....	1056
145 UPDATE (SQL) .....	1059
UPDATE Usage .....	1060
Syntax 1 - Searched UPDATE .....	1060
Syntax 2 - Positioned UPDATE .....	1062
UPDATE Examples .....	1063
146 UPDATELOB .....	1065
UPDATELOB Usage .....	1066
UPDATELOB Restrictions .....	1066
UPDATELOB Syntax Description .....	1067
System Variable Available with UPDATELOB .....	1068
UPDATELOB Functional Considerations .....	1069
UPDATELOB Examples .....	1069
147 WRITE .....	1073
WRITE Usage .....	1074
Syntax 1 - Dynamic Formatting .....	1074
Syntax 2 - Using Predefined Form/Map .....	1082
WRITE Examples .....	1083
148 WRITE TITLE .....	1089
WRITE TITLE Usage .....	1090
WRITE TITLE Restrictions .....	1091
WRITE TITLE Syntax Description .....	1091
WRITE TITLE Example .....	1095
149 WRITE TRAILER .....	1097
WRITE TRAILER Usage .....	1098
WRITE TRAILER Restrictions .....	1099
WRITE TRAILER Syntax Description .....	1099
WRITE TRAILER Example .....	1103
150 WRITE WORK FILE .....	1105
WRITE WORK FILE Usage .....	1106
WRITE WORK FILE Syntax Description .....	1106
External Representation of Fields .....	1109
Handling of Large and Dynamic Variables .....	1110
WRITE WORK FILE Examples .....	1111

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## Preface

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This document describes native Natural programming language (DML) statements and Natural SQL statements. It is organized under the following headings:

<b>Statements Grouped by Function</b>	Provides an overview of the Natural statements ordered by functional groups.
<b>Syntax Symbols and Operand Definition Tables</b>	Information on the symbols that are used within the diagrams that describe the syntax of Natural statements and on operand definition tables.
<b>Using Natural SQL Statements</b>	Describes rules specific to using Natural SQL statements.
<b>Referenced Example Programs</b>	Contains additional example programs that are referenced in the <i>Statements</i> and <i>System Variables</i> documentation.

### Related Topics:

See also the *Programming Guide* for statement usage related topics such as: *User-Defined Variables* | *Dynamic and Large Variables* | *User-Defined Constants* | *Report Specification* | *Text Notation* | *User Comments* | *Rules for Arithmetic Assignment* | *Logical Condition Criteria* | *Function Call*

### Statements in Alphabetical Order:

A - C	D - F	G - O	P - R	S - Z
ACCEPT/REJECT	DECIDE FOR	GET	PARSE JSON	SELECT (SQL)
ADD	DECIDE ON	GET SAME	PARSE XML	SEND EVENT
ASSIGN	DEFINE CLASS	GET	PASSW	SEND METHOD
AT BREAK	DEFINE DATA	TRANSACTION	PERFORM	SEPARATE
AT END OF DATA	DEFINE FUNCTION	DATA	PERFORM BREAK	SET CONTROL
AT END OF PAGE	DEFINE PRINTER	HISTOGRAM	PROCESSING	SET GLOBALS
AT START OF DATA	DEFINE PROTOTYPE	IF	PRINT	SET KEY
AT TOP OF PAGE	DEFINE	IF SELECTION	PROCESS	SET TIME
BACKOUT	SUBROUTINE	IGNORE	PROCESS COMMAND	SET WINDOW
TRANSACTION	DEFINE WINDOW	INCLUDE	PROCESS GUI	SKIP
BEFORE BREAK	DEFINE WORK FILE	INPUT	PROCESS PAGE	SORT
PROCESSING	DELETE	INSERT (SQL)	PROCESS SQL (SQL)	STACK
CALL	DELETE (SQL)	INTERFACE	PROCESS REPORTER	STOP
CALL FILE	DISPLAY	LIMIT	PROPERTY	STORE
CALL LOOP	DIVIDE	LOOP	READ	SUBTRACT
CALLDBPROC (SQL)	DO/DOEND	METHOD	READ RESULT SET	SUSPEND
CALLNAT	EJECT	MOVE	(SQL)	IDENTICAL
CLOSE	END	MOVE INDEXED	READ WORK FILE	SUPPRESS
CONVERSATION	END TRANSACTION	MULTIPLY	READLOB	TERMINATE
CLOSE DIALOG	ESCAPE	NEWPAGE	REDEFINE	UPDATE
CLOSE DIALOG	EXAMINE	OBTAIN	REDUCE	UPDATE (SQL)

A - C	D - F	G - O	P - R	S - Z
CLOSE PRINTER CLOSE WORK FILE COMMIT (SQL) COMPRESS COMPUTE CREATE OBJECT	EXPAND FETCH FIND FOR FORMAT	ON ERROR OPEN CONVERSATION OPEN DIALOG OPTIONS	REINPUT REJECT RELEASE REPEAT REQUEST DOCUMENT RESET RESIZE RETRY ROLLBACK (SQL) RUN	UPDATELOB WRITE WRITE TITLE WRITE TRAILER WRITE WORK FILE

# 1 About this Documentation

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▪ Document Conventions .....	2
▪ Online Information and Support .....	2
▪ Data Protection .....	3

## Document Conventions

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Convention	Description
<b>Bold</b>	Identifies elements on a screen.
Monospace font	Identifies service names and locations in the format <i>folder.subfolder.service</i> , APIs, Java classes, methods, properties.
<i>Italic</i>	Identifies:  Variables for which you must supply values specific to your own situation or environment. New terms the first time they occur in the text. References to other documentation sources.
Monospace font	Identifies:  Text you must type in. Messages displayed by the system. Program code.
{ }	Indicates a set of choices from which you must choose one. Type only the information inside the curly braces. Do not type the { } symbols.
	Separates two mutually exclusive choices in a syntax line. Type one of these choices. Do not type the   symbol.
[ ]	Indicates one or more options. Type only the information inside the square brackets. Do not type the [ ] symbols.
...	Indicates that you can type multiple options of the same type. Type only the information. Do not type the ellipsis (...).

## Online Information and Support

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### Product Training

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### Tech Community

You can collaborate with Software GmbH experts on our Tech Community website at <https://tech-community.softwareag.com>. From here you can, for example:

- Browse through our vast knowledge base.
- Ask questions and find answers in our discussion forums.
- Get the latest Software GmbH news and announcements.
- Explore our communities.
- Go to our public GitHub and Docker repositories at <https://github.com/softwareag> and <https://hub.docker.com/publishers/softwareag> and discover additional Software GmbH resources.

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- Download products, updates and fixes.
- Search the Knowledge Center for technical information and tips.
- Subscribe to early warnings and critical alerts.
- Open and update support incidents.
- Add product feature requests.

## Data Protection

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Software AG products provide functionality with respect to processing of personal data according to the EU General Data Protection Regulation (GDPR). Where applicable, appropriate steps are documented in the respective administration documentation.

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# I

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■ 2 Statements Grouped by Function .....	7
■ 3 Syntax Symbols and Operand Definition Tables .....	17

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## 2 Statements Grouped by Function

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▪ Database Access and Update .....	8
▪ Arithmetic and Data Movement Operations .....	9
▪ Loop Execution .....	10
▪ Creation of Output Reports .....	10
▪ Screen Generation for Interactive Processing .....	11
▪ Processing of Logical Conditions .....	11
▪ Invoking Programs and Routines .....	12
▪ Functions .....	12
▪ Program and Session Termination .....	12
▪ Control of Work Files .....	13
▪ Component Based Programming .....	13
▪ Event-Driven Programming .....	13
▪ Memory Management Control for Dynamic Variables or X-Arrays .....	14
▪ Natural Remote Procedure Call .....	14
▪ Internet and Parsing .....	14
▪ Miscellaneous .....	15
▪ Reporting Mode Statements .....	15



**Notes:**

1. Certain statements can be used both in structured mode and in reporting mode, while others can be used in reporting mode only. See *Natural Programming Modes* in the *Programming Guide*.
2. The statements `DLOGOFF`, `DLOGON`, `SHOW`, `IMPORT` and `EXPORT` are only available when Entire DB is installed. For a description, see the *Entire DB* documentation.

## Database Access and Update

---

The following types of statements are available:

- [Natural DML Statements](#)
- [Natural SQL Statements](#)

### Natural DML Statements

The following Natural data manipulation language (DML) statements are used to access and manipulate information contained in a database.

<code>READ</code>	Reads a database file in physical or logical sequence of records.
<code>FIND</code>	Selects records from a database file based on user-specified criteria.
<code>HISTOGRAM</code>	Reads the values of a database field.
<code>GET</code>	Reads a record with a given ISN (internal sequence number) or RNO (record number).
<code>GET SAME</code>	Re-reads the record currently being processed.
<code>ACCEPT/REJECT</code>	Accepts/reject records based on user-specified criteria.
<code>PASSW</code>	Provides password for access to a password-protected file.
<code>LIMIT</code>	Limits the number of executions of a <code>READ</code> , <code>FIND</code> or <code>HISTOGRAM</code> processing loop.
<code>STORE</code>	Adds a new record to the database.
<code>UPDATE</code>	Updates a record in the database.
<code>DELETE</code>	Deletes a record from the database.
<code>END TRANSACTION</code>	Indicates the end of a logical transaction.
<code>BACKOUT TRANSACTION</code>	Backs out a partially completed logical transaction.
<code>GET TRANSACTION DATA</code>	Reads transaction data stored with a previous <code>END TRANSACTION</code> statement.
<code>RETRY</code>	Attempts to re-read a record which is in hold status for another user.
<code>AT START OF DATA</code>	Specifies statements to be performed when the first of a set of records is processed in a processing loop.

AT END OF DATA	Specifies statements to be performed after the last of a set of records has been processed in a processing loop.
AT BREAK	Specifies statements to be performed when the value of a control field changes (break processing).
BEFORE BREAK PROCESSING	Specifies statements to be performed before performing break processing.
PERFORM BREAK PROCESSING	Immediately invokes break processing.

## Natural SQL Statements

In addition to the Natural DML statements, Natural also provides SQL statements for use in Natural programs that manipulate data on an SQL database.

The following Natural SQL statements are available:

CALLDBPROC	Invokes a stored procedure of the SQL database system to which Natural is connected.
COMMIT	Indicates the end of a logical transaction and releases all data locked during the transaction. All data modifications are committed and made permanent.
DELETE	Deletes either rows in a table without using a cursor (“ <b>searched</b> ” DELETE) or rows in a table to which a cursor is positioned (“ <b>positioned</b> ” DELETE).
INSERT	Adds one or more new rows to a table.
PROCESS SQL	Issues SQL statements to the underlying database.
READ RESULT SET	Reads a result set which was created by a stored procedure that was invoked by a previous CALLDBPROC statement.
ROLLBACK	Undoes all database modifications made since the beginning of the last recovery unit.
SELECT	Supports both the <b>cursor-oriented selection</b> that is used to retrieve an arbitrary number of rows and the <b>non-cursor selection</b> (singleton SELECT) that retrieves at most one single row.
UPDATE	Performs an update operation on either rows in a table without using a cursor (“ <b>searched</b> ” UPDATE) or columns in a row to which a cursor is positioned (“ <b>positioned</b> ” UPDATE).

## Arithmetic and Data Movement Operations

The following statements are used for arithmetic and data movement operations:

COMPUTE	Performs arithmetic operations or assigns values to fields.
ADD	Adds two or more operands.
SUBTRACT	Subtracts one or more operands from another operand.
MULTIPLY	Multiplies two or more operands.
DIVIDE	Divides one operand into another.
EXAMINE TRANSLATE	Translates the characters contained in a field into upper-case or lower-case, or into other characters.
MOVE	Moves the value of an operand to one or more fields.
MOVE ALL	Moves multiple occurrences of a value to another field.
COMPRESS	Concatenates the value of two or more fields into a single field.
SEPARATE	Separates the content of a field into two or more fields.
EXAMINE	Scans a field for a specific value and replaces it, and/or counts how often it occurs.
RESET	Sets the value of a field to zero (if numeric) or blank (if alphanumeric), or to its initial value.

## Loop Execution

---

The following statements are related to the execution of processing loops:

ESCAPE	Stops the execution of a processing loop.
FOR	Initiates a processing loop and controls the number of times the loop is to be processed.
REPEAT	Initiates a processing loop (and terminates it based on a specified condition).
SORT	Sorts records.

## Creation of Output Reports

---

The following statements are used for the creation of output reports:

FORMAT	Specifies output parameter settings.
DISPLAY	Specifies fields to be output in column form.
WRITE / PRINT	Specifies fields to be output in non-column form.
WRITE TITLE	Specifies text to be output at the top of each page of a report.
WRITE TRAILER	Specifies text to be output at the bottom of each page of a report.
AT TOP OF PAGE	Specifies processing to be performed when a new output page is started.
AT END OF PAGE	Specifies processing to be performed when the end of an output page is reached.

SKIP	Generates one or more blank lines in a report.
EJECT	Causes a page advance without titles or headings.
NEWPAGE	Causes a page advance with titles and headings.
SUSPEND IDENTICAL SUPPRESS	Suspends identical suppression for a single record.
DEFINE PRINTER	Allocates a report to a logical output destination.
CLOSE PRINTER	Closes a printer.

## Screen Generation for Interactive Processing

The following statements are used to create data screens (maps) for the purpose of interactive processing of data:

INPUT	Creates a formatted screen (map) for data display/ entry.
REINPUT	Re-executes an INPUT statement (if invalid data were entered in response to the previous INPUT statement).
DEFINE WINDOW	Specifies the size, position and attributes of a window.
SET WINDOW	Activates and de-activates a window.
PROCESS PAGE	Creates a data mapping to a web rich GUI screen.
PROCESS PAGE USING	Performs rich GUI I/O processing using an adapter object generated from a page layout.
PROCESS PAGE UPDATE	Re-executes a PROCESS PAGE statement.
PROCESS PAGE MODAL	Initiates a processing block and controls the lifetime of a rich GUI window.

## Processing of Logical Conditions

The following statements are used to control the execution of statements based on conditions detected during the execution of a Natural program:

IF	Performs statements depending on a logical condition.
IF SELECTION	Verifies that in a sequence of alphanumeric fields one and only one contains a value.
DECIDE FOR	Performs statements depending on logical conditions.
DECIDE ON	Performs statements depending on the contents of a variable.

## Invoking Programs and Routines

---

The following statements are used in conjunction with the execution of programs and routines:

CALL	Invokes a non-Natural program from a Natural program.
CALLNAT	Invokes a Natural subprogram.
CALL FILE	Invokes a non-Natural program to read a record from a non-Adabas file.
CALL LOOP	Generates a processing loop containing a call to a non-Natural program.
DEFINE SUBROUTINE	Defines a Natural subroutine.
ESCAPE	Stops the execution of a routine.
FETCH	Invokes a Natural program.
PERFORM	Invokes a Natural subroutine.
PROCESS COMMAND	Invokes a command processor.
RUN	Compiles and executes a source program.

## Functions

---

The following Natural statements are used to create functions:

DEFINE FUNCTION	Creates functions which can be called instead of operands in Natural statements. Functions are defined in Natural objects of type function.
DEFINE PROTOTYPE	Specifies the properties to be used for a function call.
Function Call	Used to call Natural objects of type function.

## Program and Session Termination

---

The following Natural statements are used to terminate the execution of an application or to terminate the Natural session.

STOP	Terminates the execution of an application.
TERMINATE	Terminates the Natural session.



## Control of Work Files

---

The following Natural statements are used to read/write data to a physical sequential (non-Adabas) work file:

<code>WRITE WORK FILE</code>	Writes data to a work file.
<code>READ WORK FILE</code>	Reads data from a work file.
<code>CLOSE WORK FILE</code>	Closes a work file.
<code>DEFINE WORK FILE</code>	Assigns a file name to a work file.

## Component Based Programming

---

The following Natural statements are used in conjunction with component based programming:

<code>DEFINE CLASS</code>	Specifies a class from within a Natural class module.
<code>CREATE OBJECT</code>	Creates an object (also known as an instance) of a given class.
<code>SEND METHOD</code>	Invokes a method of an object.
<code>INTERFACE</code>	Defines an interface (a collection of methods and properties) for a certain feature of a class.
<code>METHOD</code>	Assigns a subprogram as the implementation of a method, outside an interface definition.
<code>PROPERTY</code>	Assigns an object data variable as the implementation to a property, outside an interface definition.

## Event-Driven Programming

---

The following Natural statements are used for event-driven programming:

<code>OPEN DIALOG</code>	Opens a dialog.
<code>CLOSE DIALOG</code>	Closes a dialog.
<code>SEND EVENT</code>	Triggers a user-defined event.
<code>PROCESS GUI</code>	Performs a standard procedure in an event-driven application.

## Memory Management Control for Dynamic Variables or X-Arrays

---

<code>EXPAND</code>	Expands the allocated memory of dynamic variables to a given size or expands the number of occurrences of X-arrays.
<code>REDUCE</code>	Reduces the size of a dynamic variable or the number of occurrences of X-arrays.
<code>RESIZE</code>	Adjusts the size of a dynamic variable or the number of occurrences of X-arrays.

## Natural Remote Procedure Call

---

<code>OPEN CONVERSATION</code>	Allows the RPC Client to open a conversation and specify the remote subprograms to be included in the conversation.
<code>CLOSE CONVERSATION</code>	Allows the client to close conversations. You can close the current conversation, another open conversation, or all open conversations.
<code>DEFINE DATA CONTEXT</code>	Defines variables known as context variables, which are meant to be available to multiple remote subprograms within one conversation, without having to explicitly pass the variables as parameters with the corresponding <code>CALLNAT</code> statements.

See also the section *Natural Statements Involved in the Natural RPC (Remote Procedure Call)* documentation.

## Internet and Parsing

---

<code>PARSE JSON</code>	Allows you to parse JSON documents from a Natural program.
<code>PARSE XML</code>	Allows you to parse XML documents from a Natural program.
<code>REQUEST DOCUMENT</code>	Allows you to access an external system.

## Miscellaneous

DEFINE DATA	Defines the data elements which are to be used in a Natural program or routine.
END	Indicates the end of the source code of a Natural program or routine.
INCLUDE	Incorporates Natural copycode at compilation.
ON ERROR	Intercepts runtime errors which would otherwise result in a Natural error message, followed by the termination of the Natural program.
PROCESS REPORTER	Enables communication with the Natural reporter from within a program, instructing the reporter to perform a particular action.
RELEASE	Deletes the contents of the Natural stack; releases sets of ISN sets retained via a FIND statement; releases Natural global variables.
SET CONTROL	Performs a Natural terminal command from within a Natural program.
SET KEY	Assigns functions to terminal keys.
SET GLOBALS	Sets values for session parameters.
SET TIME	Establishes a point-in-time reference for a *TIMD system variable.
STACK	Places data and/or commands into the Natural stack.

## Reporting Mode Statements

The following statements are for reporting mode only:

LOOP	Closes a processing loop.
DO/DOEND	Specify a group of statements to be executed based on a logical condition.
OBTAIN	Causes one or more fields to be read from a file.
REDEFINE	Redefines a field.

The following statements can be used both in structured mode and in reporting mode, however, the statement structure and, with some of them, the functionality is different:

AT START OF DATA	Specifies statements to be performed when the first of a set of records is processed in a processing loop.
AT END OF DATA	Specifies statements to be performed after the last of a set of records has been processed in a processing loop.
AT BREAK	Specifies statements to be performed when the value of a control field changes (break processing).
AT TOP OF PAGE	Specifies processing to be performed when a new output page is started.

## Statements Grouped by Function

---

AT END OF PAGE	Specifies processing to be performed when the end of an output page is reached.
BEFORE BREAK PROCESSING	Specifies statements to be performed before performing break processing.
CALL LOOP	Generates a processing loop containing a call to a non-Natural program.
CALL FILE	Invokes a non-Natural program to read a record from a non-Adabas file.
COMPUTE	Performs arithmetic operations or assigns values to fields.
DEFINE SUBROUTINE	Defines a Natural subroutine.
ESCAPE	Stops the execution of a processing loop.
FIND	Selects records from a database file based on user-specified criteria.
GET SAME	Re-reads the record currently being processed.
HISTOGRAM	Reads the values of a database field.
IF	Performs statements depending on a logical condition.
IF SELECTION	Verifies that in a sequence of alphanumeric fields one and only one contains a value.
ON ERROR	Intercepts runtime errors which would otherwise result in a Natural error message, followed by the termination of the Natural program.
READ	Reads a database file in physical or logical sequence of records.
READ WORK FILE	Reads data from a work file.
REPEAT	Initiates a processing loop (and terminates it based on a specified condition).
SORT	Sorts records.
STORE	Adds a new record to the database.
UPDATE	Updates a record in the database.

# 3 Syntax Symbols and Operand Definition Tables

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- Syntax Symbols ..... 18
- Operand Definition Table ..... 19

## Syntax Symbols

The following symbols are used within the diagrams that describe the syntax of Natural statements:

Syntax Symbol	Description
ABCDEF	Upper-case non-italic letters indicate that the term is either a Natural keyword or a Natural reserved word that must be entered exactly as specified.
<u>ABCDEF</u>	If an optional term in upper-case letters is completely underlined (not a hyperlink!), this indicates that the term is the default value. If you omit the term, the underlined value applies.
<u>ABC</u> DEF	If a term in upper-case letters is partially underlined (not a hyperlink!), this indicates that the underlined portion is an acceptable abbreviation of the term.
<i>abcdef</i>	Letters in italics are used to represent variable information. You must supply a valid value when specifying this term.  <b>Note:</b> In place of <i>statement</i> or <i>statements</i> , you must supply one or several suitable statements, depending on the situation. If you do not want to supply a specific statement, you may insert the <a href="#">IGNORE</a> statement.
[ ]	Elements contained within square brackets are optional.  If the square brackets contain several lines stacked one above the other, each line is an optional alternative. You may choose at most one of the alternatives.
{ }	If the braces contain several lines stacked one above the other, each line is an alternative. You must choose exactly one of the alternatives.
	The vertical bar separates alternatives.
...	A term preceding an ellipsis may optionally be repeated. A number after the ellipsis indicates how many times the term may be repeated.  If the term preceding the ellipsis is an expression enclosed in square brackets or braces, the ellipsis applies to the entire bracketed expression.
, ...	A term preceding a comma-ellipsis may optionally be repeated; if it is repeated, the repetitions must be separated by commas. A number after the comma-ellipsis indicates how many times the term may be repeated.  If the term preceding the comma-ellipsis is an expression enclosed in square brackets or braces, the comma-ellipsis applies to the entire bracketed expression.
: ...	A term preceding a colon-ellipsis may optionally be repeated; if it is repeated, the repetitions must be separated by colons. A number after the colon-ellipsis indicates how many times the term may be repeated.  If the term preceding the colon-ellipsis is an expression enclosed in square brackets or braces, the colon-ellipsis applies to the entire bracketed expression.

Syntax Symbol	Description
Other symbols (except [ ] { }   ... ,... :...)	All other symbols except those defined in this table must be entered exactly as specified. <i>Exception:</i> The SQL scalar concatenation operator is represented by two vertical bars that must be entered literally as they appear in the syntax definition.

**Example:**

```
WRITE [USING] { FORM  
                MAP } operand1 [operand2 ... ]
```

- WRITE, USING, MAP and FORM are Natural keywords which you must enter as specified.
- operand1 and operand2 are user-supplied variables for which you specify the names of the objects you wish to deal with.
- The braces indicate that you must choose whether to specify either FORM or MAP; however, you must specify one of the two.
- The square brackets indicate that USING and operand2 are optional elements which you can, but need not, specify.
- The ellipsis indicates that you may specify operand2 several times.

## Operand Definition Table

Whenever one or more operands appear in the syntax of a Natural statement, the following table is provided:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
operand1	C S A G N/M E	A U N P I F B D T L C G O	yes/no	yes/no

This table provides the following information on each operand:

**Possible Structure**

Indicates the structure which the operand may take:

<b>C</b>	Constant.	
<b>S</b>	Single occurrence (scalar; that is, a field/variable which is neither an array nor a group).	
<b>A</b>	Array.	
<b>G</b>	Group.	
<b>N/M</b>	Natural system variable:	
	<b>N</b>	All system variables can be used.
	<b>M</b>	Only <i>modifiable</i> system variables can be used. For information on whether the content of a system variable is modifiable or not, see the Natural <i>System Variables</i> documentation.
<b>E</b>	Arithmetic expressions.	

### Possible Formats

Indicates the format which the operand may take:

<b>A</b>	Alphanumeric (ASCII code page)
<b>U</b>	Alphanumeric (Unicode)
<b>N</b>	Numeric unpacked
<b>P</b>	Packed numeric
<b>I</b>	Integer
<b>F</b>	Floating point
<b>B</b>	Binary
<b>D</b>	Date
<b>T</b>	Time
<b>L</b>	Logical
<b>C</b>	Attribute control
<b>G</b>	HANDLE OF GUI
<b>O</b>	HANDLE OF OBJECT

### Referencing Permitted

Indicates whether the operand may be referenced or not, using a statement label or the source code line number.



**Dynamic Definition**

Indicates whether the field may be dynamically defined within the body of the program. This is possible in reporting mode only.



# II

## Using Natural SQL Statements

---

In addition to the native Natural DML statements, Natural provides Natural SQL statements for use in Natural programs that maintain data contained in an SQL or SQL-compliant database.

This chapter describes the special syntax rules and conventions that apply when using Natural SQL statements.

[Common Set and Extended Set](#)

[Basic Syntactical Items](#)

[Natural View Concept](#)

[Scalar Expressions](#)

[Search Conditions](#)

[Select Expressions](#)

[Flexible SQL](#)

### Overview of Natural SQL Statements:

[CALLDBPROC](#) | [COMMIT](#) | [DELETE](#) | [INSERT](#) | [PROCESS SQL](#) | [READ RESULT SET](#) | [ROLLBACK](#)  
| [SELECT](#) | [UPDATE](#)



# 4 Common Set and Extended Set

---

The SQL statements available within the Natural programming language comprise two different syntax sets:

- **Common Set**

The Common Set basically corresponds to the standard SQL syntax definitions and is provided for each SQL-compliant database system supported by Natural. The Common Set is valid against all SQL databases.

- **Extended Set**

The Extended Set, in addition, provides special enhancements to the Common Set to support specific features of the supported database systems. Currently, the Extended Set is partly available and is valid against Db2 databases only.

The Natural SQL statements documentation mainly describes the Natural SQL Common Set. The statement syntax adheres as far as possible to the syntax described in the relevant literature on SQL; please, refer to this literature for further details.



# 5 Basic Syntactical Items

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- Constants ..... 28
- Names ..... 28
- Parameters ..... 32
- Natural Formats and SQL Data Types ..... 35

This chapter describes basic syntactical items, which are referenced within the individual SQL statement descriptions.

## Constants

The constants used in the syntactical descriptions of the Natural SQL statements are:

<i>constant</i>	The item <i>constant</i> refers to either a Natural constant or an <a href="#">SQL datetime constant</a> .
<i>integer</i>	The item <i>integer</i> always represents an integer constant.



**Note:** If the character for decimal point notation (session parameter `DC`) is set to a comma (,), any specified numeric constant must not be followed directly by a comma, but must be separated from it by a blank character; otherwise an error or wrong results occur.

Invalid Syntax:	Valid Syntax:
VALUES (1, 'A') leads to a syntax error.	VALUES (1 , 'A')
VALUES (1,2,3) leads to wrong results.	VALUES (1 ,2 ,3)

### SQL Datetime Constants

An SQL datetime constant is a character string constant of a particular format that specifies one of the following:

DATE <i>string-constant</i>	Specifies an SQL date constant, for example: DATE '2013-15-01'.
TIME <i>string-constant</i>	Specifies an SQL time constant, for example: TIME '10:30:15'.
TIMESTAMP <i>string-constant</i>	Specifies an SQL time stamp constant, for example: TIMESTAMP '2014-15-01 10:20:15.123456'.

For information on the valid *string-constant* formats, refer to IBM's *Db2 SQL reference information*.

## Names

The names used in the syntactical descriptions of the Natural SQL statements are:

- [authorization-identifier](#)
- [ddm-name](#)
- [view-name](#)
- [column-name](#)
- [location-name](#)



- [table-name](#)
- [correlation-name](#)

### authorization-identifier

The item *authorization-identifier*, which is also called creator name, is used to qualify database tables and views. See also [authorization-identifier](#) under [table-name](#) below.

### ddm-name

The item *ddm-name* always refers to the name of a Natural data definition module (DDM) as created with the Natural DDM Editor.

### view-name

The item *view-name* always refers to the name of a Natural view as defined in the `DEFINE DATA` statement.

### column-name

The item *column-name* always refers to the name of a physical database column.

### location-name

The item *location-name* always denotes the location of the table. Specification of location-name is optional and belongs to the [SQL Extended Set](#).

### table-name

The item *table-name* in this section is used to reference both SQL base tables and SQL viewed tables.

Syntax of item *table-name*:

```
[[location-name.]authorization-identifier.]ddm-name
```

Syntax Element Description:

Syntax Element	Description
<i>ddm-name</i>	A Natural data definition module (DDM) must have been created for a table to be used. The name of such a DDM must be the same as the corresponding database table name or view name.
<i>location-name</i>	This optional item specifies the location of the table to be accessed.
<i>authorization-identifier</i>	<p>There are two ways of specifying the <i>authorization-identifier</i> of a database table or view.</p> <p>One way corresponds to the standard SQL syntax, in which the <i>authorization-identifier</i> is separated from the table name by a period. Using this form, the name of the DDM must be the same as the name of the database table without the <i>authorization-identifier</i>.</p> <p>Example:</p> <pre>DEFINE DATA LOCAL 01 PERS VIEW OF PERSONNEL    02 NAME    02 AGE END-DEFINE SELECT *   INTO VIEW PERS   FROM SQL.PERSONNEL ...</pre> <p>Alternatively, you can define the <i>authorization-identifier</i> as part of the DDM name. The DDM name then consists of the <i>authorization-identifier</i> and the database table name separated by a hyphen (-). The hyphen between the <i>authorization-identifier</i> and the table name is converted internally into a period.</p> <p><b>Note:</b> This form of DDM name can also be used with a <a href="#">FIND</a> or <a href="#">READ</a> statement, because it conforms to the DDM naming conventions applicable to these statements.</p> <p>Example:</p> <pre>DEFINE DATA LOCAL 01 PERS VIEW OF SQL-PERSONNEL    02 NAME    02 AGE END-DEFINE SELECT *   INTO VIEW PERS   FROM SQL-PERSONNEL ...</pre> <p>If the <i>authorization-identifier</i> has been specified neither explicitly nor within the DDM name, it is determined by the SQL database system.</p>

Syntax Element	Description
	<p>In addition to being used in <a href="#">SELECT</a> statements, table names can also be specified in <a href="#">DELETE</a>, <a href="#">INSERT</a> and <a href="#">UPDATE</a> statements.</p> <p>Examples:</p> <pre> ... DELETE FROM SQL.PERSONNEL   WHERE AGE IS NULL ...  ... INSERT INTO SQL.PERSONNEL (NAME,AGE)   VALUES ('ADKINSON',35) ...  ... UPDATE SQL.PERSONNEL SET SALARY = SALARY * 1.1 WHERE AGE &gt; 30 ... </pre>

### correlation-name

The item *correlation-name* represents an alias name for a *table-name*. It can be used to qualify column names; it also serves to implicitly qualify fields in a Natural view when used with the [INTO](#) clause of the [SELECT](#) statement.

Example:

```

DEFINE DATA LOCAL
01 PERS-NAME      (A20)
01 EMPL-NAME     (A20)
01 AGE           (I2)
END-DEFINE
...
SELECT X.NAME , Y.NAME , X.AGE
  INTO PERS-NAME , EMPL-NAME , AGE
  FROM SQL-PERSONNEL X , SQL-EMPLOYEES Y
  WHERE X.AGE = Y.AGE
END-SELECT
...

```

Although in most cases the use of *correlation-names* is not necessary, they may help to make the statement clearer.

## Parameters

Syntax of item *parameter*:

```
[:] host-variable [INDICATOR [:] host-variable] [LINDICATOR [:] host-variable]
```

Syntax Element Description:

Syntax Element	Description
<i>host-variable</i>	<p>A <i>host-variable</i> is a Natural user-defined variable (no system variable) which is referenced in an SQL statement. It can be either an individual field or defined as part of a Natural view.</p> <p>When defined as a receiving field (for example, in the INTO clause), a <i>host-variable</i> identifies a variable to which a value is assigned by the database system.</p> <p>When defined as a sending field (for example, in the WHERE clause), a <i>host-variable</i> specifies a value to be passed from the program to the database system.</p> <p>See also <a href="#">Natural Formats and SQL Data Types</a>.</p>
[ : ]	<p><b>Colon:</b></p> <p>To comply with SQL standards, a <i>host-variable</i> can also be prefixed by a colon (:). When used with flexible SQL, <i>host-variables</i> must be qualified by colons.</p> <p>Example:</p> <pre>SELECT NAME INTO :#NAME FROM PERSONNEL WHERE AGE = :VALUE</pre> <p>The colon is always required if the variable name is identical to an SQL reserved word. In a context in which either a <i>host-variable</i> or a column can be referenced, the use of a name without a colon is interpreted as a reference to a column.</p>
INDICATOR	<p><b>INDICATOR Clause:</b></p> <p>The INDICATOR clause is an optional feature to distinguish between a “null” value (that is, no value at all) and the actual values 0 or “blank”.</p> <p>When specified with a receiving <i>host-variable</i> (target field), the INDICATOR <i>host-variable</i> (null indicator field) serves to find out whether a column to be retrieved is “null”.</p> <p>Example:</p>

Syntax Element	Description
	<pre> DEFINE DATA LOCAL 1 NAME      (A20) 1 NAMEIND   (I2) END-DEFINE SELECT *   INTO NAME INDICATOR NAMEIND ... </pre> <p>In this example, NAME represents the receiving <i>host-variable</i> and NAMEIND the null indicator field.</p> <p>If a null indicator field has been specified and the column to be retrieved is null, the value of the null indicator field is negative and the target field is set to 0 or “blank” depending on its data type. Otherwise, the value of the null indicator field is greater than or equal to 0.</p> <p>When specified with a sending <i>host-variable</i> (source field), the null indicator field is used to designate a null value for this field.</p> <p>Example:</p> <pre> DEFINE DATA LOCAL 1 NAME      (A20) 1 NAMEIND   (I2) UPDATE ... SET NAME = :NAME INDICATOR :NAMEIND WHERE ... </pre> <p>In this example, :NAME represents the sending <i>host-variable</i> and :NAMEIND the null indicator field. By entering a negative value as input for the null indicator field, a null value is assigned to a database column.</p> <p>An INDICATOR <i>host-variable</i> is of format/length I2.</p>
LINDICATOR	<p><b>LINDICATOR Clause:</b></p> <p>The LINDICATOR clause is an optional feature which is used to support columns of varying lengths, for example, VARCHAR or LONG VARCHAR type.</p> <p>When specified with a receiving <i>host-variable</i> (target field), the LINDICATOR <i>host-variable</i> (length indicator field) contains the number of characters actually returned by the database into the target field. The target field is always padded with blanks.</p> <p>If the VARCHAR or LONG VARCHAR column contains more characters than fit in the target field, the length indicator field is set to the length actually returned (that is, the length of the target field) and the null indicator field (if specified) is set to the total length of this column.</p> <p>Example</p>

Syntax Element	Description
	<pre> DEFINE DATA LOCAL 1 ADDRESSLIND (I2) 1 ADDRESS      (A50/1:6) END-DEFINE SELECT *   INTO :ADDRESS(*) LINDICATOR :ADDRESSLIND   ... </pre> <p>In this example, :ADDRESS(*) represents the target field which receives the first 300 bytes (if available) of the addressed VARCHAR or LONG VARCHAR column, and :ADDRESSLIND represents the length indicator field which contains the number of characters actually returned.</p> <p>When specified with a sending <i>host-variable</i> (source field), the length indicator field specifies the number of characters of the source field which are to be passed to the database.</p> <p>Example:</p> <pre> DEFINE DATA LOCAL 1 NAMELIND (I2) 1 NAME      (A20) 1 AGE       (I2) END-DEFINE MOVE 4      TO NAMELIND MOVE 'ABC%' TO NAME SELECT AGE   INTO :AGE WHERE NAME LIKE :NAME LINDICATOR :NAMELIND   ... </pre> <p>A LINDICATOR <i>host-variable</i> is of format/length I2 or I4. For performance reasons, it should be specified immediately before the corresponding target or source field; otherwise, the field is copied to the temporary storage at runtime.</p> <p>If the LINDICATOR field is defined as an I2 field, the SQL data type VARCHAR is used for sending or receiving the corresponding column. If the LINDICATOR <i>host-variable</i> is specified as I4, a large object data type (CLOB/BLOB) is used.</p> <p>If the field is defined as DYNAMIC, the column is read in an internal loop up to its real length. The LINDICATOR field and *LENGTH are set to this length. In case of a fixed length field, the column is read up to the defined length. In both cases, the field is written up to the value defined in the LINDICATOR field.</p> <p>Let a fixed length field be defined with a LINDICATOR field specified as I2. If the VARCHAR column contains more characters than fit into this fixed length field, the length indicator field is set to the length actually returned and the null indicator field (if specified) is set to the total length of this column (retrieval). This is not possible for fixed length fields greater than or equal to 32 KB (length does not fit into null indicator field).</p>

## Natural Formats and SQL Data Types

The Natural data format of a **host-variable** is converted to an SQL data type according to the following table:

Natural Format/Length	SQL Data Type
<i>An</i>	CHAR ( <i>n</i> )
B2	SMALLINT
B4	INT
<i>Bn; n not equal to 2 or 4</i>	CHAR ( <i>n</i> )
F4	REAL
F8	DOUBLE PRECISION
I2	SMALLINT
I4	INT
<i>Nnn.m</i>	NUMERIC ( <i>nn+m, m</i> )
<i>Pnn.m</i>	NUMERIC ( <i>nn+m, m</i> )
T	TIME
D	DATE
<i>Gn; for view fields only</i>	GRAPHIC ( <i>n</i> )

Natural does not check whether the converted SQL data type is compatible to the database column. Except for fields of format N, no data conversion is done.

In addition, the following extensions to standard Natural formats are available with Natural SQL:

- A one-dimensional array of format A can be used to support alphanumeric columns longer than 253 bytes. This array must be defined beginning with index 1 and can only be referenced by using an asterisk (\*) as the index. The corresponding SQL data type is CHAR (*n*), where *n* is the total number of bytes in the array.
- A special *host-variable* indicated by the keyword LINDICATOR can be used to support variable-length columns. The corresponding SQL data type is VARCHAR (*n*); see also the LINDICATOR clause.
- The Natural formats date (D) and time (T) can be used with Entire Access and will be converted into the corresponding database-dependent formats (see the Entire Access documentation for details)

A sending field specified as one-dimensional array without a LINDICATOR field is converted into the SQL data type VARCHAR. The length is the total number of bytes in the array, not taking into account trailing blanks.

---



# 6 Natural View Concept

---

Some Natural SQL statements also support the use of Natural views.

A Natural view can be specified instead of a parameter list, where each field of the view - except group fields, redefining fields and fields prefixed with L@ or N@- corresponds to one parameter (host variable).

Fields with names prefixed with L@ or N@ can only exist with corresponding master fields; that is, fields of the same name, where:

- L@ fields are converted into LINDICATOR fields,
- N@ fields are converted into INDICATOR fields.

L@ fields should have been specified at view definition, immediately before the master fields to which they apply.

```
DEFINE DATA LOCAL
01 PERS VIEW OF SQL-PERSONNEL
  02 PERSID      (I4)
  02 NAME       (A20)
  02 N@NAME     (I2)                /* null indicator of NAME
  02 L@ADDRESS  (I2)                /* length indicator of ADDRESS
  02 ADDRESS    (A50/1:6)
  02 N@ADDRESS  (I2)                /* null indicator of ADDRESS
01 #PERSID     (I4)
END-DEFINE
...
SELECT *
  INTO VIEW PERS
  FROM SQL-PERSONNEL
  WHERE PERSID = #PERSID
...
END-SELECT
```

The above example is equivalent to the following one:

```
...  
SELECT *  
  INTO PERSID,  
      NAME INDICATOR N@NAME,  
      ADDRESS(*)INDICATOR N@ADDRESS LINDICATOR L@ADDRESS  
  FROM SQL-PERSONNEL  
  WHERE PERSID = #PERSID  
...  
END-SELECT
```

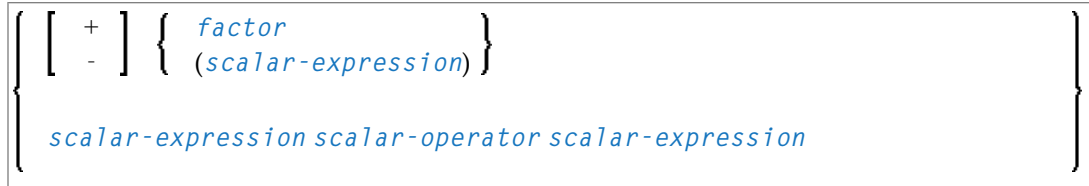


**Note:** When accessing VARCHAR data types with Natural for Windows or Natural for Linux and Cloud, there must be a corresponding length indicator variable in the view.

# 7 Scalar Expressions

---

▪ Scalar Expression .....	40
▪ Scalar Operator .....	40
▪ Factor .....	41



## Scalar Expression

---

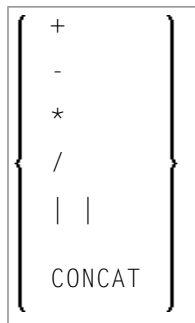
A *scalar-expression* consists of a **factor** or other scalar expressions including scalar operators.

Concerning reference priority, scalar expressions behave as follows:

- When a non-qualified variable name is specified in a scalar expression, the first approach is to resolve the variable name as column name of the referenced table.
- If no column with the specified name is available in the referenced table, Natural tries to resolve this variable as a Natural user-defined variable (host variable).

## Scalar Operator

---



A *scalar-operator* can be any of the operators listed above. The minus (-) and slash (/) operators must be separated by at least one blank from preceding operators.

## Factor

---

Common Set Syntax:

$\left\{ \begin{array}{l} atom \\ column-reference \\ aggregate-function \\ special-register \end{array} \right\}$
--------------------------------------------------------------------------------------------------------------------

Extended Set Syntax:

$\left\{ \begin{array}{l} atom \\ column-reference \\ aggregate-function \\ special-register \\ scalar-function \\ length-stringunit \\ labeled-duration \end{array} \right\}$
--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

A *factor* can consist of one of the items listed in the above diagram and described in the text below.

### Atom

$\left\{ \begin{array}{l} parameter \\ constant \end{array} \right\}$
-----------------------------------------------------------------------

An *atom* can be either a *parameter* or a *constant*.

### Column Reference

$\left[ \begin{array}{l} table-name. \\ correlation-name. \end{array} \right] column-name$
--------------------------------------------------------------------------------------------

A *column-reference* is a column name optionally qualified by either a *table-name* or a *correlation-name* (see also the section [Basic Syntactical Items](#)). Qualified names are often clearer than unqualified names and sometimes they are essential.



**Note:** A table name in this context must not be qualified explicitly with an authorization identifier. Use a correlation name instead if you need a qualified table name.

If a column is referenced by a *table-name* or *correlation-name*, it must be contained in the corresponding table. If neither a *table-name* nor a *correlation-name* is specified, the respective column must be in one of the tables specified in the `FROM` clause (see [Table Expression](#)).

### Aggregate Function

COUNT	{ (*) (DISTINCT <i>column-reference</i> ) }
AVG	{ (DISTINCT <i>column-reference</i> ) ([ALL] <i>scalar-expression</i> ) }
MAX	
MIN	
SUM	

SQL provides a number of special functions to enhance its basic retrieval power. The so-called SQL aggregate functions currently available and supported by Natural are:

AVG	gives the average of the values in a column
COUNT	gives the number of values in a column
MAX	gives the highest value in a column
MIN	gives the lowest value in a column
SUM	gives the sum of the values in a column

Apart from `COUNT(*)`, each of these functions operates on the collection of scalar values in an argument (that is, a single column or a *scalar-expression*) and produces a scalar value as its result.

Example:

```

DEFINE DATA LOCAL
1 AVGAGE (I2)
END-DEFINE
...
SELECT AVG (AGE)
  INTO AVGAGE
  FROM SQL-PERSONNEL
  ...
    
```

### DISTINCT

In general, the argument can optionally be preceded by the keyword `DISTINCT` to eliminate redundant duplicate values before the function is applied.

If `DISTINCT` is specified, the argument must be the name of a single column; if `DISTINCT` is omitted, the argument can consist of a general *scalar-expression*.

`DISTINCT` is not allowed with the special function `COUNT(*)`, which is provided to count all rows without eliminating any duplicates.

### Special Register

*special-register*

USER

With the exception of `USER`, the following special registers do not conform to standard SQL. They are specific to Db2 and belong to the Natural SQL [Extended Set](#):

```

CURRENT DATE
CURRENT_DATE
CURRENT TIME
CURRENT_TIME
CURRENT TIMESTAMP
CURRENT CLIENT_ACCTNG
CLIENT ACCTNG
CURRENT CLIENT_APPLNAME
CLIENT APPLNAME
CURRENT CLIENT_USERID
CLIENT USERID
CURRENT CLIENT_WRKSTNNAME
CLIENT WRKSTNNAME
CURRENT DEGREE
CURRENT TIMEZONE
CURRENT SERVER
CURRENT_TIMEZONE
CURRENT_SERVER
SESSION_USER
CURRENT_PATH
CURRENT SCHEMA
CURRENT DECFLOAT ROUNDING MODE
CURRENT LOCK TIMEOUT
CURRENT PACKAGE PATH
CURRENT REFRESH AGE
CURRENT MAINTAINED TABLE TYPES FOR OPTIMIZATION ↵

```

A reference to a *special-register* returns a scalar value.

## Scalar Function

*scalar-function*

A scalar function is a built-in function that can be used in the construction of scalar computational expressions.

Scalar functions are specific to Db2 and belong to the Natural SQL [Extended Set](#).

The scalar functions Natural for Db2 supports are listed below:

```
COALESCE  
DATE  
TIME  
TIMESTAMP  
VALUE
```

Each scalar function is followed by one or more scalar expressions in parentheses. The number of scalar expressions depends upon the scalar function. Multiple scalar expressions must be separated from one another by commas.

Example:

```
SELECT NAME  
  INTO NAME  
  FROM SQL-PERSONNEL  
  WHERE VALUE(NAME, CITY) = 'VIZAG'  
  . . .
```

## Length of String Unit

*length-stringunit*

Specifies the unit used for the length of a string. Commonly used for SQL scalar string functions. The supported length of string units are listed below:

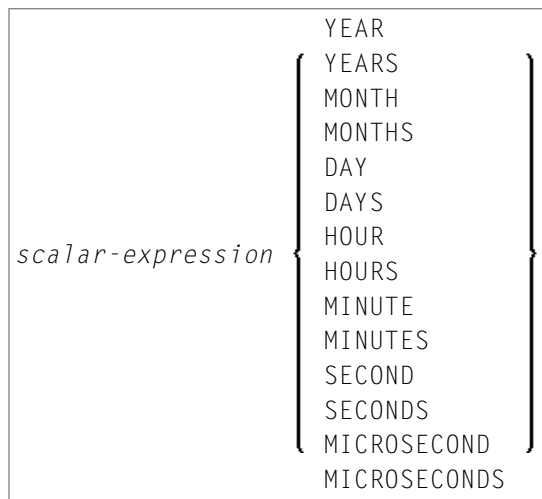
```
OCTETS  
CODEUNITS16  
CODEUNITS32
```

where `OCTETS` specifies that the length is expressed in bytes, `CODEUNITS16` specifies that the length is expressed in 16-bit UTF-16 code units, and `CODEUNITS32` specifies that the length is expressed in 32-bit UTF-32 code units.



## Labeled Duration

*labeled-duration*



A *labeled-duration* denotes a specific unit of time as expressed by a number which can be an expression followed by one of the duration keywords.

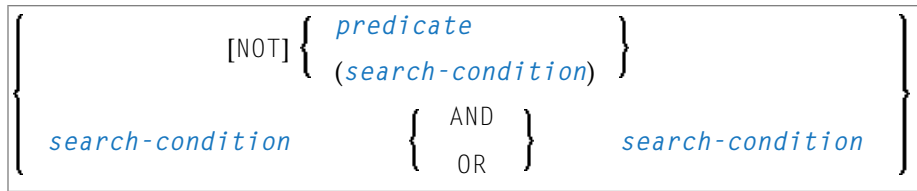
*labeled-duration* does not conform to standard SQL, and is therefore supported by the Natural **SQL Extended Set** only.



# 8 Search Conditions

---

- Search Condition ..... 48
- Predicate ..... 48



## Search Condition

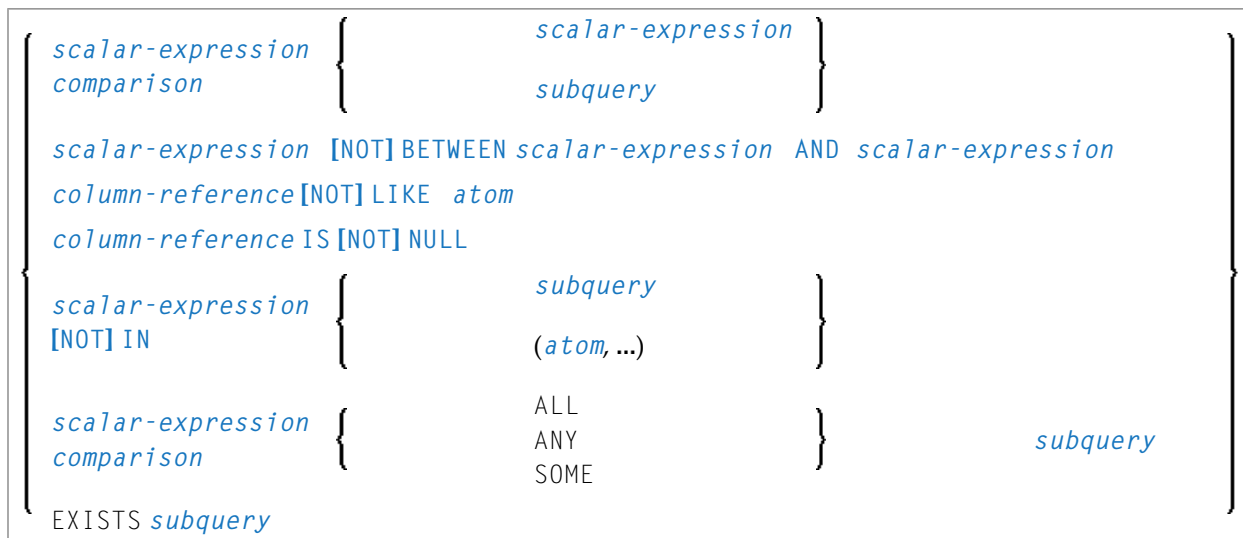
A *search-condition* can consist of a simple *predicate* or multiple *search-conditions*. Multiple *search-conditions* are combined with the Boolean operators AND, OR and NOT, and can contain parentheses if required to indicate a desired order of evaluation.

### Example

```

DEFINE DATA LOCAL
01 NAME    (A20)
01 AGE     (I2)
END-DEFINE
...
SELECT *
  INTO NAME, AGE
  FROM SQL-PERSONNEL
  WHERE AGE = 32 AND NAME > 'K'
END-SELECT
...
    
```

## Predicate



**XMLEXISTS** (*xquery-expression-constant*{BY REFIPASSING *xquery-argument*,...})

A *predicate* specifies a condition that can be “true”, “false” or “unknown”.

In a *search-condition*, a *predicate* can consist of a simple or complex comparison operation or other kinds of conditions.

### Example:

```
SELECT NAME, AGE
INTO VIEW PERS
FROM SQL-PERSONNEL
WHERE AGE BETWEEN 20 AND 30
      OR AGE IN ( 32, 34, 36 )
      AND NAME LIKE '%er'
...

```



**Note:** The percent sign (%) may conflict with Natural terminal commands. If so, you must define a terminal command control character different from %; see *Changing the Terminal Command Control Character* in the *Terminal Commands* documentation.

The individual predicates are explained in the following topics (for further information on predicates, please refer to the relevant literature). According to the syntax above, they are called as follows:

- Comparison Predicate
- BETWEEN Predicate
- LIKE Predicate
- NULL Predicate
- IN Predicate
- Quantified Predicate
- EXISTS Predicate
- XMLEXISTS Predicate

### Comparison Predicate

{*scalar-expression comparison scalar-expression*}

A comparison predicate compares two values or a set of values with another set of values.

In the syntax diagram above, *comparison* can be one of the following operators:

=	equal to
<	less than
>	greater than
<=	less than or equal to
>=	greater than or equal to
<>	not equal to

See information on [scalar-expression](#).

### Subquery

`(select-expression)`

A *subquery* is a *select-expression* that is nested inside another such expression.

### Example:

```
DEFINE DATA LOCAL
1 #NAME      (A20)
1 #PERSNR    (I4)
END-DEFINE
...
SELECT NAME, PERSNR
  INTO #NAME, #PERSNR
  FROM SQL-PERSONNEL
  WHERE PERSNR IN
    ( SELECT PERSNR
      FROM SQL-AUTOMOBILES
      WHERE COLOR = 'black' )
  ...
END-SELECT
```

For further information, see [Select Expressions](#).

### BETWEEN Predicate

`scalar-expression` [NOT] BETWEEN `scalar-expression` AND `scalar-expression`

A BETWEEN predicate compares a value with a range of values.

See information on [scalar-expression](#).

## LIKE Predicate

$$\textit{column-reference} [\text{NOT}] \text{LIKE } \textit{atom}$$

A LIKE predicate searches for strings that have a certain pattern.

See information on *column-reference* and *atom*.

## NULL Predicate

$$\textit{column-reference} \left\{ \begin{array}{l} \text{IS [NOT] NULL} \\ \text{ISNULL} \\ \text{NOTNULL} \end{array} \right\}$$

A NULL predicate tests for null values.

See information on *column-reference*.

## IN Predicate

$$\textit{scalar-expression} [\text{NOT}] \text{IN} \left\{ \begin{array}{l} \textit{subquery} \dots \\ (\textit{atom}) \end{array} \right\}$$

An IN predicate compares a value or a set of values with a collection of values.

See information on *scalar-expression* and *atom*.

See information on *subquery*.

## Quantified Predicate

$$\textit{scalar-expression} \textit{comparison} \left\{ \begin{array}{l} \text{ALL} \\ \text{ANY} \\ \text{SOME} \end{array} \right\} \textit{subquery}$$

A quantified predicate compares a value or a set of values with a collection of values.

See information on *scalar-expression*, *comparison* and *subquery*.

## EXISTS Predicate

EXISTS *subquery*

An EXISTS predicate tests for the existence of certain rows.

The EXISTS predicate evaluates to true only if the result of evaluating the *subquery* is not empty; that is, if there exists at least one record (row) in the FROM table of the *subquery* satisfying the search condition of the WHERE clause of this *subquery*.

Example of EXISTS:

```
DEFINE DATA LOCAL
1 #NAME      (A20)
END-DEFINE
...
SELECT NAME
  INTO #NAME
  FROM SQL-PERSONNEL
  WHERE EXISTS
    ( SELECT *
      FROM SQL-EMPLOYEES
      WHERE PERSNR > 1000
        AND NAME < 'L' )
    ...
END-SELECT
...
```

See information on [subquery](#).

## XMLEXISTS Predicate

XMLEXISTS (*xquery-expression-constant* [ BY REF  
PASSING *xquery-argument*,... ] )

*xquery-argument*

{ *xquery-context-item-expression*  
*xquery-context-item-expression* AS *identifier* }

The XMLEXISTS predicate belongs to the Natural SQL Extended Set.

The XMLEXISTS predicate tests whether an XPATH expression returns a sequence of one or more items. For further information, see the *IBM Db2 XML Guide*.



# 9 Select Expressions

---

- Selection ..... 54
- Table Expression ..... 55

```
SELECT selection table-expression
```

A *select-expression* specifies a result table. It is used in the following Natural SQL statements:  
[INSERT](#) | [SELECT](#) | [UPDATE](#)

## Selection

```
[ ALL | DISTINCT ] { scalar-expression [[AS] correlation-name], ... }
```

A *selection* specifies the columns of the result set tables to be selected.

Syntax Element Description:

Syntax Element	Description
ALL DISTINCT	<p><b>Elimination of Duplicate Rows:</b></p> <p>Duplicate rows are not automatically eliminated from the result of a <i>select-expression</i>. To request this, specify the keyword DISTINCT.</p> <p>The alternative to DISTINCT is ALL. ALL is assumed if neither is specified.</p>
<i>scalar-expression</i>	<p><b>Scalar Expression:</b></p> <p>Instead of, or as well as, simple column names, a selection can also include general scalar expressions containing scalar operators and scalar functions which provide computed values (see also the section <a href="#">Scalar Expressions</a>).</p> <p>Example:</p> <pre>SELECT NAME, 65 - AGE FROM SQL-PERSONNEL ...</pre>
AS	The optional keyword AS introduces a <i>correlation-name</i> for a column.
<i>correlation-name</i>	<p><b>Correlation Name:</b></p> <p>A <i>correlation-name</i> can be assigned to a <i>scalar-expression</i> as an alias name for a result column.</p> <p>The <i>correlation-name</i> need not be unique. If no <i>correlation-name</i> is specified for a result column, the corresponding <i>column-name</i> will be used (if the result column is derived from a column name; if not, the result table will have no name). The name of a result column may be used, for example, as column name in the ORDER BY clause of a SELECT statement.</p>
*	<b>Asterisk Notation:</b>

Syntax Element	Description
	<p>All columns of the result table are selected.</p> <p>Example:</p> <pre>SELECT *   FROM SQL-PERSONNEL, SQL-AUTOMOBILES   ...</pre>

## Table Expression

```
from-clause [where-clause]
[group-by-clause] [having-clause]
[order-by-clause] [fetch-first-clause]
```

The *table-expression* specifies from where and according to what criteria rows are to be selected.

The following topics are covered below:

- [FROM Clause](#)
- [Table Reference](#)
- [WHERE Clause](#)
- [GROUP BY Clause](#)
- [HAVING Clause](#)
- [ORDER BY Clause](#)
- [FETCH FIRST Clause](#)
- [Examples of Table Expressions](#)

### FROM Clause

```
FROM table-reference,...
```

This clause specifies from which tables the result set is built.

## Table Reference

```

{
  table-name [[AS] correlation-name]
  subquery [AS] correlation-name
  joined-table
}

```

The tables specified in the FROM clause must contain the column fields used in the selection list.

You can either specify a single table or produce an intermediate table resulting from a subquery or a “join” operation (see below).

Since various tables (that is, DDMs) can be addressed in one FROM clause and since a *table-expression* can contain several FROM clauses if *subqueries* are specified, the database ID (DBID) of the first DDM specified in the first FROM clause of the whole expression is used to identify the underlying database involved.

Optionally, a *correlation-clause* can be assigned to a *table-name*. For a *subquery*, a *correlation-clause* must be assigned.

## Joined Table

```

{
  table-reference [
    {
      INNER
      LEFT [OUTER]
      RIGHT [OUTER]
      FULL [OUTER]
    }
  ] JOIN table-reference ON join-condition
}
(joined-table)

```

A *joined-table* specifies an intermediate table resulting from a “join” operation.

The “join” can be an INNER, LEFT OUTER, RIGHT OUTER or FULL OUTER JOIN. If you do not specify anything, INNER applies.

Multiple “join” operations can be nested; that is, the tables which create the intermediate result table can themselves be intermediate result tables of a “join” operation or a *subquery*; and the latter, in turn, can also have a *joined-table* or another *subquery* in its FROM clause.

## Join Condition

For INNER, LEFT OUTER, and RIGHT OUTER joins:

```
search-condition
```

For FULL OUTER joins:

```
full-join-expression = full-join-expression [AND ...]
```

## Full Join Expression

```
{ column-name
  { VALUE
    COALESCE } (column-name , ...) }
```

Within a *join-expression* only *column-names* and the *scalar-function* VALUE (or its synonym COALESCE) are allowed.

See details on [column-name](#).

## WHERE Clause

```
[WHERE search-condition]
```

The WHERE clause is used to specify the selection criteria (*search-condition*) for the rows to be selected.

Example:

```
DEFINE DATA LOCAL
01 NAME    (A20)
01 AGE     (I2)
END-DEFINE
...
SELECT *
  INTO NAME, AGE
  FROM SQL-PERSONNEL
  WHERE AGE = 32
END-SELECT
...
```

For further information, see [Search Conditions](#).

## GROUP BY Clause

```
[GROUP BY column-reference,...]
```

The `GROUP BY` clause rearranges the table represented by the `FROM` clause into groups in a way that all rows within each group have the same value for the `GROUP BY` columns.

Each *column-reference* in the selection list must be either a `GROUP BY` column or specified within an *aggregate-function*. Aggregate functions are applied to the individual groups (not to the entire table). The result table contains as many rows as groups.

For further information, see [Column Reference](#) and [Aggregate Function](#).

Example:

```
DEFINE DATA LOCAL
1 #AGE      (I2)
1 #NUMBER  (I2)
END-DEFINE
...
SELECT AGE , COUNT(*)
  INTO #AGE, #NUMBER
  FROM SQL-PERSONNEL
  GROUP BY AGE
...
```

If the `GROUP BY` clause is preceded by a `WHERE` clause, all rows that do not satisfy the `WHERE` clause are excluded before any grouping is done.

## HAVING Clause

```
[HAVING search-condition]
```

If the `HAVING` clause is specified, the `GROUP BY` clause should also be specified.

Just as the `WHERE` clause is used to exclude rows from a result table, the `HAVING` clause is used to exclude groups and therefore also based on a *search-condition*. Scalar expressions in a `HAVING` clause must be single-valued per group.

For further information, see [Scalar Expressions](#) and [Search Conditions](#).

Example:

```

DEFINE DATA LOCAL
1 #NAME      (A20)
1 #AVGAGE    (I2)
1 #NUMBER    (I2)
END-DEFINE
...
SELECT NAME, AVG(AGE), COUNT(*)
  INTO #NAME, #AVGAGE, #NUMBER
  FROM SQL-PERSONNEL
  GROUP BY NAME
  HAVING COUNT(*) > 1
...

```

## ORDER BY Clause

ORDER BY	$\left\{ \begin{array}{l} \textit{sort-key} \left[ \begin{array}{l} \text{ASC} \\ \text{DESC} \end{array} \right] \quad \dots \\ \text{INPUT SEQUENCE} \\ \text{ORDER OF } \textit{table-designator} \end{array} \right\}$	

*sort-key*

$\left\{ \begin{array}{l} \textit{column-name} \\ \textit{integer} \\ \textit{sort-key-expression} \end{array} \right\}$
--------------------------------------------------------------------------------------------------------------------------

## FETCH FIRST Clause

$\left[ \text{FETCH FIRST } \left\{ \begin{array}{l} \underline{1} \\ \textit{integer} \end{array} \right\} \left\{ \begin{array}{l} \text{ROWS} \\ \text{ROW} \end{array} \right\} \text{ ONLY} \right]$
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

## Examples of Table Expressions

### Example 1:

```

DEFINE DATA LOCAL
01 #NAME      (A20)
01 #FIRSTNAME (A15)
01 #AGE       (I2)
...
END-DEFINE
...
SELECT NAME, FIRSTNAME, AGE
  INTO #NAME, #FIRSTNAME, #AGE

```

## Select Expressions

---

```
FROM SQL-PERSONNEL
  WHERE NAME IS NOT NULL
        AND AGE > 20
...
  DISPLAY #NAME #FIRSTNAME #AGE
END-SELECT
...
END
```

### Example 2:

```
DEFINE DATA LOCAL
01 #COUNT    (I4)
...
END-DEFINE
...
SELECT SINGLE COUNT(*) INTO #COUNT FROM SQL-PERSONNEL
...
```



# 10 Flexible SQL

---

▪ Using Flexible SQL .....	62
▪ Specifying Text Variables in Flexible SQL .....	63
▪ ROW CHANGE Expression with Flexible SQL .....	65
▪ OLAP Specification .....	65
▪ Case Expression with Flexible SQL .....	70
▪ Cast Expression with Flexible SQL .....	71
▪ XML Functions with Flexible SQL .....	71
▪ Scalar-Function and Column-Function (Aggregating) with Flexible SQL .....	72

The so-called “Flexible SQL”, which is a further possibility of issuing SQL statements, enables you to use arbitrary SQL syntax.

## Using Flexible SQL

---

In addition to the SQL syntax described in the previous sections, flexible SQL enables you to use arbitrary SQL syntax.

### Characters << and >>

Flexible SQL is enclosed in << and >> characters. It can include arbitrary SQL text and host variables. Within flexible SQL, host variables *must* be prefixed by a colon (:).

The flexible SQL string can cover several statement lines. Comments are possible, too (see also the statement [PROCESS SQL](#)).

Flexible SQL can be used as a replacement for any of the following syntactical SQL items:

- *atom*
- *column-reference*
- *scalar-expression*
- *predicate*

Flexible SQL can also be used between the clauses of a select expression:

```
SELECT selection
  << ... >>
  INTO ...
  FROM ...
  << ... >>
  WHERE ...
  << ... >>
  GROUP BY ...
  << ... >>
  HAVING ...
  << ... >>
  ORDER BY ...
  << ... >>
```



**Note:** The SQL text used in flexible SQL is not recognized by the Natural compiler. The SQL text (with replaced host variables) is simply copied into the SQL string passed to the database system. Syntax errors in flexible SQL are detected at runtime when the database executes the corresponding statement.

**Example 1**

```
SELECT NAME
FROM SQL-EMPLOYEES
WHERE << MONTH (BIRTH) >> = << MONTH (CURRENT_DATE) >>
```

**Example 2:**

```
SELECT NAME
FROM SQL-EMPLOYEES
WHERE << MONTH (BIRTH) = MONTH (CURRENT_DATE) >>
```

**Example 3:**

```
SELECT NAME
FROM SQL-EMPLOYEES
WHERE SALARY > 50000
<< INTERSECT
  SELECT NAME
  FROM SQL-EMPLOYEES
  WHERE DEPT = 'DEPT10'
>>
```

## Specifying Text Variables in Flexible SQL

Within flexible SQL, you can also specify so-called “text variables”.

```
<<:T:host-variable [LINDICATOR:host-variable]>>
```

The syntax items are described below:

:T:	<p>A text variable is a <i>host-variable</i> prefixed by :T:. It must be in alphanumeric format.</p> <p>At runtime, a text variable within an SQL statement will be replaced by its contents that is, the text string contained in the text variable will be inserted into the SQL string.</p> <p>After the replacement, trailing blanks will be removed from the inserted text string.</p> <p>You have to make sure yourself that the content of a text variable results in a syntactically correct SQL string. In particular, the content of a text variable must not contain <i>host-variables</i>.</p> <p>A statement containing a text variable will always be executed in dynamic SQL mode.</p>
LINDICATOR	<b>LINDICATOR Option:</b>

	<p>The text variable can be followed by the keyword <code>LINDICATOR</code> and a length indicator variable (that is, a <i>host-variable</i> prefixed by colon).</p> <p>The length indicator variable has to be of format/length <code>I2</code>.</p> <p>If no <code>LINDICATOR</code> variable is specified, the entire content of the text variable will be inserted into the SQL string.</p> <p>If you specify a <code>LINDICATOR</code> variable, only the first <math>n</math> characters (<math>n</math> being the value of the <code>LINDICATOR</code> variable) of the text variable content will be inserted into the SQL string. If the number in the <code>LINDICATOR</code> variable is greater than the length of the text variable content, the entire text variable content will be inserted. If the number in the <code>LINDICATOR</code> variable is negative or 0, nothing will be inserted.</p> <p>See general information on <i>host-variable</i>.</p>
--	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Example Using Text Variable

```

DEFINE DATA LOCAL
  01 TEXTVAR (A200)
  01 TABLES VIEW OF SYSIBM-SYSTABLES
    02 NAME
    02 CREATOR
END-DEFINE
*
MOVE 'WHERE NAME > 'SYS' AND CREATOR = 'SYSIBM'' TO TEXTVAR
*
SELECT * INTO VIEW TABLES
  FROM SYSIBM-SYSTABLES
  << :T:TEXTVAR >>
  DISPLAY TABLES
END-SELECT
*
END

```

The generated SQL statement will look as follows:

```
SELECT NAME, CREATOR FROM SYSIBM.SYSTABLES:T: FOR FETCH ONLY
```

The executed SQL statement will look as follows:

```
SELECT TABNAME, CREATOR FROM SYSIBM.SYSTABLES
WHERE TABNAME > 'SYS' AND CREATOR = 'SYSIBM'
```

## ROW CHANGE Expression with Flexible SQL

```
<<ROW CHANGE TOKEN FOR table-designator>>
```

A ROW CHANGE expression returns a token that represents the last change to a row.

TOKEN	Specifies a token of type BIGINT that represents a relative point in the modification sequence of a row.
FOR <i>table-designator</i>	Identifies the table in which the expression is referenced. <i>table-designator</i> has to be a valid Natural SQL DDM.

### Example Using Row Change Expression with Flexible SQL:

```
DEFINE DATA LOCAL
  01 TEXTVAR (A200)
  01 TABLES VIEW OF SYSIBM-SYSTABLES
    02 NAME
    02 CREATOR
  END-DEFINE
  *
  SELECT << ROW CHANGE TOKEN FOR SYSTABLES >>
  INTO TEXTVAR
  FROM SYSIBM-SYSTABLES
  DISPLAY TEXTVAR
  END-SELECT
  *
END
```

## OLAP Specification

```
{ ordered-OLAP-specification
  numbering-specification
  aggregation-specification }
```

*ordered-OLAP-specification*

```

CUME_DIST ( )
PERCENT_RANK ( )
{ RANK ( )
  DENSE_RANK ( ) } OVER
NTILE (num-tile)  { ([window-partition-clause]
                    window-order-clause)
lag-function
lead-function

```

*lag-function*

```

LAG ( expression [ , offset [ , default [ , { 'RESPECT NULLS' } ] ] ] )
      { 'IGNORE NULLS' }

```

*lead-function*

```

LEAD ( expression [ , offset [ , default [ , { 'RESPECT NULLS' } ] ] ] )
      { 'IGNORE NULLS' }

```

*numbering-specification*

```

ROW_NUMBER ( ) OVER ([window-partition-clause] [window-order-clause])

```

*aggregation-specification*

```

{ aggregate-function
  OLAP-column-function } OVER ([window-partition-clause])
{ RANGE BETWEEN UNBOUNDED PRECEDING AND UNBOUNDED FOLLOWING
  window-order-clause { RANGE BETWEEN UNBOUNDED
                        PRECEDING AND UNBOUNDED
                        FOLLOWING }
  window-aggregation-group-clause }

```

*aggregate-function*

<i>AVG function</i>
<i>CORRELATION function</i>
<i>COUNT function</i>
<i>COUNT_BIG function</i>
<i>COVARIANCE function</i>
<i>MAX function</i>
<i>MIN function</i>
<i>STDDEV function</i>
<i>SUM function</i>
<i>VARIANCE function</i>

*OLAP-column-function*

<i>first-value-function</i>
<i>last-value-function</i>
<i>nth-value-function</i>
<i>ratio-to-report-function</i>

*first-value-function*

FIRST_VALUE ( <i>expression</i> [ , { <u>'RESPECT NULLS'</u> } ] )
--------------------------------------------------------------------

*last-value-function*

LAST_VALUE ( <i>expression</i> [ , { <u>'RESPECT NULLS'</u> } ] )
-------------------------------------------------------------------

*nth-value-function*

NTH_VALUE ( <i>expression</i> , <i>nth-row</i> )
--------------------------------------------------

*ratio-to-report-function*

```
RATIO_TO_REPORT ( expression )
```

*window-aggregation-group-clause*

```
{ ROWS } { group-start  
  RANGE } { group-between  
           } { group-end }
```

*group-start*

```
{ UNBOUNDED PRECEDING  
  unsigned-constant PRECEDING }  
  CURRENT ROW }
```

*group-between*

```
BETWEEN group-bound-1 AND group-bound-2
```

*group-bound-1*

```
{ UNBOUNDED PRECEDING  
  unsigned-constant PRECEDING }  
  unsigned-constant FOLLOWING }  
  CURRENT ROW }
```

*group-bound-2*

```
{ UNBOUNDED FOLLOWING  
  unsigned-constant PRECEDING }  
  unsigned-constant FOLLOWING }  
  CURRENT ROW }
```

*group-end*

```
{ UNBOUNDED FOLLOWING  
  unsigned-constant FOLLOWING }
```



*window-partition-clause*

**PARTITION BY** *partitioning-expression*,...

*window-order-clause*

ORDER BY { <i>sort-key-expression</i>	[	ASC	]	},...
		{		
		NULLS LAST		
		ASC NULLS FIRST		
		DESC		
		DESC NULLS FIRST		
DESC NULLS LAST				

RANK	Specifies that the rank of a row is defined as 1 plus the number of rows that strictly precede the row.
DENSE_RANK	Specifies that the rank of a row is defined as 1 plus the number of preceding rows that are distinct with respect to the ordering.
ROW_NUMBER	Specifies that a sequential row number is computed for the row that is defined by the ordering, starting with 1 for the first row.
PARTITION BY	Defines the partition within which the OLAP operation is applied.
ORDER BY	Defines the ordering of rows within a partition that is used to determine the value of the OLAP specification.
ASC	Specifies that the values of <i>sort-key-expression</i> are used in ascending order.
DESC	Specifies that the values of <i>sort-key-expression</i> are used in descending order.
NULLS_FIRST	Specifies that the window ordering considers null values before all non-null values in the sort order.
NULLS LAST	Specifies that the window ordering considers null values after all non-null values in the sort order.

### Example:

Display the ranking of employees that have a total salary of more than \$30,000, in order by last name.

```
SELECT EMPNO, LASTNAME, FIRSTNAME, SALARY+BONUS AS TOTAL_SALARY,
<<RANK() OVER(ORDER BY SALARY+BONUS DESC) AS RANK_SALARY>>
FROM DSN8910-EMP WHERE SALARY+BONUS > 30000
ORDER BY LASTNAME;
```

## Case Expression with Flexible SQL

*case-expression*

```
<< CASE { searched-when-clause } [ ELSE { NULL scalar-expression } ] END >>
```

A *case-expression* does not conform to standard SQL and is therefore supported by the Natural **SQL Extended Set** only.

### Searched WHEN Clause

```
WHEN search-condition THEN { NULL scalar-expression }
```

A Searched When Clause does not conform to standard SQL and is therefore supported by the Natural **SQL Extended Set** only.

See details on *search-condition*.

### Simple WHEN Clause

```
scalar-expression { WHEN scalar-expression THEN { NULL scalar-expression } } ...
```

A Simple WHEN Clause does not conform to standard SQL and is therefore supported by the Natural **SQL Extended Set** only.

### Example:

```
DEFINE DATA LOCAL
1 VWA VIEW OF NAT-D0001
2 ID
2 NAME
2 CITY
01 #RES1 (A8)
01 #CASE ( I4) INIT<0>
END-DEFINE
SELECT CITY,
<<
CASE SUBSTR(CITY,1,1)
WHEN 'V' THEN 'Administration'
WHEN 'D' THEN 'Accounting'
```

```

WHEN 'K' THEN 'Operations'
END
>>
INTO VWA.CITY , #RES1
FROM NAT-D0001
WRITE VWA.CITY #RES1
END-SELECT
END

```

## Cast Expression with Flexible SQL

*cast-expression*

```
<<CAST (scalar-expression AS data-type)>>
```

A CAST expression does not conform to standard SQL and is therefore supported by the Natural **SQL Extended Set** only.

### Example:

```

DEFINE DATA LOCAL
1 VWA VIEW OF NAT-D001
2 ID
2 NAME
2 CITY
01 #RES1 (I4)
END-DEFINE
SELECT
<< CAST (ID AS INTEGER)
>>
INTO #RES1
FROM NAT-D001 WHERE ID = 1
WRITE #RES1
END-SELECT
END

```

## XML Functions with Flexible SQL

*XML-Functions*

Any available XML functions must be treated with flexible SQL if those functions have their own specific keyword or syntax, if you are using the AS keyword and order by statement or any specific statement recognized by SQL. You must place the symbol of the flexible SQL within that stated

portion. Additionally, between the left parenthesis and the left arrow symbol of flexible SQL, you must leave a space or you receive a compiler error.

**Example:**

```
DEFINE DATA LOCAL
1 D033412A VIEW OF NATQA-D033412A
2 NAME
2 YEARS_OF_SERVICE
2 ANNUAL_LEAVE
2 TIME_IN
2 BACKGROUND
END-DEFINE
SELECT XMLSERIALIZE( <<CONTENT XMLELEMENT>>( <<NAME "Annual Leave">>,XMLATTRIBUTES( ←
<<ANNUAL_LEAVE AS "a1">>),XMLAGG(XMLELEMENT( <<NAME "name">>,NAME)<<ORDER BY NAME>>) ←
)<<AS CLOB(110)>>) INTO #XMLSERIALIZE
FROM NATQA-D033412A
GROUP BY ANNUAL_LEAVE
END-SELECT
END
```

## Scalar-Function and Column-Function (Aggregating) with Flexible SQL

---

*Scalar-functions* and *column-functions* are only supported with their proper syntax, as stated in the section [Scalar Expression](#). After the function name, within the left and right parentheses between the scalar expressions, there must be a comma. Therefore, not putting a comma between one scalar expression and another is restricted.

Any additional usage of keywords or any SQL statements within the parentheses, which is not recognized as a scalar expression with or without a comma, must be included with the flexible SQL to make it work.

Additionally, between the left parenthesis and the left arrow symbol of flexible SQL you must leave a space or you receive a compiler error.

**Example:**

```
DEFINE DATA LOCAL
01 V1 VIEW OF DSN8910-EMP
02 EMPNO
02 FIRSTNME
02 LASTNAME
02 SALARY
02 BONUS
01 M1 (I4)
END-DEFINE
M1 := 10000
```

```
SELECT * INTO VIEW V1
FROM DSN8910-EMP
WHERE SALARY > GREATEST(CAST( <<:M1 AS INTEGER>> ))
DISPLAY V1
END-SELECT
ENDEND
```



# III

## Referenced Example Programs

---





# 11 Referenced Example Programs

---

▪ ASSIGN .....	78
▪ AT BREAK .....	79
▪ AT END OF DATA .....	81
▪ AT END OF PAGE .....	82
▪ AT START OF DATA .....	82
▪ AT TOP OF PAGE .....	84
▪ DEFINE SUBROUTINE .....	85
▪ FIND .....	86
▪ FOR .....	88
▪ HISTOGRAM .....	89
▪ IF .....	89
▪ PERFORM BREAK PROCESSING .....	91
▪ READ .....	92
▪ REPEAT .....	93
▪ SORT .....	94
▪ STORE .....	95
▪ UPDATE .....	97
▪ Example Programs for System Variables .....	98

This chapter contains additional example programs that are referenced in the Natural statements and system variables reference documentation. All these examples are contained in the library SYSEXSYN.



**Note:** Generally, the example programs shown in the statement descriptions are written in structured mode. For statements where the reporting-mode syntax differs considerably from the structured-mode syntax, references to equivalent reporting-mode examples are also provided. The example programs are available in source-code form in the Natural library SYSEXSYN. Further example programs of using Natural statements are documented in the section *Referenced Example Programs* in the *Programming Guide*. These example programs are provided in the Natural library SYSEXPB. Ask your Natural administrator about the availability of these libraries at your site. The example programs use data from the files EMPLOYEES and VEHICLES, which are supplied for demonstration purposes.

## ASSIGN

---

The following example is referenced in the [ASSIGN/COMPUTE](#) statement description:

### ASGEX1R - ASSIGN (reporting mode)

```

** Example 'ASGEX1R': ASSIGN (reporting mode)
*****
RESET #A (N3)
      #B (A6)
      #C (N0.3)
      #D (N0.5)
      #E (N1.3)
      #F (N5)
      #G (A25)
      #H (A3/1:3)
*
#A = 5                                WRITE NOTITLE '=' #A
#B = 'ABC'                            WRITE '=' #B
#C = .45                               WRITE '=' #C
#D = #E = -0.12345                    WRITE '=' #D / '=' #E
ASSIGN ROUNDED #F = 199.999           WRITE '=' #F
#G = 'HELLO'                          WRITE '=' #G
*
#H (1) = 'UVW'
#H (3) = 'XYZ'                        WRITE '=' #H (1:3)
*
END

```

Output of Program AEDEX1R:

```
#A: 5
#B: ABC
#C: .450
#D: -.12345
#E: -0.123
#F: 200
#G: HELLO
#H: UVW XYZ
```

## AT BREAK

The following examples are referenced in the [AT BREAK](#) statement description:

### ATBEX1R - AT BREAK (reporting mode)

```
** Example 'ATBEX1R': AT BREAK (reporting mode)
*****
*
LIMIT 10
READ EMPLOYEES BY CITY
  AT BREAK OF CITY DO
    SKIP 1
  DOEND
/*
  DISPLAY NOTITLE CITY (IS=ON) COUNTRY (IS=ON) NAME
LOOP
END
```

Output of Program ATBEX1R:

CITY	COUNTRY	NAME
AIKEN	USA	SENKO
AIX EN OTHE	F	GODEFROY
AJACCIO		CANALE
ALBERTSLUND	DK	PLOUG
ALBUQUERQUE	USA	HAMMOND ROLLING FREEMAN LINCOLN
ALFRETON	UK	GOLDBERG

ALICANTE                    E                    GOMEZ

**ATBEX5R - AT BREAK statement with multiple break levels (reporting mode)**

```

** Example 'ATBEX5R': AT BREAK (multiple break levels) (reporting mode)
*****
RESET LEAVE-DUE-L (N4)
*
LIMIT 5
FIND EMPLOYEES WITH CITY = 'PHILADELPHIA' OR = 'PITTSBURGH'
      SORTED BY CITY DEPT
MOVE LEAVE-DUE TO LEAVE-DUE-L
DISPLAY CITY (IS=ON) DEPT (IS=ON) NAME LEAVE-DUE-L
AT BREAK OF DEPT
  WRITE NOTITLE /
    T*DEPT OLD(DEPT) T*LEAVE-DUE-L SUM(LEAVE-DUE-L) /
AT BREAK OF CITY
  WRITE NOTITLE
    T*CITY OLD(CITY) T*LEAVE-DUE-L SUM(LEAVE-DUE-L) //
LOOP
*
END

```

**Output of Program ATBEX5R:**

CITY	DEPARTMENT CODE	NAME	LEAVE-DUE-L
PHILADELPHIA	MGMT30	WOLF-TERROINE	11
		MACKARNESS	27
	MGMT30		38
	TECH10	BUSH	39
		NETTLEFOLDS	24
	TECH10		63
PHILADELPHIA			101
PITTSBURGH	MGMT10	FLETCHER	34
	MGMT10		34
PITTSBURGH			34

## AT END OF DATA

The following example is referenced in the [AT END OF DATA](#) statement description:

### AEDEX1R - AT END OF DATA (reporting mode)

```

** Example 'AEDEX1R': AT END OF DATA (reporting mode)
*****
LIMIT 5
EMP. FIND EMPLOYEES WITH CITY = 'STUTTGART'
  IF NO RECORDS FOUND
    ENTER
  DISPLAY PERSONNEL-ID NAME FIRST-NAME
        SALARY (1) CURR-CODE (1)
/*
AT END OF DATA DO
  IF *COUNTER (EMP.) = 0 DO
    WRITE 'NO RECORDS FOUND'
    ESCAPE BOTTOM
  DOEND
  WRITE NOTITLE / 'SALARY STATISTICS:'
        / 7X 'MAXIMUM:' MAX(SALARY(1)) CURR-CODE (1)
        / 7X 'MINIMUM:' MIN(SALARY(1)) CURR-CODE (1)
        / 7X 'AVERAGE:' AVER(SALARY(1)) CURR-CODE (1)
  DOEND
LOOP
END

```

### Output of Program AEDEX1R:

PERSONNEL ID	NAME	FIRST-NAME	ANNUAL SALARY	CURRENCY CODE
11100328	BERGHAUS	ROSE	70800	DM
11100329	BARTHEL	PETER	42000	DM
11300313	AECKERLE	SUSANNE	55200	DM
11300316	KANTE	GABRIELE	61200	DM
11500304	KLUGE	ELKE	49200	DM
SALARY STATISTICS:				
	MAXIMUM:	70800	DM	
	MINIMUM:	42000	DM	
	AVERAGE:	55680	DM	

## AT END OF PAGE

---

The following example is referenced in the [AT END OF PAGE](#) statement description:

### AEPEX1R - AT END OF PAGE (reporting mode)

```

** Example 'AEPEX1R': AT END OF PAGE (reporting mode)
*****
FORMAT PS=10
LIMIT 10
READ EMPLOYEES BY PERSONNEL-ID FROM '20017000'
  DISPLAY NOTITLE GIVE SYSTEM FUNCTIONS
    NAME JOB-TITLE 'SALARY' SALARY(1) CURR-CODE (1)
  /*
  AT END OF PAGE DO
    WRITE / 28T 'AVERAGE SALARY: ...' AVER(SALARY(1)) CURR-CODE (1)
  DOEND
  /*
LOOP
END

```

Output of Program AEPEX1R:

NAME	CURRENT POSITION	SALARY	CURRENCY CODE
CREMER	ANALYST	34000	USD
MARKUSH	TRAINEE	22000	USD
GEE	MANAGER	39500	USD
KUNEY	DBA	40200	USD
NEEDHAM	PROGRAMMER	32500	USD
JACKSON	PROGRAMMER	33000	USD
AVERAGE SALARY: ...		33533	USD

## AT START OF DATA

---

The following example is referenced in the [AT START OF DATA](#) statement description:

**ASDEX1R - AT START OF DATA (reporting mode)**

```

** Example 'ASDEX1R': AT START OF DATA (reporting mode)
*****
RESET #CITY (A20) #CNTL (A1)
*
REPEAT
  INPUT 'ENTER VALUE FOR CITY' #CITY
  /*
  IF #CITY = ' ' OR= 'END' DO
    STOP
  DOEND
  FIND EMPLOYEES WITH CITY = #CITY
  IF NO RECORDS FOUND DO
    WRITE NOTITLE NOHDR 'NO RECORDS FOUND'
    ESCAPE
  DOEND
  /*
  AT START OF DATA DO
    INPUT (AD=0) 'RECORDS FOUND' *NUMBER //
      'ENTER ''D'' TO DISPLAY RECORDS' #CNTL (AD=A)
    IF #CNTL NE 'D' DO
      ESCAPE BOTTOM
    DOEND
  DOEND
  /*
  DISPLAY NAME FIRST-NAME
  LOOP
LOOP
END

```

**Output of Program ASDEX1R:**

```
ENTER VALUE FOR CITY PARIS
```

**After entering and confirming city name:**

```
RECORDS FOUND          26
ENTER 'D' TO DISPLAY RECORDS D
```

**After entering and confirming D:**

NAME	FIRST-NAME
MAIZIERE	ELISABETH
MARX	JEAN-MARIE
REIGNARD	JACQUELINE
RENAUD	MICHEL
REMOUE	GERMAINE
LAVENDA	SALOMON
BROUSSE	GUY
GIORDA	LOUIS
SIECA	FRANCOIS
CENSIER	BERNARD
DUC	JEAN-PAUL
CAHN	RAYMOND
MAZUY	ROBERT
FAURIE	HENRI
VALLY	ALAIN
BRETON	JEAN-MARIE
GIGLEUX	JACQUES
KORAB-BRZOZOWSKI	BOGDAN
XOLIN	CHRISTIAN
LEGRIS	ROGER
VVVV	

## AT TOP OF PAGE

---

The following example is referenced in the [AT TOP OF PAGE](#) statement description:

### ATPEX1R - AT TOP OF PAGE (reporting mode)

```

** Example 'ATPEX1R': AT TOP OF PAGE (reporting mode)
*****
*
FORMAT PS=15
LIMIT 15
*
READ EMPLOYEES BY NAME STARTING FROM 'L'
  DISPLAY 2X NAME 4X FIRST-NAME CITY DEPT
  WRITE TITLE UNDERLINED 'EMPLOYEE REPORT'
  WRITE TRAILER '-' (78)
/*
  AT TOP OF PAGE DO
    WRITE 'BEGINNING NAME:' NAME
  DOEND
/*
  AT END OF PAGE DO
    SKIP 1
    WRITE 'ENDING NAME:  ' NAME

```



```
DOEND
LOOP
END
```

## DEFINE SUBROUTINE

The following example is referenced in the [DEFINE SUBROUTINE](#) statement description:

### DSREX1R - DEFINE SUBROUTINE (reporting mode)

```
** Example 'DSREX1R': DEFINE SUBROUTINE (reporting mode)
*****
RESET #ARRAY-ALL (A300)
      #X (N2) #Y (N2)
REDEFINE #ARRAY-ALL (#ARRAY (A75/1:4))
          #ARRAY-ALL (#ALINE (A25/1:4,1:3))
*
FORMAT PS=20
LIMIT 5
*
MOVE 1 TO #X #Y
*
FIND EMPLOYEES WITH NAME = 'SMITH'
  OBTAIN ADDRESS-LINE (1:2)
  /*
  MOVE NAME           TO #ALINE (#X,#Y)
  MOVE ADDRESS-LINE(1) TO #ALINE (#X+1,#Y)
  MOVE ADDRESS-LINE(2) TO #ALINE (#X+2,#Y)
  MOVE PHONE          TO #ALINE (#X+3,#Y)
  IF #Y = 3 DO
    MOVE 1 TO #Y
    PERFORM PRINT
  DOEND
  ELSE DO
    ADD 1 TO #Y
  DOEND
  AT END OF DATA DO
    PERFORM PRINT
  DOEND
LOOP
*
DEFINE SUBROUTINE PRINT
  WRITE NOTITLE (AD=OI) #ARRAY(*)
  RESET #ARRAY(*)
  SKIP 1
RETURN
*
END
```

Output of Program AEDEX1R:

```
SMITH          SMITH          SMITH
ENGLANDSVEJ 222  3152 SHETLAND ROAD  14100 ESWORTHY RD.
554349          MILWAUKEE           MONTERREY
                877-4563            994-2260

SMITH          SMITH
5 HAWTHORN     13002 NEW ARDEN COUR
OAK BROOK     SILVER SPRING
150-9351      639-8963
```

## FIND

---

The following examples are referenced in the [FIND](#) statement description:

### **FNDFIR - FIND statement with FIRST option (reporting mode)**

```
** Example 'FNDFIR': FIND FIRST
*****
*
FIND FIRST EMPLOYEES WITH CITY = 'DERBY'
*
WRITE NOTITLE 'TOTAL RECORDS SELECTED:' *NUMBER
SKIP 2
WRITE '***FIRST PERSON SELECTED***' //
      'NAME:      ' NAME /
      'DEPARTMENT:' DEPT /
      'JOB TITLE: ' JOB-TITLE
*
END
```

Output of Program FNDFIR:

```
TOTAL RECORDS SELECTED:      141

***FIRST PERSON SELECTED***

NAME:      DEAKIN
DEPARTMENT: SALE01
JOB TITLE: SALES ACCOUNTANT
```

**FNDNUM - FIND statement with NUMBER option (reporting mode)**

```

** Example 'FNDNUM': FIND NUMBER
*****
RESET #BIRTH (D)
*
MOVE EDITED '19500101' TO #BIRTH (EM=YYYYMMDD)
*
FIND NUMBER EMPLOYEES WITH CITY = 'MADRID'
        WHERE BIRTH LT #BIRTH
*
WRITE NOTITLE 'TOTAL RECORDS SELECTED:      ' *NUMBER
        / 'TOTAL BORN BEFORE 1 JAN 1950: ' *COUNTER
*
END

```

**Output of Program FNDNUM:**

```

TOTAL RECORDS SELECTED:      41
TOTAL BORN BEFORE 1 JAN 1950: 16

```

**FNDUNQ - FIND statement with UNIQUE option (reporting mode)**

```

** Example 'FNDUNQ': FIND UNIQUE
*****
RESET #NAME (A20)
*
*
INPUT 'ENTER EMPLOYEE NAME: ' #NAME
IF #NAME = ' '
    STOP
*
FIND UNIQUE EMPLOYEES WITH NAME = #NAME
*
DISPLAY NOTITLE NAME FIRST-NAME JOB-TITLE
*
ON ERROR DO
    WRITE 'NAME EITHER NOT UNIQUE OR DOES NOT EXIST'
    FETCH 'FNDUNQ'
DOEND
*
END

```

**Output of Program FNDUNQ:**

ENTER EMPLOYEE NAME: HEURTEBISE

After entering and confirming name HEURTEBISE:

NAME	FIRST-NAME	CURRENT POSITION
HEURTEBISE	MICHEL	CONTROLEUR DE GESTION

## FOR

---

The following example is referenced in the [FOR](#) statement description:

### FOREX1R - FOR (reporting mode)

```
** Example 'FOREX1R': FOR (reporting mode)
*****
RESET #INDEX (I1)
      #ROOT (N2.7)
*
FOR #INDEX 1 TO 5
  COMPUTE #ROOT = SQRT (#INDEX)
  WRITE NOTITLE '=' #INDEX 3X '=' #ROOT
LOOP
*
SKIP 1
FOR #INDEX 1 TO 5 STEP 2
  COMPUTE #ROOT = SQRT (#INDEX)
  WRITE '=' #INDEX 3X '=' #ROOT
LOOP
*
END
```

Output of Program FOREX1R:

```
#INDEX: 1 #ROOT: 1.0000000
#INDEX: 2 #ROOT: 1.4142135
#INDEX: 3 #ROOT: 1.7320508
#INDEX: 4 #ROOT: 2.0000000
#INDEX: 5 #ROOT: 2.2360679

#INDEX: 1 #ROOT: 1.0000000
#INDEX: 3 #ROOT: 1.7320508
#INDEX: 5 #ROOT: 2.2360679
```

## HISTOGRAM

---

The following example is referenced in the [HISTOGRAM](#) statement description:

### HSTEX1R - HISTOGRAM (reporting mode)

```
** Example 'HSTEX1R': HISTOGRAM (reporting mode)
*****
*
LIMIT 8
HISTOGRAM EMPLOYEES CITY STARTING FROM 'M'
  DISPLAY NOTITLE CITY
    'NUMBER OF/PERSONS' *NUMBER *COUNTER
LOOP
*
END
```

Output of Program HSTEX1R:

CITY	NUMBER OF PERSONS	CNT
MADISON	3	1
MADRID	41	2
MAILLY LE CAMP	1	3
MAMERS	1	4
MANSFIELD	4	5
MARSEILLE	2	6
MATLOCK	1	7
MELBOURNE	2	8

## IF

---

The following example is referenced in the [IF](#) statement description:

**IFEX1R - IF (reporting mode)**

```

** Example 'IFEX1R': IF (reporting mode)
*****
RESET #BIRTH (D)
*
MOVE EDITED '19450101' TO #BIRTH (EM=YYYYMMDD)
SUSPEND IDENTICAL SUPPRESS
LIMIT 20
*
FND. FIND EMPLOYEES WITH CITY = 'FRANKFURT'
      SORTED BY NAME BIRTH
  IF SALARY (1) LT 40000
    WRITE NOTITLE '*****' NAME 30X 'SALARY LT 40000'
  ELSE DO
    IF BIRTH GT #BIRTH DO
      FIND VEHICLES WITH PERSONNEL-ID = PERSONNEL-ID (FND.)
      DISPLAY (IS=ON) NAME BIRTH (EM=YYYY-MM-DD)
      SALARY (1) MAKE (AL=8)
    LOOP
  DOEND
DOEND
LOOP
END

```

**Output of Program IFEX1R:**

NAME	DATE OF BIRTH	ANNUAL SALARY	MAKE
BAECKER	1956-01-05	74400	BMW
***** BECKER			SALARY LT 40000
BLOEMER	1979-11-07	45200	FIAT
FALTER	1954-05-23	70800	FORD
***** FALTER			SALARY LT 40000
***** GROTHE			SALARY LT 40000
***** HEILBROCK			SALARY LT 40000
***** HESCHMANN			SALARY LT 40000
HUCH	1952-09-12	67200	MERCEDES
***** KICKSTEIN			SALARY LT 40000
***** KLEENE			SALARY LT 40000
***** KRAMER			SALARY LT 40000

## PERFORM BREAK PROCESSING

The following example is referenced in the [PERFORM BREAK PROCESSING](#) statement description:

### PBPEX1R - PERFORM BREAK PROCESSING (reporting mode)

```

** Example 'PBPEX1R': PERFORM BREAK PROCESSING (reporting mode)
*****
RESET #LINE (N2) #INDEX (N2)
*
MOVE 1 TO #LINE
FOR #INDEX 1 TO 18
  PERFORM BREAK PROCESSING
  /*
  AT BREAK OF #INDEX /1/ DO
    WRITE NOTITLE / 'PLEASE COMPLETE LINES 1-9 ABOVE' /
    MOVE 1 TO #LINE
  DOEND
  /*
  WRITE NOTITLE '_' (64) '=' #LINE
  ADD 1 TO #LINE
LOOP
END

```

Output of Program PBPEX1R:

```

_____ #LINE: 1
_____ #LINE: 2
_____ #LINE: 3
_____ #LINE: 4
_____ #LINE: 5
_____ #LINE: 6
_____ #LINE: 7
_____ #LINE: 8
_____ #LINE: 9

PLEASE COMPLETE LINES 1-9 ABOVE

_____ #LINE: 1
_____ #LINE: 2
_____ #LINE: 3
_____ #LINE: 4
_____ #LINE: 5
_____ #LINE: 6
_____ #LINE: 7
_____ #LINE: 8
_____ #LINE: 9

PLEASE COMPLETE LINES 1-9 ABOVE

```

## READ

---

The following example is referenced in the [READ](#) statement description:

### REAEX1R - READ (reporting mode)

```

** Example 'REAEX1R': READ (reporting mode)
*****
LIMIT 3
*
WRITE 'READ IN PHYSICAL SEQUENCE'
READ EMPLOYEES IN PHYSICAL SEQUENCE
  DISPLAY NOTITLE PERSONNEL-ID NAME *ISN *COUNTER
LOOP
*
WRITE / 'READ IN ISN SEQUENCE'
READ EMPLOYEES BY ISN STARTING FROM 1 ENDING AT 3
  DISPLAY PERSONNEL-ID NAME *ISN *COUNTER
LOOP
*
WRITE / 'READ IN NAME SEQUENCE'
READ EMPLOYEES BY NAME
  DISPLAY PERSONNEL-ID NAME *ISN *COUNTER
LOOP
*
WRITE / 'READ IN NAME SEQUENCE STARTING FROM 'M''
READ EMPLOYEES BY NAME STARTING FROM 'M'
  DISPLAY PERSONNEL-ID NAME *ISN *COUNTER
LOOP
*
END

```

### Output of Program REAEX1R:

PERSONNEL ID	NAME	ISN	CNT
-----			
READ IN PHYSICAL SEQUENCE			
50005800	ADAM	1	1
50005600	MORENO	2	2
50005500	BLOND	3	3
READ IN ISN SEQUENCE			
50005800	ADAM	1	1
50005600	MORENO	2	2
50005500	BLOND	3	3
READ IN NAME SEQUENCE			



60008339	ABELLAN	478	1
30000231	ACHIESON	878	2
50005800	ADAM	1	3
READ IN NAME SEQUENCE STARTING FROM 'M'			
30008125	MACDONALD	923	1
20028700	MACKARNESS	765	2
40000045	MADSEN	508	3

## REPEAT

The following examples are referenced in the [REPEAT](#) statement description:

### RPTEX1R - REPEAT (reporting mode)

```
** Example 'RPTEX1R': REPEAT (reporting mode)
*****
RESET #PERS-NR (A8)
*
REPEAT
  INPUT 'ENTER A PERSONNEL NUMBER:' #PERS-NR
  IF #PERS-NR = ' '
    ESCAPE BOTTOM
  FIND EMPLOYEES WITH PERSONNEL-ID = #PERS-NR
  IF NO RECORD FOUND
    REINPUT 'NO RECORD FOUND'
  DISPLAY NOTITLE NAME
  LOOP
LOOP
*
```

Output of Program RPTEX1R:

```
ENTER A PERSONNEL NUMBER:
```

### RPTEX2R - REPEAT with WHILE and UNTIL option (reporting mode)

```
** Example 'RPTEX2R': REPEAT (with WHILE and UNTIL option)
*****
RESET #X (I1) #Y (I1)
*
*
REPEAT WHILE #X <= 5
  ADD 1 TO #X
  WRITE NOTITLE '=' #X
  LOOP
*
```

```
SKIP 3
REPEAT
  ADD 1 TO #Y
  WRITE '=' #Y
  UNTIL #Y = 6
LOOP
*
END
```

**Output of Program RPTEX2R:**

```
#X: 1
#X: 2
#X: 3
#X: 4
#X: 5
#X: 6

#Y: 1
#Y: 2
#Y: 3
#Y: 4
#Y: 5
#Y: 6
```

## **SORT**

---

The following example is referenced in the [SORT](#) statement description:

**SRTEX1R - SORT (reporting mode)**

```
** Example 'SRTEX1R': SORT (reporting mode)
*****
RESET #AVG (P11) #TOTAL-TOTAL (P11) #TOTAL-SALARY (P11)
      #AVER-PERCENT (N3.2)
*
LIMIT 3
FIND EMPLOYEES WITH CITY = 'BOSTON'
  OBTAIN SALARY(1:2)
  COMPUTE #TOTAL-SALARY = SALARY (1) + SALARY (2)
  ACCEPT IF #TOTAL-SALARY GT 0
  /*
  SORT BY PERSONNEL-ID USING #TOTAL-SALARY SALARY(*) CURR-CODE
  GIVE AVER(#TOTAL-SALARY)
  /*
AT START OF DATA DO
```

```

WRITE NOTITLE '*' (40)
      'AVG CUMULATIVE SALARY:' *AVER (#TOTAL-SALARY) /
MOVE *AVER (#TOTAL-SALARY) TO #AVG
DOEND
COMPUTE ROUNDED #AVER-PERCENT = #TOTAL-SALARY / #AVG * 100
ADD #TOTAL-SALARY TO #TOTAL-TOTAL
/*
DISPLAY NOTITLE PERSONNEL-ID SALARY (1) SALARY (2)
      #TOTAL-SALARY CURR-CODE (1)
      'PERCENT/OF/AVER' #AVER-PERCENT
AT END OF DATA
WRITE / '*' (40) 'TOTAL SALARIES PAID: ' #TOTAL-TOTAL
LOOP
*
END

```

### Output of Program SRTEX1R:

PERSONNEL ID	ANNUAL SALARY	ANNUAL SALARY	#TOTAL-SALARY	CURRENCY CODE	PERCENT OF AVER
-----					
***** AVG CUMULATIVE SALARY:					44633
20000100	31000	29400	60400	USD	135.30
20019200	18000	17100	35100	USD	78.60
20020400	20000	18400	38400	USD	86.00
***** TOTAL SALARIES PAID:					133900

## STORE

The following example is referenced in the [STORE](#) statement description:

### STOEX1R - STORE (reporting mode)

```

** Example 'STOEX1R': STORE (reporting mode)
**
** CAUTION: Executing this example will modify the database records!
*****
RESET #PERSONNEL-ID (A8)
      #NAME           (A20)
      #FIRST-NAME    (A15)
      #BIRTH-D       (D)
      #MAR-STAT      (A1)
      #BIRTH         (A8)
      #CITY          (A20)

```

```

        #COUNTRY      (A3)
        #CONF         (A1)
*
REPEAT
  INPUT 'ENTER A PERSONNEL ID AND NAME (OR ''END'' TO END)' //
        'PERSONNEL-ID : ' #PERSONNEL-ID //
        'NAME          : ' #NAME          /
        'FIRST-NAME   : ' #FIRST-NAME
  /*
  /* VALIDATE ENTERED DATA
  /*
  IF #PERSONNEL-ID = 'END' OR #NAME = 'END'
    STOP
  IF #NAME = ' '
    REINPUT WITH TEXT 'ENTER A LAST-NAME' MARK 2 AND SOUND ALARM
  IF #FIRST-NAME = ' '
    REINPUT WITH TEXT 'ENTER A FIRST-NAME' MARK 3 AND SOUND ALARM
  /*
  /* ENSURE PERSON IS NOT ALREADY ON FILE
  /*
  FIND NUMBER EMPLOYEES WITH PERSONNEL-ID = #PERSONNEL-ID
  IF *NUMBER > 0
    REINPUT 'PERSON WITH SAME PERSONNEL-ID ALREADY EXISTS'
          MARK 1 AND SOUND ALARM
  MOVE 'N' TO #CONF
  /*
  /* GET FURTHER INFORMATION
  /*
  INPUT
    'ADDITIONAL PERSONNEL DATA'          ////
    'PERSONNEL-ID           :' #PERSONNEL-ID (AD=IO) /
    'NAME                   :' #NAME         (AD=IO) /
    'FIRST-NAME            :' #FIRST-NAME   (AD=IO) ///
    'MARITAL STATUS        :' #MAR-STAT     /
    'DATE OF BIRTH (YYYYMMDD) :' #BIRTH      /
    'CITY                   :' #CITY        /
    'COUNTRY (3 CHARACTERS) :' #COUNTRY     //
    'ADD THIS RECORD (Y/N)  :' #CONF        (AD=M)
  /*
  /* ENSURE REQUIRED FIELDS CONTAIN VALID DATA
  /*
  IF NOT (#MAR-STAT = 'S' OR = 'M' OR = 'D' OR = 'W')
    REINPUT TEXT 'ENTER VALID MARITAL STATUS S=SINGLE ' -
          'M=MARRIED D=DIVORCED W=WIDOWED' MARK 1
  IF NOT (#BIRTH = MASK(YYYYMMDD) AND #BIRTH = MASK(1582-2699))
    REINPUT TEXT 'ENTER CORRECT DATE' MARK 2
  IF #CITY = ' '
    REINPUT TEXT 'ENTER A CITY NAME' MARK 3
  IF #COUNTRY = ' '
    REINPUT TEXT 'ENTER A COUNTRY CODE' MARK 4
  IF NOT (#CONF = 'N' OR = 'Y')
    REINPUT TEXT 'ENTER Y (YES) OR N (NO)' MARK 5

```

```

IF #CONF = 'N'
  ESCAPE TOP
/*
/*  ADD THE RECORD
/*
MOVE EDITED #BIRTH TO #BIRTH-D (EM=YYYYMMDD)
/*
STORE RECORD IN EMPLOYEES
  WITH PERSONNEL-ID = #PERSONNEL-ID
      NAME           = #NAME
      FIRST-NAME     = #FIRST-NAME
      MAR-STAT       = #MAR-STAT
      BIRTH          = #BIRTH-D
      CITY           = #CITY
      COUNTRY        = #COUNTRY
END OF TRANSACTION
/*
WRITE NOTITLE 'RECORD HAS BEEN ADDED'
/*
LOOP
END

```

## UPDATE

The following example is referenced in the [UPDATE](#) statement description:

### UPDEX1R - UPDATE (reporting mode)

```

** Example 'UPDEX1R': UPDATE (reporting mode)
**
** CAUTION: Executing this example will modify the database records!
*****
RESET #NAME (A20)
*
INPUT 'ENTER A NAME:' #NAME (AD=M)
IF #NAME = ' '
  STOP
*
FIND EMPLOYEES WITH NAME = #NAME
  IF NO RECORDS FOUND
    REINPUT WITH 'NO RECORDS FOUND'  MARK 1
  /*
  INPUT 'NAME:          ' NAME (AD=0) /
        'FIRST NAME:' FIRST-NAME (AD=M) /
        'CITY:          ' CITY (AD=M)
  /*
  UPDATE USING SAME RECORD
  /*
  END TRANSACTION

```

```
/*  
LOOP  
*  
END
```

Output of Program UPDEX1R:

```
ENTER A NAME:
```

## Example Programs for System Variables

---

The following examples are referenced in the \*OCCURRENCE system variable description:

### OCC1P - System Variable \*OCCURRENCE

```
** Example 'OCC1P': *OCCURRENCE  
*****  
DEFINE DATA LOCAL  
1 #N1 (N7/1:10)  
1 #N2 (N7/1:10,1:10)  
1 #N3 (N7/1:10,1:10,1:10)  
END-DEFINE  
*  
CALLNAT 'OCC1N' #N1(*) #N2(1:2,1:4) #N3(1:6,1:7,1:8)  
*  
END
```

Subprogram OCC1N Called by Program OCC1P:

```
** Example 'OCC1N': *OCCURRENCE (called by OCC1P)  
*****  
DEFINE DATA  
PARAMETER  
1 PARM1 (N7/1:V)  
1 PARM2 (N7/1:V,1:V)  
1 PARM3 (N7/1:V,1:V,1:V)  
LOCAL  
1 #OCC2 (I4/1:2)  
1 #OCC3 (I4/1:3)  
1 #OCC1 (I4)  
END-DEFINE  
*  
MOVE *OCC(PARM1) TO #OCC1  
MOVE *OCC(PARM2,*) TO #OCC2(*)  
MOVE *OCC(PARM3,*) TO #OCC3(*)  
*  
DISPLAY #OCC1 #OCC2(*) #OCC3(*)  
DISPLAY *OCC(PARM1,*) *OCC(PARM2,*) *OCC(PARM3,*)
```

```

*
NEWPAGE
*
WRITE NOHDR
  'Occurrences of 1. parameter:' *OCC(PARM1)
  / 'Occurrences of 1. parameter:' *OCC(PARM1,1)
  / 'Occurrences of 1. parameter:' *OCC(PARM1,*)
  / 'Occurrences of 2. parameter:' *OCC(PARM2,1) *OCC(PARM2,2)
  / 'Occurrences of 2. parameter:' *OCC(PARM2,*)
  / 'Occurrences of 3. parameter:' *OCC(PARM3,1) *OCC(PARM3,2)
  / 'Occurrences of 3. parameter:' *OCC(PARM3,3)
  / 'Occurrences of 3. parameter:' *OCC(PARM3,*)
*
END

```

### Output of Program OCC1P - Page 1:

```

Page      1                                05-01-18  10:21:30
#OCC1      #OCC2      #OCC3
-----
      10           2           6
                4           7
                8
      10           2           6
                4           7
                8

```

### Output of Program OCC1P - Page 2:

```

Page      2                                05-01-18  10:21:30
Occurrences of 1. parameter:      10
Occurrences of 1. parameter:      10
Occurrences of 1. parameter:      10
Occurrences of 2. parameter:      2           4
Occurrences of 2. parameter:      2           4
Occurrences of 3. parameter:      6           7           8
Occurrences of 3. parameter:      6           7           8

```

### OCC2P - System Variable \*OCCURRENCE

```
** Example 'OCC2P': *OCCURRENCE
*****
DEFINE DATA LOCAL
1 #N (N7/1:10)
1 #I (I4)
END-DEFINE
*
FOR #I=1 TO 10
  MOVE #I TO #N(#I)
END-FOR
*
WRITE 'Passing occurrences 1:5'
CALLNAT 'OCC2N' #N(1:5)
*
WRITE 'Passing occurrences 5:10'
CALLNAT 'OCC2N' #N(5:10)
*
END
```

#### Subprogram OCC2N Called by Program OCC2P:

```
** Example 'OCC2N': *OCCURRENCE (called by OCC2P)
*****
DEFINE DATA
PARAMETER
1 #ARR (N7/1:V)
LOCAL
1 I (N7)
END-DEFINE
*
FOR I=1 TO *OCC(#ARR)
  DISPLAY #ARR(I)
END-FOR
*
END
```

#### Output of Program OCC2P:

```
Page      1                                05-01-18  10:33:03

Passing occurrences 1:5
  1
  2
  3
  4
  5
Passing occurrences 5:10
  5
  6
```



7  
8  
9  
10



# IV

---

▪ 12 ACCEPT/REJECT .....	105
▪ 13 ADD .....	111
▪ 14 ASSIGN .....	117
▪ 15 AT BREAK .....	119
▪ 16 AT END OF DATA .....	127
▪ 17 AT END OF PAGE .....	133
▪ 18 AT START OF DATA .....	141
▪ 19 AT TOP OF PAGE .....	147
▪ 20 BACKOUT TRANSACTION .....	153
▪ 21 BEFORE BREAK PROCESSING .....	157
▪ 22 CALL .....	161
▪ 23 CALL FILE .....	177
▪ 24 CALL LOOP .....	183
▪ 25 CALldbPROC (SQL) .....	187
▪ 26 CALLNAT .....	193
▪ 27 CLOSE CONVERSATION .....	201
▪ 28 CLOSE DIALOG .....	205



# 12 ACCEPT/REJECT

---

▪ ACCEPT/REJECT Usage .....	106
▪ ACCEPT/REJECT Syntax Description .....	106
▪ Processing of Multiple ACCEPT/REJECT Statements .....	107
▪ Limit Notation .....	107
▪ ACCEPT/REJECT Examples .....	108

```
{ ACCEPT }
{ REJECT } [IF] logical-condition
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [HISTOGRAM](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION DATA](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: [Database Access and Update](#)

## ACCEPT/REJECT Usage

The statements `ACCEPT` and `REJECT` are used for accepting/rejecting a record based on user-specified logical criterion. The `ACCEPT/REJECT` statement may be used in conjunction with statements which read data records in a processing loop ([FIND](#), [READ](#), [HISTOGRAM](#), [CALL FILE](#), [SORT](#) or [READ WORK FILE](#)). The criterion is evaluated *after* the record has been selected/read.

Whenever an `ACCEPT/REJECT` statement is encountered for processing, it will internally refer to the innermost currently active processing loop initiated with one of the above mentioned statements.

When `ACCEPT/REJECT` statements are placed in a subroutine, in case of a record reject, the subroutine(s) entered in the processing loop will automatically be terminated and processing will continue with the next record of the innermost currently active processing loop.

## ACCEPT/REJECT Syntax Description

Syntax Element	Description
IF	<p><b>IF Clause:</b> An IF clause may be used with an <code>ACCEPT</code> or <code>REJECT</code> statement to specify logical condition criteria in addition to that specified when the record was selected/read with a <a href="#">FIND</a>, <a href="#">READ</a>, or <a href="#">HISTOGRAM</a> statement. The logical condition criteria are evaluated after the record has been read and after record processing has started.</p>
<i>logical-condition</i>	<p><b>Logical Condition Criterion:</b> The basic criterion is a relational expression. Multiple relational expressions may be combined with logical operators (<code>AND</code>, <code>OR</code>) to form complex criteria.</p> <p>Arithmetic expressions may also be used to form a relational expression.</p>

Syntax Element	Description
	<p>The fields used to specify the logical criterion may be database fields or user-defined variables. For additional information on logical conditions, see <i>Logical Condition Criteria</i> in the <i>Programming Guide</i>.</p> <p><b>Note:</b> When ACCEPT/REJECT is used with a HISTOGRAM statement, only the database field specified in the HISTOGRAM statement may be used as a logical criterion.</p>

## Processing of Multiple ACCEPT/REJECT Statements

Normally, only one ACCEPT or REJECT statement is required in a single processing loop. If more than one ACCEPT/REJECT is specified *consecutively*, the following conditions apply:

- If consecutive ACCEPT and REJECT statements are contained in the same processing loop, they are processed in the specified order.
- If an ACCEPT condition is satisfied, the record will be accepted and consecutive ACCEPT/REJECT statements will be ignored.
- If a REJECT condition is satisfied, the record will be rejected and consecutive ACCEPT/REJECT statements will be ignored.
- If the processing continues to the last ACCEPT/REJECT statement, the last statement will determine whether the record is accepted or rejected.

If other statements are interleaved between multiple ACCEPT/REJECT statements, each ACCEPT/REJECT will be handled independently.

## Limit Notation

If a LIMIT statement or other limit notation has been specified for a processing loop containing an ACCEPT or REJECT statement, each record processed is counted against the limit regardless of whether or not the record is accepted or rejected.

## ACCEPT/REJECT Examples

- [Example 1 - ACCEPT](#)
- [Example 2 - ACCEPT / REJECT](#)

### Example 1 - ACCEPT

```

** Example 'ACREX1': ACCEPT
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 SEX
  2 MAR-STAT
END-DEFINE
*
LIMIT 50
READ EMPLOY-VIEW
  ACCEPT IF SEX='M' AND MAR-STAT = 'S'
  WRITE NOTITLE '=' NAME '=' SEX 5X '=' MAR-STAT
END-READ
END

```

### Output of Program ACREX1:

```

NAME: MORENO           S E X: M      MARITAL STATUS: S
NAME: VAUZELLE        S E X: M      MARITAL STATUS: S
NAME: BAILLET         S E X: M      MARITAL STATUS: S
NAME: HEURTEBISE     S E X: M      MARITAL STATUS: S
NAME: LION            S E X: M      MARITAL STATUS: S
NAME: DEZELUS        S E X: M      MARITAL STATUS: S
NAME: BOYER          S E X: M      MARITAL STATUS: S
NAME: BROUSSE        S E X: M      MARITAL STATUS: S
NAME: DROMARD        S E X: M      MARITAL STATUS: S
NAME: DUC            S E X: M      MARITAL STATUS: S
NAME: BEGUERIE       S E X: M      MARITAL STATUS: S
NAME: FOREST         S E X: M      MARITAL STATUS: S
NAME: GEORGES        S E X: M      MARITAL STATUS: S

```



**Example 2 - ACCEPT / REJECT**

```

** Example 'ACREX2': ACCEPT/REJECT
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 SALARY      (1)
*
1 #PROC-COUNT (N8) INIT <0>
END-DEFINE
*
EMP. FIND EMPLOY-VIEW WITH NAME = 'JACKSON'
  WRITE NOTITLE *COUNTER NAME FIRST-NAME 'SALARY:' SALARY(1)
  /*
  ACCEPT IF SALARY (1) LT 50000
  WRITE *COUNTER 'ACCEPTED FOR FURTHER PROCESSING'
  /*
  REJECT IF SALARY (1) GT 30000
  WRITE *COUNTER 'NOT REJECTED'
  /*
  ADD 1 TO #PROC-COUNT
END-FIND
*
SKIP 2
WRITE NOTITLE 'TOTAL PERSONS FOUND ' *NUMBER (EMP.) /
              'TOTAL PERSONS SELECTED' #PROC-COUNT
END

```

**Output of Program ACREX2:**

```

      1 JACKSON          CLAUDE          SALARY:      33000
      1 ACCEPTED FOR FURTHER PROCESSING
      2 JACKSON          FORTUNA          SALARY:      36000
      2 ACCEPTED FOR FURTHER PROCESSING
      3 JACKSON          CHARLIE          SALARY:      23000
      3 ACCEPTED FOR FURTHER PROCESSING
      3 NOT REJECTED

TOTAL PERSONS FOUND          3
TOTAL PERSONS SELECTED      1

```



# 13

## ADD

---

- ADD Usage ..... 112
- Syntax 1 - ADD Statement without GIVING Clause ..... 112
- Syntax 2 - ADD Statement with GIVING Clause ..... 113
- ADD Example ..... 115

Related Statements: [COMPRESS](#) | [COMPUTE](#) | [DIVIDE](#) | [EXAMINE](#) | [MOVE](#) | [MOVE ALL](#) | [MULTIPLY](#) | [RESET](#) | [SEPARATE](#) | [SUBTRACT](#)

Belongs to Function Group: *Arithmetic and Data Movement Operations*

## ADD Usage

---

The ADD statement is used to add two or more operands.

This statements has two different syntax structures.



**Notes:**

1. At the time the ADD statement is executed, each operand used in the arithmetic operation must contain a valid value.
2. For additions involving arrays, see also the section *Arithmetic Operations with Arrays*.
3. As for the formats of the operands, see also the section *Performance Considerations for Mixed Formats*.

## Syntax 1 - ADD Statement without GIVING Clause

---

```
ADD [ROUNDED] { (arithmetic-expression) } ... TO operand2
                operand1
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Operand Definition Table (Syntax 1):

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S A N	N P I F D T	yes	no
<i>operand2</i>	S A M	N P I F D T	yes	yes

Syntax Element Description:

Syntax Element	Description:
<i>arithmetic-expression</i>	See <a href="#">Arithmetic Expression</a> in the COMPUTE statement.
<i>operand1</i> TO <i>operand2</i>	<p><b>Operands:</b></p> <p><i>operand1</i> and <i>operand2</i> are summands. The result is stored in <i>operand2</i> (result field). Hence, the statement is equivalent to:</p> <pre><i>operand2</i> := <i>operand2</i> + <i>operand1</i> + ...</pre>
ROUNDED	<p><b>ROUNDED Option:</b></p> <p>If the keyword ROUNDED is used, the result will be rounded.</p> <p>For information on rounding, see <a href="#">Rules for Arithmetic Assignment, Field Truncation and Field Rounding</a> in the <i>Programming Guide</i>.</p>

Example:

The statement

```
ADD #A(*) TO #B(*) is equivalent to COMPUTE #B(*) := #A(*) + #B(*)
ADD #S    TO #R    is equivalent to COMPUTE #R    := #S + #R
ADD #S #T TO #R    is equivalent to COMPUTE #R    := #S + #T + #R
ADD #A(*) TO #R    is equivalent to COMPUTE #R    := #A(*) + #R
```

## Syntax 2 - ADD Statement with GIVING Clause

```
ADD [ROUNDED] { (arithmetic-expression) } ... GIVING operand2
               operand1
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).


Operand Definition Table (Syntax 2):

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S A N	N P I F D T	yes	no
<i>operand2</i>	S A M	A U N P I F B* D T	yes	yes

\* Format B of *operand2* may be used only with a length of less than or equal to 4.

Syntax Element Description:

Syntax Element	Description:
<i>arithmetic-expression</i>	See <i>Arithmetic Expression</i> in the COMPUTE statement.
<i>operand1</i> GIVING <i>operand2</i>	<p><b>Operands:</b></p> <p><i>operand1</i> is a summand. <i>operand2</i> is only used to receive the result of the operation; it is <i>not included</i> in the addition. Hence, the statement is equivalent to:</p> <pre><i>operand2</i> := <i>operand1</i> + ...</pre>
ROUNDED	<p><b>ROUNDED Option:</b></p> <p>If the keyword ROUNDED is used, the result will be rounded.</p> <p>For information on rounding, see <i>Rules for Arithmetic Assignment, Field Truncation and Field Rounding</i> in the <i>Programming Guide</i>.</p>

 **Note:** If Syntax 2 is used, the following applies: Only the (*operand1*) field(s) left of the keyword GIVING are the terms of the addition, the field right of the keyword GIVING (*operand2*) is just used to receive the result value. If just a single (*operand1*) field is supplied, the ADD operation turns into an assignment.

Example:

The statement

```
ADD #S      GIVING #R  is equivalent to  COMPUTE #R := #S
ADD #S #T   GIVING #R  is equivalent to  COMPUTE #R := #S + #T
ADD #A(*) 0 GIVING #R  is equivalent to  COMPUTE #R := #A(*) + 0
                                     which is a legal operation, due to the rules defined
                                     in Arithmetic Operations with Arrays
ADD #A(*)   GIVING #R  is equivalent to  COMPUTE #R := #A(*)
                                     which is an illegal operation, due to the rules
                                     defined in Assignment Operations with Arrays
```

## ADD Example

```

** Example 'ADDEX1': ADD
*****
DEFINE DATA LOCAL
1 #A      (P2)
1 #B      (P1.1)
1 #C      (P1)
1 #DATE   (D)
1 #ARRAY1 (P5/1:4,1:4) INIT (2,*) <5>
1 #ARRAY2 (P5/1:4,1:4) INIT (4,*) <10>
END-DEFINE
*
ADD +5 -2 -1 GIVING #A
WRITE NOTITLE 'ADD +5 -2 -1 GIVING #A' 15X '=' #A
*
ADD .231 3.6 GIVING #B
WRITE          / 'ADD .231 3.6 GIVING #B' 15X '=' #B
*
ADD ROUNDED 2.9 3.8 GIVING #C
WRITE          / 'ADD ROUNDED 2.9 3.8 GIVING #C' 8X '=' #C
*
MOVE *DATX TO #DATE
ADD 7 TO #DATE
WRITE          / 'CURRENT DATE:'          *DATX (DF=L) 13X
                'CURRENT DATE + 7:' #DATE (DF=L)
*
WRITE          / '#ARRAY1 AND #ARRAY2 BEFORE ADDITION'
                / '=' #ARRAY1 (2,*) '=' #ARRAY2 (4,*)
ADD #ARRAY1 (2,*) TO #ARRAY2 (4,*)
WRITE          / '#ARRAY1 AND #ARRAY2 AFTER ADDITION'
                / '=' #ARRAY1 (2,*) '=' #ARRAY2 (4,*)
*
END

```

### Output of Program ADDEX1:

```

ADD +5 -2 -1 GIVING #A          #A:   2
ADD .231 3.6 GIVING #B         #B:   3.8
ADD ROUNDED 2.9 3.8 GIVING #C  #C:   7
CURRENT DATE: 2005-01-10      CURRENT DATE + 7: 2005-01-17

#ARRAY1 AND #ARRAY2 BEFORE ADDITION
#ARRAY1:      5      5      5      5 #ARRAY2:      10      10      10      10

```

## ADD

---

#ARRAY1 AND #ARRAY2 AFTER ADDITION

#ARRAY1:     5     5     5     5 #ARRAY2:     15     15     15     15



# 14

## ASSIGN

---

See the statement [COMPUTE](#).



# 15 AT BREAK

---

▪ AT BREAK Usage .....	120
▪ AT BREAK Syntax Description .....	121
▪ Multiple Break Levels .....	122
▪ AT BREAK Examples .....	123

## Structured Mode Syntax

```
[AT] BREAK [(r)] [OF] operand1 [/n/]  
    statement ...  
END-BREAK
```

## Reporting Mode Syntax

```
[AT] BREAK [(r)] [OF] operand1 [/n/]  
    {  
        statement  
        DO statement ... DOEND  
    }
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [ACCEPT/REJECT](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION DATA](#) | [HISTOGRAM](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: [Database Access and Update](#)

## AT BREAK Usage

---

The `AT BREAK` statement is used to cause the execution of one or more statements whenever a change in value of a **control field** occurs. It is used in conjunction with automatic break processing and is available with the following statements: [FIND](#), [READ](#), [HISTOGRAM](#), [SORT](#), [READ WORK FILE](#).

The automatic break processing works as follows: Immediately after a record was read by the processing loop, the control field is checked. If a value change is detected in comparison to the previous record, the statements included in the `AT BREAK` statement block are executed. This does not apply to the very first record in the processing loop. In addition, when the processing loop is terminated (as reading of records is complete or due to an [ESCAPE BOTTOM](#) statement), a final execution of the statements in the `AT BREAK` statement block is triggered.

For further information, see *Automatic Break Processing* in the *Programming Guide*.

An `AT BREAK` statement block is only executed if the object which contains the statement is active at the time when the break condition occurs.

It is possible to initiate a new processing loop within an `AT BREAK` condition. This loop must also be closed within the same `AT BREAK` condition.

This statement is non-procedural (that is, its execution depends on an event, not on where in a program it is located).

Natural system functions may be used in conjunction with an `AT BREAK` statement, see *Natural System Functions for Use in Processing Loops* in the *System Functions* documentation and *Example of System Functions with AT BREAK Statement* in the *Programming Guide*.

For further information, see also the section *AT BREAK Statement* in the *Programming Guide*. It covers topics such as:

- *Control Break Based on a Database Field*
- *Control Break Based on a User-Defined Variable*

## AT BREAK Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S	A U N P I F B D T L	yes	no

Syntax Element Description:

Syntax Element	Description
( <i>r</i> )	<p><b>Reference Notation:</b> By default, the final <code>AT BREAK</code> condition (for loop termination) is always related to the outermost active processing loop initiated with a <code>FIND</code>, <code>READ</code>, <code>READ WORK FILE</code>, <code>HISTOGRAM</code> or <code>SORT</code> statement.</p> <p>With the notation (<i>r</i>) you can relate the final break condition of an <code>AT BREAK</code> statement to another specific currently open processing loop (that is, the loop in which the <code>AT BREAK</code> statement is located or any outer loop).</p> <p><b>Example:</b></p> <pre> ... READ ...   FIND ...     FIND ...       AT BREAK ...         FIND ...         END-FIND       END-BREAK     END-FIND   END-FIND END-READ ... </pre>

Syntax Element	Description
	<p>In this example, the final AT BREAK condition is related to the READ loop initiated in line 0120. It would be possible to have it related to one of the FIND loops initiated in line 0130 and 0140, but not to the one initiated in line 0160.</p> <p>If ( <i>r</i> ) is specified for a break hierarchy, it must be specified with the first AT BREAK statement and applies also to all AT BREAK statements which follow.</p>
<i>operand1</i>	<p><b>Control Field:</b> The field used as the break control field is usually a database field. If a user-defined variable is used, it must be initialized prior to the evaluation of automatic break processing (see BEFORE BREAK PROCESSING statement). A specific occurrence of an array can also be used as a control field.</p>
<i>/n/</i>	<p><b>Notation /n/:</b> The notation /n/ may be used to indicate that only the first <i>n</i> positions (counting from left to right) of the control field are to be checked for a change in value. This notation can only be used with operands of format A, B, N or P.</p> <p>A control break occurs when the value of the control field changes, or when all records in the processing loop for which the AT BREAK statement applies have been processed.</p>
<i>statement ...</i>	<p><b>Statement(s) to be Executed at Break Condition:</b></p> <p>In structured mode, you must supply one or several suitable statements, depending on the situation. For an example of a statement, see <i>Examples</i> below.</p>
END-BREAK	<p><b>End of AT BREAK Statement:</b></p>
<i>statement DO statement ... DOEND</i>	<p>In structured mode, the Natural reserved word END-BREAK must be used to end the AT BREAK statement.</p> <p>In reporting mode, use the DO ... DOEND statements to supply one or several suitable statements, depending on the situation, and to end the AT BREAK statement. If you specify only a single statement, you can omit the DO ... DOEND statements. With respect to good coding practice, this is not recommended.</p>

## Multiple Break Levels

Multiple AT BREAK statements may be specified within a processing loop within the same program module. If multiple BREAK statements are specified for the same processing loop, they form a hierarchy of break levels independent of whether they are specified consecutively or interspersed within other statements. The first AT BREAK statement represents the lowest control break level, and each additional AT BREAK statement represents the next higher control break level.

Every processing loop in a loop hierarchy may have its own break hierarchy attached.

**Example:**

Structured Mode:	Reporting Mode:
<pre> FIND ...   AT BREAK   ... END-BREAK AT BREAK ... END-BREAK AT BREAK ... END-BREAK END-FIND ... </pre>	<pre> FIND ...   AT BREAK   DO   ... DOEND   AT BREAK   DO   ... DOEND ... </pre>

A change in the value of a control field in a break level causes break processing to be activated for that break level and all lower break levels, regardless of the values of the control fields for the lower break levels.

For easier program maintenance, it is recommended to specify multiple breaks consecutively.

See also [Example 3](#) below and the section *Multiple Control Break Levels* in the *Programming Guide*.

## AT BREAK Examples

---

This section covers the following topics:

- [Example 1 - AT BREAK](#)
- [Example 2 - AT BREAK Using /n/ Notation](#)
- [Example 3 - AT BREAK with Multiple Break Levels](#)

For further examples of AT BREAK, see *Natural System Functions for Use in Processing Loops*, Examples ATBEX3 and ATBEX4.

**Example 1 - AT BREAK**

```

** Example 'ATBEX1S': AT BREAK (structured mode)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 COUNTRY
  2 NAME
END-DEFINE
*
LIMIT 10
READ EMPLOY-VIEW BY CITY
AT BREAK OF CITY
  SKIP 1
  END-BREAK
  DISPLAY NOTITLE CITY (IS=ON) COUNTRY (IS=ON) NAME
END-READ
*
END
    
```

**Output of Program ATBEX1S:**

CITY	COUNTRY	NAME
AIKEN	USA	SENKO
AIX EN OTHE	F	GODEFROY
AJACCIO		CANALE
ALBERTSLUND	DK	PLOUG
ALBUQUERQUE	USA	HAMMOND ROLLING FREEMAN LINCOLN
ALFRETON	UK	GOLDBERG
ALICANTE	E	GOMEZ

Equivalent reporting-mode example: [ATBEX1R](#).



## Example 2 - AT BREAK Using /n/ Notation

```

** Example 'ATBEX2': AT BREAK (with /n/ notation)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 DEPT
  2 NAME
END-DEFINE
*
LIMIT 10
READ EMPLOY-VIEW BY DEPT STARTING FROM 'A'
AT BREAK OF DEPT /4/
  SKIP 1
  END-BREAK
  DISPLAY NOTITLE DEPT NAME
END-READ
*
END

```

### Output of Program ATBEX2:

DEPARTMENT CODE	NAME
ADMA01	JENSEN
ADMA01	PETERSEN
ADMA01	MORTENSEN
ADMA01	MADSEN
ADMA01	BUHL
ADMA02	HERMANSEN
ADMA02	PLOUG
ADMA02	HANSEN
COMP01	HEURTEBISE
COMP01	TANCHOU

## Example 3 - AT BREAK with Multiple Break Levels

```

** Example 'ATBEX5S': AT BREAK (multiple break levels) (structured mode)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 DEPT
  2 NAME
  2 LEAVE-DUE
1 #LEAVE-DUE-L (N4)
END-DEFINE

```

## AT BREAK

---

```
*
LIMIT 5
FIND EMPLOY-VIEW WITH CITY = 'PHILADELPHIA' OR = 'PITTSBURGH'
      SORTED BY CITY DEPT
  MOVE LEAVE-DUE TO #LEAVE-DUE-L
  DISPLAY CITY (IS=ON) DEPT (IS=ON) NAME #LEAVE-DUE-L
/*
AT BREAK OF DEPT
  WRITE NOTITLE /
    T*DEPT OLD(DEPT) T*#LEAVE-DUE-L SUM(#LEAVE-DUE-L) /
END-BREAK
AT BREAK OF CITY
  WRITE NOTITLE
    T*CITY OLD(CITY) T*#LEAVE-DUE-L SUM(#LEAVE-DUE-L) //
END-BREAK
END-FIND
*
END
```

### Output of Program ATBEX5:

CITY	DEPARTMENT CODE	NAME	#LEAVE-DUE-L
PHILADELPHIA	MGMT30	WOLF-TERROINE	11
		MACKARNES	27
	MGMT30		38
	TECH10	BUSH	39
		NETTLEFOLDS	24
	TECH10		63
PHILADELPHIA			101
PITTSBURGH	MGMT10	FLETCHER	34
	MGMT10		34
PITTSBURGH			34

Equivalent reporting-mode example: [ATBEX5R](#).

# 16 AT END OF DATA

---

▪ AT END OF DATA Usage .....	128
▪ AT END OF DATA Restrictions .....	129
▪ AT END OF DATA Syntax Description .....	129
▪ AT END OF DATA Example .....	130

## Structured Mode Syntax

```
[AT] END [OF] DATA [(r)]  
  statement ...  
END-ENDDATA
```

## Reporting Mode Syntax

```
[AT] END [OF] DATA [(r)]  
{  
  statement  
  DO statement ... DOEND  
}
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION DATA](#) | [HISTOGRAM](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: [Database Access and Update](#)

## AT END OF DATA Usage

---

The `AT END OF DATA` statement is used to specify processing to be performed when all records selected for a database processing loop have been processed.

This section covers the following topics:

- [Processing](#)
- [Values of Database Fields](#)
- [Positioning](#)
- [System Functions](#)

See also *AT START/END OF DATA Statements* in the *Programming Guide*.

## Processing

This statement is non-procedural, that is, its execution depends on an event, not on where in a program it is located.

## Values of Database Fields

When the AT END OF DATA condition for the processing loop occurs, all database fields contain the data from the last record processed.

## Positioning

This statement must be specified within the same program module which contains the loop creating statement.

## System Functions

Natural system functions may be used in conjunction with an AT END OF DATA statement as described in *Using System Functions in Processing Loops* in the *System Functions* documentation.

## AT END OF DATA Restrictions

- This statement can only be used in a processing loop that has been initiated with one of the following statements: [FIND](#), [READ](#), [READ WORK FILE](#), [HISTOGRAM](#) or [SORT](#).
- It may be used only once per processing loop.
- It is *not* evaluated if the processing loop referenced for END OF DATA processing is not entered.

## AT END OF DATA Syntax Description

Syntax Element	Description
<code>( r )</code>	<p><b>Reference to a Specific Processing Loop:</b> An AT END OF DATA statement may be related to a specific active processing loop by using the notation <code>( r )</code>.</p> <p>If this notation is not used, the AT END OF DATA statement will be related to the outermost active database processing loop.</p>
<code>statement ...</code>	<p><b>Statement(s) to be Executed at End of Data Condition:</b></p> <p>In structured mode, you must supply one or several suitable statements, depending on the situation. For an example of a statement, see <a href="#">Example</a> below.</p>

Syntax Element	Description
END-ENDDATA	<b>End of AT END OF DATA Statement:</b>
<i>statement ...</i> DO <i>statement ...</i> DOEND	<p>In structured mode, the Natural reserved word END-ENDDATA must be used to end the AT END OF DATA statement.</p> <p>In reporting mode, use the DO ... DOEND statements to supply one or several suitable statements, depending on the situation, and to end the AT END OF DATA statement. If you specify only a single statement, you can omit the DO ... DOEND statements. With respect to good coding practice, this is not recommended.</p>

## AT END OF DATA Example

```

** Example 'AEDEX1S': AT END OF DATA
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 FIRST-NAME
  2 SALARY (1)
  2 CURR-CODE (1)
END-DEFINE
*
LIMIT 5
EMP. FIND EMPLOY-VIEW WITH CITY = 'STUTTGART'
  IF NO RECORDS FOUND
    ENTER
  END-NOREC
  DISPLAY PERSONNEL-ID NAME FIRST-NAME
    SALARY (1) CURR-CODE (1)
  /*
  AT END OF DATA
  IF *COUNTER (EMP.) = 0
    WRITE 'NO RECORDS FOUND'
    ESCAPE BOTTOM
  END-IF
  WRITE NOTITLE / 'SALARY STATISTICS:'
    / 7X 'MAXIMUM:' MAX(SALARY(1)) CURR-CODE (1)
    / 7X 'MINIMUM:' MIN(SALARY(1)) CURR-CODE (1)
    / 7X 'AVERAGE:' AVER(SALARY(1)) CURR-CODE (1)
  END-ENDDATA
  /*
END-FIND
*
END

```

See also *Natural System Functions for Use in Processing Loops* in the *System Functions* documentation.

**Output of Program AEDEX1S:**

PERSONNEL ID	NAME	FIRST-NAME	ANNUAL SALARY	CURRENCY CODE
11100328	BERGHAUS	ROSE	70800	DM
11100329	BARTHEL	PETER	42000	DM
11300313	AECKERLE	SUSANNE	55200	DM
11300316	KANTE	GABRIELE	61200	DM
11500304	KLUGE	ELKE	49200	DM
SALARY STATISTICS:				
	MAXIMUM:	70800	DM	
	MINIMUM:	42000	DM	
	AVERAGE:	55680	DM	

Equivalent reporting-mode example: [AEDEX1R](#).





# 17 AT END OF PAGE

---

▪ AT END OF PAGE Usage .....	134
▪ AT END OF PAGE Syntax Description .....	136
▪ AT END OF PAGE Examples .....	137

## Structured Mode Syntax

```
[AT] END [OF] PAGE [(rep)]
  statement ...
END-ENDPAGE
```

## Reporting Mode Syntax

```
[AT] END [OF] PAGE [(rep)]
{
  statement
  DO statement ... DOEND
}
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [AT TOP OF PAGE](#) | [CLOSE PRINTER](#) | [DEFINE PRINTER](#) | [DISPLAY](#) | [EJECT](#) | [FORMAT](#) | [NEWPAGE](#) | [PRINT](#) | [SKIP](#) | [SUSPEND IDENTICAL SUPPRESS](#) | [WRITE](#) | [WRITE TITLE](#) | [WRITE TRAILER](#)

Belongs to Function Group: [Creation of Output Reports](#)

## AT END OF PAGE Usage

---

The `AT END OF PAGE` statement is used to specify processing that is to be performed when an end-of-page condition is detected (see session parameter `PS` in the [Parameter Reference](#)). An end-of-page condition may also occur as a result of a [SKIP](#) or [NEWPAGE](#) statement, but not as a result of an [EJECT](#) or [INPUT](#) statement.

See also the following sections in the *Programming Guide*:

- [Report Format and Control](#)
- [Report Specification - \(rep\) Notation](#)
- [Layout of an Output Page](#)
- [AT END OF PAGE Statement](#)

## Processing

An AT END OF PAGE statement block is only executed if the object which contains the statement block is active at the time when the end-of-page condition occurs.

An AT END OF PAGE statement must not be placed within an inline subroutine.

This statement is non-procedural, that is, its execution depends on an event, not on where in a program it is located.

## Logical Page Size

The end-of-page check is performed after the processing of a DISPLAY or WRITE statement is completed. Therefore, if a DISPLAY or WRITE statement produces multiple lines of output, overflow of the physical page may occur before an end-of-page condition is detected.

A logical page size (session parameter PS) which is less than the physical page size must be specified to ensure that information printed by an AT END OF PAGE statement appears on the same physical page as the title.

## Last-Page Handling

Within a main program, an end-of-page condition is activated when the execution of the main program terminates via ESCAPE, STOP or END.

Within a subroutine, an end-of-page condition is not activated when the execution of the subroutine terminates via ESCAPE-ROUTINE, RETURN or END-SUBROUTINE.

## System Functions

Natural system functions may be used in conjunction with an AT END OF PAGE statement as described in the section *Using System Functions in Processing Loops* in the *System Functions* documentation.

If a system function is to be used within an AT END OF PAGE statement block, the GIVE SYSTEM FUNCTIONS clause must be specified in the corresponding DISPLAY statement.

## INPUT Statement with AT END OF PAGE

If an **INPUT** statement is specified within an **AT END OF PAGE** statement block, no new page operation is performed. The page size (session parameter **PS**) must be reduced to a value that allows the lines created by the **INPUT** statement to appear on the same physical page.

See also:

- [Split Screen Feature](#) of **INPUT** Statement
- [Example 2 - AT END OF PAGE with INPUT Statement](#)

## AT END OF PAGE Syntax Description

---

Syntax Element	Description
<i>( rep )</i>	<p><b>Report Specification:</b>                      The notation <i>( rep )</i> may be used to specify the identification of the report for which the <b>AT END OF PAGE</b> statement is applicable. A value in the range 0 - 31 or a logical name which has been assigned using the <b>DEFINE PRINTER</b> statement may be specified.</p> <p>If <i>( rep )</i> is not specified, the <b>AT END OF PAGE</b> statement will apply to the first report (Report 0).</p> <p>For information on how to control the format of an output report created with Natural, see <i>Report Format and Control</i> in the <i>Programming Guide</i>.</p>
<i>statement</i>	<p><b>Statement(s) to be Executed at End of Page Condition:</b></p> <p>In structured mode, you must supply one or several suitable statements, depending on the situation. For an example of a statement, see <a href="#">Example</a> below.</p>
END-ENDPAGE	<p><b>End of AT END OF PAGE Statement:</b></p>
<i>statement</i> DO <i>statement</i> ... DOEND	<p>In structured mode, the Natural reserved word <b>END-ENDPAGE</b> must be used to end the <b>AT END OF PAGE</b> statement.</p> <p>In reporting mode, use the <b>DO . . . DOEND</b> statements to supply one or several suitable statements, depending on the situation, and to end the <b>AT END OF PAGE</b> statement. If you specify only a single statement, you can omit the <b>DO . . . DOEND</b> statements. With respect to good coding practice, this is not recommended.</p>

## AT END OF PAGE Examples

- [Example 1 - AT END OF PAGE](#)
- [Example 2 - AT END OF PAGE with INPUT Statement](#)

### Example 1 - AT END OF PAGE

```

** Example 'AEPEX1S': AT END OF PAGE (structured mode)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 JOB-TITLE
  2 SALARY      (1)
  2 CURR-CODE (1)
END-DEFINE
*
FORMAT PS=10
LIMIT 10
READ EMPLOY-VIEW BY PERSONNEL-ID FROM '20017000'
  DISPLAY NOTITLE GIVE SYSTEM FUNCTIONS
    NAME JOB-TITLE 'SALARY' SALARY(1) CURR-CODE (1)
  /*

  AT END OF PAGE
    WRITE / 28T 'AVERAGE SALARY: ...' AVER(SALARY(1)) CURR-CODE (1)
  END-ENDPAGE

END-READ
*
END

```

See also *Natural System Functions for Use in Processing Loops*.

### Output of Program AEPEX1S:

NAME	CURRENT POSITION	SALARY	CURRENCY CODE
CREMER	ANALYST	34000	USD
MARKUSH	TRAINEE	22000	USD
GEE	MANAGER	39500	USD
KUNEY	DBA	40200	USD
NEEDHAM	PROGRAMMER	32500	USD
JACKSON	PROGRAMMER	33000	USD

AVERAGE SALARY: ... 33533 USD

Equivalent reporting-mode example: [AEPEX1R](#).

**Example 2 - AT END OF PAGE with INPUT Statement**

```

** Example 'AEPEX2': AT END OF PAGE (with INPUT)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 POST-CODE
  2 CITY
*
1 #START-NAME (A20)
END-DEFINE
*
FORMAT PS=21
*
REPEAT
  READ (15) EMPLOY-VIEW BY NAME = #START-NAME
  DISPLAY NOTITLE NAME FIRST-NAME POST-CODE CITY
  END-READ
  NEWPAGE
/*
AT END OF PAGE
  MOVE NAME TO #START-NAME
  INPUT / '-' (79)
    / 10T 'Reposition to name ==>'
    #START-NAME (AD=MI) '('.'.' to exit)'
  IF #START-NAME = '.'
    STOP
  END-IF
END-ENDPAGE
/*
END-REPEAT
END

```

**Output of Program AEPEX2S:**

NAME	FIRST-NAME	POSTAL ADDRESS	CITY
ABELLAN	KEPA	28014	MADRID
ACHIESON	ROBERT	DE3 4TR	DERBY
ADAM	SIMONE	89300	JOIGNY
ADKINSON	JEFF	11201	BROOKLYN
ADKINSON	PHYLLIS	90211	BEVERLEY HILLS

ADKINSON	HAZEL	20760	GAITHERSBURG
ADKINSON	DAVID	27514	CHAPEL HILL
ADKINSON	CHARLIE	21730	LEXINGTON
ADKINSON	MARTHA	17010	FRAMINGHAM
ADKINSON	TIMMIE	17300	BEDFORD
ADKINSON	BOB	66044	LAWRENCE
AECKERLE	SUSANNE	7000	STUTTART
AFANASSIEV	PHILIP	39401	HATTIESBURG
AFANASSIEV	ROSE	60201	EVANSTON
AHL	FLEMMING	2300	SUNDBY

---

Reposition to name ==> AHL

('.' to exit)





# 18 AT START OF DATA

---

- AT START OF DATA Usage ..... 142
- AT START OF DATA Syntax Description ..... 143
- AT START OF DATA Example ..... 143

### Structured Mode Syntax

```
[AT] START [OF] DATA [(r)]  
  statement ...  
END-START
```

### Reporting Mode Syntax

```
[AT] START [OF] DATA [(r)]  
{  
  statement  
  DO statement... DOEND }  
}
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION DATA](#) | [HISTOGRAM](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: [Database Access and Update](#)

## AT START OF DATA Usage

---

The statement `AT START OF DATA` is used to perform processing immediately after the first of a set of records is read for a processing loop that has been initiated by one of the following statements: [READ](#), [FIND](#), [HISTOGRAM](#), [SORT](#) or [READ WORK FILE](#).

See also *AT START/END OF DATA Statements* in the *Programming Guide*.

### Processing

If the loop-initiating statement contains a `WHERE` clause, the at-start-of-data condition will be true when the first record is read which meets both the basic search and the `WHERE` criteria.

This statement is non-procedural, that is, its execution depends on an event, not on where in a program it is located.

## Value of Database Fields

All database fields contain the values of the record which caused the at-start-of-data condition to be true (that is, the first record of the set of records to be processed).

## Positioning

This statement must be positioned *within* a processing loop, and it may be used only once per processing loop.

## AT START OF DATA Syntax Description

Syntax Element	Description
<code>( r )</code>	<b>Reference to a Specific Processing Loop:</b> An AT START OF DATA statement may be related to a specific outer active processing loop by using the notation <code>( r )</code> . If this notation is not used, the statement is related to the outermost active processing loop.
<code>statement ...</code>	<b>Statement(s) to be Executed at Start of Data Condition:</b>  In structured mode, you must supply one or several suitable statements, depending on the situation. For an example of a statement, see <a href="#">Example</a> below.
END-START	<b>End of AT START OF DATA Statement:</b>
<code>statement ...</code> <code>DO statement ... DOEND</code>	In structured mode, the Natural reserved word END-START must be used to end the AT START OF DATA statement.  In reporting mode, use the <code>DO ... DOEND</code> statements to supply one or several suitable statements, depending on the situation, and to end the AT START OF DATA statement. If you specify only a single statement, you can omit the <code>DO ... DOEND</code> statements. With respect to good coding practice, this is not recommended.

## AT START OF DATA Example

```
** Example 'ASDEX1S': AT START OF DATA (structured mode)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 CITY
*
1 #CNTL (A1) INIT <' '>
```

## AT START OF DATA

---

```
1 #CITY (A20) INIT <' '>
END-DEFINE
*
REPEAT
  INPUT 'ENTER VALUE FOR CITY' #CITY
  IF #CITY = ' ' OR = 'END'
    STOP
  END-IF
  FIND EMPLOY-VIEW WITH CITY = #CITY
  IF NO RECORDS FOUND
    WRITE NOTITLE NOHDR 'NO RECORDS FOUND'
    ESCAPE BOTTOM
  END-NOREC
/*
  AT START OF DATA
  INPUT (AD=0) 'RECORDS FOUND' *NUMBER //
    'ENTER 'D' TO DISPLAY RECORDS' #CNTL (AD=A)
  IF #CNTL NE 'D'
    ESCAPE BOTTOM
  END-IF
END-START
/*
  DISPLAY NAME FIRST-NAME
END-FIND
END-REPEAT
END
```

### Output of Program ASDEX1S:

```
ENTER VALUE FOR CITY PARIS
```

After entering and confirming name of city:

```
RECORDS FOUND      26
```

```
ENTER 'D' TO DISPLAY RECORDS D
```

Records displayed:

NAME	FIRST-NAME
MAIZIERE	ELISABETH
MARX	JEAN-MARIE
REIGNARD	JACQUELINE
RENAUD	MICHEL
REMOUE	GERMAINE
LAVENDA	SALOMON
BROUSSE	GUY
GIORDA	LOUIS
SIECA	FRANCOIS

CENSIER	BERNARD
DUC	JEAN-PAUL
CAHN	RAYMOND
MAZUY	ROBERT
FAURIE	HENRI
VALLY	ALAIN
BRETON	JEAN-MARIE
GIGLEUX	JACQUES
KORAB-BRZOZOWSKI	BOGDAN
XOLIN	CHRISTIAN
LEGRIS	ROGER
VVVV	

Equivalent reporting-mode example: [ASDEX1R](#).



# 19 AT TOP OF PAGE

---

▪ AT TOP OF PAGE Usage .....	148
▪ AT TOP OF PAGE Restrictions .....	149
▪ AT TOP OF PAGE Syntax Description .....	149
▪ AT TOP OF PAGE Example .....	150

## Structured Mode Syntax

```
[AT] TOP [OF] PAGE [(rep)]
  statement ...
END-TOPPAGE
```

## Reporting Mode Syntax

```
[AT] TOP [OF] PAGE [(rep)]
  { statement
    DO statement ... DOEND }
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [AT END OF PAGE](#) | [CLOSE PRINTER](#) | [DEFINE PRINTER](#) | [DISPLAY](#) | [EJECT](#) | [FORMAT](#) | [NEWPAGE](#) | [PRINT](#) | [SKIP](#) | [SUSPEND IDENTICAL SUPPRESS](#) | [WRITE](#) | [WRITE TITLE](#) | [WRITE TRAILER](#)

Belongs to Function Group: [Creation of Output Reports](#)

## AT TOP OF PAGE Usage

---

The statement `AT TOP OF PAGE` is used to specify processing which is to be performed when a new page is started.

See also the following sections in the *Programming Guide*:

- *Report Format and Control*
- *Report Specification - (rep) Notation*
- *Layout of an Output Page*
- *AT TOP OF PAGE Statement*



## Processing

A new page is started when the internal line counter exceeds the page size set with the session parameter `PS` (page size for Natural reports), or when a `NEWPAGE` statement is executed. Either of these events cause a top-of-page condition to be true. An `EJECT` statement causes a new page to be started but does not cause a top-of-page condition.

An `AT TOP OF PAGE` statement block is only executed when the object which contains the statement is active at the time when the top-of-page condition occurs.

Any output created as a result of `AT TOP OF PAGE` processing will appear following the title line with an intervening blank line.

This statement is non-procedural, that is, its execution depends on an event, not on where in a program it is located.

## AT TOP OF PAGE Restrictions

An `AT TOP OF PAGE` statement must not be placed within an inline subroutine.

## AT TOP OF PAGE Syntax Description

Syntax Element	Description
<i>(rep)</i>	<p><b>Report Specification:</b> The notation <i>(rep)</i> may be used to specify the identification of the report for which the <code>AT TOP OF PAGE</code> statement is applicable.</p> <p>A value in the range 0 - 31 or a logical name which has been assigned using the <code>DEFINE PRINTER</code> statement may be specified.</p> <p>If <i>(rep)</i> is not specified, the <code>AT TOP OF PAGE</code> statement applies to the first report (Report 0).</p> <p>For information on how to control the format of an output report created with Natural, see <i>Report Format and Control</i> in the <i>Programming Guide</i>.</p>
<i>statement ...</i>	<p><b>Statement(s) to be Executed at Start of Data Condition:</b></p> <p>In structured mode, you must supply one or several suitable statements, depending on the situation. For an example of a statement, see <i>Example</i> below.</p>
END-TOPPAGE	<p><b>End of AT TOP OF PAGE Statement:</b></p>
<i>statement ...</i> DO <i>statement ...</i> DOEND	<p>In structured mode, the Natural reserved word <code>END-TOPPAGE</code> must be used to end the <code>AT TOP OF PAGE</code> statement.</p>

Syntax Element	Description
	In reporting mode, use the <code>DO . . . DOEND</code> statements to supply one or several suitable statements, depending on the situation, and to end the <code>AT TOP OF PAGE</code> statement. If you specify only a single statement, you can omit the <code>DO . . . DOEND</code> statements. With respect to good coding practice, this is not recommended.

## AT TOP OF PAGE Example

```

** Example 'ATPEX1S': AT TOP OF PAGE (structured mode)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 CITY
  2 DEPT
END-DEFINE
*
FORMAT PS=15
LIMIT 15
READ EMPLOY-VIEW BY NAME STARTING FROM 'L'
  DISPLAY 2X NAME 4X FIRST-NAME CITY DEPT
  WRITE TITLE UNDERLINED 'EMPLOYEE REPORT'
  WRITE TRAILER '-' (78)
/*
AT TOP OF PAGE
  WRITE 'BEGINNING NAME:' NAME
END-TOPPAGE
/*
AT END OF PAGE
  SKIP 1
  WRITE 'ENDING NAME:  ' NAME
END-ENDPAGE
END-READ
END
    
```

### Output of Program ATPEX1S:

EMPLOYEE REPORT			
-----			
BEGINNING NAME: LAFON			
NAME	FIRST-NAME	CITY	DEPARTMENT CODE
-----			
LAFON	CHRISTIANE	PARIS	VENT18
LANDMANN	HARRY	ESCHBORN	MARK29
LANE	JACQUELINE	DERBY	MGMT02

LANKATILLEKE	LALITH	FRANKFURT	PROD22
LANNON	BOB	LINCOLN	SALE20
LANNON	LESLIE	SEATTLE	SALE30
LARSEN	CARL	FARUM	SYSA01
LARSEN	MOGENS	VERMELEV	SYSA02

---

ENDING NAME:    LARSEN

Equivalent reporting-mode example: [ATPEX1R](#).



# 20 BACKOUT TRANSACTION

---

- BACKOUT TRANSACTION Usage ..... 154
- BACKOUT TRANSACTION Restrictions ..... 155
- Database-Specific Considerations for BACKOUT TRANSACTION ..... 155
- BACKOUT TRANSACTION Example ..... 155

### BACKOUT [TRANSACTION]

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

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION DATA](#) | [HISTOGRAM](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: *Database Access and Update*

## BACKOUT TRANSACTION Usage

---

The `BACKOUT TRANSACTION` statement is used to back out all database updates performed during the current logical transaction. This statement also releases all records held during the transaction.

The statement is executed only if a database transaction under control of Natural has taken place. For which databases the statement is executed depends on the setting of the profile parameter `ET` (execution of `END/BACKOUT TRANSACTION` statements):

- If `ET=OFF`, the statement is executed only for the database affected by the transaction.
- If `ET=ON`, the statement is executed for all databases that have been referenced since the last execution of a `BACKOUT TRANSACTION` or `END TRANSACTION` statement.

### Backout Transaction Issued by Natural

If the user interrupts the current Natural operation with a terminal command (command `%%` or `CLEAR` key), Natural issues a `BACKOUT TRANSACTION` statement.

See also the terminal command `%%` in the *Terminal Commands* documentation.

### Additional Information

For additional information on the use of the transaction backout feature, see the sections *Database Update - Transaction Processing* and *Backing Out a Transaction* in the *Programming Guide*.

## BACKOUT TRANSACTION Restrictions

This statement is not available with Entire System Server.

## Database-Specific Considerations for BACKOUT TRANSACTION

SQL Databases	As most SQL databases close all cursors when a logical unit of work ends, a BACKOUT TRANSACTION statement must not be placed within a database modification loop; instead, it has to be placed after such a loop.
XML Databases	A BACKOUT TRANSACTION statement must not be placed within a database modification loop; instead, it has to be placed after such a loop.

## BACKOUT TRANSACTION Example

```

** Example 'BOTEX1': BACKOUT TRANSACTION
**
** CAUTION: Executing this example will modify the database records!
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 DEPT
  2 LEAVE-DUE
  2 LEAVE-TAKEN
*
1 #DEPT (A6)
1 #RESP (A3)
END-DEFINE
*
LIMIT 3
INPUT 'DEPARTMENT TO BE UPDATED:' #DEPT
IF #DEPT = ' '
  STOP
END-IF
*
FIND EMPLOY-VIEW WITH DEPT = #DEPT
  IF NO RECORDS FOUND
    REINPUT 'NO RECORDS FOUND'
  END-NOREC
  INPUT 'NAME:          ' NAME (AD=0) /
        'LEAVE DUE:    ' LEAVE-DUE (AD=M) /
        'LEAVE TAKEN:' LEAVE-TAKEN (AD=M)

```

## BACKOUT TRANSACTION

---

```
UPDATE
END-FIND
*
INPUT 'UPDATE TO BE PERFORMED? YES/NO:' #RESP
DECIDE ON FIRST #RESP
  VALUE 'YES'
    END TRANSACTION
  VALUE 'NO'
    BACKOUT TRANSACTION
  NONE
  REINPUT 'PLEASE ENTER YES OR NO'
END-DECIDE
*
END
```

### Output of Program BOTEX1:

DEPARTMENT TO BE UPDATED: MGMT30

Result for department MGMT30:

NAME: POREE  
LEAVE DUE: 45  
LEAVE TAKEN: 31

Confirmation query:

UPDATE TO BE PERFORMED YES/NO: NO



# 21 BEFORE BREAK PROCESSING

---

▪ BEFORE BREAK PROCESSING Usage .....	158
▪ BEFORE BREAK PROCESSING Restrictions .....	159
▪ BEFORE BREAK PROCESSING Syntax Description .....	159
▪ BEFORE BREAK PROCESSING Example .....	160

## Structured Mode Syntax

```
BEFORE [BREAK] [PROCESSING]
  statement ...
END-BEFORE
```

## Reporting Mode Syntax

```
BEFORE [BREAK] [PROCESSING]
{
  statement
  DO statement ... DOEND
}
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION](#) | [HISTOGRAM](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: [Database Access and Update](#)

## BEFORE BREAK PROCESSING Usage

---

The `BEFORE BREAK PROCESSING` statement may be used in conjunction with automatic break processing to perform processing:

- before the value of the break control field is checked;
- before the statements specified with an `AT BREAK` statement are executed;
- before Natural system functions are evaluated.

This statement is most often used to initialize or compute values of user-defined variables which are to be used in break processing (see `AT BREAK` statement).

This statement is non-procedural (that is, its execution depends on an event, not on where in a program it is located).

See also the following sections in the *Programming Guide*:

- *Control Breaks*
- *BEFORE BREAK PROCESSING Statement*
- *Example of BEFORE BREAK PROCESSING Statement*

## BEFORE BREAK PROCESSING Restrictions

- The `BEFORE BREAK PROCESSING` statement may only be used with a processing loop that has been initiated with one of the following statements:
  - `FIND`
  - `READ`
  - `HISTOGRAM`
  - `SORT`
  - `READ WORK FILE`

It may be placed anywhere within the processing loop and is always related to the processing loop in which it is contained. Only one `BEFORE BREAK PROCESSING` statement may be specified per processing loop.

- The `BEFORE BREAK PROCESSING` statement must not be used in conjunction with the statement `PERFORM BREAK PROCESSING`.

## BEFORE BREAK PROCESSING Syntax Description

Syntax Element	Description
<i>statement...</i>	<p><b>Statement(s) for Break Processing:</b> In place of <i>statement</i>, you must supply one or several suitable statements, depending on the situation.</p> <p>For an example of a statement, see <a href="#">Example</a> below.</p> <p>If no break processing is to be performed (that is, no <code>AT BREAK</code> statement is specified for the processing loop), any statements specified with a <code>BEFORE BREAK PROCESSING</code> statement will <i>not</i> be executed.</p>
END-BEFORE	<p><b>End of BEFORE BREAK PROCESSING Statement:</b></p> <p>In structured mode, the Natural reserved word <code>END-BEFORE</code> must be used to end the <code>BEFORE BREAK PROCESSING</code> statement.</p> <p>In reporting mode, use the <code>DO ... DOEND</code> statements to supply one or several suitable statements, depending on the situation, and to end the <code>BEFORE BREAK PROCESSING</code> statement. If you specify only a single statement, you can omit the <code>DO ... DOEND</code> statements. With respect to good coding practice, this is not recommended.</p>
<i>statement ...</i> <i>DO statement ... DOEND</i>	

## BEFORE BREAK PROCESSING Example

---

```

** Example 'BBPEX1': BEFORE BREAK PROCESSING
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 NAME
  2 SALARY (1)
  2 BONUS (1,1)
*
1 #INCOME (P11)
END-DEFINE
*
LIMIT 7
READ EMPLOY-VIEW BY CITY = 'L'
/*
  BEFORE BREAK PROCESSING
    COMPUTE #INCOME = SALARY (1) + BONUS (1,1)
  END-BEFORE
/*
  AT BREAK OF CITY
    WRITE NOTITLE 'AVERAGE INCOME FOR' OLD (CITY) 20X AVER(#INCOME) /
  END-BREAK
/*
  DISPLAY CITY 'NAME' NAME 'SALARY' SALARY (1) 'BONUS' BONUS (1,1)
END-READ
END
    
```

### Output of Program BBPEX1:

CITY	NAME	SALARY	BONUS
LA BASSEE	HULOT	165000	70000
AVERAGE INCOME FOR LA BASSEE			235000
LA CHAPELLE ST LUC	GUILLARD	124100	23000
LA CHAPELLE ST LUC	BERGE	198500	50000
LA CHAPELLE ST LUC	POLETTE	124090	23000
LA CHAPELLE ST LUC	DELAUNEY	115000	23000
LA CHAPELLE ST LUC	SCHECK	125600	23000
LA CHAPELLE ST LUC	KREEBS	184550	50000
AVERAGE INCOME FOR LA CHAPELLE ST LUC			177306

# 22 CALL

---

▪ CALL Usage .....	162
▪ CALL Syntax Description .....	162
▪ Return Code .....	163
▪ CALL User Exits .....	163
▪ INTERFACE4 .....	165

```
CALL [INTERFACE4] operand1 [[USING] operand2 ... 128]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [CALL FILE](#) | [CALL LOOP](#) | [CALLNAT](#) | [DEFINE SUBROUTINE](#) | [ESCAPE](#) | [FETCH](#) | [PERFORM](#)

Belongs to Function Group: [Invoking Programs and Routines](#)

## CALL Usage

The CALL statement is used to call an external program or function written in another standard programming language from a Natural program and then return to the next statement after the CALL statement.

The called program or function may be written in any programming language which supports a standard CALL interface. Multiple CALL statements to one or more external program or functions may be specified.

## CALL Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S	A	yes	no
<i>operand2</i>	C S A G	A U N P I F B D T L C G	yes	yes

Syntax Element Description:

Syntax Element	Description
INTERFACE4	<b>Interface Usage:</b> The optional keyword INTERFACE4 specifies the type of the interface that is used for the call of the external program. See the section <a href="#">INTERFACE4</a> below.
<i>operand1</i>	<b>Name of Called Function:</b> The name of the function to be called ( <i>operand1</i> ) can be specified as a constant or - if different functions are to be called dependent on program logic - as an alphanumeric variable of length 1 to 32. A function name must be placed left-justified in the variable.
[USING] <i>operand2</i>	<b>Parameters to be Passed:</b>

Syntax Element	Description
	<p>The CALL statement may contain up to 128 parameters (<i>operand2</i>). One address is passed in the parameter list for each parameter field specified.</p> <p>If a group name is used, the group is converted to individual fields; that is, if a user wishes to specify the beginning address of a group, the first field of the group must be specified.</p> <p><b>Note:</b> If an application-independent variable (AIV) or context variable is passed as a parameter to a user exit, the following restriction applies: if the user exit invokes a Natural subprogram which creates a new AIV or context variable, the parameter is invalid after the return from the subprogram. This is true regardless of whether the new AIV/context variable is created by the subprogram itself or by another object invoked directly or indirectly by the subprogram.</p>

## Return Code

The condition code of any called function may be obtained by using the Natural system function RET (Return Code Function).

### Example:

```

...
RESET #RETURN(B4)
CALL 'PROG1'
IF RET ('PROG1') > #RETURN
  WRITE 'ERROR OCCURRED IN PROGRAM1'
END-IF
...

```

## CALL User Exits

User exits are needed to be able to access external functions that are invoked with a CALL statement. The user exits have to be placed in a DLL (dynamic link library). For further information on the user exits, refer to the following file:

<install-dir>\natural\samples\sysexuex\readme.txt



**Note:** If you want to use dynamically linked user exits in a CALL statement, **User-defined Libraries** must be set in the **Installation Assignments** of the **Local Configuration File**. Refer to *Installation Assignments* in the section *Local Configuration File* of the *Overview of Configuration File Parameters* in the *Configuration Utility* documentation.

## Writing the External Functions

For each function, you must specify three or four parameters. Each function returns a long integer. You must specify the fourth parameter (optional) only to pass fields of length greater than 65535. Such fields are referred to as “oversize” (OS) fields, since their length is too big to be passed via the FINFO structure. The FINFO structure supports only 2-byte lengths. 4-byte lengths are passed in the oversize length array, specified as the last parameter. The FINFO structure passes non-oversize and oversize fields differently. The following section describes the functions and their parameters.

A function prototype should be as follows:

```
NATFCT myadd (WORD nparm, BYTE **parmptr, FINFO *parmdec) */
NATFCT myadd (WORD nparm, BYTE **parmptr, FINFO *parmdec, LWORD *poslen)
```

nparm	16 bit unsigned short value, containing the total number of transferred operands (operand2).
parmptr	Array of pointers, pointing to the transferred operands.
parmdec	Array of field information for each transferred operand.
poslen	Array of 32-bit lengths for each transferred oversize operand.

The data type FINFO is defined as follows:

```
typedef struct {
    unsigned char    TypeVar;        /* type of variable          */
    unsigned char    pb2;           /* if type == ('D', 'N', 'P' or 'T') ==>
                                     /* total num of digits       */
                                     /* else                       */
    union {
        unsigned char    pb[2];    /* if type == ('D', 'N', 'P' or 'T') ==>
        unsigned short    lfield;   /* pb[0] = #dig before.dec.point
    } flen;                       /* pb[1] = #dig after.dec.point
                                     /* else                       */
                                     /* lfield = length of field  */
} FINFO;
```

When used for oversize operands, the above FINFO data type has the following modifications:

- The "TypeVar" member contains 'X' for oversize Binary, 'Y' for oversize Alpha, or 'Z' for oversize Unicode
- The "pb2" member contains the zero-based index of the operand length in the oversize length array
- The "lfield" member is not used

Next, you must write the module containing the external functions.



You can find sample functions in the `<install-dir>/natural/samples/sysexuex/` directory. The `mycadd.c` file contains a sample function that handles non-oversize operands. The `myc3gl.c` file contains a sample function that can handle oversize operands.

## INTERFACE4

The keyword `INTERFACE4` specifies the type of the interface that is used for the call of the external program. This keyword is optional. If this keyword is specified, the interface, which is defined as `INTERFACE4`, is used for the call of the external program.

The following table lists the differences between the `CALL` statement used with `INTERFACE4` and the one used without `INTERFACE4`:

	CALL statement without keyword INTERFACE4	CALL statement with keyword INTERFACE4
Number of parameters possible	128	32767
Maximum data size of one parameter	65535	1 GB
Retrieve array information	no	yes
Support of large operands	yes	yes
Support of dynamic operands	yes, but resizing is not possible	yes
Parameter access via API	no	yes

The following topics are covered below:

- [INTERFACE4 - External 3GL Program Interface](#)
- [Operand Structure for INTERFACE4](#)
- [INTERFACE4 - Parameter Access](#)
- [Exported Functions](#)

### INTERFACE4 - External 3GL Program Interface

The interface of the external 3GL program is defined as follows, when `INTERFACE4` is specified with the Natural `CALL` statement:

```
NATFCT functionname (numparm, parmhandle, traditional)
```

USR_WORD	numparm;	16 bit unsigned short value, containing the total number of transferred operands ( <i>operand2</i> ).
void	*parmhandle;	Pointer to the parameter passing structure.
void	*traditional;	Check for interface type (if it is not a NULL pointer it is the traditional CALL interface).

### Operand Structure for INTERFACE4

The operand structure of INTERFACE4 is named `parameter_description` and is defined as follows. The structure is delivered with the header file `natuser.h`.

struct parameter_description		
void *	address	Address of the parameter data, not aligned, <code>realloc()</code> and <code>free()</code> are not allowed.
int	format	Field data format: <code>NCXR_TYPE_ALPHA</code> , etc. ( <i>natuser.h</i> ).
int	length	Length (before decimal point, if applicable).
int	precision	Length after decimal point (if applicable).
int	byte_length	Length of field in bytes (output only).
int	dimensions	Number of dimensions (0 to <code>IF4_MAX_DIM</code> ).
int	length_all	Total data length of array in bytes (output only).
int	flags	Several flag bits combined by bitwise OR operation, meaning: <ul style="list-style-type: none"> <li>IF4_FLG_PROTECTED:      The parameter is write-protected.</li> <li>IF4_FLG_DYNAMIC:        The parameter is a dynamic variable.</li> <li>IF4_FLG_NOT_CONTIGUOUS: The array elements are not contiguous (have spaces between them).</li> <li>IF4_FLG_AIV:             The parameter is an application-independent variable.</li> <li>IF4_FLG_DYNVAR:         The parameter is a dynamic variable.</li> <li>IF4_FLG_XARRAY:         The parameter is an X-array.</li> <li>IF4_FLG_LBVAR_0:        The lower bound of dimension 0 is variable.</li> <li>IF4_FLG_UBVAR_0:        The upper bound of dimension 0 is variable.</li> <li>IF4_FLG_LBVAR_1:        The lower bound of dimension 1 is variable.</li> <li>IF4_FLG_UBVAR_1:        The upper bound of dimension 1 is variable.</li> </ul>

		IF4_FLG_LBVAR_2:	The lower bound of dimension 2 is variable.
		IF4_FLG_UBVAR_2:	The upper bound of dimension 2 is variable.
int	occurrences[IF4_MAX_DIM]	Array occurrences in each dimension.	
int	indexfactors[IF4_MAX_DIM]	Array index factors for each dimension.	
void *	dynp	Reserved for internal use.	
void *	pops	Reserved for internal use.	

The address element is null for arrays of dynamic variables and for X-arrays. In these cases, the array data cannot be accessed as a whole, but must be accessed through the parameter access functions described below.

For arrays with fixed bounds of variables with fixed length, the array contents can be accessed directly using the address element. In these cases the address of an array element (i,j,k) is computed as follows (especially if the array elements are not contiguous):

```
elementaddress = address + i * indexfactors[0] + j * indexfactors[1] + k * ←
indexfactors[2]
```

If the array has less than 3 dimensions, leave out the last terms.

### INTERFACE4 - Parameter Access

A set of functions is available to be used for the access of the parameters. The process flow is as follows:

- The 3GL program is called via the `CALL` statement with the `INTERFACE4` option, and the parameters are passed to the 3GL program as described above.
- The 3GL program can now use the exported functions of Natural, to retrieve either the parameter data itself, or information about the parameter, such as format, length, array information, etc.
- The [exported functions](#) can also be used to pass back parameter data.

There are also functions to create and initialize a new parameter set in order to call arbitrary sub-programs from a 3GL program. With this technique a parameter access is guaranteed to avoid memory overwrites done by the 3GL program. (Natural's data is safe: memory overwrites within the 3GL program's data are still possible).

## Exported Functions

The following topics are covered below:

- [Get Parameter Information](#)
- [Get Parameter Data](#)
- [Write Back Operand Data](#)
- [Create, Initialize and Delete a Parameter Set](#)
- [Create Parameter Set](#)
- [Delete Parameter Set](#)
- [Initialize a Scalar of a Static Data Type](#)
- [Initialize an Array of a Static Data Type](#)
- [Initialize a Scalar of a Dynamic Data Type](#)
- [Initialize an Array of a Dynamic Data Type](#)
- [Resize an X-array Parameter](#)

### Get Parameter Information

This function is used by the 3GL program to receive all necessary information from any parameter. This information is returned in the struct `parameter_description`, which is documented [above](#).

Prototype:

```
int ncxr_get_parm_info ( int parmnum, void *parmhandle, struct parameter_description *descr );
```

Parameter Description:

parmnum	Ordinal number of the parameter. This identifies the parameter of the passed parameter list. Range: 0 ... numparm-1.	
parmhandle	Pointer to the internal parameter structure	
descr	Address of a struct <code>parameter_description</code>	
return	Return Value:	Information:
	0	OK
	-1	Illegal parameter number.
	-2	Internal error.
	-7	Interface version conflict.

## Get Parameter Data

This function is used by the 3GL program to get the data from any parameter.

Natural identifies the parameter by the given parameter number and writes the parameter data to the given buffer address with the given buffer size.

If the parameter data is longer than the given buffer size, Natural will truncate the data to the given length. The external 3GL program can make use of the function `ncxr_get_parm_info`, to request the length of the parameter data.

There are two functions to get parameter data: `ncxr_get_parm` gets the whole parameter (even if the parameter is an array), whereas `ncxr_get_parm_array` gets the specified array element.

If no memory of the indicated size is allocated for "buffer" by the 3GL program (dynamically or statically), results of the operation are unpredictable. Natural will only check for a null pointer.

If data gets truncated for variables of the type I2/I4/F4/F8 (buffer length not equal to the total parameter length), the results depend on the machine type (little endian/big endian). In some applications, the user exit must be programmed to use no static data to make recursion possible.

Prototypes:

```
int ncxr_get_parm( int parmnum, void *parmhandle, int buffer_length, void *buffer )

int ncxr_get_parm_array( int parmnum, void *parmhandle, int buffer_length, void *buffer, int *indexes )
```

This function is identical to `ncxr_get_parm`, except that the indexes for each dimension can be specified. The indexes for unused dimensions should be specified as 0.

Parameter Description:

parmnum	Ordinal number of the parameter. This identifies the parameter of the passed parameter list. Range: 0 ... numparm-1.	
parmhandle	Pointer to the internal parameter structure	
buffer_length	Length of the buffer, where the requested data has to be written to	
buffer	Address of buffer, where the requested data has to be written to. This buffer should be aligned to allow easy access to I2/I4/F4/F8 variables.	
indexes	Array with index information	
return	Return Value:	Information:
	< 0	Error during retrieval of the information:
	-1	Illegal parameter number.
	-2	Internal error.
	-3	Data has been truncated.

-4	Data is not an array.
-7	Interface version conflict.
-100	Index for dimension 0 is out of range.
-101	Index for dimension 1 is out of range.
-102	Index for dimension 2 is out of range.
0	Successful operation.
> 0	Successful operation, but the data was only this number of bytes long (buffer was longer than the data).

### Write Back Operand Data

These functions are used by the 3GL program to write back the data to any parameter. Natural identifies the parameter by the given parameter number and writes the parameter data from the given buffer address with the given buffer size to the parameter data. If the parameter data is shorter than the given buffer size, the data will be truncated to the parameters data length, that is, the rest of the buffer will be ignored. If the parameter data is longer than the given buffer size, the data will be copied only to the given buffer length, the rest of the parameter stays untouched. This applies to arrays in the same way. For dynamic variables as parameters, the parameter is resized to the given buffer length.

If data gets truncated for variables of the type I2/I4/F4/F8 (buffer length not equal to the total parameter length), the results depend on the machine type (little endian/big endian). In some applications, the user exit must be programmed to use no static data to make recursion possible.

Prototypes:

```
int ncxr_put_parm      ( int parmnum, void *parmhandle,
                       int buffer_length, void *buffer );
int ncxr_put_parm_array ( int parmnum, void *parmhandle,
                       int buffer_length, void *buffer,
                       int *indexes );
```

Parameter Description:

parmnum	Ordinal number of the parameter. This identifies the parameter of the passed parameter list. Range: 0 ... numparm-1.
parmhandle	Pointer to the internal parameter structure.
buffer_length	Length of the data to be copied back to the address of buffer, where the data comes from.
indexes	Index information
return	Return Value:                      Information:
	< 0                                      Error during copying of the information:
	-1                                        Illegal parameter number.

-2	Internal error.
-3	Too much data has been given. The copy back was done with parameter length.
-4	Parameter is not an array.
-5	Parameter is protected (constant or AD=0).
-6	Dynamic variable could not be resized due to an “out of memory” condition.
-7	Interface version conflict.
-13	The given buffer includes an incomplete Unicode character.
-100	Index for dimension 0 is out of range.
-101	Index for dimension 1 is out of range.
-102	Index for dimension 2 is out of range.
0	Successful operation.
> 0	Successful operation, but the parameter was this number of bytes long (length of parameter greater than given length).

### Create, Initialize and Delete a Parameter Set

If a 3GL program wants to call a Natural subprogram, it needs to build a parameter set that corresponds to the parameters the subprogram expects. The function `ncxr_create_parm` is used to create a set of parameters to be passed with a call to `ncxr_callnat_handle`.

Prototype:

```
int ncxr_callnat_handle(int subname, void *parmhandle)
```

Parameter description:

subname	Name of subprogram that is called	
parmhandle	Parameter set handle	
return	Return Value:	Information:
	< 0	Error
	0	Successful operation

The set of parameters created is represented by an opaque parameter handle, like the parameter set that is passed to the 3GL program with the `CALL INTERFACE4` statement. Thus, the newly created parameter set can be manipulated with functions `ncxr_put_parm*` and `ncxr_get_parm*` as described above.

The newly created parameter set is not yet initialized after having called the function `ncxr_create_parm`. An individual parameter is initialized to a specific data type by a set of

`ncxr_parm_init*` functions described below. The functions `ncxr_put_parm*` and `ncxr_get_parm*` are then used to access the contents of each individual parameter. After the caller has finished with the parameter set, they must delete the parameter handle. Thus, a typical sequence in creating and using a set of parameters for a subprogram to be called through `ncxr_callnat_handle` will be:

```
ncxr_create_parm
ncxr_init_parm*
ncxr_init_parm*
...
ncxr_put_parm*
ncxr_put_parm*
...
ncxr_get_parm_info*
ncxr_get_parm_info*
...
ncxr_callnat_handle
...
ncxr_get_parm_info*
ncxr_get_parm_info*
...
ncxr_get_parm*
ncxr_get_parm*
...
ncxr_delete_parm
```

### Create Parameter Set

The function `ncxr_create_parm` is used to create a set of parameters to be passed with a call to `ncxr_callnat_handle`.

#### Prototype:

```
int ncxr_create_parm( int parmnum, void** pparmhandle )
```

#### Parameter Description:

<code>parmnum</code>	Number of parameters to be created.	
<code>pparmhandle</code>	Pointer to the created parameter handle.	
<code>return</code>	<b>Return Value:</b>	<b>Information:</b>
	< 0	Error:
	-1	Illegal parameter count.
	-2	Internal error.
	-6	Out of memory condition.
	0	Successful operation.



## Delete Parameter Set

The function `ncxr_delete_parm` is used to delete a set of parameters that was created with `ncxr_create_parm`.

Prototype:

```
int ncxr_delete_parm( void* parmhandle )
```

Parameter Description:

<code>parmhandle</code>	Pointer to the parameter handle to be deleted.	
<code>return</code>	Return Value:	Information:
	< 0	Error:
	-2	Internal error.
	0	Successful operation.

## Initialize a Scalar of a Static Data Type

Prototype:

```
int ncxr_init_parm_s( int parmnum, void *parmhandle,
    char format, int length, int precision, int flags );
```

Parameter Description:

<code>parmnum</code>	Ordinal number of the parameter. This identifies the parameter in the passed parameter list. Range: 0 ... numparm-1.	
<code>parmhandle</code>	Pointer to the parameter handle.	
<code>format</code>	Format of the parameter.	
<code>length</code>	Length of the parameter.	
<code>precision</code>	Precision of the parameter.	
<code>flags</code>	IF4_FLG_PROTECTED	
<code>return</code>	Return Value:	Information:
	< 0	Error:
	-1	Invalid parameter number.
	-2	Internal error.
	-6	Out of memory condition.
	-8	Invalid format.
	-9	Invalid length or precision.
	0	Successful operation.

## Initialize an Array of a Static Data Type

Prototype:

```
int ncxr_init_parm_sa( int parmnum, void *parmhandle,
    char format, int length, int precision,
    int dim, int *occ, int flags );
```

Parameter Description:

parmnum	Ordinal number of the parameter. This identifies the parameter in the passed parameter list. Range: 0 ... numparm-1.	
parmhandle	Pointer to the parameter handle.	
format	Format of the parameter.	
length	Length of the parameter.	
precision	Precision of the parameter.	
dim	Dimension of the array.	
occ	Number of occurrences per dimension.	
flags	A combination of the flags  IF4_FLG_PROTECTED IF4_FLG_LBVAR_0 IF4_FLG_UBVAR_0 IF4_FLG_LBVAR_1 IF4_FLG_UBVAR_1 IF4_FLG_LBVAR_2 IF4_FLG_UBVAR_2	
return	<b>Return Value:</b>	<b>Information:</b>
	< 0	Error:
	-1	Invalid parameter number.
	-2	Internal error.
	-6	Out of memory condition.
	-8	Invalid format.
	-9	Invalid length or precision.
	-10	Invalid dimension count.
	-11	Invalid combination of variable bounds.
0	Successful operation.	

## Initialize a Scalar of a Dynamic Data Type

Prototype:

```
int ncxr_init_parm_d( int parmnum, void *parmhandle,
    char format, int flags );
```

Parameter Description:

parmnum	Ordinal number of the parameter. This identifies the parameter in the passed parameter list. Range: 0 ... numparm-1.	
parmhandle	Pointer to the parameter handle.	
format	Format of the parameter.	
flags	IF4_FLG_PROTECTED	
return	Return Value:	Information:
	< 0	Error:
	-1	Invalid parameter number.
	-2	Internal error.
	-6	Out of memory condition.
	-8	Invalid format.
0	Successful operation.	

## Initialize an Array of a Dynamic Data Type

Prototype:

```
int ncxr_init_parm_da( int parmnum, void *parmhandle,
    char format, int dim, int *occ, int flags );
```

Parameter Description:

parmnum	Ordinal number of the parameter. This identifies the parameter in the passed parameter list. Range: 0 ... numparm-1.	
parmhandle	Pointer to the parameter handle.	
format	Format of the parameter.	
dim	Dimension of the array.	
occ	Number of occurrences per dimension.	
flags	A combination of the flags  IF4_FLG_PROTECTED IF4_FLG_LBVAR_0 IF4_FLG_UBVAR_0 IF4_FLG_LBVAR_1	

	IF4_FLG_UBVAR_1 IF4_FLG_LBVAR_2 IF4_FLG_UBVAR_2	
return	<b>Return Value:</b>	<b>Information:</b>
	< 0	<b>Error:</b>
	-1	Invalid parameter number.
	-2	Internal error.
	-6	Out of memory condition.
	-8	Invalid format.
	-10	Invalid dimension count.
	-11	Invalid combination of variable bounds.
	0	Successful operation.

### Resize an X-array Parameter

Prototype:

```
int ncxr_resize_parm_array( int parmnum, void *parmhandle, int *occ );
```

Parameter Description:

parmnum	Ordinal number of the parameter. This identifies the parameter in the passed parameter list. Range: 0 ... numparm-1.	
parmhandle	Pointer to the parameter handle.	
occ	New number of occurrences per dimension.	
return	<b>Return Value:</b>	<b>Information:</b>
	< 0	<b>Error:</b>
	-1	Invalid parameter number.
	-2	Internal error.
	-6	Out of memory condition.
	-12	Operand is not resizable (in one of the specified dimensions).
	0	Successful operation.

All function prototypes are declared in the file `natuser.h`.

# 23 CALL FILE

---

▪ CALL FILE Usage .....	178
▪ CALL FILE Restrictions .....	178
▪ CALL FILE Syntax Description .....	178
▪ CALL FILE Example .....	180

## Structured Mode Syntax

```
CALL FILE 'program-name' operand1 operand2  
  statement ...  
END-FILE [(r)]
```

## Reporting Mode Syntax

```
CALL FILE 'program-name' operand1 operand2  
  statement ...  
LOOP [(r)]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [CALL](#) | [CALL LOOP](#) | [CALLNAT](#) | [DEFINE SUBROUTINE](#) | [ESCAPE](#) | [FETCH](#) | [PERFORM](#)

Belongs to Function Group: [Invoking Programs and Routines](#)

## CALL FILE Usage

---

The `CALL FILE` statement is used to call a non-Natural program which reads a record from a non-Adabas file and returns the record to the Natural program for processing.

## CALL FILE Restrictions

---

The statements [AT BREAK](#), [AT START OF DATA](#) and [AT END OF DATA](#) must not be used within a `CALL FILE` processing loop.

## CALL FILE Syntax Description

---

Operand Definition Table:

Operand	Possible Structure		Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S	A	A U N P I F B D T L C	yes	yes
<i>operand2</i>	S	A G	A U N P I F B D T L C	yes	yes

## Syntax Element Description:

Syntax Element	Description
' <i>program-name</i> '	<b>Program to be Called:</b> The name of the non-Natural program to be called.
<i>operand1</i>	<b>Control Field:</b> <i>operand1</i> is used to provide control information.
<i>operand2</i>	<b>Record Area:</b> <i>operand2</i> defines the record area.  The format of the record to be read can be described using field definitions (or FILLER <i>nX</i> ) entries following the name of the first field in the record. The fields used to define the record format must not have been previously defined in the Natural program. This ensures that fields are allocated in the contiguous storage by Natural.
<i>statement ...</i>	<b>Processing Loop:</b> The CALL FILE statement initiates a processing loop which must be terminated with an ESCAPE or STOP statement. More than one ESCAPE statement may be specified to escape from a CALL FILE loop based on different conditions.
END-FILE ( <i>r</i> )	<b>End of CALL FILE Statement:</b>  In structured mode, the Natural reserved keyword END-FILE must be used to end the CALL FILE statement.  You can specify labels or line numbers with END-FILE in structured mode.  In reporting mode, the Natural statement LOOP is used to end the CALL FILE statement.  You can specify labels or line numbers with LOOP in reporting mode.
LOOP ( <i>r</i> )	

## CALL FILE Example

### Calling Program:

```

** Example 'CFIEX1': CALL FILE
*****
DEFINE DATA LOCAL
1 #CONTROL (A3)
1 #RECORD
  2 #A      (A10)
  2 #B      (N3.2)
  2 #FILL1  (A3)
  2 #C      (P3.1)
END-DEFINE
*
CALL FILE 'USER1' #CONTROL #RECORD
  IF #CONTROL = 'END'
    ESCAPE BOTTOM
  END-IF
END-FILE
/*****
/* ... PROCESS RECORD ...
/*****
END

```

The byte layout of the record passed by the called program to the Natural program in the above example is as follows:

```

CONTROL #A      #B      FILLER #C
(A3)    (A10)    (N3.2) 3X    (P3.1)

xxx xxxxxxxxxxx xxxxx   xxx   xxx

```

### Called COBOL Program:

```

ID DIVISION.
PROGRAM-ID. USER1.
ENVIRONMENT DIVISION.
INPUT-OUTPUT SECTION.
FILE-CONTROL.
    SELECT USRFILE ASSIGN UT-S-FILEUSR.
DATA DIVISION.
FILE SECTION.
FD  USRFILE RECORDING F LABEL RECORD OMITTED
   DATA RECORD DATA-IN.
01  DATA-IN          PIC X(80).
LINKAGE SECTION.
01  CONTROL-FIELD    PIC XXX.

```



```
01 RECORD-IN PIC X(21).  
PROCEDURE DIVISION USING CONTROL-FIELD RECORD-IN.  
BEGIN.  
    GO TO FILE-OPEN.  
FILE-OPEN.  
    OPEN INPUT USRFILE  
    MOVE SPACES TO CONTROL-FIELD.  
    ALTER BEGIN TO PROCEED TO FILE-READ.  
FILE-READ.  
    READ USRFILE INTO RECORD-IN  
    AT END  
    MOVE 'END' TO CONTROL-FIELD  
    CLOSE USRFILE  
    ALTER BEGIN TO PROCEED TO FILE-OPEN.  
GOBACK.
```



# 24 CALL LOOP

---

▪ CALL LOOP Usage .....	184
▪ CALL LOOP Restrictions .....	184
▪ CALL LOOP Syntax Description .....	185
▪ CALL LOOP Example .....	186

## Structured Mode Syntax

```
CALL LOOP operand1 [operand2] ...40
    statement ...
END-LOOP [(r)]
```

## Reporting Mode Syntax

```
CALL LOOP operand1 [operand2] ...40
    statement ...
LOOP [(r)]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [CALL](#) | [CALL FILE](#) | [CALLNAT](#) | [DEFINE SUBROUTINE](#) | [ESCAPE](#) | [FETCH](#) | [PERFORM](#)

Belongs to Function Group: [Invoking Programs and Routines](#)

## CALL LOOP Usage

---

The `CALL LOOP` statement is used to generate a processing loop that contains a call to a non-Natural program.

Unlike the `CALL` statement, the `CALL LOOP` statement results in a processing loop which is used to repeatedly call the non-Natural program. See the `CALL` statement for a detailed description of the `CALL` processing.

## CALL LOOP Restrictions

---

The statements `AT BREAK`, `AT START OF DATA` and `AT END OF DATA` must not be used within a `CALL LOOP` processing loop.

## CALL LOOP Syntax Description

Operand Definition Table:

Operand	Possible Structure				Possible Formats												Referencing Permitted	Dynamic Definition	
<i>operand1</i>	C	S			A													yes	no
<i>operand2</i>	C	S	A	G	A	U	N	P	I	F	B	D	T	L	C			yes	yes

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Program to be Called:</b> The name of the non-Natural program to be called can be specified as a constant or - if different programs are to be called dependent on program logic - as an alphanumeric variable of length 1 to 32. A program name must be placed left-justified in the variable.</p>
<i>operand2</i>	<p><b>Parameters:</b> The CALL LOOP statement can have a maximum of 40 parameters. The parameter list is constructed as described for the CALL statement. Fields used in the parameter list may be initially defined in the CALL LOOP statement itself or may have been previously defined.</p>
<i>statement ...</i>	<p><b>Processing Loop:</b> The CALL LOOP statement initiates a processing loop which must be terminated with an ESCAPE statement.</p>
END-LOOP ( <i>r</i> )	<p><b>End of CALL LOOP Statement:</b></p> <p>In structured mode, the Natural reserved word END-LOOP must be used to end the CALL LOOP statement.</p> <p>You can specify labels or line numbers with END-LOOP in structured mode.</p> <p>In reporting mode, the Natural statement LOOP is used to end the CALL LOOP statement.</p> <p>You can specify labels or line numbers with LOOP in reporting mode.</p>
LOOP ( <i>r</i> )	

## CALL LOOP Example

---

```
DEFINE DATA LOCAL
1 PARAMETER1 (A10)
END-DEFINE
CALL LOOP 'ABC' PARAMETER1
  IF PARAMETER1 = 'END'
    ESCAPE BOTTOM
  END-IF
END-LOOP
END
```

# 25 CALLDBPROC (SQL)

---

- CALLDBPROC Usage ..... 188
- CALLDBPROC Syntax Description ..... 189
- CALLDBPROC Example ..... 190

```
CALLDBPROC dbproc ddm-name
[ [USING] { parameter [ AD= { M } ] ] } ... ]
[RESULT SETS result-set...]
[GIVING sqlcode]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Belongs to Function Group: [Database Access and Update](#)

## CALLDBPROC Usage

The CALLDBPROC statement is used to invoke a stored procedure of the SQL database system to which Natural is connected.

The stored procedure can be either a Natural subprogram (only available when executed from Db2 for z/OS) or a program written in another programming language.

In addition to the passing of parameters between the invoking object and the stored procedure, CALLDBPROC supports “result sets”; these make it possible to return a larger amount of data from the stored procedure to the invoking object than would be possible via parameters.

The result sets are “temporary result tables” which are created by the stored procedure and which can be read and processed by the invoking object via a [READ RESULT SET](#) statement.



**Note:** In general, the invoking of a stored procedure could be compared with the invoking of a Natural subprogram: when the CALLDBPROC statement is executed, control is passed to the stored procedure; after processing of the stored procedure, control is returned to the invoking object and processing continues with the statement following the CALLDBPROC statement.



## CALLDBPROC Syntax Description

Syntax Element	Description						
<i>dbproc</i>	<p><b>Stored Procedure to be Invoked:</b></p> <p>As <i>dbproc</i> you specify the name of the stored procedure to be invoked. The name can be specified either as an alphanumeric variable or as a constant (enclosed in apostrophes).</p> <p>The name must adhere to the rules for stored procedure names of the target database system.</p> <p>If the stored procedure is a Natural subprogram, the actual procedure name must not be longer than 8 characters.</p>						
<i>dsm-name</i>	<p><b>Name of a Natural Data Definition Module:</b></p> <p>The name of a DDM must be specified to provide the “address” of the database which executes the stored procedure. For further information, see <a href="#"><i>dsm-name</i></a>.</p>						
[USING] <i>parameter</i>	<p><b>Parameter(s) to be Passed:</b></p> <p>As <i>parameter</i>, you can specify parameters which are passed from the invoking object to the stored procedure. A <i>parameter</i> can be</p> <ul style="list-style-type: none"> <li>■ a host-variable (optionally with INDICATOR and LINDICATOR clauses),</li> <li>■ a constant, or</li> <li>■ the keyword NULL.</li> </ul> <p>See further details on <a href="#"><i>host-variable</i></a>.</p>						
AD=	<p><b>Attribute Definition:</b></p> <p>If <a href="#"><i>parameter</i></a> is a <i>host-variable</i>, you can mark it as follows:</p> <table border="1"> <tbody> <tr> <td>AD=0</td> <td>Non-modifiable, see session parameter AD=0. (Corresponding procedure notation in Db2 for z/OS: IN.)</td> </tr> <tr> <td>AD=M</td> <td>Modifiable, see session parameter AD=M. (Corresponding procedure notation in Db2 for z/OS: INOUT.)</td> </tr> <tr> <td>AD=A</td> <td>For input only, see session parameter AD=A. (Corresponding procedure notation in Db2 for z/OS: OUT.)</td> </tr> </tbody> </table> <p>If <a href="#"><i>parameter</i></a> is a constant, AD cannot be explicitly specified. For constants, AD=0 always applies.</p>	AD=0	Non-modifiable, see session parameter AD=0. (Corresponding procedure notation in Db2 for z/OS: IN.)	AD=M	Modifiable, see session parameter AD=M. (Corresponding procedure notation in Db2 for z/OS: INOUT.)	AD=A	For input only, see session parameter AD=A. (Corresponding procedure notation in Db2 for z/OS: OUT.)
AD=0	Non-modifiable, see session parameter AD=0. (Corresponding procedure notation in Db2 for z/OS: IN.)						
AD=M	Modifiable, see session parameter AD=M. (Corresponding procedure notation in Db2 for z/OS: INOUT.)						
AD=A	For input only, see session parameter AD=A. (Corresponding procedure notation in Db2 for z/OS: OUT.)						

Syntax Element	Description
RESULT SETS <i>result-set</i>	<p><b>Field for Result-Set Locator Variable:</b></p> <p>As <i>result-set</i> you specify a field in which a result-set locator is to be returned.</p> <p>A result set has to be a variable of format/length I4.</p> <p>The value of a result set variable is merely a number which identifies the result set and which can be referenced in a subsequent <b>READ RESULT SET</b> statement.</p> <p>The sequence of the <i>result-set</i> values correspond to the sequence of the result sets returned by the stored procedure.</p> <p>The contents of the result sets can be processed by a subsequent <b>READ RESULT SET</b> statement.</p> <p>If no result set is returned, the corresponding result-set variable will contain 0.</p> <p>Only one result set can be specified.</p>
GIVING <i>sqlcode</i>	<p><b>GIVING <i>sqlcode</i> Option:</b></p> <p>This option may be used to obtain the SQLCODE of the SQL CALL statement invoking the stored procedure.</p> <p>If this option is specified and the SQLCODE of the stored procedure is not 0, no Natural error message will be issued. In this case, the action to be taken in reaction to the SQLCODE value has to be coded in the invoking Natural object.</p> <p>The <i>sqlcode</i> field has to be a variable of format/length I4.</p> <p>If the GIVING <i>sqlcode</i> option is omitted, a Natural error message will be issued if the SQLCODE of the stored procedure is not 0.</p>

## CALLDBPROC Example

The following example shows a Natural program that calls the stored procedure DEMO\_PROC to retrieve all names of table PERSON that belong to a given range.

Three parameter fields are passed to DEMO\_PROC: the first and second parameters pass starting and ending values of the range of names to the stored procedure, and the third parameter receives a name that meets the criterion.

In this example, the names are returned in a result set that is processed using the **READ RESULT SET** statement.

```
DEFINE DATA LOCAL
1 PERSON VIEW OF DEMO-PERSON
  2 PERSON_ID
  2 LAST_NAME
1 #BEGIN      (A2) INIT <'AB'>
1 #END        (A2) INIT <'DE'>
1 #RESPONSE  (I4)
1 #RESULT     (I4)
1 #NAME (A20)
END-DEFINE

...

CALLDBPROC 'DEMO_PROC' DEMO-PERSON #BEGIN (AD=0) #END (AD=0) #NAME (AD=A)
  RESULT SETS #RESULT
  GIVING #RESPONSE

READ RESULT SET #RESULT INTO #NAME FROM DEMO-PERSON
  GIVING #RESPONSE
  DISPLAY #NAME
END-RESULT

...

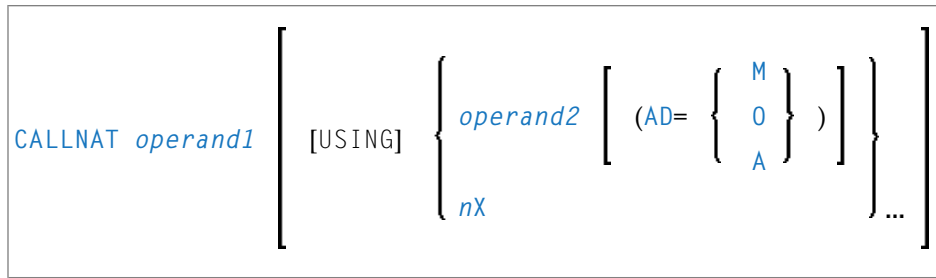
END
```



# 26 CALLNAT

---

▪ CALLNAT Usage .....	194
▪ CALLNAT Syntax Description .....	195
▪ Parameter Transfer with Dynamic Variables .....	197
▪ CALLNAT Examples .....	198



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [CALL](#) | [CALL FILE](#) | [CALL LOOP](#) | [DEFINE SUBROUTINE](#) | [ESCAPE](#) | [FETCH](#) | [PERFORM](#)

Belongs to Function Group: [Invoking Programs and Routines](#)

## CALLNAT Usage

The `CALLNAT` statement is used to invoke a Natural subprogram for execution. (A Natural subprogram can only be invoked via a `CALLNAT` statement; it cannot be executed by itself.)

When the `CALLNAT` statement is executed, the execution of the invoking object (that is, the object containing the `CALLNAT` statement) will be suspended and the invoked subprogram will be executed. The execution of the subprogram continues until either its `END` statement is reached or processing of the subprogram is stopped by an `ESCAPE ROUTINE` statement being executed. In either case, processing of the invoking object will then continue with the statement following the `CALLNAT` statement.



### Notes:

1. A subprogram can in turn invoke other subprograms.
2. A subprogram has no access to the global data area used by the invoking object. If a subprogram in turn invokes a subroutine or helproutine, it can establish its own global data area to be shared with the subroutine/helproutine.

## CALLNAT Syntax Description

Operand Definition Table:

Operand	Possible Structure				Possible Formats												Referencing Permitted	Dynamic Definition	
<i>operand1</i>	C	S			A													yes	no
<i>operand2</i>	C	S	A	G	A	U	N	P	I	F	B	D	T	L	C	G	O	yes	yes

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Subprogram to be Invoked:</b></p> <p>As <i>operand1</i>, you specify the name of the subprogram to be invoked. The name may be specified either as a constant of 1 to 32 characters, or - if different subprograms are to be called dependent on program logic - as an alphanumeric variable of length 1 to 8.</p> <p>The subprogram name may contain an ampersand (&amp;); at execution time, this character will be replaced by the one-character code corresponding to the current value of the system variable *LANGUAGE. This makes it possible, for example, to invoke different subprograms for the processing of input, depending on the language in which input is provided.</p>
<i>operand2</i>	<p><b>Parameters:</b></p> <p>If parameters are passed to the subprogram, the structure of the parameter list must be defined in a <a href="#">DEFINE DATA PARAMETER</a> statement. The parameters specified with the CALLNAT statement are the only data available to the subprogram from the invoking object.</p> <p>By default, the parameters are passed <i>by reference</i>, that is, the data are transferred via address parameters, the parameter values themselves are not moved. However, it is also possible to pass parameters <i>by value</i>, that is, pass the actual parameter values. To do so, you define these fields in the <a href="#">DEFINE DATA PARAMETER</a> statement of the subprogram with the option <a href="#">BY VALUE</a> or <a href="#">BY VALUE RESULT</a> (see <a href="#">parameter-data-definition</a> in the description of the <a href="#">DEFINE DATA</a> statement).</p> <ul style="list-style-type: none"> <li>■ If parameters are passed <i>by reference</i>, the following applies: The sequence, format and length of the parameters in the invoking object must match exactly the sequence, format and length of the <a href="#">DEFINE DATA PARAMETER</a> structure in the invoked subprogram. The names of the variables in the invoking object and the invoked subprogram may be different.</li> <li>■ If parameters are passed <i>by value</i>, the following applies: The sequence of the parameters in the invoking object must match exactly the sequence in the <a href="#">DEFINE DATA PARAMETER</a> structure of the invoked subprogram. Formats and lengths of the variables in the invoking object and the subprogram may be different; however, they have to be data transfer compatible; see the corresponding table in the section <i>Rules for Arithmetic Assignments, Data Transfer</i> in</li> </ul>

Syntax Element	Description				
	<p>the <i>Programming Guide</i>. The names of the variables in the invoking object and the subprogram may be different. If parameter values that have been modified in the subprogram are to be passed back to the invoking object, you have to define these fields with <b>BY VALUE RESULT</b>. When <b>BY VALUE</b> is specified without <b>RESULT</b>, it is not possible to pass modified parameter values back to the invoking object (regardless of the <b>AD</b> specification; see also below).</p> <p><b>Note:</b> With <b>BY VALUE</b>, an internal copy of the parameter values is created. The subprogram accesses this copy and can modify it, but this will not affect the original parameter values in the invoking object. With <b>BY VALUE RESULT</b>, an internal copy is likewise created, however, after termination of the subprogram, the original parameter values are overwritten by the (modified) values of the copy.</p> <p>For both ways of passing parameters, the following applies:</p> <p>If a group is specified as <i>operand2</i>, the individual fields contained in that group are passed to the subprogram; that is, for each of these fields a corresponding field must be defined in the subprogram's parameter data area.</p> <p>In the parameter data area of the invoked subprogram, a redefinition of groups is only permitted within a <b>REDEFINE</b> block.</p> <p>If an array is passed, its number of dimensions and occurrences in the subprogram's parameter data area must be the same as in the <b>CALLNAT</b> parameter list.</p> <p><b>Note:</b> If multiple occurrences of an array that is defined as part of an indexed group are passed with the <b>CALLNAT</b> statement, the corresponding fields in the subprogram's parameter data area must not be redefined, as this would lead to the wrong addresses being passed.</p> <p>When the option <b>PCHECK</b> of the <b>COMPOPT</b> command is set to <b>ON</b>, the compiler will check the number, format, length and array index bounds of the parameters that are specified in a <b>CALLNAT</b> statement. Also, the <b>OPTIONAL</b> feature of the <b>DEFINE DATA PARAMETER</b> statement is considered in the parameter check.</p> <p><b>Note:</b> Numeric constant parameters are internally represented in packed form (format <b>P</b>). For further information see the <i>Programming Guide</i> &gt; <i>Numeric Constants</i>.</p>				
AD=	<p><b>Attribute Definition:</b></p> <p>If <i>operand2</i> is a variable, you can mark it in one of the following ways:</p> <table border="1" data-bbox="277 1556 1385 1873"> <tbody> <tr> <td data-bbox="277 1556 808 1772">AD=0</td> <td data-bbox="813 1556 1385 1772">           Non-modifiable, see session parameter AD=0.   <b>Note:</b> Internally, AD=0 is processed in the same way as <b>BY VALUE</b> (see <a href="#">parameter-data-definition</a> in the description of the <b>DEFINE DATA</b> statement).         </td> </tr> <tr> <td data-bbox="277 1778 808 1873">AD=M</td> <td data-bbox="813 1778 1385 1873">           Modifiable, see session parameter AD=M.             This is the default setting.         </td> </tr> </tbody> </table>	AD=0	Non-modifiable, see session parameter AD=0.  <b>Note:</b> Internally, AD=0 is processed in the same way as <b>BY VALUE</b> (see <a href="#">parameter-data-definition</a> in the description of the <b>DEFINE DATA</b> statement).	AD=M	Modifiable, see session parameter AD=M.  This is the default setting.
AD=0	Non-modifiable, see session parameter AD=0.  <b>Note:</b> Internally, AD=0 is processed in the same way as <b>BY VALUE</b> (see <a href="#">parameter-data-definition</a> in the description of the <b>DEFINE DATA</b> statement).				
AD=M	Modifiable, see session parameter AD=M.  This is the default setting.				



Syntax Element	Description
	AD=A
	Input only, see session parameter AD=A.
	If <i>operand2</i> is a constant, AD cannot be explicitly specified. For constants AD=0 always applies.
<i>nX</i>	<p><b>Parameters to be Skipped:</b></p> <p>With the notation <i>nX</i> you can specify that the next <i>n</i> parameters are to be skipped (for example, 1X to skip the next parameter, or 3X to skip the next three parameters); this means that for the next <i>n</i> parameters no values are passed to the subprogram. The possible range of values for <i>n</i> is 1 - 4096.</p> <p>A parameter that is to be skipped must be defined with the keyword <b>OPTIONAL</b> in the subprogram's <b>DEFINE DATA PARAMETER</b> statement. <b>OPTIONAL</b> means that a value can - but need not - be passed from the invoking object to such a parameter.</p>

## Parameter Transfer with Dynamic Variables

Dynamic variables may be passed as parameters to a called program object (CALLNAT, PERFORM). A call by reference is possible because the value space of a dynamic variable is contiguous. A call by value causes an assignment with the variable definition of the caller as the source operand and the parameter definition as the destination operand. In addition, a call by value result causes the movement to change to the opposite direction. When using a call-by-reference, both definitions must be **DYNAMIC**. If only one of them is **DYNAMIC**, a runtime error is raised. In case of a call by value (result) all combinations are possible.

The following table illustrates the valid combinations of statically and dynamically defined variables of the caller, and statically and dynamically defined parameters concerning the parameter transfer.

### Call By Reference

<i>operand2</i> of caller	Parameter definition	
	Static	Dynamic
Static	yes	no
Dynamic	no	yes

The formats of the dynamic variables A or B must match.

## Call by Value (Result)

<i>operand2</i> of caller	Parameter definition	
	Static	Dynamic
Static	yes	yes
Dynamic	yes	yes



**Note:** When using static/dynamic or dynamic/static definitions, a value truncation may occur according to the data transfer rules of the appropriate assignments.

## CALLNAT Examples

- [Example 1](#)
- [Example 2](#)

### Example 1

#### Calling Program:

```
** Example 'CNTEX1': CALLNAT
*****
DEFINE DATA LOCAL
1 #FIELD1 (N6)
1 #FIELD2 (A20)
1 #FIELD3 (A10)
END-DEFINE
*
CALLNAT 'CNTEX1N' #FIELD1 (AD=M) #FIELD2 (AD=0) #FIELD3 'P4 TEXT'
*
WRITE '=' #FIELD1 '=' #FIELD2 '=' #FIELD3
*
END
```

#### Called Subprogram CNTEX1N:

```
** Example 'CNTEX1N': CALLNAT (called by CNTEX1)
*****
DEFINE DATA PARAMETER
1 #FIELDA (N6)
1 #FIELDB (A20)
1 #FIELD C (A10)
1 #FIELD D (A7)
END-DEFINE
*
*
```

```

#FIELD A := 4711
*
#FIELD B := 'HALLO'
*
#FIELD C := 'ABC'
*
WRITE '=' #FIELD A '=' #FIELD B '=' #FIELD C '=' #FIELD D
*
END

```

## Example 2

### Calling Program:

```

** Example 'CNTEX2': CALLNAT
*****
DEFINE DATA LOCAL
1 #ARRAY1 (N4/1:10,1:10)
1 #NUM (N2)
END-DEFINE
*
*
CALLNAT 'CNTEX2N' #ARRAY1 (2:5,*)
*
FOR #NUM 1 TO 10
  WRITE #NUM #ARRAY1(#NUM,1:10)
END-FOR
*
END

```

### Called Subprogram CNTEX2N:

```

** Example 'CNTEX2N': CALLNAT (called by CNTEX2)
*****
DEFINE DATA
PARAMETER
1 #ARRAY (N4/1:4,1:10)
LOCAL
1 I (I2)
END-DEFINE
*
*
FOR I 1 10
  #ARRAY(1,I) := I
  #ARRAY(2,I) := 100 + I
  #ARRAY(3,I) := 200 + I
  #ARRAY(4,I) := 300 + I
END-FOR
*
END

```



# 27 CLOSE CONVERSATION

---

- CLOSE CONVERSATION Usage ..... 202
- CLOSE CONVERSATION Syntax Description ..... 202
- Further Information and CLOSE CONVERSATION Examples ..... 203

CLOSE CONVERSATION	{	<i>operand1</i> ...	}
		*CONVID	
		ALL	

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [DEFINE DATA CONTEXT](#) | [OPEN CONVERSATION](#)

Belongs to Function Group: [Natural Remote Procedure Call](#)

## CLOSE CONVERSATION Usage

The statement `CLOSE CONVERSATION` is used in conjunction with the Natural RPC (Remote Procedure Call). It allows the client to close conversations. You can close the current conversation, another open conversation, or all open conversations.



**Note:** A logon to another library does not automatically close conversations.

## CLOSE CONVERSATION Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S   A	I	yes	no

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Identifier of Conversation to be Closed:</b></p> <p>To close a specific open conversation, specify its ID as <i>operand1</i>.</p> <p><i>operand1</i> must be a variable of format/length I4.</p>
*CONVID	<p><b>Closing the Current Conversation:</b></p> <p>To close the current conversation, specify *CONVID.</p> <p>The ID of the current conversation is determined by the value of the system variable *CONVID.</p>
ALL	<p><b>Closing All Open Conversations:</b></p> <p>To close all open conversations, specify ALL.</p>

## Further Information and CLOSE CONVERSATION Examples

---

See the following sections in the *Natural RPC (Remote Procedure Call)* documentation:

- *Natural RPC Operation in Conversational Mode*
- *Using a Conversational RPC*





# 28

## CLOSE DIALOG

---

- CLOSE DIALOG Usage ..... 206
- CLOSE DIALOG Syntax Description ..... 206

```
CLOSE DIALOG [USING] [DIALOG-ID] { operand1
                                     *DIALOG-ID }
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [OPEN DIALOG](#) | [PROCESS GUI](#) | [SEND EVENT](#)

Belongs to Function Group: [Event-Driven Programming](#)

## CLOSE DIALOG Usage

The `CLOSE DIALOG` statement is used to close a dialog dynamically.



**Note:** If a modal dialog is a child in a hierarchy of dialogs, the modal dialog should not close its parent(s) because this will result in a deadlock.

## CLOSE DIALOG Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S	I4	yes	no

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Identifier of ID to be Closed:</b></p> <p><i>operand1</i> is the identifier of the dialog to be closed.</p>
*DIALOG-ID	<p><b>Closing the Current Dialog:</b></p> <p>To close the current dialog, specify the system variable *DIALOG-ID, which contains the ID of the current instance of a dialog.</p>

# V

---

■ 29 CLOSE PRINTER .....	209
■ 30 CLOSE WORK FILE .....	213
■ 31 COMMIT (SQL) .....	217
■ 32 COMPRESS .....	219
■ 33 COMPUTE .....	229
■ 34 CREATE OBJECT .....	237
■ 35 DECIDE FOR .....	241
■ 36 DECIDE ON .....	247
■ 37 DEFINE CLASS .....	253



# 29 CLOSE PRINTER

---

■ CLOSE PRINTER Usage .....	210
■ CLOSE PRINTER Syntax Description .....	210
■ CLOSE PRINTER Example .....	211

CLOSE PRINTER { (logical-printer-name) } (printer-number)
--------------------------------------------------------------

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

Related Statements: AT END OF PAGE | AT TOP OF PAGE | DEFINE PRINTER | DISPLAY | EJECT | FORMAT | NEWPAGE | PRINT | SKIP | SUSPEND IDENTICAL SUPPRESS | WRITE | WRITE TITLE | WRITE TRAILER

Belongs to Function Group: *Creation of Output Reports*

## CLOSE PRINTER Usage

---

The CLOSE PRINTER statement is used to close a specific printer. With this statement, you explicitly specify in a program that a printer is to be closed.

A printer is also closed automatically in one of the following cases:

- when a DEFINE PRINTER statement in which the same printer is defined again is executed;
- when command mode is reached.

## CLOSE PRINTER Syntax Description

---

Syntax Element	Description
<i>logical-printer-name</i>	<b>Logical Printer Name:</b>  With the <i>logical-printer-name</i> you specify which printer is to be closed. The name is the same as in the corresponding DEFINE PRINTER statement in which you defined the printer.  Naming conventions for the <i>logical-printer-name</i> are the same as for user-defined variables, see <i>Naming Conventions for User-Defined Variables in Using Natural Studio</i> .
<i>printer-number</i>	<b>Printer Number:</b>  Alternatively to the <i>logical-printer-name</i> , you may define the <i>printer-number</i> to specify which printer is to be closed.  The <i>printer-number</i> may be a number in the range from 0 - 31. This is the number also to be used in a DISPLAY / WRITE or DEFINE PRINTER statement.  Printer number 0 indicates the hardcopy printer.

## CLOSE PRINTER Example

```
** Example 'CLPEX1': CLOSE PRINTER
*****
DEFINE DATA LOCAL
1 EMP-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 FIRST-NAME
  2 BIRTH
*
1 #I-NAME (A20)
END-DEFINE
*
DEFINE PRINTER (PRT01=1)
*
REPEAT
  INPUT 'SELECT PERSON' #I-NAME
  IF #I-NAME = ' '
    STOP
  END-IF
  FIND EMP-VIEW WITH NAME = #I-NAME
  WRITE (PRT01) 'NAME           :' NAME ',' FIRST-NAME
              /      'PERSONNEL-ID :' PERSONNEL-ID
              /      'BIRTH           :' BIRTH (EM=YYYY-MM-DD)
  END-FIND
/*
  CLOSE PRINTER (PRT01)
/*
END-REPEAT
END
```





# 30

## CLOSE WORK FILE

---

- CLOSE WORK FILE Usage ..... 214
- CLOSE WORK FILE Syntax Description ..... 214
- Example ..... 215

`CLOSE WORK [FILE] work-file-number`

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [DEFINE WORK FILE](#) | [READ WORK FILE](#) | [WRITE WORK FILE](#)

Belongs to Function Group: [Control of Work Files / PC Files](#)

---

## CLOSE WORK FILE Usage

---

The statement `CLOSE WORK FILE` is used to close a specific work file. It allows you to explicitly specify in a program that a work file is to be closed.

A work file is closed automatically:

- When command mode is reached.
- When an end-of-file condition occurs during the execution of a [READ WORK FILE](#) statement.
- Before a [DEFINE WORK FILE](#) statement is executed which assigns another file to the work file number concerned.

---

## CLOSE WORK FILE Syntax Description

---

Syntax Element	Description
<code>work-file-number</code>	<p><b>Work File Number:</b> The work file number (as defined to Natural) to be used.</p> <p>The work file number is either</p> <ul style="list-style-type: none"><li>■ a numeric constant in the value range 1:32 or</li><li>■ a numeric variable of type (B/N/P/I) defined with a <code>CONST</code> clause which assigning a value in range (1:32). Variable is a scalar (non-array) without precision digits for type (N/P), length in between 1-4 for type (B), and no redefinition field.</li></ul>

## Example

```
** Example 'CWFEX1': CLOSE WORK FILE
*****
DEFINE DATA LOCAL
1 W-DAT   (A20)
1 REC-NUM (N3)
1 I       (P3)
END-DEFINE
*
REPEAT
  READ WORK FILE 1 ONCE W-DAT /* READ MASTER RECORD
  /*
  AT END OF FILE
    ESCAPE BOTTOM
  END-ENDFILE
  INPUT 'PROCESSING FILE' W-DAT (AD=0)
    / 'ENTER RECORDNUMBER TO DISPLAY' REC-NUM
  IF REC-NUM = 0
    STOP
  END-IF
  FOR I = 1 TO REC-NUM
    /*
    READ WORK FILE 1 ONCE W-DAT
    /*
    AT END OF FILE
      WRITE 'RECORD-NUMBER TOO HIGH, LAST RECORD IS'
      ESCAPE BOTTOM
    END-ENDFILE
  END-FOR
  I := I - 1
  WRITE 'RECORD' I ':' W-DAT
  /*
  CLOSE WORK FILE 1
  /*
END-REPEAT
END
```



# 31 COMMIT (SQL)

---

▪ COMMIT Usage .....	218
▪ COMMIT Example .....	218

### COMMIT

Belongs to Function Group: *Database Access and Update*

## COMMIT Usage

---

The SQL `COMMIT` statement corresponds to the `END TRANSACTION` statement. It indicates the end of a logical transaction and releases all data locked during the transaction. All data modifications are committed and made permanent.



**Important:** As all cursors are closed when a logical unit of work ends, a `COMMIT` statement must not be placed within a database modification loop; instead, it has to be placed outside such a loop or after the outermost loop of nested loops.

## COMMIT Example

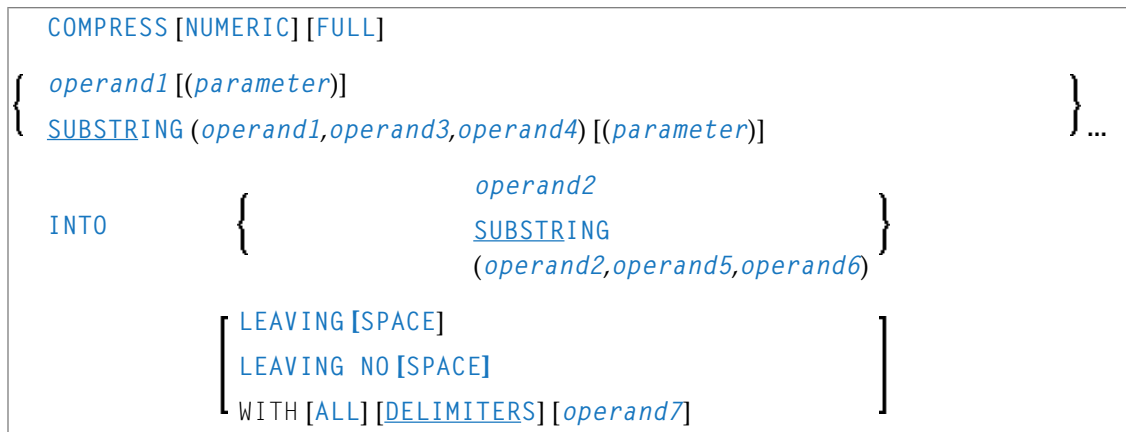
---

```
...  
DELETE FROM SQL-PERSONNEL WHERE NAME = 'SMITH'  
COMMIT  
...
```

# 32 COMPRESS

---

▪ COMPRESS Usage .....	220
▪ COMPRESS Syntax Description .....	220
▪ COMPRESS Processing .....	224
▪ COMPRESS Examples .....	225



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [ASSIGN](#) | [COMPUTE](#) | [EXAMINE](#) | [MOVE](#) | [MOVE ALL](#) | [SEPARATE](#)

Belongs to Function Group: [Arithmetic and Data Movement Operations](#)

## COMPRESS Usage

The COMPRESS statement is used to transfer (combine) the contents of one or more operands into a single field.

## COMPRESS Syntax Description

Operand Definition Table:

Operand	Possible Structure					Possible Formats										Referencing Permitted	Dynamic Definition		
<i>operand1</i>	C	S	A	G	N	A	U	N	P	I	F	B	D	T	L	G	O	yes	no
<i>operand2</i>		S				A	U					B					yes	yes	
<i>operand3</i>	C	S						N	P	I		B*					yes	no	
<i>operand4</i>	C	S						N	P	I		B*					yes	no	
<i>operand5</i>	C	S						N	P	I		B*					yes	no	
<i>operand6</i>	C	S						N	P	I		B*					yes	no	
<i>operand7</i>	C	S				A	U					B					yes	no	

\* Format B of *operand3*, *operand4*, *operand5* and *operand6* may be used only with a length of less than or equal to 4.



## Syntax Element Description:

Syntax Element	Description
NUMERIC	<p><b>Handling of Sign Characters:</b></p> <p>This option determines how sign characters and decimal characters are to be handled:</p> <p>Without NUMERIC, decimal points and signs in numeric source values are suppressed before the values are transferred. For example:</p> <pre>COMPRESS -123 1.23 INTO #TARGET WITH DELIMITER '*' Content of #TARGET is: 123*123</pre> <p>With NUMERIC, decimal points and signs in numeric source values are also transferred to the target field.</p> <p>For floating point source values, decimal points and signs are transferred, regardless of whether NUMERIC has been specified or not.</p> <p><b>Example 1:</b></p> <pre>COMPRESS NUMERIC -123 1.23 INTO #TARGET WITH DELIMITER '*' Content of #TARGET is: -123*1.23</pre> <p><b>Example 2:</b></p> <pre>COMPRESS NUMERIC 'ABC' -0056.00 -0056.10 -0056.01 INTO #TARGET WITH DELIMITER '*' Content of #TARGET is: ABC*-56*-56.1*-56.01</pre> <p><b>Example 3:</b></p> <pre>COMPRESS NUMERIC FULL 'ABC' -0056.00 -0056.10 -0056.01 INTO #TARGET WITH DELIMITER '*' Content of #TARGET is: ABC*-0056.00*-0056.10*-0056.01</pre>
FULL	<p><b>Handling of Source Field Values:</b></p> <p>Without FULL, the following are removed from the source fields before the values are transferred:</p> <ul style="list-style-type: none"> <li>■ leading zeros before the decimal point for fields of format N, P or I</li> <li>■ trailing zeros after the decimal point for fields of format N or P</li> <li>■ trailing blanks for fields of format A</li> <li>■ and leading binary zeros for fields of format B</li> </ul> <p>For a numeric source field containing all zeros, one zero will be transferred. For example:</p>

Syntax Element	Description
	<p>COMPRESS 'ABC ' 001 INTO #TARGET WITH DELIMITER '*' Content of #TARGET is: ABC*1</p> <p>With FULL, the values of the source fields in their actual lengths will be transferred to the target field. In other words:</p> <ul style="list-style-type: none"> <li>■ leading zeros before the decimal point for fields of format N, P or I</li> <li>■ trailing zeros after the decimal point for fields of format N or P</li> <li>■ and trailing blanks for fields of format A</li> <li>■ leading binary zeros for fields of format B</li> </ul> <p>are displayed as entered. For example:</p> <p>COMPRESS FULL 'ABC ' 001 INTO #TARGET WITH DELIMITER '*' Content of #TARGET is: ABC *001</p>
<i>operand1</i>	<p><b>Source Fields:</b></p> <p>As <i>operand1</i>, you specify the fields whose contents are to be transferred.</p> <p><b>Note:</b> If <i>operand1</i> is not of format A or B, its content is converted into alphanumeric representation before it is transferred. If necessary, the alphanumeric representation is truncated.</p> <p>Using <i>operand1</i> without an explicit Edit Mask, a ...</p> <ul style="list-style-type: none"> <li>- Time variable (format T) is transferred only with the time component, not the date component.</li> <li>- Logical variable (format L) with value &lt;false&gt; is represented by a blank and value &lt;true&gt; is represented by char "X".</li> </ul>
<i>operand2</i>	<p><b>Target Field:</b></p> <p>As <i>operand2</i>, you specify the field which is to receive the values of the source fields.</p> <p>If the target field is of format U (Unicode) and if a source field of format B is involved, the length of the sending binary field must be even.</p>
LEAVING SPACE	<p><b>Values in Target Field Separated by a Blank:</b></p> <p>If you use the COMPRESS statement without any further options, or if you specify LEAVING SPACE (which also applies by default), the values in the target field will be separated from one another by a blank.</p>
LEAVING NO SPACE	<p><b>Values in Target Field Not Separated:</b></p> <p>If you specify LEAVING NO SPACE, the values in the target field will not be separated from one another by a blank or any other character.</p>
<i>parameter</i>	<p><b>Print Mode/Date Format/Edit Mask Parameters:</b></p> <p>As <i>parameter</i>, you can specify the session parameters PM, DF, EM, or EMU:</p>

Syntax Element	Description
	<p>PM=I</p> <p>In order to support languages whose writing direction is from right to left, you can specify PM=I so as to transfer the value of <i>operand1</i> in inverse (right-to-left) direction to <i>operand2</i>. For example, as a result of the following statements, the content of #B would be ZYXABC:</p> <pre>MOVE 'XYZ' TO #A COMPRESS #A (PM=I) 'ABC' INTO #B LEAVING NO SPACE</pre> <p>Any trailing blanks in <i>operand1</i> will be removed (except if FULL is specified), then the value is reversed character by character and transferred to <i>operand2</i>.</p>
	<p>DF</p> <p>If <i>operand1</i> is a date variable, you can specify the session parameter DF as <i>parameter</i> for this variable.</p>
	<p>EM=</p> <p><b>Edit Mask:</b> For details on edit masks, see the session parameter EM in the Parameter Reference. The EM parameter cannot be applied for group operands or when the SUBSTRING option is used.</p>
	<p>EMU=</p> <p><b>Unicode Edit Mask:</b> For details on Unicode edit masks, see the session parameter EMU in the Parameter Reference. The EMU parameter cannot be applied for group operands or when the SUBSTRING option is used.</p>
SUBSTRING ( <i>operand1</i> , <i>operand3</i> , <i>operand4</i> )	<p><b>SUBSTRING Option:</b> If <i>operand1</i> is of alphanumeric (A), Unicode (U) or binary (B) format, you can use the SUBSTRING option to transfer only a certain part of a source field. After the field name (<i>operand1</i>) you specify first the starting position (<i>operand3</i>) and then the length (<i>operand4</i>) of the field portion to be transferred.</p>
INTO SUBSTRING ( <i>operand2</i> , <i>operand5</i> , <i>operand6</i> )	<p><b>INTO Clause:</b> Also, you can use the SUBSTRING option in the INTO clause to transfer source values into a certain part of the target field.</p> <p>In both cases, the use of the SUBSTRING option in a COMPRESS statement corresponds to that in a MOVE statement. See the <a href="#">MOVE</a> statement for details on the SUBSTRING option.</p>
WITH DELIMITERS	<p><b>Input Delimiter Character:</b> If you wish the values in the target field to be separated from one another by a specific character, you use the DELIMITERS option.</p>

Syntax Element	Description
	If you specify WITH DELIMITERS without <i>operand7</i> , the values will be separated by the input delimiter character as defined with the session parameter ID.
WITH DELIMITERS <i>operand7</i>	<p><b>Specific Delimiter Character:</b> If you specify WITH DELIMITERS <i>operand7</i>, the values will be separated by the character specified with <i>operand7</i>. <i>operand7</i> must be a single character. If <i>operand7</i> is a variable, it must be of format/length (A1) or (B1).</p> <p>If the target field is of format A or B, the format/length of the delimiter has to be (A1), (B1) or (U1).</p> <p>If the target field is of format U (Unicode), the format/length of the delimiter has to be (A1), (B2) or (U1).</p>
WITH ALL	<p><b>Handling of Delimiters:</b></p> <p>Without ALL, a delimiter is placed in the target field only between values actually transferred. For example:</p> <pre>COMPRESS 'A' ' ' 'C' ' ' INTO #TARGET WITH DELIMITERS '*' Content of #TARGET is: A*C</pre> <p>With ALL, a delimiter is also placed in the target field for each blank value that is not actually transferred. This means that the number of delimiters in the target field corresponds to the number of source fields minus 1. This may be useful, for example, if the content of the target field is to be separated again with a subsequent SEPARATE statement. For example:</p> <pre>COMPRESS 'A' ' ' 'C' ' ' INTO #TARGET WITH ALL DELIMITERS '*' Content of #TARGET is: A**C*</pre>

## COMPRESS Processing

A destination field of format B is handled like a destination field of format A.

The COMPRESS operation terminates when either all operands have been processed or the target field (*operand2*) is filled.

If the target field contains more positions than all operands combined, all remaining positions of *operand2* will be filled with blanks. If the target field is shorter, the value will be truncated.

If *operand2* is a dynamic variable, the COMPRESS operation terminates when all source operands have been processed. No truncation will be performed. The length of *operand2* after the COMPRESS operation will correspond to the combined length of the source operands. The current length of a dynamic variable can be ascertained by using the system variable \*LENGTH.

## COMPRESS Examples

This section covers the following topics:

- [Example 1 - Compress](#)
- [Example 2 - Compress Leaving No Space](#)
- [Example 3 - Compress with Delimiter](#)
- [Example 4 - Compress with Edit Mask EM](#)

### Example 1 - Compress

```

** Example 'CMPEX1': COMPRESS
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 MIDDLE-I
*
1 #COMPRESSED-NAME (A20)
END-DEFINE
*
LIMIT 4
READ EMPLOY-VIEW BY NAME
  COMPRESS FIRST-NAME MIDDLE-I NAME INTO #COMPRESSED-NAME
  DISPLAY NOTITLE
    FIRST-NAME MIDDLE-I NAME 5X #COMPRESSED-NAME
END-READ
*
END

```

### Output of Program CMPEX1:

FIRST-NAME	MIDDLE-I	NAME	#COMPRESSED-NAME
KEPA		ABELLAN	KEPA ABELLAN
ROBERT	W	ACHIESON	ROBERT W ACHIESON
SIMONE		ADAM	SIMONE ADAM
JEFF	H	ADKINSON	JEFF H ADKINSON

**Example 2 - Compress Leaving No Space**

```

** Example 'CMPEX2': COMPRESS (with LEAVING NO SPACE)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 CURR-CODE (1)
  2 SALARY (1)
*
1 #CCSALARY (A20)
END-DEFINE
*
LIMIT 4
READ EMPL-VIEW BY NAME

  COMPRESS CURR-CODE (1) SALARY (1) INTO #CCSALARY
    LEAVING NO SPACE
  DISPLAY NOTITLE
    NAME CURR-CODE (1) SALARY (1) 5X #CCSALARY
END-READ
*
END
    
```

**Output of Program CMPEX2:**

NAME	CURRENCY CODE	ANNUAL SALARY	#CCSALARY
ABELLAN	PTA	1450000	PTA1450000
ACHIESON	UKL	11300	UKL11300
ADAM	FRA	159980	FRA159980
ADKINSON	USD	34500	USD34500

**Example 3 - Compress with Delimiter**

```

** Example 'CMPEX3': COMPRESS (with delimiter)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 CURR-CODE (1)
  2 SALARY (1)
*
1 #CCSALARY (A20)
END-DEFINE
*
LIMIT 4
READ EMPL-VIEW BY NAME
    
```

```

COMPRESS CURR-CODE (1) SALARY (1) INTO #CCSALARY
        WITH DELIMITER '*'
DISPLAY NOTITLE NAME CURR-CODE (1) SALARY (1) 5X #CCSALARY
END-READ
*
END

```

### Output of Program CMPEX3:

NAME	CURRENCY CODE	ANNUAL SALARY	#CCSALARY
ABELLAN	PTA	1450000	PTA*1450000
ACHIESON	UKL	11300	UKL*11300
ADAM	FRA	159980	FRA*159980
ADKINSON	USD	34500	USD*34500

### Example 4 - Compress with Edit Mask EM

```

** Example 'CMPEX4': COMPRESS (with edit mask EM)
*****
DEFINE DATA LOCAL
1 #A10      (A10)  INIT <'ABCDEF'>
1 #I4       (I4)   INIT <-123>
1 #T        (T)    INIT <E'2021-11-22 10:24:36'>
1 #L        (L)    INIT <TRUE>
1 #RESULT   (A70)
END-DEFINE
*
COMPRESS '#A:' #A10 (EM=X_X_X)
        '#I4:' #I4 (EM=-999Z)
        '#T:'  #T (EM=YYYY-MM-DD_HH:II)
        '#L:'  #L (EM=FALSE/TRUE)      INTO #RESULT
PRINT #RESULT
END

```

### Output of Program CMPEX4:

```
#A: A_B_C #I4: -0123 #T: 2021-11-22_10:24 #L: TRUE
```



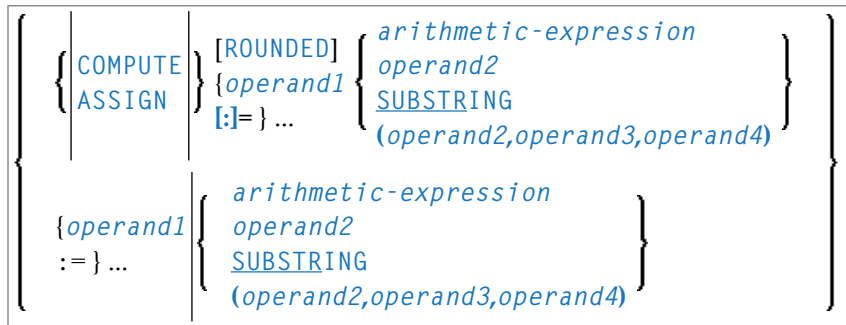


# 33 COMPUTE

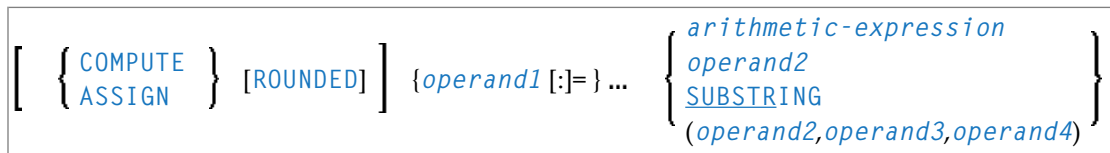
---

- COMPUTE Usage ..... 230
- COMPUTE Syntax Description ..... 232
- Result Precision of a Division ..... 234
- COMPUTE Examples ..... 235

**Structured Mode Syntax**



**Reporting Mode Syntax**



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

Related Statements: [ADD](#) | [COMPRESS](#) | [DIVIDE](#) | [EXAMINE](#) | [MOVE](#) | [MOVE ALL](#) | [MULTIPLY](#) | [RESET](#) | [SEPARATE](#) | [SUBTRACT](#)

Belongs to Function Group: *Arithmetic and Data Movement Operations*

**COMPUTE Usage**

The COMPUTE statement is used to perform an arithmetic or assignment operation.

A COMPUTE statement with multiple target operands (*operand1*) is identical to the corresponding individual COMPUTE statements if the source operand (*operand2*) is not an arithmetic expression.

```
#TARGET1 := #TARGET2 := #SOURCE
```

is identical to

```
#TARGET1 := #SOURCE
#TARGET2 := #SOURCE
```

Example:

```

DEFINE DATA LOCAL
1 #ARRAY(I4/1:3) INIT <3,0,9>
1 #INDEX(I4)
1 #RESULT(I4)
END-DEFINE
*
#INDEX := 1
*
#INDEX :=      /* #INDEX is 3
#RESULT :=     /* #RESULT is 9
#ARRAY(#INDEX)
*
#INDEX := 2
*
#INDEX :=      /* #INDEX is 0
#ARRAY(3) :=   /* returns runtime error NAT1316
#ARRAY(#INDEX)
END

```

If the source operand is an arithmetic expression, the expression is evaluated and its result is stored in a temporary variable. Then the temporary variable is assigned to the target operands.

```

#TARGET1 := #TARGET2 := #SOURCE1 + 1
is identical to
#TEMP := #SOURCE1 + 1
#TARGET1 := #TEMP
#TARGET2 := #TEMP

```

### Example:

```

DEFINE DATA LOCAL
1 #ARRAY(I4/1:3) INIT <2, 0, 9>
1 #INDEX(I4)
1 #RESULT(I4)
END-DEFINE
*
#INDEX := 1
*
#INDEX :=      /* #INDEX is 3
#RESULT :=     /* #RESULT is 3
#ARRAY(#INDEX) + 1
*
#INDEX := 2
*
#INDEX :=      /* #INDEX is 0
#ARRAY(3) :=   /* returns run time error NAT1316
#ARRAY(#INDEX)
END

```

For further information, see *Rules for Arithmetic Assignment* in the *Programming Guide* and particularly the following sections:

- *Arithmetic Operations with Arrays*
- *Data Transfer* (for information on data transfer compatibility and the rules for data transfer)

## COMPUTE Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S A M	A U N P I F B D T L C G O	yes	yes
<i>operand2</i>	C S A N E	A U N P I F B D T L C G O	yes	no
<i>operand3</i>	C S	N P I B*	yes	no
<i>operand4</i>	C S	N P I B*	yes	no

\* If *operand3* or *operand4* is a binary variable, it may be used only with a length of less than or equal to 4.

Syntax Element Description:

Syntax Element	Description
COMPUTE   ASSIGN [ : ] =	<p><b>Usage of Keywords:</b></p> <p>This statement may be issued in short form by omitting the statement keyword COMPUTE (or ASSIGN).</p> <p>In structured mode, when the statement keyword COMPUTE (or ASSIGN) is omitted, the equal sign (=) must be preceded by a colon (:).</p> <p>However, when the ROUNDED option is used, the statement keyword COMPUTE (or ASSIGN) must be specified.</p>
ROUNDED	<p><b>ROUNDED Option:</b></p> <p>If you specify the keyword ROUNDED, the value will be rounded before it is assigned to <i>operand1</i>.</p> <p>For information on rounding, see <i>Rules for Arithmetic Assignments, Field Truncation and Field Rounding</i> in the <i>Programming Guide</i>.</p>
<i>operand1</i>	<p><b>Result Field:</b></p> <p><i>operand1</i> will contain the result of the arithmetic/assignment operation.</p> <p>For the precision of the result, see <i>Precision of Results of Arithmetic Operations</i> in the <i>Programming Guide</i>.</p> <p>If <i>operand1</i> is a database field, the field in the database is not updated.</p>

Syntax Element	Description														
	<p>If <i>operand1</i> is a dynamic variable, it is filled with exactly the data and length of <i>operand2</i> or the length of the result of the arithmetic-operation, including trailing blanks. The current length of a dynamic variable can be obtained by using the system variable *LENGTH.</p> <p>For general information on dynamic variables, see <i>Using Dynamic and Large Variables</i>.</p>														
<i>arithmetic-expression</i>	<p><b>Arithmetic Expression:</b></p> <p>An arithmetic expression consists of one or more constants, database fields, and user-defined variables.</p> <p>Natural mathematical functions (described in the <i>System Functions</i> documentation) may also be used as arithmetic operands.</p> <p>Operands used in an arithmetic expression must be defined with format N, P, I, F, D, or T.</p> <p>As for the formats of the operands, see also <i>Performance Considerations for Mixed Formats</i> in the <i>Programming Guide</i>.</p> <p>The following connecting operators may be used:</p> <table border="1" data-bbox="643 968 1474 1289"> <thead> <tr> <th data-bbox="643 968 1062 1010">Operator:</th> <th data-bbox="1062 968 1474 1010">Symbol:</th> </tr> </thead> <tbody> <tr> <td data-bbox="643 1010 1062 1052">Parentheses</td> <td data-bbox="1062 1010 1474 1052">( )</td> </tr> <tr> <td data-bbox="643 1052 1062 1094">Exponentiation</td> <td data-bbox="1062 1052 1474 1094">**</td> </tr> <tr> <td data-bbox="643 1094 1062 1136">Multiplication</td> <td data-bbox="1062 1094 1474 1136">*</td> </tr> <tr> <td data-bbox="643 1136 1062 1178">Division</td> <td data-bbox="1062 1136 1474 1178">/</td> </tr> <tr> <td data-bbox="643 1178 1062 1220">Addition</td> <td data-bbox="1062 1178 1474 1220">+</td> </tr> <tr> <td data-bbox="643 1220 1062 1289">Subtraction</td> <td data-bbox="1062 1220 1474 1289">-</td> </tr> </tbody> </table> <p>Each operator should be preceded and followed by at least one blank so as to avoid any conflict with a variable name that contains any of the above characters.</p> <p>The processing order of arithmetic operations is:</p> <ol style="list-style-type: none"> <li>1. Parentheses</li> <li>2. Exponentiation</li> <li>3. Multiplication/division (left to right as detected)</li> <li>4. Addition/subtraction (left to right as detected)</li> </ol>	Operator:	Symbol:	Parentheses	( )	Exponentiation	**	Multiplication	*	Division	/	Addition	+	Subtraction	-
Operator:	Symbol:														
Parentheses	( )														
Exponentiation	**														
Multiplication	*														
Division	/														
Addition	+														
Subtraction	-														
<i>operand2</i>	<p><b>Source Field:</b></p> <p><i>operand2</i> is the source field. If <i>operand1</i> is of format C, <i>operand2</i> may also be specified as an attribute constant.</p> <p>See <i>User-Defined Constants</i> in the <i>Programming Guide</i>.</p>														

Syntax Element	Description
<p>SUBSTRING (<i>operand2,operand3,operand4</i>)</p>	<p><b>SUBSTRING Option:</b></p> <p>Without the substring option, the whole content of <i>operand2</i> is moved.</p> <p>If <i>operand1</i> and <i>operand2</i> are of alphanumeric, Unicode or binary format, you may use the SUBSTRING option to assign a certain part of <i>operand2</i> to <i>operand1</i>.</p> <p>After the field name (<i>operand2</i>) in the SUBSTRING clause, you specify the starting position (<i>operand3</i>) and then the length (<i>operand4</i>) of the field portion to be moved.</p> <p>For example, to assign the 3rd to 6th position of field #B to field #A, you would specify:</p> <pre>#A := SUBSTRING(#B,3,4)</pre> <p>If you omit <i>operand3</i>, the starting position is assumed to be 1. If you omit <i>operand4</i>, the length is assumed to range from the starting position to the end of the field.</p> <p><b>Note:</b> ASSIGN with the SUBSTRING option is a byte-by-byte assignment (that is, the rules described under <i>Rules for Arithmetic Assignment</i> in the <i>Programming Guide</i> do not apply).</p> <p>See also <a href="#">MOVE SUBSTRING</a>.</p>

## Result Precision of a Division

The precision (number of decimal positions) of the result of a division in a COMPUTE statement is determined by the precision of either the first operand (dividend) or the first result field, whichever is greater.

For a division of integer operands, however, the following applies: For a division of two integer constants, the precision of the result is determined by the precision of the first result field; however, if at least one of the two integer operands is a variable, the result is also of integer format (that is, without decimal positions, regardless of the precision of the result field).

## COMPUTE Examples

- [Example 1 - ASSIGN Statement](#)
- [Example 2 - COMPUTE Statement](#)

### Example 1 - ASSIGN Statement

```

** Example 'ASGEX1S': ASSIGN (structured mode)
*****
DEFINE DATA LOCAL
1 #A (N3)
1 #B (A6)
1 #C (NO.3)
1 #D (NO.5)
1 #E (N1.3)
1 #F (N5)
1 #G (A25)
1 #H (A3/1:3)
END-DEFINE
*
ASSIGN #A = 5                               WRITE NOTITLE '=' #A
ASSIGN #B = 'ABC'                           WRITE '=' #B
ASSIGN #C = .45                             WRITE '=' #C
ASSIGN #D = #E = -0.12345                   WRITE '=' #D / '=' #E
ASSIGN ROUNDED #F = 199.999                 WRITE '=' #F
#G      := 'HELLO'                          WRITE '=' #G
#H (1) := 'UVW'
#H (3) := 'XYZ'                             WRITE '=' #H (1:3)
*
END

```

### Output of Program ASGEX1S:

```

#A:    5
#B:   ABC
#C:   .450
#D:  -.12345
#E: -0.123
#F:   200
#G:  HELLO
#H:  UVW   XYZ

```

Equivalent reporting-mode example: [ASGEX1R](#).

**Example 2 - COMPUTE Statement**

```

** Example 'CPTEX1': COMPUTE
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 SALARY      (1:2)
*
1 #A           (P4)
1 #B           (N3.4)
1 #C           (N3.4)
1 #CUM-SALARY (P10)
1 #I           (P2)
END-DEFINE
*
COMPUTE #A = 3 * 2 + 4 / 2 - 1
WRITE NOTITLE 'COMPUTE #A = 3 * 2 + 4 / 2 - 1' 10X '=' #A
*
COMPUTE ROUNDED #B = 3 -4 / 2 * .89
WRITE 'COMPUTE ROUNDED #B = 3 -4 / 2 * .89' 5X '=' #B
*
COMPUTE #C = SQRT (#B)
WRITE 'COMPUTE #C = SQRT (#B)' 18X '=' #C
*
LIMIT 1
READ EMPLOY-VIEW BY PERSONNEL-ID STARTING FROM '20017000'
  WRITE / 'CURRENT SALARY:' 4X SALARY (1)
  / 'PREVIOUS SALARY:' 4X SALARY (2)
  FOR #I = 1 TO 2
    COMPUTE #CUM-SALARY = #CUM-SALARY + SALARY (#I)
  END-FOR
  WRITE 'CUMULATIVE SALARY:' #CUM-SALARY
END-READ
*
END

```

**Output of Program CPTEX1:**

```

COMPUTE #A = 3 * 2 + 4 / 2 - 1      #A:      7
COMPUTE ROUNDED #B = 3 -4 / 2 * .89  #B:      1.2200
COMPUTE #C = SQRT (#B)             #C:      1.1045

CURRENT SALARY:          34000
PREVIOUS SALARY:        32300
CUMULATIVE SALARY:      66300

```



# 34 CREATE OBJECT

---

- CREATE OBJECT Usage ..... 238
- CREATE OBJECT Syntax Description ..... 238

## CREATE OBJECT

---

```
CREATE OBJECT operand1 OF [CLASS] operand2
[ON [NODE] operand4]
[GIVING operand3]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [DEFINE CLASS](#) | [INTERFACE](#) | [METHOD](#) | [PROPERTY](#) | [SEND METHOD](#)

Belongs to Function Group: [Component Based Programming](#)

## CREATE OBJECT Usage

---

The CREATE OBJECT statement is used to create an instance of a class.

When a CREATE OBJECT statement is executed on Windows platforms, Natural checks if the name of the class specified in the statement is registered as a DCOM class. If this is the case, it creates the object using DCOM. If this is not the case, it searches for a class with that name in the current Natural library or in the steplib and creates the object locally.

## CREATE OBJECT Syntax Description

---

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S	O	no	no
<i>operand2</i>	C S	A	yes	no
<i>operand3</i>	S	N I	yes	no
<i>operand4</i>	C S	A	yes	no

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<b>Object Handle:</b> <i>operand1</i> must be defined as an object handle (HANDLE OF OBJECT). The object handle is filled when the object is successfully created. When not successfully returned, <i>operand1</i> contains the value NULL-HANDLE.
OF CLASS <i>operand2</i>	<b>Class-Name:</b>

Syntax Element	Description
	<p><i>operand2</i> is the name of the class of which the object is to be created. For classes that are not registered as DCOM classes, it must contain the class name defined in the <a href="#">DEFINE CLASS</a> statement. For classes that are registered as DCOM classes, it must contain either the ProgID of the class or the class GUID. For Natural classes that are registered as DCOM classes, the ProgID corresponds to the class name specified in the <a href="#">DEFINE CLASS</a> statement.</p> <p>For further information, see the section <i>Registration with Natural</i>.</p> <pre>CREATE OBJECT #01 OF CLASS "Employee" or CREATE OBJECT #01 OF CLASS "653BCFE0-84DA-11D0-BEB3-10005A66D231"</pre>
ON NODE <i>operand4</i>	<p><b>Node:</b></p> <p>As <i>operand4</i> you specify the node where the object is created. This is only possible if the class is registered as a DCOM class.</p> <p>If the node clause is specified, an attempt is made to create the object on that node.</p> <p>If the node clause is not specified or contains a blank value, the object is created on the node that is specified in the system registry under the key <code>RemoteServerName</code> for that class. If this registry key is not specified, the object is created in the local Natural session. For example</p> <pre>CREATE OBJECT #01 OF CLASS "Employee" ON NODE "volcano.iceland.com"</pre>
GIVING <i>operand3</i>	<p><b>GIVING Clause:</b></p> <p>If this clause is specified, <i>operand3</i> contains either the Natural message number if an error occurred, or zero on success.</p> <p>If this clause is not specified, Natural run time error processing is triggered if an error occurs.</p>



# 35

## DECIDE FOR

---

- DECIDE FOR Usage ..... 242
- DECIDE FOR Syntax Description ..... 242
- DECIDE FOR Examples ..... 243

```

DECIDE FOR      { FIRST }      CONDITION
                 { EVERY }
{WHEN logical-condition statement ...} ...
[WHEN ANY statement ...]
[WHEN ALL statement ...]
WHEN NONE statement ...
END-DECIDE
    
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [DECIDE ON](#) | [IF](#) | [IF SELECTION](#) | [ON ERROR](#)

Belongs to Function Group: [Processing of Logical Conditions](#)

## DECIDE FOR Usage

---

The `DECIDE FOR` statement is used to decide for one or more actions depending on multiple conditions (cases).



**Note:** If *no* action is to be performed under a certain condition, you must specify the statement `IGNORE` in the corresponding clause of the `DECIDE FOR` statement.

## DECIDE FOR Syntax Description

---

Syntax Element	Description
FIRST CONDITION	<p><b>Processing of First Condition Only:</b></p> <p>Only the first true condition is to be processed.</p> <p>See also <a href="#">Example 1</a>.</p>
EVERY CONDITION	<p><b>Processing of Every Condition:</b></p> <p>Every true condition is to be processed.</p> <p>See also <a href="#">Example 2</a>.</p>
WHEN <i>logical-condition statement</i>	<p><b>Logical Condition(s) to be Processed:</b></p> <p>With this clause, you specify the logical condition(s) to be processed.</p> <p>See the section <i>Logical Condition Criteria</i> in the <i>Programming Guide</i>.</p>
WHEN ANY <i>statement</i>	<p><b>WHEN ANY Clause:</b></p>

Syntax Element	Description
	With WHEN ANY, you can specify the <b>statement(s)</b> to be executed when any of the logical conditions are true.
WHEN ALL <i>statement</i>	<p><b>WHEN ALL Clause:</b></p> <p>With WHEN ALL, you can specify the <b>statement (s)</b> to be executed when all logical conditions are true.</p> <p>This clause is applicable only if EVERY has been specified.</p>
WHEN NONE <i>statement</i>	<p><b>WHEN NONE Clause:</b></p> <p>With WHEN NONE, you specify the statement(s) to be executed when none of the logical conditions are true.</p>
END-DECIDE	<p><b>End of DECIDE FOR Statement:</b></p> <p>The Natural reserved word END-DECIDE must be used to end the DECIDE FOR statement.</p>

## DECIDE FOR Examples

- [Example 1 - DECIDE FOR with FIRST Option](#)
- [Example 2 - DECIDE FOR with EVERY Option](#)

### Example 1 - DECIDE FOR with FIRST Option

```

** Example 'DECEX1': DECIDE FOR (with FIRST option)
*****
DEFINE DATA LOCAL
1 #FUNCTION (A1)
1 #PARAM (A1)
END-DEFINE
*
INPUT #FUNCTION #PARAM
*
DECIDE FOR FIRST CONDITION
  WHEN #FUNCTION = 'A' AND #PARAM = 'X'
    WRITE 'Function A with parameter X selected.'
  WHEN #FUNCTION = 'B' AND #PARAM = 'X'
    WRITE 'Function B with parameter X selected.'
  WHEN #FUNCTION = 'C' THRU 'D'
    WRITE 'Function C or D selected.'
  WHEN NONE
    REINPUT 'Please enter a valid function.'
    MARK *#FUNCTION
END-DECIDE

```

## DECIDE FOR

---

```
*  
END
```

### Output of Program DECEX1:

```
##FUNCTION  ##PARM
```

### After entering A and Y and pressing ENTER:

```
##FUNCTION A ##PARM Y
```

```
Please enter a valid function.
```

### Example 2 - DECIDE FOR with EVERY Option

```
** Example 'DECEX2': DECIDE FOR (with EVERY option)  
*****  
DEFINE DATA LOCAL  
1 #FIELD1 (N5.4)  
END-DEFINE  
*  
INPUT #FIELD1  
*  
DECIDE FOR EVERY CONDITION  
  WHEN #FIELD1 >= 0  
    WRITE '#FIELD1 is positive or zero.'  
  WHEN #FIELD1 <= 0  
    WRITE '#FIELD1 is negative or zero.'  
  WHEN FRAC(#FIELD1) = 0  
    WRITE '#FIELD1 has no decimal digits.'  
  WHEN ANY  
    WRITE 'Any of the above conditions is true.'  
  WHEN ALL  
    WRITE '#FIELD1 is zero.'  
  WHEN NONE  
    IGNORE  
END-DECIDE  
*  
END
```



---

**Output of Program DECEX2:**

```
#FIELD1 42
```

**After pressing ENTER:**

```
Page      1                                05-01-11  14:56:26
```

```
#FIELD1 is positive or zero.  
#FIELD1 has no decimal digits.  
Any of the above conditions is true.
```



# 36

## DECIDE ON

---

- DECIDE ON Usage ..... 248
- DECIDE ON Syntax Description ..... 248
- DECIDE ON Examples ..... 250

```

DECIDE ON
{ FIRST } [VALUE]      { op1
  EVERY } [OF]         SUBSTR
                        (op3,op5,op6)
{ VALUE { op2
  SUBSTR } , [ : { op2
  (op4,op7,op8) } ] statement }
...           (op4,op7,op8) } ] ...
[ANY [VALUE] statement ...]
[ALL [VALUE] statement ...]
NONE [VALUE] statement ...
END-DECIDE
    
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [DECIDE FOR](#) | [IF](#) | [IF SELECTION](#) | [ON ERROR](#)

Belongs to Function Group: [Processing of Logical Conditions](#)

## DECIDE ON Usage

The `DECIDE ON` statement is used to specify multiple actions to be performed depending on the value (or values) contained in a variable.



**Note:** If *no* action is to be performed under a certain condition, you must specify the statement `IGNORE` in the corresponding clause of the `DECIDE ON` statement.

## DECIDE ON Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>op1</i>	S A N	A U N P I F B D T L G O	yes	no
<i>op2</i>	C S A	A U N P I F B D T L G O	yes	no
<i>op3</i>	S A	A U	yes	no
<i>op4</i>	C S A	A U	yes	no
<i>op5</i>	C S	N P I B*	yes	no
<i>op6</i>	C S	N P I B*	yes	no
<i>op7</i>	C S	N P I B*	yes	no

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>op8</i>	C S	N P I B*	yes	no

\* Format B of *op5*, *op6*, *op7* and *op8* may be used only with a length of less than or equal to 4.

Syntax Element Description:

Syntax Element	Description
FIRST/EVERY	<p><b>Processing of Values:</b></p> <p>With one of these keywords, you indicate whether only the first or every value that is found is to be processed.</p>
<i>op1</i>	<p><b>Selection Field:</b></p> <p>As <i>op1</i> or <i>op2</i> you specify the name of the field whose content is to be checked.</p>
VALUES <i>op2</i> [, <i>op2</i> ] ... [: <i>op2</i> ] <i>statement</i> ...	<p><b>VALUES Clause:</b></p> <p>With this clause, you specify the value (<i>op2</i>) of the selection field, as well as the <i>statement(s)</i> which are to be executed if the field contains that value.</p> <p>You can specify one value, multiple values, or a range of values optionally preceded by one or more values.</p> <p>Multiple values must be separated from one another either by the input delimiter character (as specified with the session parameter ID) or by a comma. A comma must not be used for this purpose, however, if the comma is defined as decimal character (with the session parameter DC).</p> <p>For a range of values, you specify the starting value and ending value of the range, separated from each other by a colon.</p>
SUBSTRING	<p><b>SUBSTRING Option:</b></p> <p>Without the SUBSTRING option, the whole content of a field is checked. The SUBSTRING option allows you to check only a certain part of an alphanumeric, Unicode or binary field.</p> <p>After the field name (<i>op3</i>), you specify first the starting position (<i>op5</i>) and then the length (<i>op6</i>) of the field portion to be checked.</p>
SUBSTRING ( <i>op4</i> , <i>op7</i> , <i>op8</i> )	<p><b>SUBSTRING Option:</b></p> <p>After the field name (<i>op4</i>), you specify first the starting position (<i>op7</i>) and then the length (<i>op8</i>) of the field portion to be checked.</p>
ANY <i>statement</i>	<p><b>ANY Clause:</b></p> <p>With ANY, you specify the <i>statement(s)</i> which are to be executed if any of the values in the VALUES clause are found. These statements are to be executed in addition to the statement specified in the VALUES clause.</p>

Syntax Element	Description
ALL <i>statement</i>	<p><b>ALL Clause:</b></p> <p>With ALL, you specify the <i>statement(s)</i> which are to be executed if all of the values in the VALUES clause are found. These statements are to be executed in addition to the statement specified in the VALUES clause.</p> <p>The ALL clause applies only if the keyword EVERY is specified.</p>
NONE <i>statement</i>	<p><b>NONE Clause:</b></p> <p>With NONE, you specify the <i>statement(s)</i> which are to be executed if none of the specified values are found.</p>
END-DECIDE	<p><b>End of DECIDE ON Statement:</b></p> <p>The Natural reserved word END-DECIDE must be used to end the DECIDE ON statement.</p>

## DECIDE ON Examples

- [Example 1 - DECIDE ON with FIRST Option](#)
- [Example 2 - DECIDE ON with EVERY Option](#)

### Example 1 - DECIDE ON with FIRST Option

```

** Example 'DECEX3': DECIDE ON (with FIRST option)
*****
*
SET KEY ALL
INPUT 'Enter any PF key' /
      'and check result' /
*
DECIDE ON FIRST VALUE OF *PF-KEY
  VALUE 'PF1'
    WRITE 'PF1 key entered.'
  VALUE 'PF2'
    WRITE 'PF2 key entered.'
  ANY VALUE
    WRITE 'PF1 or PF2 key entered.'
  NONE VALUE
    WRITE 'Neither PF1 nor PF2 key entered.'
END-DECIDE
*
END

```

**Output of Program DECEX3:**

```
Enter any PF key
and check result
```

**Output after pressing PF1:**

```
Page      1                                05-01-11  15:08:50
PF1 key entered.
PF1 or PF2 key entered.
```

**Example 2 - DECIDE ON with EVERY Option**

```
** Example 'DECEX4': DECIDE ON (with EVERY option)
*****
DEFINE DATA LOCAL
1 #FIELD (N1)
END-DEFINE
*
INPUT 'Enter any value between 1 and 9:' #FIELD (SG=OFF)
*
DECIDE ON EVERY VALUE OF #FIELD
  VALUE 1 : 4
    WRITE 'Content of #FIELD is 1-4'
  VALUE 2 : 5
    WRITE 'Content of #FIELD is 2-5'
  ANY VALUE
    WRITE 'Content of #FIELD is 1-5'
  ALL VALUE
    WRITE 'Content of #FIELD is 2-4'
  NONE VALUE
    WRITE 'Content of #FIELD is not 1-5'
  END-DECIDE
*
END
```

**Output of Program DECEX4:**

```
ENTER ANY VALUE BETWEEN 1 AND 9: 4
```

**After entering and confirming 4:**

Page 1 05-01-11 15:11:45

Content of #FIELD is 1-4

Content of #FIELD is 2-5

Content of #FIELD is 1-5

Content of #FIELD is 2-4



# 37

## DEFINE CLASS

---

- DEFINE CLASS Usage ..... 254
- DEFINE CLASS Syntax Description ..... 254

```

DEFINE CLASS class-name
[
  [WITH] ACTIVATION [POLICY] {
    EM
    ES
    IM
  } ]
[
  OBJECT {
    USING {
      local-data-area
      parameter-data-area
    }
    local-data-definition
  } ] ...
[
  LOCAL {
    USING {
      local-data-area
      parameter-data-area
    }
    local-data-definition
  } ] ...
[ID class-guid]
[
  INTERFACE USING copycode
  interface-statement ] ...
[property-statement] ...
[method-statement] ...
END-CLASS

```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [CREATE OBJECT](#) | [INTERFACE](#) | [METHOD](#) | [PROPERTY](#) | [SEND METHOD](#)

Belongs to Function Group: [Component Based Programming](#)

## DEFINE CLASS Usage

The `DEFINE CLASS` statement is used to specify a class from within a Natural class module. A Natural class module consists of one `DEFINE CLASS` statement followed by an `END` statement.

## DEFINE CLASS Syntax Description

Syntax Element	Description
<i>class-name</i>	<p><b>Class Name:</b></p> <p>This is the name that is used by clients to create objects of this class. The name can be up to a maximum of 32 characters long. The name may contain periods; this can be used to construct class names such as</p> <p><i>company-name.application-name.class-name</i></p>

Syntax Element	Description						
	<p>Each part between the periods (...) must conform to the <i>Naming Conventions for User-Defined Variables</i>.</p> <p>If the class is planned to be used by clients written in different programming languages, the class name should be chosen in a way that it does not conflict with the naming conventions that apply in these languages.</p>						
WITH ACTIVATION POLICY	<p><b>WITH ACTIVATION POLICY Clause:</b></p> <p>This clause is used to define explicitly the activation policy which is registered for the current class.</p> <p>You can set the following parameters:</p> <table border="1"> <tr> <td>EM</td> <td>Sets the activation policy to ExternalMultiple.</td> </tr> <tr> <td>ES</td> <td>Sets the activation policy to ExternalSingle.</td> </tr> <tr> <td>IM</td> <td>Sets the activation policy to InternalMultiple.</td> </tr> </table> <p>When the class is stowed and registered, the setting in the WITH ACTIVATION POLICY clause overrides the ACTPOLICY profile parameter, but is in turn overridden by manual registration using the REGISTER command with an explicit activation policy definition. For further information, see the section <i>Activation Policies</i> in the <i>Operations</i> documentation.</p>	EM	Sets the activation policy to ExternalMultiple.	ES	Sets the activation policy to ExternalSingle.	IM	Sets the activation policy to InternalMultiple.
EM	Sets the activation policy to ExternalMultiple.						
ES	Sets the activation policy to ExternalSingle.						
IM	Sets the activation policy to InternalMultiple.						
OBJECT	<p><b>OBJECT Clause:</b></p> <p>This clause is used to define the object data. The syntax of the OBJECT clause is the same as for the LOCAL clause of the DEFINE DATA statement.</p> <p>For further information, see the description of the LOCAL clause of the DEFINE DATA statement.</p>						
LOCAL	<p><b>LOCAL Clause:</b></p> <p>This clause is only used to include globally unique IDs (GUIDs) in the class definition. GUIDs need only be defined if a class is to be registered with DCOM. GUIDs are mostly defined in a local data area.</p> <p>The syntax of the LOCAL clause is the same as for the LOCAL clause of the DEFINE DATA statement.</p> <p>For further information, see the description of the LOCAL clause of the DEFINE DATA statement.</p>						
ID	<p><b>ID Clause:</b></p> <p>This clause is used to assign a globally unique ID to the class. The <i>class-guid</i> is the name of a GUID defined in the data area that is included by the LOCAL clause. The class GUID is a (named) alphanumeric constant. A GUID must be assigned to a class if it is to be registered with DCOM.</p>						

## DEFINE CLASS

---

Syntax Element	Description
INTERFACE USING	<b>INTERFACE USING Clause:</b> This clause is used to include copycode that contains <b>INTERFACE</b> statements.
<i>copycode</i>	<b>Copycode:</b> The copycode used by the <b>INTERFACE USING</b> clause may contain one or more <b>INTERFACE</b> statements.
<i>interface-statement</i>	<b>INTERFACE Statement:</b> The <b>INTERFACE</b> statement is used to define methods and properties for a class.
<i>property-statement</i>	<b>PROPERTY Statement:</b> The <b>PROPERTY</b> statement is used to assign an object data variable operand as the implementation to a property, outside an interface definition.
<i>method-statement</i>	<b>METHOD Statement:</b> The <b>METHOD</b> statement is used to assign a subprogram as the implementation to a method, outside an interface definition.
END-CLASS	<b>End of DEFINE CLASS Statement:</b> The Natural reserved word <b>END-CLASS</b> must be used to end the <b>DEFINE CLASS</b> statement.

# VI DEFINE DATA

```
DEFINE DATA
[GLOBAL USING global-data-area [WITH block [.block] ...]]
[ PARAMETER [ USING parameter-data-area
                parameter-data-definition ... ] ] ...
[ LOCAL [ USING { local-data-area
                  parameter-data-area }
            local-data-definition ... ] ] ...
[INDEPENDENT [aiv-data-definition ...]] ...
[ CONTEXT [ USING { local-data-area
                    parameter-data-area }
            context-data-definition ... ] ] ...
[ OBJECT [ USING { local-data-area
                   parameter-data-area }
           local-data-definition ... ] ] ...
END-DEFINE
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related topics in the *Programming Guide: Use and Structure of DEFINE DATA Statement* | [Data Areas](#)

The DEFINE DATA documentation is organized under the following headings:

## Function and Basic Syntax Rules

Data Definitions:

- [Defining Global Data](#)
- [Defining Parameter Data](#)
- [Defining Local Data](#)

- [Defining Application-Independent Variables](#)
- [Defining Context Variables for Natural RPC](#)
- [Defining NaturalX Objects](#)

Clauses and Options:

- [Variable Definition](#)
- [View Definition](#)
- [Redefinition](#)
- [Array Dimension Definition](#)
- [Initial-Value Definition](#)
- [Initial/Constant Values for an Array](#)
- [EM, HD, PD Parameters for Field/Variable](#)

Examples: [Examples of DEFINE DATA Statement Usage](#)

# 38

## Function and Basic Syntax Rules

---

- DEFINE DATA Usage ..... 260
- DEFINE DATA General Syntax Rules ..... 260
- DEFINE DATA Programming Modes ..... 260

## DEFINE DATA Usage

---

The `DEFINE DATA` statement offers a number of clauses to declare data definitions for use within a Natural program, either by referencing predefined data definitions contained in a local data area (LDA), global data area (GDA) or parameter data area (PDA), or by writing in-line definitions.

## DEFINE DATA General Syntax Rules

---

- When a `DEFINE DATA` statement is used, it must be the first statement of the program/routine.
- An “empty” `DEFINE DATA` statement is not allowed; at least one clause (`GLOBAL`, `PARAMETER`, `LOCAL`, `INDEPENDENT`, `CONTEXT` or `OBJECT`) must be specified.
- You can specify more than one clause. However, if the `GLOBAL` and the `PARAMETER` clauses are used, `GLOBAL` must be the first clause of the statement and `PARAMETER` must follow `GLOBAL` (without `GLOBAL`, `PARAMETER` comes first if used). All other clauses can be specified in any order.
- The Natural reserved word `END-DEFINE` must be used to end the `DEFINE DATA` statement.

## DEFINE DATA Programming Modes

---

The `DEFINE DATA` statement is available in structured mode and in reporting mode. Differences are marked accordingly in the `DEFINE DATA` statement description.

Generally, the following applies:

- [Structured Mode](#)
- [Reporting Mode](#)

### Structured Mode

All variables to be used, except [application-independent variables](#) (AIVs), must be defined in the `DEFINE DATA` statement; they must not be defined elsewhere in the program. If a `DEFINE DATA INDEPENDENT` statement is used, AIVs must not be defined elsewhere in the program.



## Reporting Mode

The `DEFINE DATA` statement is not mandatory since variables may be defined in the body of the program. However, if a `DEFINE DATA LOCAL` statement is used in reporting mode, variables, except application-independent variables (AIVs), must not be defined elsewhere in the program; and if a `DEFINE DATA INDEPENDENT` statement is used, **application-independent variables** (AIVs) must not be defined elsewhere in the program.



# 39

## Defining Global Data

---

- DEFINE DATA GLOBAL Usage ..... 264
- DEFINE DATA GLOBAL Syntax Description ..... 264

General syntax of DEFINE DATA GLOBAL:

```
DEFINE DATA
  GLOBAL USING global-data-area [WITH block [.block...]]
END-DEFINE
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

## DEFINE DATA GLOBAL Usage

---

The DEFINE DATA GLOBAL statement is used to define data elements using a GDA (see Global Data Area).

## DEFINE DATA GLOBAL Syntax Description

---

Syntax Element	Description
USING <i>global-data-area</i>	<p><b>GDA Name:</b></p> <p>Specify the name of a global data area (GDA) to be referenced.</p> <p>A GDA is created with the source editor. It contains predefined data elements which can be included in the DEFINE DATA GLOBAL statement.</p> <p>In contrast to an LDA, the data elements defined in a GDA can be referenced by more than one Natural object.</p> <p>For further information, see Global Data Area in the <i>Programming Guide</i>.</p>
WITH <i>block</i>	<p><b>Data Blocks:</b></p> <p>To save data storage space, you can create a global data area with data blocks. Data blocks can overlay one another during program execution, thereby saving storage space.</p> <p>The maximum number of block levels is 8 (including the master block).</p> <p>For further information, see <i>Data Blocks</i> in the <i>Programming Guide</i>.</p>
<i>.block</i>	<p><b>Block(s) to be Used:</b></p> <p>A single or multiple <i>.block</i> notations specify the block(s) which are used in the program.</p>
END-DEFINE	<p><b>End of DEFINE DATA Statement:</b></p>

---

Syntax Element	Description
	The Natural reserved word <code>END-DEFINE</code> must be used to end the <code>DEFINE DATA</code> statement.



# 40

## Defining Parameter Data

---

- DEFINE DATA PARAMETER Usage ..... 268
- DEFINE DATA PARAMETER Restrictions ..... 268
- DEFINE DATA PARAMETER Syntax Description ..... 268

General syntax of DEFINE DATA PARAMETER:

```

DEFINE DATA
PARAMETER [ USING parameter-data-area ]
           [ parameter-data-definition ... ]
END-DEFINE
    
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

## DEFINE DATA PARAMETER Usage

---

The DEFINE DATA PARAMETER statement is used to define the data elements that are to be used as incoming parameters in a Natural subprogram, external subroutine, help routine, function or dialog. These parameters can be defined within the statement itself (see [Parameter Data Definition](#)); or they can be defined outside the program in a [parameter data area](#) (PDA), with the statement referencing that data area.

## DEFINE DATA PARAMETER Restrictions

---

- Parameter data elements must not be assigned initial or constant values, and they must not have edit mask (EM), header (HD) or print mode (PM) definitions; see also [EM, HD, PM Parameters for Field/Variable](#).
- The parameter data area and the objects which reference it must be contained in the same library (or in a steplib).

## DEFINE DATA PARAMETER Syntax Description

---

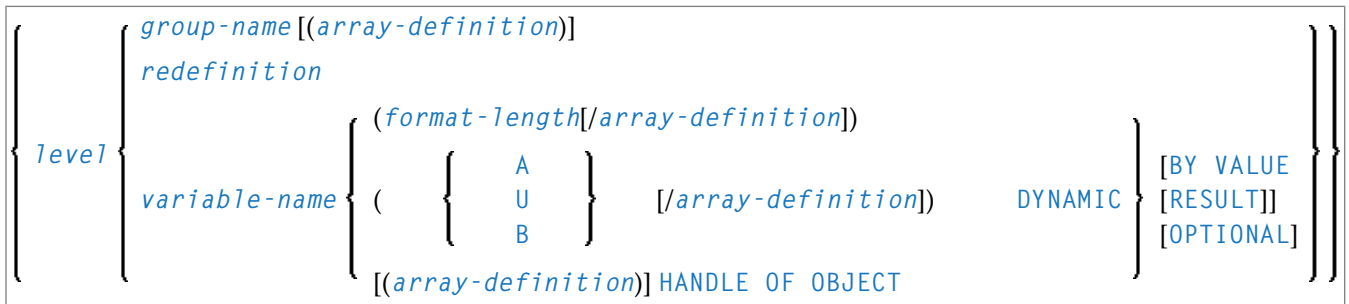
Syntax Element	Description
USING <i>parameter-data-area</i>	<p><b>Parameter Data Area (PDA) Name:</b></p> <p>The name of the <i>parameter-data-area</i> (PDA) that contains data elements which are used as parameters in a subprogram, external subroutine or dialog.</p>
<i>parameter-data-definition</i>	<p><b>Parameter Data Definition:</b></p> <p>Instead of using a PDA, you can define parameter data directly.</p> <p>See <a href="#">Parameter Data Definition</a>.</p>



Syntax Element	Description
END-DEFINE	<p><b>End of DEFINE DATA Statement:</b></p> <p>The Natural reserved word END-DEFINE must be used to end the DEFINE DATA statement.</p>

### Parameter Data Definition

For parameter data definition, the following syntax applies:



Syntax Element Description:

Syntax Element	Description
<i>level</i>	<p><b>Level Number:</b></p> <p>Level number is a 1- or 2-digit number in the range from 01 to 99 (the leading zero is optional) used in conjunction with field grouping. Fields assigned a level number of 02 or greater are considered to be a part of the immediately preceding group which has been assigned a lower level number.</p> <p>The definition of a group enables reference to a series of fields (may also be only 1 field) by using the group name. With certain statements (<a href="#">CALL</a>, <a href="#">CALLNAT</a>, <a href="#">RESET</a>, <a href="#">WRITE</a>, etc.), you may specify the group name as a shortcut to reference the fields contained in the group.</p> <p>A group may consist of other groups. When assigning the level numbers for a group, no level numbers may be skipped.</p>
<i>group-name</i>	<p><b>Group Name:</b></p> <p>The name of a group. The name must adhere to the rules for defining a Natural variable name.</p> <p>See also the following sections:</p> <ul style="list-style-type: none"> <li>■ <i>Naming Conventions for User-Defined Variables in Using Natural Studio.</i></li> <li>■ <i>Qualifying Data Structures in the Programming Guide.</i></li> </ul>
<i>array-definition</i>	<p><b>Array Dimension Definition:</b></p>

Syntax Element	Description
	<p>With an <i>array-definition</i>, you define the lower and upper bounds of dimensions in an array-definition.</p> <p>For further information, see <a href="#">Array Dimension Definition</a> and <a href="#">Variable Arrays in a Parameter Data Area</a>.</p>
<i>redefinition</i>	<p><b>Redefinition:</b></p> <p>A <i>redefinition</i> may be used to redefine a group or a single field/variable (that is a scalar or an array). See <a href="#">Redefinition</a>.</p> <p><b>Note:</b> In a <i>parameter-data-definition</i>, a redefinition of groups is only permitted within a REDEFINE block.</p>
<i>variable-name</i>	<p><b>Variable Name:</b></p> <p>The name to be assigned to the variable. Rules for Natural variable names apply. For information on naming conventions for user-defined variables.</p> <p>For further information, see <a href="#">Naming Conventions for User-Defined Variables in Using Natural Studio</a>.</p>
<i>format-length</i>	<p><b>Format/Length Definition:</b></p> <p>The format and length of the field.</p> <p>For information on format/length definition of user-defined variables, see <a href="#">Format and Length of User-Defined Variables</a> in the <i>Programming Guide</i>.</p>
HANDLE OF OBJECT	<p><b>Handle of Object:</b></p> <p>Used in conjunction with NaturalX. A handle identifies a dialog element in code and is stored in handle variables.</p> <p>The handle definition in the DEFINE DATA statement is generated automatically on the creation of a dialog element or dialog.</p> <p>After having defined a handle, you can use the handle name in any statement to query, set or modify attribute values for the defined <i>dialog-element-type</i>.</p> <p>Examples:</p> <pre>1 #SAVEAS-MENUITEM HANDLE OF MENUITEM 1 #OK-BUTTON (1:10) HANDLE OF PUSHBUTTON</pre> <p>For further information, see <a href="#">NaturalX</a> in the <i>Programming Guide</i>.</p>
A, U or B	<p><b>Data Type:</b></p> <p>Alphanumeric (A), Unicode (U) or binary (B) for dynamic variable.</p>

Syntax Element	Description
DYNAMIC	<p><b>DYNAMIC Option:</b></p> <p>A parameter may be defined as DYNAMIC. For further information on processing dynamic variables, see <i>Introduction to Dynamic Variables and Fields</i> in the <i>Programming Guide</i>.</p>
	<p><b>Call Mode:</b></p> <p>Depending on whether call-by-reference, call-by-value or call-by-value-result is used, the appropriate transfer mechanism is applicable. For further information, see the <a href="#">CALLNAT</a> statement.</p>
(without BY VALUE)	<p><b>Call-by-Reference:</b></p> <p>Call-by-reference is active by default when you omit the BY VALUE keywords. In this case, a parameter is passed to a subprogram/subroutine/function by reference (that is, via its address); therefore a field specified as parameter in a CALLNAT/PERFORM statement must have the same format/length as the corresponding field in the invoked subprogram/subroutine/function.</p>
BY VALUE	<p><b>Call-by-Value:</b></p> <p>When you specify BY VALUE, a parameter is passed to a subprogram/subroutine/function by value; that is, the actual parameter value (instead of its address) is passed. Consequently, the field in the subprogram/subroutine/function need not have the same format/length as the parameter passed in the CALLNAT/PERFORM statement or in the function call. The formats/lengths must only be data transfer compatible. For data transfer compatibility, the <i>Rules for Arithmetic Assignment</i> and <i>Data Transfer</i> apply (see <i>Programming Guide</i>).</p> <p>BY VALUE allows you, for example, to increase the length of a field in a subprogram/subroutine/function (if this should become necessary due to an enhancement of the subprogram/subroutine) without having to adjust any of the objects that invoke the subprogram/subroutine/function.</p> <p>For parameter definitions for dialogs, the following applies:</p> <ul style="list-style-type: none"> <li>■ Without BY VALUE, a parameter, as specified in the inline definition of a dialog's parameter data area, is transferred via its address (by reference); the format and length of the parameter in an <a href="#">OPEN DIALOG</a> or <a href="#">SEND EVENT</a> statement, for example, must match the format and length of the parameter in the inline parameter data definition of the dialog. You can use a parameter by reference in the before open and after open event handlers and in all other events if the used parameters are transferred in the <a href="#">SEND EVENT</a> statement triggering this event.</li> <li>■ With BY VALUE, a parameter is transferred via its value; format and length do not have to match; the parameter in the <a href="#">OPEN DIALOG</a> or <a href="#">SEND EVENT</a> statement must be data transfer compatible with the parameter of the dialog.</li> </ul> <p>Example of BY VALUE:</p>

Syntax Element	Description		
	<table border="0" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <pre>* Program DEFINE DATA LOCAL 1 #FIELD A (P5) ... END-DEFINE ... CALLNAT 'SUBR01' #FIELD A...</pre> </td> <td style="width: 50%; vertical-align: top;"> <pre>* Subroutine SUBR01 DEFINE DATA PARAMETER 1 #FIELD B (P9) BY VALUE END-DEFINE ...</pre> </td> </tr> </table>	<pre>* Program DEFINE DATA LOCAL 1 #FIELD A (P5) ... END-DEFINE ... CALLNAT 'SUBR01' #FIELD A...</pre>	<pre>* Subroutine SUBR01 DEFINE DATA PARAMETER 1 #FIELD B (P9) BY VALUE END-DEFINE ...</pre>
<pre>* Program DEFINE DATA LOCAL 1 #FIELD A (P5) ... END-DEFINE ... CALLNAT 'SUBR01' #FIELD A...</pre>	<pre>* Subroutine SUBR01 DEFINE DATA PARAMETER 1 #FIELD B (P9) BY VALUE END-DEFINE ...</pre>		
BY VALUE RESULT	<p><b>Call-by-Value-Result:</b></p> <p>While BY VALUE applies to a parameter passed to a subprogram/subroutine/function, BY VALUE RESULT causes the parameter to be passed by value in both directions; that is, the actual parameter value is passed from the invoking object to the subprogram/subroutine/function and, on return to the invoking object, the actual parameter value is passed from the subprogram/subroutine/function back to the invoking object.</p> <p>With BY VALUE RESULT, the formats/lengths of the fields concerned must be data transfer compatible in both directions.</p> <p><b>Note:</b> BY VALUE RESULT cannot be used in dialogs.</p>		
OPTIONAL	<p><b>Optional Parameters:</b></p> <p>For a parameter defined without OPTIONAL (default), a value <i>must</i> be passed from the invoking object.</p> <p>For a parameter defined with OPTIONAL, a value can, but need not be passed from the invoking object to this parameter.</p> <p>In the invoking object, the notation <i>nX</i> is used to indicate parameters which are skipped, that is, for which no values are passed.</p> <p>With the SPECIFIED option you can find out at run time whether an optional parameter has been defined or not.</p>		

# 41 Defining Local Data

---

- DEFINE DATA LOCAL Usage ..... 274
- Restriction ..... 274
- DEFINE DATA LOCAL Syntax Description ..... 274

General syntax of DEFINE DATA LOCAL:

```

DEFINE DATA
LOCAL [ USING { local-data-area
                parameter-data-area }
        local-data-definition ... ]
END-DEFINE
    
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

## DEFINE DATA LOCAL Usage

---

The DEFINE DATA LOCAL statement is used to define the data elements that are to be used exclusively by a single Natural module in an application. These elements or fields can be defined in different ways:

- either within the DEFINE DATA LOCAL statement itself, using the *local-data-definition* syntax (see [Local Data Definition](#))
- or outside the program in a separate LDA (*Local Data Area*) or PDA (*Parameter Data Area*), with the DEFINE DATA LOCAL USING statement referencing that data area.

## Restriction

---

The LDA and the objects which reference it must be contained in the same library (or in a steplib).

## DEFINE DATA LOCAL Syntax Description

---

Syntax Element	Description
<i>local-data-area</i>	<p><b>LDA Name:</b></p> <p>Specify the name of the local data area (LDA) to be referenced.</p> <p>An LDA is created with the source editor. It contains predefined data elements which can be included in the DEFINE DATA LOCAL statement.</p> <p>You may reference more than one data area; in that case you have to repeat the reserved words LOCAL and USING, for example:</p>

Syntax Element	Description
	<pre>DEFINE DATA LOCAL   LOCAL USING DATX_L   LOCAL USING DATX_P   ... END-DEFINE ;</pre> <p>For further information, see also <i>Defining Fields in a Separate Data Area</i> and <i>Local Data Area, Example 2</i> in the <i>Programming Guide</i>.</p>
<i>parameter-data-area</i>	<p><b>PDA Name:</b></p> <p>Specify the name of a parameter data area (PDA).</p> <p><b>Note:</b> A data area referenced with <code>DEFINE DATA LOCAL</code> may also be a parameter data area (PDA). By using a PDA as an LDA you can avoid the extra effort of creating an LDA that has the same structure as the PDA.</p> <p>A PDA is created with the source editor. It contains predefined data elements which can be included in the <code>DEFINE DATA LOCAL</code> statement.</p> <p>For further information, see <i>Parameter Data Area</i> in the <i>Programming Guide</i>.</p>
<i>local-data-definition</i>	<p><b>Local Data Definition:</b></p> <p>For information on how to define elements or fields within the statement itself, that is, without using an LDA or PDA, see the section <a href="#">Local Data Definition</a> below.</p>
END-DEFINE	<p><b>End of DEFINE DATA Statement:</b></p> <p>The Natural reserved word <code>END-DEFINE</code> must be used to end the <code>DEFINE DATA</code> statement.</p>

### Local Data Definition

Local data can be defined directly. For local data definition, the following syntax applies:

$\left\{ \begin{array}{l} \textit{level} \left\{ \begin{array}{l} \textit{group-name} [(\textit{array-definition})] \\ \textit{variable-definition} \\ \textit{view-definition} \\ \textit{redefinition} \end{array} \right\} \end{array} \right\}$
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

For further information, see

- [Example 1 - DEFINE DATA LOCAL \(Local Data Definition\)](#)
- [Defining Fields within a DEFINE DATA Statement in the Programming Guide](#)
- [Local Data Area, Example 1 in the Programming Guide](#)

Syntax Element Description for Local Data Definition:

Syntax Element	Description
<i>level</i>	<p><b>Level Number:</b></p> <p>Level number is a 1- or 2-digit number in the range from 01 to 99 (the leading zero is optional) used in conjunction with field grouping. Fields assigned a level number of 02 or greater are considered to be a part of the immediately preceding group which has been assigned a lower level number.</p> <p>The definition of a group enables reference to a series of fields (may also be only 1 field) by using the group name. With certain statements (CALL, CALLNAT, RESET, WRITE, etc.), you may specify the group name as a shortcut to reference the fields contained in the group.</p> <p>A group may consist of other groups. When assigning the level numbers for a group, no level numbers may be skipped.</p> <p>A view-definition must always be defined at Level 1.</p>
<i>group-name</i>	<p><b>Group Name:</b></p> <p>The name of a group. The name must adhere to the rules for defining a Natural variable name.</p> <p>See also the following sections:</p> <ul style="list-style-type: none"> <li>■ <i>Naming Conventions for User-Defined Variables in Using Natural Studio.</i></li> <li>■ <i>Qualifying Data Structures in the Programming Guide.</i></li> </ul>
<i>array-definition</i>	<p><b>Array Dimension Definition:</b></p> <p>With an <i>array-definition</i>, you define the lower and upper bounds of dimensions in an array-definition.</p> <p>See <a href="#">Array Dimension Definition</a>.</p>
<i>variable-definition</i>	<p><b>Variable Definition:</b></p> <p>A <i>variable-definition</i> is used to define a single field/variable that may be single-valued (scalar) or multi-valued (array).</p> <p>See <a href="#">Variable Definition</a>.</p>
<i>view-definition</i>	<p><b>View Definition:</b></p> <p>A <i>view-definition</i> is used to define a view as derived from a data definition module (DDM).</p> <p>See <a href="#">View Definition</a>.</p>
<i>redefinition</i>	<p><b>Redefinition:</b></p>



---

Syntax Element	Description
	<p>A <i>redefinition</i> may be used to redefine a group, a view, a DDM field or a single field/variable (that is a scalar or an array).</p> <p>See <a href="#">Redefinition</a>.</p>



# 42 Defining Application-Independent Variables

---

- DEFINE DATA INDEPENDENT Usage ..... 280
- DEFINE DATA INDEPENDENT Syntax Description ..... 280

General syntax of `DEFINE DATA INDEPENDENT`:

```
DEFINE DATA
  INDEPENDENT [aiv-data-definition ...]
END-DEFINE
```

For an explanation of the symbols used in the syntax diagrams, see [Syntax Symbols](#).

## DEFINE DATA INDEPENDENT Usage

---

The `DEFINE DATA INDEPENDENT` statement is used to define application-independent variables (AIVs).

An application-independent variable is referenced by its name, and its content is shared by all Natural objects executed within one application that refer to that name. The variable is allocated by the first executed Natural object that references this variable and is deallocated by the `LOGON` command or a `RELEASE VARIABLES` statement.

The optional `INIT` clause is evaluated in each executed Natural object that contains this clause (not only in the Natural object that allocates the variable).



**Note:** In an RPC server, application-independent variables (AIVs) are not deallocated implicitly, but stay active across RPC requests, because different clients may have access to the same variables on the RPC server. This means they must be deallocated explicitly using the `RELEASE VARIABLES` statement. See *Application-Independent Variables in the Natural RPC (Remote Procedure Call)* documentation.

## DEFINE DATA INDEPENDENT Syntax Description

---

Syntax Element	Description
<i>aiv-data-definition</i>	<p><b>AIV Data Definition:</b></p> <p>The <code>DEFINE DATA INDEPENDENT</code> statement can be used to define a single or multiple application-independent variables (AIVs). For each AIV, the syntax shown in <a href="#">AIV Data Definition</a> applies.</p>
END-DEFINE	<p><b>End of DEFINE DATA Statement:</b></p> <p>The Natural reserved word <code>END-DEFINE</code> must be used to end the <code>DEFINE DATA</code> statement.</p>

## AIV Data Definition

```
level { variable-definition }
      { redefinition }
```

Syntax Element Description:

Syntax Element	Description
<i>level</i>	<p><b>Level Number:</b></p> <p>An application-independent variable must be defined at Level 01. Other levels are only used in a redefinition.</p>
<i>variable-definition</i>	<p><b>Variable Definition</b></p> <p>A <i>variable definition</i> is used to define a single field/variable that may be single-valued (scalar) or multi-valued (array).</p> <p>For further information, see <a href="#">Variable Definition</a>.</p> <p><b>Note:</b> The name of an application-independent variable must start with a plus (+) character.</p>
<i>redefinition</i>	<p><b>Redefinition:</b></p> <p>With a <i>redefinition</i>, you can partition an application-independent variable into one or more subfields.</p> <p>For further information, see <a href="#">Redefinition</a>.</p> <p>The subfields resulting from the redefinition must not be application-independent variables; that is, their name must not start with a plus sign (+). These fields are treated as local variables.</p>



**Note:** The first character of the name must be a plus (+). Rules for Natural variable names apply, see *Naming Conventions for User-Defined Variables* in *Using Natural Studio*.



# 43 Defining Context Variables for Natural RPC

---

- DEFINE DATA CONTEXT Usage ..... 284
- DEFINE DATA CONTEXT Restrictions ..... 285
- DEFINE DATA CONTEXT Syntax Description ..... 285

General syntax of DEFINE DATA CONTEXT:

```

DEFINE DATA
CONTEXT [ USING { local-data-area
                { parameter-data-area }
          context-data-definition ... ]
END-DEFINE
    
```

For an explanation of the symbols used in the syntax diagrams, see [Syntax Symbols](#).

Belongs to Function Group: [Natural Remote Procedure Call](#)

## DEFINE DATA CONTEXT Usage

---

The `DEFINE DATA CONTEXT` statement is used in conjunction with the Natural RPC (Remote Procedure Call). It is used to define variables known as context variables, which are meant to be available to multiple remote subprograms within one conversation, without having to explicitly pass the variables as parameters with the corresponding `CALLNAT` statements.

A context variable is referenced by its name, and its content is shared by all Natural objects executed in one conversation that refer to that name. The variable is allocated by the first executed Natural object that contains the definition of the variable and is deallocated when the conversation ends.

A context variable is not shared with subprograms that are called within the conversation. If such a subprogram or one of its callees references a context variable, a separate storage area is allocated for this variable.

Context variables can also be used in a non-conversational `CALLNAT`. In this case, the context variables only exist during a single invocation of this `CALLNAT`. The variable is allocated when the remote subprogram is started and deallocated when it ends. The content is shared by all Natural objects except subprograms executed by this non-conversational `CALLNAT`.

The optional `INIT` clause is evaluated in each executed Natural object that contains this clause (not only in the Natural object that allocates the variable). This is different to the way the `INIT` works for global variables.

For further information, see *Defining a Conversation Context in the Natural RPC (Remote Procedure Call)* documentation.



## DEFINE DATA CONTEXT Restrictions

A context variable must be defined at Level 01. Other levels are only used in a redefinition.

## DEFINE DATA CONTEXT Syntax Description

Syntax Element	Description
USING <i>local-data-area</i>	<p><b>LDA Name:</b></p> <p>A local data area (LDA) contains data elements which are to be used in a single Natural module. You may reference more than one data area; in that case you have to repeat the reserved words <code>CONTEXT</code> and <code>USING</code>, for example:</p> <pre>DEFINE DATA   CONTEXT USING DATX_L   CONTEXT USING DATX_P   ... END-DEFINE ;</pre> <p>For further information, see <i>Defining Fields in a Separate Data Area</i> in the <i>Programming Guide</i>.</p>
USING <i>parameter-data-area</i>	<p><b>PDA Name:</b></p> <p>A parameter data area contains data elements which are used as parameters in a subprogram, external subroutine or dialog.</p>
<i>context-data-definition</i>	<p><b>Context Data Definition:</b></p> <p>Context data can be defined directly within a program or routine. For context data definition, the syntax shown <a href="#">below</a> applies.</p>
END-DEFINE	<p><b>End of DEFINE DATA Statement:</b></p> <p>The Natural reserved word <code>END-DEFINE</code> must be used to end the <code>DEFINE DATA</code> statement.</p>


### Context Data Definition

Context data can be defined directly within a program or routine. For context data definition, the following syntax applies:

```
level { variable-definition }
      { redefinition }
```

For further information, see *Defining Fields within a DEFINE DATA Statement* in the *Programming Guide*.

Syntax Element	Description
<i>level</i>	<p><b>Level Number:</b></p> <p>An application-independent variable must be defined at Level 01. Other levels are only used in a redefinition.</p>
<i>variable-definition</i>	<p><b>Variable Definition:</b></p> <p>A <i>variable-definition</i> is used to define a single field/variable that may be single-valued (scalar) or multi-valued (array).</p> <p>For further information, see <a href="#">Variable Definition</a>.</p> <p><b>Note:</b> The <code>CONSTANT</code> clause must not be used in this context</p>
<i>redefinition</i>	<p><b>Redefinition:</b></p> <p>A <i>redefinition</i> may be used to redefine a group, a view, a DDM field or a single field/variable (that is a scalar or an array).</p> <p>For further information, see <a href="#">Redefinition</a>.</p>

 **Note:** The fields resulting from the redefinition are not considered a context variable. These fields are treated as local variables.

# 44 Defining NaturalX Objects

---

- DEFINE DATA OBJECT Usage ..... 288
- DEFINE DATA OBJECT Syntax Description ..... 288

General syntax of DEFINE DATA OBJECT:

```

DEFINE DATA
OBJECT      [ USING { local-data-area
                   parameter-data-area } ]
            [ local-data-definition... ]
END-DEFINE
    
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

## DEFINE DATA OBJECT Usage

The DEFINE DATA OBJECT statement is used in a subprogram or class in conjunction with NaturalX.

## DEFINE DATA OBJECT Syntax Description

Syntax Element	Description
USING <i>local-data-area</i>	<p><b>LDA Name:</b></p> <p>A local data area (LDA) contains data elements which are to be used in a single Natural module. You may reference more than one data area; in that case you have to repeat the reserved words OBJECT and USING, for example:</p> <pre> DEFINE DATA   OBJECT USING DATX_L   OBJECT USING DATX_P   ... END-DEFINE ;                     </pre> <p>For further information, see also <i>Defining Fields in a Separate Data Area</i> in the <i>Programming Guide</i>.</p>
USING <i>parameter-data-area</i>	<p><b>PDA Name:</b></p> <p>A data area defined with DEFINE DATA OBJECT may be a parameter data area (PDA). By using a PDA as an object data area you can avoid the extra effort of creating an object data area that has the same structure as the PDA.</p>
<i>local-data-definition</i>	<p><b>Local Data Definition:</b></p> <p>Data can also be defined directly using the syntax shown in <a href="#">Local Data Definition</a> in the section <i>Defining Local Data</i>.</p>
END-DEFINE	<p><b>End of DEFINE DATA Statement:</b></p>

---

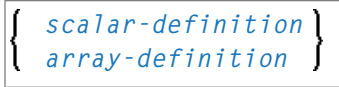
Syntax Element	Description
	The Natural reserved word <code>END-DEFINE</code> must be used to end the <code>DEFINE DATA</code> statement.



# 45 Variable Definition

---

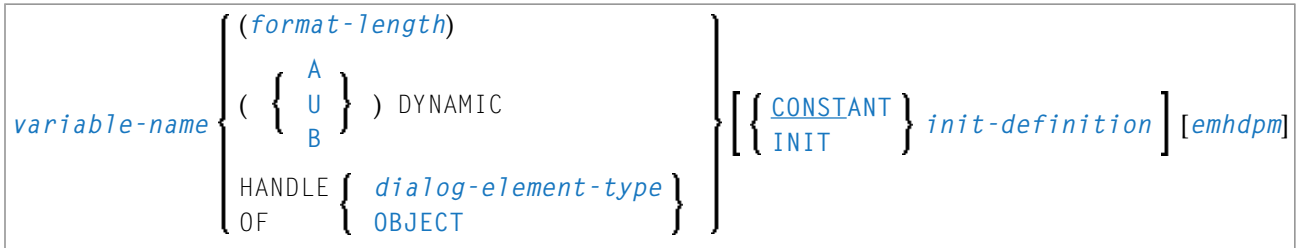
- Variable Definition Syntax Description ..... 292



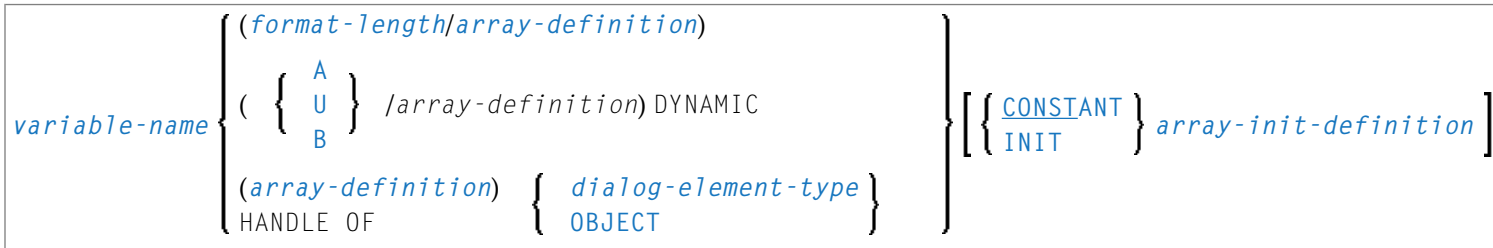
For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

The *variable-definition* option is used to define a single field/variable that may be single-valued (*scalar-definition*) or multi-valued (*array-definition*).

*scalar-definition*



*array-definition*



## Variable Definition Syntax Description

Syntax Element	Description
<i>variable-name</i>	<p><b>Variable Name:</b></p> <p>The name to be assigned to the variable. Rules for Natural variable names apply. With DEFINE DATA INDEPENDENT, the variable name must begin with a plus character (+).</p> <p>For information on naming conventions for user-defined variables, see <i>Naming Conventions for User-Defined Variables in Using Natural Studio</i>.</p>
<i>format-length</i>	<p><b>Format/Length Definition:</b></p> <p>For information on format/length definition of user-defined variables, see <i>Format and Length of User-Defined Variables in the Programming Guide</i>.</p>
HANDLE OF OBJECT	<p><b>Handle of Object:</b></p>



Syntax Element	Description
	<p>Used in conjunction with NaturalX. A handle identifies a dialog element in code and is stored in handle variables.</p> <p>The handle definition in the <code>DEFINE DATA</code> statement is generated automatically on the creation of a dialog element or dialog.</p> <p>After having defined a handle, you can use the handle name in any statement to query, set or modify attribute values for the defined <i>dialog-element-type</i>.</p> <p>Examples:</p> <pre>1 #SAVEAS-MENUITEM HANDLE OF MENUITEM 1 #OK-BUTTON (1:10) HANDLE OF PUSHBUTTON</pre> <p>For further information, see <i>NaturalX</i> in the <i>Programming Guide</i>.</p>
HANDLE OF <i>dialog-element-type</i>	<p><b>Dialog Element Type:</b></p> <p>The type of dialog element. Its possible values are the values of the <code>TYPE</code> attribute.</p> <p>For further information, see <i>Dialogs and Dialog Elements</i> in the <i>Dialog Component Reference</i>.</p>
A, U or B	<p><b>Data Type:</b></p> <p>Alphanumeric (A), Unicode (U) or binary (B) for dynamic variables.</p>
<i>array-definition</i>	<p><b>Array Dimension Definition:</b></p> <p>With an <i>array-definition</i> you define the lower and upper bounds of dimensions in an array-definition.</p> <p>For further information, see <a href="#">Array Dimension Definition</a>.</p>
DYNAMIC	<p><b>DYNAMIC Option:</b></p> <p>A field may be defined as <code>DYNAMIC</code>.</p> <p>For more information on processing dynamic variables, see <i>Introduction to Dynamic Variables and Fields</i>.</p>
CONSTANT	<p><b>CONSTANT Option:</b></p> <p>The variable/array is to be treated as a named constant. The constant value(s) assigned will be used each time the variable/array is referenced. The value(s) assigned cannot be modified during program execution.</p> <p>See also <i>Field Definitions, User-Defined Constants, Defining Named Constants</i> in the <i>Programming Guide</i>.</p> <p><b>Note:</b></p>

Syntax Element	Description
	<ol style="list-style-type: none"> <li>1. For reasons of internal handling, it is not allowed to mix variable definitions and constant definitions within one group definition; that is, a group may contain either variables only or constants only.</li> <li>2. The <code>CONSTANT</code> clause must not be used with <code>DEFINE DATA INDEPENDENT</code> and <code>DEFINE DATA CONTEXT</code>. The <code>CONSTANT</code> option cannot be used with X-arrays.</li> <li>3. The <code>CONSTANT</code> option must not be used with <code>DEFINE DATA INDEPENDENT</code> and <code>DEFINE DATA CONTEXT</code>.</li> </ol>
<code>INIT</code>	<p><b>INIT Option:</b></p> <p>The variable/array is to be assigned an initial value. This value will also be used when this variable/array is referenced in a <code>RESET INITIAL</code> statement.</p> <p>If no <code>INIT</code> specification is supplied, a field will be initialized with a default initial value depending on its format (see table <i>Default Initial Values</i> below).</p> <p>For further information, see <i>Field Definitions, Initial Values</i> in the <i>Programming Guide</i>.</p> <p>With <code>DEFINE DATA INDEPENDENT</code> and <code>DEFINE DATA CONTEXT</code>, the <code>INIT</code> clause is evaluated in each executed Natural object that contains this clause (not only in the Natural object that allocates the variable). This is different to the way the <code>INIT</code> works for global variables.</p> <p>The <code>INIT</code> option cannot be used with X-arrays.</p>
<code>init-definition</code>	<p><b>Initial-Value Definition:</b></p> <p>With the <code>init-definition</code> option, you define the initial/constant values for a variable. See <i>Initial-Value Definition</i>.</p>
<code>array-init-definition</code>	<p><b>Initial/Constant Values for an Array:</b></p> <p>The array is to be assigned an initial value. This value will also be used when this array is referenced in a <code>RESET INITIAL</code> statement.</p> <p>With an <code>array-init-definition</code>, you define the initial/constant values for an array.</p> <p>For further information, see <i>Initial/Constant Values for an Array</i>.</p>
<code>emhdpm</code>	<p><b>EM, HD, PM Parameters for Field/Variable:</b></p> <p>With this option, additional parameters to be in effect for a field/variable may be defined.</p> <p>For further information, see <i>EM, HD, PM Parameters for Field/Variable</i>.</p>

## Default Initial Values

The following table shows the default initial values that are provided with the various formats:

Format	Default Initial Value
B, F, I, N, P	0
A, U	(blank)
L	FALSE
D	D' '
T	T'00:00:00'
C	(AD=D)
GUI Handle	NULL-HANDLE
Object Handle	NULL-HANDLE

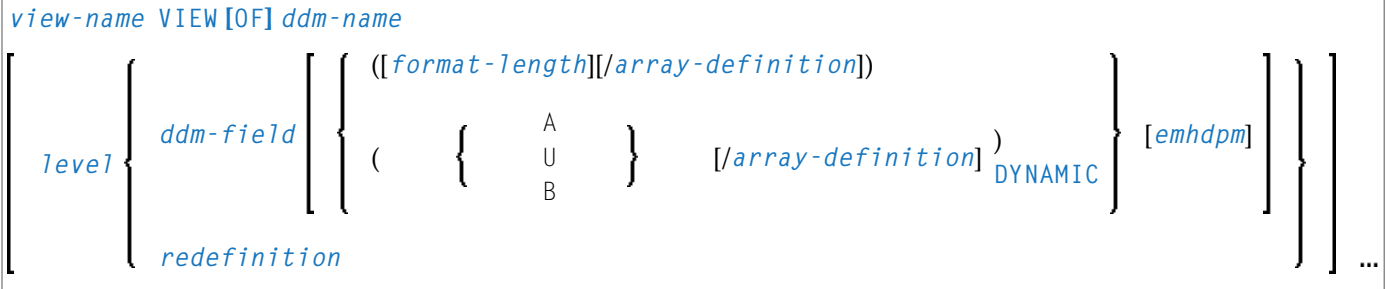
Fields declared as `DYNAMIC` do not have any initial value because their field length is zero by default.



# 46 View Definition


---

- View Definition Syntax Description ..... 298



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

The `view-definition` option is used to define a data view as derived from a data definition module (DDM).

 **Note:** In a parameter data area, `view-definition` is not permitted.

For further information, see *Accessing Data in an Adabas Database* in the *Programming Guide* and particularly the following topics:

- *Data Definition Modules - DDMs*
- *Database Arrays*
- *Defining a Database View*

## View Definition Syntax Description

Syntax Element	Description
<code>view-name</code>	<b>View Name:</b> The name to be assigned to the view.  Rules for Natural variable names apply; see <i>Naming Conventions for User-Defined Variables</i> in <i>Using Natural Studio</i> .
<code>VIEW [OF] ddm-name</code>	<b>DDM Name:</b> The name of the data definition module (DDM) from which the view is to be taken.
<code>level</code>	<b>Level Number:</b> Level number is a 1- or 2-digit number in the range from 01 to 99 (the leading zero is optional) used in conjunction with field grouping. Fields assigned a level number of 02 or greater are considered to be a part of the immediately preceding group which has been assigned a lower level number.  The definition of a group enables reference to a series of fields (may also be only one field) by using the group name. With certain statements ( <code>CALL</code> , <code>CALLNAT</code> , <code>RESET</code> ,

Syntax Element	Description
	<p>WRITE, etc.), you may specify the group name as a shortcut to reference the fields contained in the group.</p> <p>A group may consist of other groups. When assigning the level numbers for a group, no level numbers may be skipped.</p>
<i>ddm-field</i>	<p><b>DDM Field Name:</b></p> <p>The name of a field to be taken from the DDM.</p> <p>When you define a view for a <a href="#">HISTOGRAM</a> statement, the view must contain only the descriptor for which HISTOGRAM is to be executed.</p>
<i>redefinition</i>	<p><b>Redefinition:</b></p> <p>A <i>redefinition</i> may be used to redefine a group, a view, a DDM field or a single field/variable (that is a scalar or an array).</p> <p>For further information, see <a href="#">Redefinition</a>.</p>
<i>format-length</i>	<p><b>Format/Length Definition:</b></p> <p>Format and length of the field. If omitted, these are taken from the DDM.</p> <p>In structured mode, the definition of format and length (if supplied) must be the same as those in the DDM.</p> <p>In reporting mode, the definition of format and length (if supplied) must be type-compatible with those in the DDM.</p>
A, U or B	<p><b>Data Type:</b></p> <p>Alphanumeric (A), Unicode (U) or binary (B) for dynamic variables.</p> <p><b>Note:</b></p> <ol style="list-style-type: none"> <li>1. For Adabas on z/OS, format U is available for LA fields (length &lt;= 16381 bytes), but not for LB fields (length: &lt;= 1 GB).</li> <li>2. Format B is not available with Adabas.</li> </ol>
<i>array-definition</i>	<p><b>Array Definition:</b></p> <p>Depending on the programming mode used, arrays (periodic-group fields, multiple-value fields) may have to contain information about their occurrences.</p> <p>For further information, see <a href="#">Array Definition in a View</a> below.</p>
<i>emhdpm</i>	<p><b>EM, HD, PM Parameters for Field/Variable:</b></p> <p>With this option, additional parameters to be in effect for a field/variable may be defined. See <a href="#">EM, HD, PM Parameters for Field/Variable</a>.</p>
DYNAMIC	<p><b>DYNAMIC Option:</b></p>

Syntax Element	Description
	<p>Defines a view field as DYNAMIC.</p> <p>For further information on processing dynamic variables, see <i>Introduction to Dynamic Variables and Fields</i> in the <i>Programming Guide</i>.</p>

### Array Definition in a View

Depending on the programming mode used, arrays (periodic-group fields, multiple-value fields) may have to contain information about their occurrences.

### Structured Mode

If a field is used in a view that represents an array, the following applies:

- An index value must be specified for MU/PE fields
- When no format/length specification is supplied, the values are taken from the DDM.
- When a format/length specification is supplied, it must be the same as in the DDM.

### Database-Specific Considerations in Structured Mode:

<b>Adabas:</b>	If MU/PE fields (defined in a DDM) are to be used inside a view, these fields must include an array index specification. For an MU field or ordinary PE field, you specify a one-dimensional index range, e.g. (1:10). For an MU field inside a PE group, you specify a two-dimensional index range, e.g. (1:10,1:5).		
<b>Tamino:</b>	<b>DDM definition</b>	<b>allowed</b>	<b>not allowed</b>
	A(*:X2)	A(*:Y2) Y2=<X2 A(Y1:Y2) Y2>Y1 Y2=<X2 A(Z:Z+Y) Y>=0	A(*:*) A(Y1:*)
	A(X1:*)	A(Y1:*) Y1>=X1 A(Y1:Y2) Y2>=X1, Y1>=X1 A(Z:Z+Y) Y>=0	A(*:*) A(*:Y2)
	A(X1:X2)	A(Y1:Y2) Y2<Y1 A(Z:Z+Y) 0=<Y>=X2 - X1 + 1	A(*:*) A(Y1:*) A(*:Y2)



**Examples of Structured Mode:**

```

DEFINE DATA LOCAL
1 EMP1 VIEW OF EMPLOYEES
  2 NAME(A20)
  2 ADDRESS-LINE(A20 / 1:2)

1 EMP2 VIEW OF EMPLOYEES
  2 NAME
  2 ADDRESS-LINE(1:2)

1 EMP3 VIEW OF EMPLOYEES
  2 NAME
  2 ADDRESS-LINE(2)

1 #K (I4)
1 EMP4 VIEW OF EMPLOYEES
  2 NAME
  2 ADDRESS-LINE(#K:#K+1)
END-DEFINE
END

```

**Reporting Mode**

In this mode, the same rules are valid as for structured mode, however, there are two exceptions:

- An index value needs not be supplied. In this case, the index range for the missing dimensions is set to (1:1).
- The format/length specification may differ from the specification in the DDM. Then the definition of format and length must be type-compatible with those in the DDM.

**Examples:**

```

DEFINE DATA LOCAL
1 EMP1 VIEW OF EMPLOYEES
  2 NAME(A30)
  2 ADDRESS-LINE(A35 / 5:10)

1 EMP2 VIEW OF EMPLOYEES
  2 NAME
  2 ADDRESS-LINE(A40)          /* ADDRESS LINE (1:1) IS ASSUMED

1 EMP3 VIEW OF EMPLOYEES
  2 NAME
  2 ADDRESS-LINE              /* ADDRESS LINE (1:1) IS ASSUMED

1 #K (I4)
1 EMP4 VIEW OF EMPLOYEES
  2 NAME
  2 ADDRESS-LINE(#K:#K+1)

```

## View Definition

---

```
END-DEFINE  
END
```

# 47      Redefinition

---

▪ Redefinition Restrictions .....	304
▪ Redefinition Syntax Description .....	304

```

REDEFINE field-name { level { rgroup [(array-definition)]
                           rfield (format-length [/array-definition])
                           FILLER nX } } ...
    
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

The *redefinition* option is used to redefine a group, a view, a DDM field or a single field/variable (that is a scalar or an array).

See also *Redefining Fields* in the *Programming Guide*.

## Redefinition Restrictions

- A *redefinition* of a view or a DDM field is not applicable to a *parameter-data-definition*.
- Handles, X-arrays and dynamic variables cannot be redefined and cannot be contained in a redefinition clause.
- A group that contains a handle, X-array or a dynamic variable can only be redefined up to - but not including or beyond - the element in question.

## Redefinition Syntax Description

Syntax Element	Description
<i>field-name</i>	<p><b>Name of Field to be Redefined:</b></p> <p>The name of the group, view, DDM field or single field that is being redefined.</p>
<i>level</i>	<p><b>Level Number of Field being Redefined:</b></p> <p>Level number is a 1- or 2-digit number in the range from 01 to 99 (the leading zero is optional) used in conjunction with field grouping. Fields assigned a level number of 02 or greater are considered to be a part of the immediately preceding group, which has been assigned a lower level number.</p>
<i>rgroup</i>	<p><b>Name of Resulting Group:</b></p> <p>The name of the group resulting from the redefinition.</p> <p><b>Note:</b> In a <i>redefinition</i> within a <i>view-definition</i>, the name of <i>rgroup</i> must be different from any field name in the underlying DDM.</p>
<i>rfield</i>	<p><b>Name of Resulting Field:</b></p> <p>The name of the field resulting from the redefinition.</p>

Syntax Element	Description
	<b>Note:</b> In a <i>redefinition</i> within a <i>view-definition</i> , the name of <i>rfield</i> must be different from any field name in the underlying DDM.
<i>format-length</i>	<b>Format/Length of Resulting Field:</b> The format and length of the resulting field ( <i>rfield</i> ).
<i>array-definition</i>	<b>Array Dimension Definition:</b> With an <i>array-definition</i> , you define the lower and upper bounds of dimensions in an array-definition.  For further information, see <a href="#">Array Dimension Definition</a> .
FILLER <i>nX</i>	<b>Filler Byte Definition:</b> With this notation, you define <i>n</i> filler bytes - that is, segments which are not to be used - in the field that is being redefined.  The definition of trailing filler bytes is optional.

## Examples of REDEFINE Usage

### Example 1:

```

DEFINE DATA LOCAL
  01 #VAR1 (A15)
  01 #VAR2
    02 #VAR2A (N4.1) INIT <0>
    02 #VAR2B (P6.2) INIT <0>
  01 REDEFINE #VAR2
    02 #VAR2RD (A10)
END-DEFINE
...

```

### Example 2:

```

DEFINE DATA LOCAL
  01 MYVIEW VIEW OF STAFF
    02 NAME
    02 BIRTH
    02 REDEFINE BIRTH
      03 BIRTH-YEAR (N4)
      03 BIRTH-MONTH (N2)
      03 BIRTH-DAY (N2)
END-DEFINE
...

```

**Example 3:**

```
DEFINE DATA LOCAL
1 #FIELD (A12)
1 REDEFINE #FIELD
  2 #RFIELD1 (A2)
  2 FILLER 2X
  2 #RFIELD2 (A2)
  2 FILLER 4X
  2 #RFIELD3 (A2)
END-DEFINE
...
```

# 48 Array Dimension Definition

---

- Syntax Description of Array Dimension Definition ..... 308

```
{[bound:] bound},... 3
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

The *array-dimension-definition* option is used to define the lower and upper bound of a dimension in an array definition.

You can define up to 3 dimensions for an array.

## Syntax Description of Array Dimension Definition

---

Syntax Element	Description
<i>bound</i>	<p><b>Lower/Upper Bound:</b></p> <p>A bound can be one of the following:</p> <ul style="list-style-type: none"> <li>■ a numeric integer constant;</li> <li>■ a previously defined named constant;</li> <li>■ (for database arrays) a previously defined user-defined variable; or</li> <li>■ an asterisk (*) defines an extensible bound, otherwise known as an X-array (eXtensible array).</li> </ul> <p>If only one bound is specified, the value represents the upper bound and the lower bound is assumed to be 1.</p>

### X-Arrays

If at least one bound in at least one dimension of an array is specified as extensible, that array is then called an X-array (eXtensible array). Only one bound (either upper or lower) may be extensible in any one dimension, but not both. Multi-dimensional arrays may have a mixture of constant and extensible bounds, for example: `#a(1:100, 1:*)`.

Example:

```
DEFINE DATA LOCAL
1 #ARRAY1(I4/1:10)
1 #ARRAY2(I4/10)
1 #X-ARRAY3(I4/1:*)
1 #X-ARRAY4(I4/*,1:5)
1 #X-ARRAY5(I4/*:10)
1 #X-ARRAY6(I4/1:10,100:*,*:1000)
END-DEFINE
```

In the following table you can see the bounds of the arrays in the above program more clearly.



	Dimension 1		Dimension 2		Dimension 3	
	Lower bound	Upper bound	Lower bound	Upper bound	Lower bound	Upper bound
#ARRAY1	1	10	-	-	-	-
#ARRAY2	1	10	-	-	-	-
#X-ARRAY3	1	eXtensible	-	-	-	-
#X-ARRAY4	1	eXtensible	1	5	-	-
#X-ARRAY5	eXtensible	10	-	-	-	-
#X-ARRAY6	1	10	100	eXtensible	eXtensible	1000

Examples of array definitions:

```
#ARRAY2(I4/10) /* a one-dimensional array with 10 occurrences (1:10)
#X-ARRAY4(I4/*,1:5) /* a two-dimensional array
#X-ARRAY6(I4/1:10,100:*,*:1000) /* a three-dimensional array
```

### Variable Arrays in a Parameter Data Area

In a parameter data area, you may specify an array with a variable number of occurrences. This is done with the index notation 1:V.

Example 1: #ARR01 (A5/1:V)

Example 2: #ARR02 (I2/1:V,1:V)

A parameter array which contains a variable index notation 1:V can only be redefined in the length of

- its elementary field length, if the 1:V index is right-most; for example:

```
#ARR(A6/1:V) can be redefined up to a length of 6 bytes
#ARR(A6/1:2,1:V) can be redefined up to a length of 6 bytes
#ARR(A6/1:2,1:3,1:V) can be redefined up to a length of 6 bytes
```

- the product of the right-most fixed occurrences and the elementary field length; for example:

```
#ARR(A6/1:V,1:2) can be redefined up to a length of 2*6 = 12 bytes
#ARR(A6/1:V,1:3,1:2) can be redefined up to a length of 3*2*6 = 36 bytes
#ARR(A6/1:2,1:V,1:3) can be redefined up to a length of 3*6 = 18 bytes
```

A variable index notation 1:V cannot be used within a redefinition.

Example:

```
DEFINE DATA PARAMETER
  1 #ARR(A6/1:V)
  1 REDEFINE #ARR
    2 #R-ARR(A1/1:V) /* (1:V) is not allowed in a REDEFINE block
END-DEFINE
```

As the number of occurrences is not known at compilation time, it must not be referenced with the index notation (\*) in the statements `INPUT`, `WRITE`, `READ WORK FILE`, `WRITE WORK FILE`. Index notation (\*) may be applied either to all dimensions or to none.

Valid examples:

```
#ARR01 (*)
#ARR02 (*,*)
#ARR01 (1)
#ARR02 (5,#FIELDX)
#ARR02 (1,1:3)
```

Invalid example:

```
#ARRAYY (1,*) /* not allowed
```

To avoid runtime errors, the maximum number of occurrences of such an array should be passed to the subprogram/subroutine/function via another parameter. Alternatively, you may use the system variable `*OCCURRENCE`.



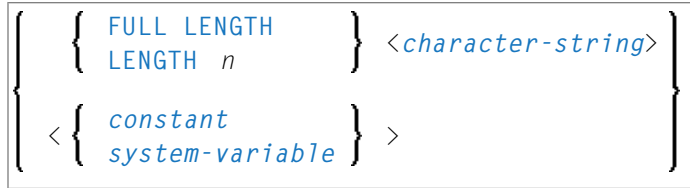
### Notes:

1. If a parameter data area that contains an index 1:V is used as a local data area (that is, specified in a `DEFINE DATA LOCAL` statement), a variable named V must have been defined as `CONSTANT`.
2. In a dialog, an index 1:V cannot be used in conjunction with `BY VALUE`.

# 49 Initial-Value Definition

---

- Restrictions with Initial-Value Definition ..... 312
- Syntax Description of Initial-Value Definition ..... 312



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

The *init-definition* option is used to define the initial/constant values for a variable.



**Note:** If, in the *variable-definition* option, the keyword `INIT` was used for the initialization, the value may be modified by any statement that affects the content of a variable. If the keyword `CONST` was used for the initialization, any attempt to change the value will be rejected by the compiler.

See also *Field Definitions*, *Initial Values* in the *Programming Guide*.

## Restrictions with Initial-Value Definition

For a redefined field, an *init-definition* is not permitted.

## Syntax Description of Initial-Value Definition

Syntax Element	Description
<code>&lt;constant&gt;</code>	<p><b>Constant Value Option:</b></p> <p>The constant value with which the variable is to be initialized; or the constant value to be assigned to the field.</p> <p>For further information, see <i>User-Defined Constants</i> in the <i>Programming Guide</i>.</p>
<code>&lt;system-variable&gt;</code>	<p><b>System Variable Option:</b></p> <p>The initial value for a variable may also be the value of a Natural system variable, for example:</p> <pre>DEFINE DATA LOCAL 1 #MYDATE (D) INIT &lt;*DATX&gt; END-DEFINE</pre> <p><b>Note:</b> When the variable is referenced in a <code>RESET INITIAL</code> statement, the system variable is evaluated again; that is, it will be reset not to the value it contained when program execution started but to the value it contains when the <code>RESET INITIAL</code> statement is executed.</p>

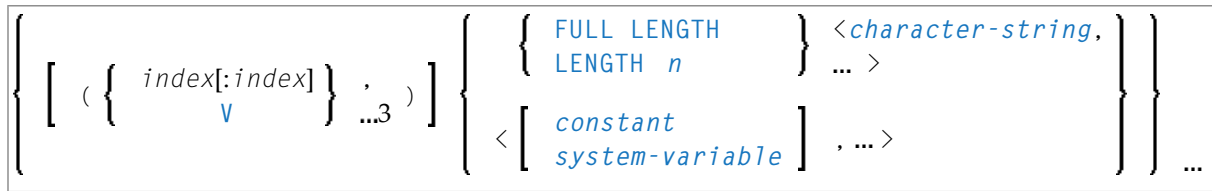
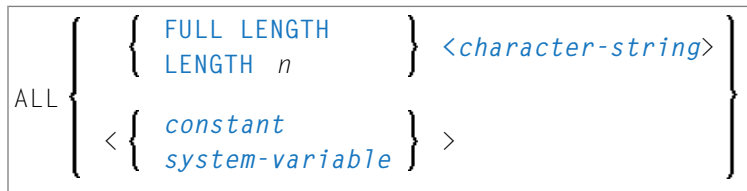
Syntax Element	Description
<p>FULL LENGTH &lt;<i>character-string</i>&gt;</p> <p>LENGTH <i>n</i> &lt;<i>character-string</i>&gt;</p>	<p><b>Character String Option for Alphanumeric/Unicode Variables:</b></p> <p>For a variable of the Natural data format A or U, a <i>character-string</i> (for example, 'ABC ') can be used as an initial value which fills all or part of the variable field.</p> <p>A <i>character-string</i> is a constant of the Natural data format A or U as described in <i>Alphanumeric Constants</i> and <i>Unicode Constants</i> in the <i>Programming Guide</i>.</p> <p><b>FULL LENGTH Option:</b></p> <p>With the FULL LENGTH option, a particular <i>character-string</i> is repeatedly moved to the specified field until the field is completely filled. In the following example, the entire field is filled with asterisks:</p> <pre data-bbox="524 730 1481 829">DEFINE DATA LOCAL 1 #FIELD (A25) INIT FULL LENGTH &lt;'*&gt; END-DEFINE</pre> <p><b>LENGTH Option:</b></p> <p>With the LENGTH <i>n</i> option, a particular <i>character-string</i> is repeatedly moved to the specified field until the first <i>n</i> positions of the field are filled. <i>n</i> must be a numeric constant. In the following example, the first four positions of the field are filled with exclamation marks:</p> <pre data-bbox="524 1094 1481 1192">DEFINE DATA LOCAL 1 #FIELD (A25) INIT LENGTH 4 &lt;'!&gt; END-DEFINE</pre>



# 50 Initial/Constant Values for an Array

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- Restrictions for Initial/Constant Values for an Array ..... 316
- Syntax Description of Initial/Constant Values for an Array ..... 317

**For selected occurrences:****For all occurrences:**

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

The *array-init-definition* option is used to define the initial/constant values for an array.



**Note:** If, in the *variable-definition* option, the keyword `INIT` was used for the initialization, the value may be modified by any statement that affects the content of a variable. If the keyword `CONST` was used for the initialization, any attempt to change the value will be rejected by the compiler.

See also *Field Definitions* in the *Programming Guide*, particularly the following sections:

- *Initial Values*
- *User-Defined Constants*

## Restrictions for Initial/Constant Values for an Array

---

For a redefined field, an *array-init-definition* is not permitted.



## Syntax Description of Initial/Constant Values for an Array

Syntax Element	Description
ALL	<p><b>ALL Option:</b></p> <p>All occurrences of the array are initialized with the same value.</p> <p>The ALL option cannot be combined with any other initialization definitions.</p>
<i>index</i>	<p><b>Index Option:</b></p> <p>The array occurrences specified by <i>index</i> are initialized.</p> <p>If a single index or an index range is used, you can only specify a unique value (<i>constant</i> or <i>system-variable</i>) which is assigned to all occurrences.</p> <p>Examples:</p> <pre>DEFINE DATA LOCAL 1 #FLD1 (A4/1:4)      INIT (1:3) &lt;'A'&gt; /* A fills occurrences ↵ (1:3) 1 #FLD2 (A4/1:4)      INIT (*)  &lt;'B'&gt; /* B fills all occurrences 1 #FLD3 (A4/1:2,1:4) INIT (2,3) &lt;'C'&gt; /* C fills occurrence ↵ (2,3) END-DEFINE</pre>
V	<p><b>Index Notation V:</b></p> <p>The special index notation V is used to fill a consecutive sequence of array occurrences with individual values (<i>constant</i> or <i>system-variable</i>).</p> <p>You can specify the V notation for one dimension of an array only. The number of values provided must not exceed the number of occurrences of the specified dimension.</p> <p>You can omit the V notation for a one-dimensional array because the V index is then used by default.</p> <p>Example showing which values fill which occurrences when V is used:</p> <pre>DEFINE DATA LOCAL 1 #FLD4 (A4/1:3)      INIT (V)  &lt;'A','B'&gt; /* A fills (1) B ↵ fills (2) 1 #FLD5 (A4/1:2,1:3) INIT (1,V) &lt;'C','D'&gt; /* C, D fill ↵ (1,1:2) (2,V) &lt;'F','G','H'&gt; /* F, G, H fill ↵ (2,1:3) END-DEFINE</pre>

Syntax Element	Description
<i>constant</i>	<p><b>Constant Value Option:</b></p> <p>The constant (value) with which the array is to be initialized.</p> <p>Occurrences for which no values are specified, are initialized with a <a href="#">default value</a>.</p> <p>In a list of consecutive occurrences, you can skip single occurrences by specifying commas (,) only. However, you must end the list with a particular value for the last occurrence.</p> <p>For further information, see <i>User-Defined Constants</i> in the <i>Programming Guide</i>.</p> <p><b>Note:</b> Multiple constant values/system variables must be separated either by the input delimiter character (as specified with the session parameter ID) or by a comma. If numbers are provided in the value list and a comma is defined as the decimal character (with the session parameter DC), either separate the comma from the value with an extra blank character or use the input delimiter character.</p> <p>Example with ID=; and DC=, delimiter settings:</p> <pre>DEFINE DATA LOCAL 1 #FLD1 (A4/1:3) INIT &lt;'A',.,'C'&gt; 1 #NUM1 (N4,2/1:3) INIT &lt;1 , 2 , 3&gt; 1 #NUM2 (N4,2/1:3) INIT &lt;1;2;3&gt; END-DEFINE</pre>
<i>system-variable</i>	<p><b>System Variable Option:</b></p> <p>The initial value for an array can also be the value of a Natural system variable.</p> <p>See also the <a href="#">Note</a> for <i>constant</i>.</p>
FULL LENGTH < <i>character-string</i> >  LENGTH <i>n</i> < <i>character-string</i> >	<p><b>Character String Option for Alphanumeric/Unicode Variables:</b></p> <p>For a variable of the Natural data format A or U, a <i>character-string</i> (for example, 'ABC') can be used as an initial value which fills all or part of the variable field.</p> <p>A <i>character-string</i> is a constant of the Natural data format A or U as described in <i>Alphanumeric Constants</i> and <i>Unicode Constants</i> in the <i>Programming Guide</i>.</p> <p><b>FULL LENGTH Option:</b></p> <p>With the FULL LENGTH option, a particular <i>character-string</i> is repeatedly moved to the specified array occurrence until the occurrence is completely filled.</p> <p><b>LENGTH Option:</b></p> <p>With the LENGTH <i>n</i> option, a particular <i>character-string</i> is repeatedly moved to the specified array occurrence until the first <i>n</i> positions of the occurrence are filled.</p>

Syntax Element	Description
	<p>Example showing which values fill which occurrences:</p> <pre data-bbox="521 317 1479 709"> DEFINE DATA LOCAL 1 #FLD1 (A6/1:3) INIT ALL FULL LENGTH &lt;'X'&gt; /* XXXXXX in all ← occ. 1 #FLD2 (A6/1:3) INIT ALL LENGTH 5 &lt;'NO'&gt; /* NONON in all ← occ. 1 #FLD3 (A6/1:3) INIT (1:2) LENGTH 4 &lt;'AB'&gt; /* ABAB in occ ← (1:2) 1 #FLD4 (A6/1:3) INIT (V) FULL LENGTH &lt;'X','Y'&gt; /* XXXXXX in occ. ← (1), /* YYYYYY in occ. ← (2) END-DEFINE </pre> <p>Within one <i>array-init-definition</i>, only FULL LENGTH or LENGTH <i>n</i> can be specified; both notations must not be mixed.</p>



**Note:** For further example definitions of assigning initial values to arrays, see [Example 2 - DEFINE DATA \(Array Definition/Initialization\)](#).



# 51 EM, HD, PM Parameters for Field/Variable

---

- Syntax Description of EM, HD, PM Parameters for Field/Variable ..... 322

```
( [ EM=value ] [ HD='text' ] [ PM=value ] )
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

The `emhdpm` option is used to define additional parameters to be in effect for a field/variable.



**Note:** If for a database field you specify neither an edit mask (EM= or EMU=) nor a header (HD=), the default edit mask and default header as defined in the data definition module (DDM) will be used. However, if you specify one of the two, the other's default from the DDM will *not* be used.

## Syntax Description of EM, HD, PM Parameters for Field/Variable

Syntax Element	Description
EM=value	<p><b>Edit Mask:</b></p> <p>The EM parameter may be used to define an edit mask used when the field is displayed with an I/O statement.</p> <p>For further information, see the session parameter EM in the <i>Parameter Reference</i>.</p>
EMU=value	<p><b>Unicode Edit Mask:</b></p> <p>The EMU parameter may be used to define a Unicode edit mask used when the field is displayed with an I/O statement.</p> <p>For further information, see the session parameter EMU in the <i>Parameter Reference</i>.</p>
HD='text'	<p><b>Header Definition:</b></p> <p>The HD parameter may be used to define the header to be used as the default header for the field.</p> <p>For further information, see the session parameter HD in the <i>Parameter Reference</i>.</p>
PM=value	<p><b>Print Mode:</b></p> <p>The PM parameter may be used to set the print mode, which indicates how fields are to be output.</p> <p>For further information, see the session parameter PM in the <i>Parameter Reference</i>.</p>

# 52

## Examples of DEFINE DATA Statement Usage

---

▪ Example 1 - DEFINE DATA LOCAL (Local Data Definition) .....	324
▪ Example 2 - DEFINE DATA LOCAL (Array Definition/Initialization) .....	324
▪ Example 3 - DEFINE DATA (View Definition, Array Redefinition) .....	328
▪ Example 4 - DEFINE DATA (Global, Parameter and Local Data Areas) .....	329
▪ Example 5 - DEFINE DATA (Initialization) .....	330
▪ Example 6 - DEFINE DATA (Variable Array) .....	330

The following topics are covered:

## Example 1 - DEFINE DATA LOCAL (Local Data Definition)

---

```

** Example 'DDAEX1': DEFINE DATA
*****
DEFINE DATA LOCAL
1 #VAR1      (A15)
1 #VAR2
  2 #VAR2A   (N4.1) INIT <1111>
  2 #VAR2B   (N6.2) INIT <222222>
1 REDEFINE #VAR2
  2 #VAR2C   (A2)
  2 #VAR2D   (A2)
  2 #VAR2E   (A6)
END-DEFINE
*
WRITE NOTITLE '=' #VAR2A / '=' #VAR2B /
              '=' #VAR2C / '=' #VAR2D / '=' #VAR2E
*
END
    
```

### Output of Program DDAEX1:

```

#VAR2A:  1111.0
#VAR2B:  222222.00
#VAR2C:  11
#VAR2D:  11
#VAR2E:  022222
    
```

## Example 2 - DEFINE DATA LOCAL (Array Definition/Initialization)

---

```

** EXAMPLE 'DDAEX2': DEFINE DATA (array definition/initialization)
*****
DEFINE DATA LOCAL
**=====
1 #A01 (A5/1:4) INIT      <'A','B',,'D'>
1 #A02 (A5/1:4) INIT   (V) <'A','B'>
                        (4) <'D'>
1 #A03 (A5/1:4) INIT   (*) <'A'>
1 #A04 (A5/1:4) INIT   (2) <'B'>
                        (3) <'C'>
1 #A05 (A5/1:4) INIT   (2:3) <'X'>
                        (4) <'D'>
1 #A06 (A5/1:4) INIT   (*) <'X'>
    
```



```

                                (3)  <'C'>
**-----
1 #A10 (A5/1:4) INIT          FULL LENGTH <'X'>
1 #A11 (A5/1:4) INIT          FULL LENGTH <,'B',,'D'>
1 #A12 (A5/1:4) INIT (V)     FULL LENGTH <'A','B'>
1 #A13 (A5/1:4) INIT (2)     FULL LENGTH <'B'>
1 #A14 (A5/1:4) INIT (*)     FULL LENGTH <'X'>
**-----
1 #A20 (A5/1:4) INIT          LENGTH 2   <'A'>
1 #A21 (A5/1:4) INIT (2)     LENGTH 2   <'B'>
                                (3)     LENGTH 3   <'C'>
1 #A22 (A5/1:4) INIT (3:4)  LENGTH 2   <'X'>
1 #A23 (A5/1:4) INIT (V)     LENGTH 2   <,'B',,'D'>
**-----
1 #A30 (A5/1:4) INIT ALL          <'Z'>
1 #A31 (A5/1:4) INIT ALL FULL LENGTH <'Z'>
1 #A32 (A5/1:4) INIT ALL LENGTH 2  <'Z'>
**=====
1 #B01 (A5/1:2,1:4) INIT (2,V)  <'A','B',,'D'>
1 #B02 (A5/1:2,1:4) INIT (1,*)  <'X'>
                                (1,2)  <'B'>
                                (2,3)  <'F'>
1 #B03 (A5/1:2,1:4) INIT (1,1:2) <'X'>
                                (1,4)  <'Y'>
1 #B04 (A5/1:2,1:4) INIT (V,1)  <'A1','A2'>
1 #B05 (A5/1:2,1:4) INIT (V,*)  <'X','Y'>
**-----
1 #B10 (A5/1:2,1:4) INIT ALL    <'Z'>
1 #B11 (A5/1:2,1:4) INIT (1,*)  FULL LENGTH <'Z'>
1 #B12 (A5/1:2,1:4) INIT (*,*)  FULL LENGTH <'Z'>
1 #B13 (A5/1:2,1:4) INIT (1,*)  LENGTH 2   <'Z'>
1 #B14 (A5/1:2,1:4) INIT (1,V)  FULL LENGTH <'A',,'C'>
                                (2,V)  FULL LENGTH <'E','F'>
1 #B15 (A5/1:2,1:4) INIT (1,*)  FULL LENGTH <'X'>
                                (2,*)  FULL LENGTH <'Y'>
                                (2,4)  FULL LENGTH <'Z'>
*
END-DEFINE
**=====
WRITE 7X '(1) (2) (3) (4)'
WRITE (AD=V) '=' #A01(*)
WRITE (AD=V) '=' #A02(*)
WRITE (AD=V) '=' #A03(*)
WRITE (AD=V) '=' #A04(*)
WRITE (AD=V) '=' #A05(*)
WRITE (AD=V) '=' #A06(*)
SKIP 1
WRITE (AD=V) '=' #A10(*)
WRITE (AD=V) '=' #A11(*)
WRITE (AD=V) '=' #A12(*)
WRITE (AD=V) '=' #A13(*)
WRITE (AD=V) '=' #A14(*)

```

## Examples of DEFINE DATA Statement Usage

---

```
SKIP 1
WRITE (AD=V) '=' #A20(*)
WRITE (AD=V) '=' #A21(*)
WRITE (AD=V) '=' #A22(*)
WRITE (AD=V) '=' #A23(*)
SKIP 1
WRITE (AD=V) '=' #A30(*)
WRITE (AD=V) '=' #A31(*)
WRITE (AD=V) '=' #A32(*)
SKIP 1
**=====
WRITE 6X '(1,1) (1,2) (1,3) (1,4) (2,1) (2,2) (2,3) (2,4)'
WRITE (AD=V) '=' #B01(1,*) 2X #B01(2,*)
WRITE (AD=V) '=' #B02(1,*) 2X #B02(2,*)
WRITE (AD=V) '=' #B03(1,*) 2X #B03(2,*)
WRITE (AD=V) '=' #B04(1,*) 2X #B04(2,*)
WRITE (AD=V) '=' #B05(1,*) 2X #B05(2,*)
SKIP 1
WRITE (AD=V) '=' #B10(1,*) 2X #B10(2,*)
WRITE (AD=V) '=' #B11(1,*) 2X #B11(2,*)
WRITE (AD=V) '=' #B12(1,*) 2X #B12(2,*)
WRITE (AD=V) '=' #B13(1,*) 2X #B13(2,*)
WRITE (AD=V) '=' #B14(1,*) 2X #B14(2,*)
WRITE (AD=V) '=' #B15(1,*) 2X #B15(2,*)
**=====
END
```

**Output of Program DDAEX2:**

Page 1

	(1)	(2)	(3)	(4)				
#A01:	A	B		D				
#A02:	A	B		D				
#A03:	A	A	A	A				
#A04:		B	C					
#A05:		X	X	D				
#A06:	X	X	C	X				
#A10:	XXXXX							
#A11:		BBBBB		DDDDD				
#A12:	AAAAA	BBBBB						
#A13:		BBBBB						
#A14:	XXXXX	XXXXX	XXXXX	XXXXX				
#A20:	AA							
#A21:		BB	CCC					
#A22:			XX	XX				
#A23:		BB		DD				
#A30:	Z	Z	Z	Z				
#A31:	ZZZZZ	ZZZZZ	ZZZZZ	ZZZZZ				
#A32:	ZZ	ZZ	ZZ	ZZ				
	(1,1)	(1,2)	(1,3)	(1,4)	(2,1)	(2,2)	(2,3)	(2,4)
#B01:					A	B		D
#B02:	X	B	X	X			F	
#B03:	X	X		Y				
#B04:	A1				A2			
#B05:	X	X	X	X	Y	Y	Y	Y
#B10:	Z	Z	Z	Z	Z	Z	Z	Z
#B11:	ZZZZZ	ZZZZZ	ZZZZZ	ZZZZZ				
#B12:	ZZZZZ	ZZZZZ	ZZZZZ	ZZZZZ	ZZZZZ	ZZZZZ	ZZZZZ	ZZZZZ
#B13:	ZZ	ZZ	ZZ	ZZ				
#B14:	AAAAA		CCCCC		EEEEE	FFFFFF		
#B15:	XXXXX	XXXXX	XXXXX	XXXXX	YYYYY	YYYYY	YYYYY	ZZZZZ

### Example 3 - DEFINE DATA (View Definition, Array Redefinition)

```

** Example 'DDAEX3': DEFINE DATA (view definition, array redefinition)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 ADDRESS-LINE (A20/2)
  2 PHONE
*
1 #ARRAY      (A75/1:4)
1 REDEFINE #ARRAY
  2 #ALINE    (A25/1:4,1:3)
1 #X          (N2) INIT <1>
1 #Y          (N2) INIT <1>
END-DEFINE
*
FORMAT PS=20
LIMIT 5
FIND EMPLOY-VIEW WITH NAME = 'SMITH'
  MOVE NAME           TO #ALINE (#X,#Y)
  MOVE ADDRESS-LINE(1) TO #ALINE (#X+1,#Y)
  MOVE ADDRESS-LINE(2) TO #ALINE (#X+2,#Y)
  MOVE PHONE          TO #ALINE (#X+3,#Y)
  IF #Y = 3
    RESET INITIAL #Y
    PERFORM PRINT
  ELSE
    ADD 1 TO #Y
  END-IF
  AT END OF DATA
  PERFORM PRINT
  END-ENDDATA
END-FIND
*
DEFINE SUBROUTINE PRINT
  WRITE NOTITLE (AD=OI) #ARRAY(*)
  RESET #ARRAY(*)
  SKIP 1
END-SUBROUTINE
*
END

```

**Output of Program DDAEX3:**

SMITH ENGLANDSVEJ 222  554349	SMITH 3152 SHETLAND ROAD MILWAUKEE 877-4563	SMITH 14100 ESWORTHY RD. MONTERREY 994-2260
SMITH 5 HAWTHORN OAK BROOK 150-9351	SMITH 13002 NEW ARDEN COUR SILVER SPRING 639-8963	

**Example 4 - DEFINE DATA (Global, Parameter and Local Data Areas)**

```

** Example 'DDAEX4': DEFINE DATA (global and local data area definition)
*****
DEFINE DATA
GLOBAL
  USING DDAEX4G
LOCAL
  1 #FIELD1 (A10)
  1 #FIELD2 (N5)
END-DEFINE
*
MOVE 'HELLO' TO #FIELD1
MOVE 123     TO #FIELD2
*
CALLNAT 'DDAEX4N' #FIELD1 #FIELD2
*
END

```

**Global Data Area DDAEX4G Used by Program DDAEX4:**

```
1 GLOBAL-FIELD          A    10
```

**Subprogram DDAEX4N Called by Program DDAEX4:**

```

** Example 'DDAEX4N': DEFINE DATA PARAMETER (called by DDAEX4)
*****
DEFINE DATA
PARAMETER
  1 #FIELDA (A10)
  1 #FIELDB (N5)
END-DEFINE
*
WRITE '=' #FIELDA '=' #FIELDB
END

```

**Output of Program DDAEX4:**

```
Page          1                                05-01-12  08:55:53
#FIELD A: HELLO      #FIELD B:      123
```

**Example 5 - DEFINE DATA (Initialization)**

---

```
** Example 'DDAEX5': DEFINE DATA (initialization)
*****
DEFINE DATA LOCAL
1 #START-DATE (D)   INIT <*DATX>
1 #UNDERLINE  (A50) INIT FULL LENGTH <'_'>
1 #SCALE      (A65) INIT LENGTH 65 <'....+..../'>
END-DEFINE
*
WRITE NOTITLE #START-DATE (DF=L)
              / #UNDERLINE
              / #SCALE
END
```

**Output of Program DDAEX5:**

```
2005-01-12
.....+...../.....+...../.....+...../.....+...../.....+...../.....+...../.....+
```

**Example 6 - DEFINE DATA (Variable Array)**

---

```
** Example 'DDAEX6': DEFINE DATA (variable array with (1:V))
*****
DEFINE DATA LOCAL
1 #ARRAY  (A1/1:10)
1 #MAX-ARR (P3)
END-DEFINE
*
#ARRAY (1) := 'R'
#ARRAY (2) := 'E'
#ARRAY (3) := 'D'
#MAX-ARR  := 4
*
WRITE #ARRAY(*)
*
CALLNAT 'DDAEX6N' #ARRAY(1:4) #MAX-ARR
*
```

```

WRITE #ARRAY(*)
*
*
#MAX-ARR := 5
*
CALLNAT 'DDAEX6N' #ARRAY(1:5) #MAX-ARR
*
WRITE #ARRAY(*)
*
END

```

### Subprogram DDAEX6N Called by Program DDAEX6:

```

** Example 'DDAEX6N': DEFINE DATA (variable array with (1:V))
*****
DEFINE DATA
PARAMETER
1 #STRING (A1/1:V)
1 #MAX (P3)
END-DEFINE
*
IF #MAX = 4
MOVE 'B' TO #STRING (1)
MOVE 'L' TO #STRING (2)
MOVE 'U' TO #STRING (3)
MOVE 'E' TO #STRING (4)
END-IF
*
IF #MAX = 5
MOVE 'W' TO #STRING (1)
MOVE 'H' TO #STRING (2)
MOVE 'I' TO #STRING (3)
MOVE 'T' TO #STRING (4)
MOVE 'E' TO #STRING (5)
END-IF
END

```

### Output of Program DDAEX4:

```

Page      1                                05-01-12  09:06:43

R E D
B L U E
W H I T E

```





# VII

---

■ 53 DEFINE FUNCTION .....	335
■ 54 DEFINE PRINTER .....	343
■ 55 DEFINE PROTOTYPE .....	349
■ 56 DEFINE SUBROUTINE .....	357
■ 57 DEFINE WINDOW .....	367
■ 58 DEFINE WORK FILE .....	375



# 53 DEFINE FUNCTION

---

- DEFINE FUNCTION Usage ..... 336
- DEFINE FUNCTION Syntax Description ..... 336
- DEFINE FUNCTION Examples ..... 340

```

DEFINE FUNCTION function-name
  [return-data-definition]
  [function-data-definition]
  statement...
END-FUNCTION
    
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statement: DEFINE PROTOTYPE

## DEFINE FUNCTION Usage

---

The `DEFINE FUNCTION` statement is used to define a function which is stored as a Natural object of the type function. A function object may contain only one `DEFINE FUNCTION` statement.

The `DEFINE FUNCTION` statement defines the function name, the parameters, the local and application-independent variables, the function result and the statements forming the operation logic. These statements are executed when the function is called.

For further information, see the following sections in the *Programming Guide*:

- Natural object type Function
- *Function Call*

## DEFINE FUNCTION Syntax Description

---

Syntax Element	Description
<i>function-name</i>	<p><b>Function Name:</b></p> <p><i>function-name</i> is the name of the function to be called. It must comply with the naming conventions for user-defined variables described in the <i>Using Natural</i> documentation.</p> <p><i>function-name</i> is not necessarily the same as the name of the stored object that contains the function definition.</p> <p>You may not use the same function name twice in one library.</p>
<i>return-data-definition</i>	<p><b>Return Data Definition Clause:</b></p> <p>For details on this clause, see <a href="#">Return Data Definition</a>.</p>
<i>function-data-definition</i>	<p><b>Function Data Definition Clause:</b></p>

Syntax Element	Description
	For details on this clause, see <a href="#">Function Data Definition</a> .
<i>statement...</i>	<b>Statement(s) to be Executed:</b>  Defines the operation section which is executed when the function is called. It forms the function logic.
END - FUNCTION	<b>End of DEFINE FUNCTION Statement:</b>  The Natural reserved word END - FUNCTION must be used to terminate the DEFINE FUNCTION statement.

### Return Data Definition

RETURNS [ <i>variable-name</i> ]	{ [( <i>array-definition</i> )] HANDLE OF { ( { A U B } } }	{ <i>dialog-element-type</i> OBJECT } } [( <i>array-definition</i> )] DYNAMIC	} [BY VALUE]
-------------------------------------	----------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------	--------------

The *return-data-definition* clause defines the format/length and, if applicable, the array structure of the result value returned by the function.

Syntax Element Description:

Syntax Element	Description
<i>variable-name</i>	<b>Return Value Name:</b>  Optionally, you may specify a name which is used to access the return field within the function coding. If no such name is specified, the function name is used instead.
<i>format-length</i>	<b>Format/Length Definition:</b>  The format and length of the result field.  For information on format/length definition of user-defined variables, see <i>Format and Length of User-Defined Variables</i> in the <i>Programming Guide</i> .
<i>array-definition</i>	<b>Array Dimension Definition:</b>  With <i>array-definition</i> , you define the lower and upper bounds of a dimension in an array-definition, if the function result is an array field.  For further information, see DEFINE DATA statement, <a href="#">Array Dimension Definition</a> .
HANDLE OF <i>dialog-element-type</i>	<b>Dialog Element Type:</b>

Syntax Element	Description
	<p>The type of dialog element. Its possible values are the values of the TYPE attribute.</p> <p>For further information, see <i>Dialogs and Dialog Elements</i> in the <i>Dialog Component Reference</i>.</p>
HANDLE OF OBJECT	<p><b>Handle of Object:</b></p> <p>Used in conjunction with NaturalX.</p> <p>For further information, see <i>NaturalX</i> in the <i>Programming Guide</i>.</p>
A, U or B	<p><b>Data Type:</b></p> <p>Alphanumeric (A), Unicode (U) or binary (B) for a dynamic result.</p>
DYNAMIC	<p><b>Dynamic Variable:</b></p> <p>The function result may be defined as DYNAMIC.</p> <p>For information on processing dynamic variables, see <i>Introduction to Dynamic Variables and Fields</i> in the <i>Programming Guide</i>.</p>
BY VALUE	<p><b>BY VALUE Option:</b></p> <p>If BY VALUE is specified, the format/length of the “sending” field (defined inside the <i>return-data-definition</i> clause) and the “receiving” field (which receives the result at the place where the function is called) must only be transfer compatible.</p> <p>The format/length of the “receiving” field is either</p> <ul style="list-style-type: none"> <li>■ defined via an explicit ( IR= ) clause in the function call; or</li> <li>■ defined with a DEFINE PROTOTYPE statement; or</li> <li>■ taken over from the RETURNS field of the function object, which must already exist.</li> </ul> <p>For data transfer compatibility the rules outlined in <i>Rules for Arithmetic Assignment and Data Transfer</i> in the <i>Programming Guide</i> apply.</p> <p>If BY VALUE is not specified, the format and length of the “receiving” field must exactly match the characteristics of the “sending” field.</p>

**Function Data Definition**

```

DEFINE DATA
[
    PARAMETER { USING parameter-data-area
                parameter-data-definition ... } ] ...
    
```

```

[
  LOCAL { USING { local-data-area
                  parameter-data-area } }
        { local-data-definition ... }
] ...
[INDEPENDENT aiv-data-definition ...]
END-DEFINE

```

The *function-data-definition* clause defines the parameters which are to be provided when the function is called, and the data fields used by the function, such as local and application-independent variables. A global data area (GDA) cannot be referenced inside the function definition.

Syntax Element Description:

Syntax Element	Description
PARAMETER USING <i>parameter-data-area</i>	<b>PDA Name:</b> Specify the name of the parameter data area (PDA) that contains data elements which are used as parameters in a function call.  See also <a href="#">Defining Parameter Data</a> in the DEFINE DATA statement description.
PARAMETER <i>parameter-data-definition</i>	<b>Parameter Data Definition:</b> Instead of defining a parameter data area, parameter data can also be defined directly within a function call.  See also <a href="#">Parameter Data Definition</a> in the DEFINE DATA statement description.
LOCAL USING <i>local-data-area</i>	<b>LDA Name:</b> Specify the name of the local data area (LDA) to be referenced.  See also <a href="#">Defining Local Data</a> in the DEFINE DATA statement description.
LOCAL USING <i>parameter-data-area</i>	<b>PDA Name:</b> Specify the name of a parameter data area (PDA).  <b>Note:</b> A data area referenced with DEFINE DATA LOCAL may also be a parameter data area (PDA). By using a PDA as an LDA you can avoid the extra effort of creating an LDA that has the same structure as the PDA.  See also <a href="#">Defining Local Data</a> in the DEFINE DATA statement description.
LOCAL <i>local-data-definition</i>	<b>Local Data Definition:</b> For information on how to define elements or fields within the statement itself, that is, without using an LDA or PDA, see the section <a href="#">Local Data Definition</a> in the DEFINE DATA statement description.

Syntax Element	Description
INDEPENDENT <i>aiv-data-definition</i>	<p><b>AIV Data Definition:</b></p> <p>Can be used to define a single or multiple application-independent variables (AIVs).</p> <p>See <a href="#">Defining Application-Independent Variables</a> in the DEFINE DATA statement description.</p>
END-DEFINE	<p><b>End of Clause:</b></p> <p>The Natural reserved word END-DEFINE must be used to end the <i>function-data-definition</i> clause.</p>

## DEFINE FUNCTION Examples

- [Example 1 - DEFINE FUNCTION](#)
- [Example 2 - DEFINE FUNCTION with Result Value Array](#)

### Example 1 - DEFINE FUNCTION

```

** Example 'DFUEX1': DEFINE FUNCTION
*****
DEFINE FUNCTION F#FIRST-CHAR
  RETURNS #RESULT (A1)
  DEFINE DATA PARAMETER
    1 #PARM (A10)
  END-DEFINE
  /*
  #RESULT := #PARM          /* First character as return value.
END-FUNCTION
*
END

```

The function F#FIRST-CHAR is used in the example program DPTX2 in library SYSESYN. See [Examples](#) in the DEFINE PROTOTYPE statement description.



**Example 2 - DEFINE FUNCTION with Result Value Array**

```
** Example 'DFUEX2': DEFINE FUNCTION
*****
DEFINE FUNCTION F#FACTOR
  RETURNS (I2/1:3)
  DEFINE DATA PARAMETER
    1 #VALUE (I2)
  END-DEFINE
  /*
  F#FACTOR(1) := #VALUE * 1
  F#FACTOR(2) := #VALUE * 2
  F#FACTOR(3) := #VALUE * 3
  /*
END-FUNCTION
*
END
```

The function `F#FACTOR` is used in the example program `DPTEX1` in library `SYSEXSYN`. See [Examples](#) in the `DEFINE PROTOTYPE` statement description.



# 54 DEFINE PRINTER

---

- DEFINE PRINTER Usage ..... 344
- DEFINE PRINTER Syntax Description ..... 344
- DEFINE PRINTER Examples ..... 346

```

DEFINE PRINTER([logical-printer-name=]n)
[OUTPUT operand1]
[
    PROFILE operand2
    DISP operand2
    COPIES operand3
]...
    
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [AT END OF PAGE](#) | [AT TOP OF PAGE](#) | [CLOSE PRINTER](#) | [DISPLAY](#) | [EJECT](#) | [FORMAT](#) | [NEWPAGE](#) | [PRINT](#) | [SKIP](#) | [SUSPEND IDENTICAL SUPPRESS](#) | [WRITE](#) | [WRITE TITLE](#) | [WRITE TRAILER](#)

Belongs to Function Group: [Creation of Output Reports](#)

## DEFINE PRINTER Usage

---

The `DEFINE PRINTER` statement is used to assign a symbolic name to a report number and to control the allocation of a report to a logical destination. This provides you with additional flexibility when creating output for various logical print queues.

When this statement is executed and the specified printer is already open, the statement will implicitly cause that printer to be closed. To explicitly close a printer, however, you should use the `CLOSE PRINTER` statement.

## DEFINE PRINTER Syntax Description

---

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S	A	yes	no
<i>operand2</i>	C S	A	yes	no

Syntax Element Description:

Syntax Element	Description								
( <i>n</i> )	<p><b>Printer Number (Report Number):</b></p> <p>The report number <i>n</i> may be a value in the range of 0 - 31. This is the number also to be used in a <code>DISPLAY / WRITE</code> or <code>CLOSE PRINTER</code> statement.</p> <p>Report number 0 indicates the output channel of the main report. Only output statements such as <code>PRINT</code>, <code>WRITE</code> or <code>DISPLAY</code> are affected. The <code>INPUT</code> statement is not affected.</p>								
<i>logical-printer-name</i>	<p><b>Logical Printer Name:</b></p> <p>Optionally you can assign a logical name <i>logical-printer-name</i> to printer <i>n</i>. This name can be used for the <i>rep</i> notation in a <code>DISPLAY / WRITE</code> statement.</p> <p>Naming conventions for <i>logical-printer-name</i> are the same as for user-defined variables. Multiple logical names may be assigned to the same printer number. Unlike the value of the <code>OUTPUT</code> operand (see below), <i>logical-printer-name</i> is evaluated at compile time and therefore independent of the program control flow.</p>								
<code>OUTPUT operand1</code>	<p><b>Printer Name:</b></p> <p>If <i>operand1</i> is a variable, its format/length must be A8 or one of the following. The name must be specified as <code>LPTnn</code>, where <i>nn</i> may be a number in the range of 1 - 31. See also <a href="#">Example 1</a>.</p> <p>Additional reports can be assigned with the following names:</p> <table border="1"> <thead> <tr> <th>Report</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>DUMMY</td> <td>Output to be deleted.</td> </tr> <tr> <td>INFOLINE</td> <td>Output to the Natural infoline. For details on the infoline, see the Natural terminal command <code>%X</code> in the <i>Terminal Commands</i> documentation. See also <a href="#">Example 2</a>.</td> </tr> <tr> <td>SOURCE</td> <td>Output to the Natural source area.</td> </tr> </tbody> </table>	Report	Function	DUMMY	Output to be deleted.	INFOLINE	Output to the Natural infoline. For details on the infoline, see the Natural terminal command <code>%X</code> in the <i>Terminal Commands</i> documentation. See also <a href="#">Example 2</a> .	SOURCE	Output to the Natural source area.
Report	Function								
DUMMY	Output to be deleted.								
INFOLINE	Output to the Natural infoline. For details on the infoline, see the Natural terminal command <code>%X</code> in the <i>Terminal Commands</i> documentation. See also <a href="#">Example 2</a> .								
SOURCE	Output to the Natural source area.								
<code>PROFILE operand2</code>	<p><b>Name of Printer Control Characters Table:</b></p> <p>With the <code>PROFILE</code> clause, you specify as <i>operand2</i> the name of a printer control characters table. The maximum length allowed for <i>operand2</i> is 8.</p> <p>Such a table is defined in the global configuration file. See <i>Printer Profiles</i> in the <i>Configuration Utility</i> documentation for details on how to set printer profiles.</p>								
<code>DISP operand2</code>	<p><b>Disposition:</b></p> <p>Maximum length of operand: 4 bytes.</p> <p>Possible values for <i>operand2</i>:</p> <table border="1"> <tbody> <tr> <td>DEL</td> <td>The temporary spool file is deleted after its content has been printed. This is the default value.</td> </tr> </tbody> </table>	DEL	The temporary spool file is deleted after its content has been printed. This is the default value.						
DEL	The temporary spool file is deleted after its content has been printed. This is the default value.								

## DEFINE PRINTER

---

Syntax Element	Description
	KEEP   The temporary spool file is <i>not</i> deleted after its content has been printed.
	HOLD   The temporary spool file is neither deleted nor printed.
COPIES <i>operand3</i>	<b>Number of Copies:</b> <i>operand3</i> must be an integer value.

## DEFINE PRINTER Examples

---

- [Example 1 - Printer Name Definition](#)
- [Example 2 - Print Output to Infoline](#)

### Example 1 - Printer Name Definition

```
/* PRINTER NAME DEFINED FOR WINDOWS
*
DEFINE PRINTER (REPORT1 = 1) OUTPUT 'LPT1'
WRITE (REPORT1) 'REPORT 1 PRINTED ON PRINTER LPT1'
END
```

### Example 2 - Print Output to Infoline

```
** Example 'DPIEX1': DEFINE PRINTER
*****
*
SET CONTROL 'XI+'          /* SWITCH INFOLINE MODE ON
SET CONTROL 'XT'          /* INFOLINE TOP
*
DEFINE PRINTER (1) OUTPUT 'INFOLINE'
WRITE (1) 'EXECUTING' *PROGRAM 'BY' *INIT-USER
WRITE 'TEST OUTPUT'
EJECT                      /* FORCE PHYSICAL I/O
*
SET CONTROL 'X'           /* SWITCH BACK TO NORMAL
*
END
```

**Output of Program DPIEX1:**

EXECUTING DPIEX1 BY HTR

Page 1

05-01-13 14:54:33

TEST OUTPUT



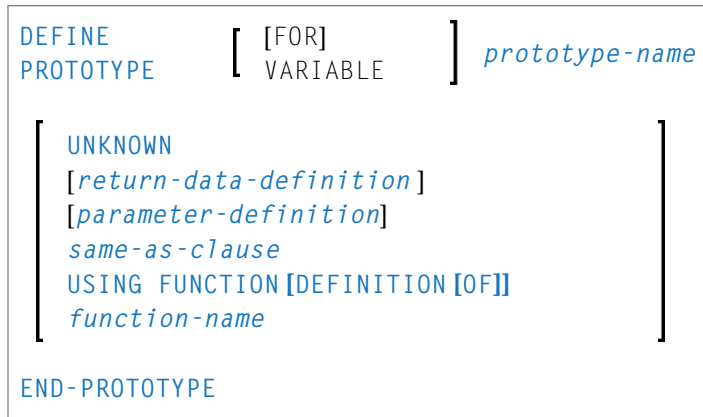


# 55

## DEFINE PROTOTYPE

---

▪ DEFINE PROTOTYPE Usage .....	350
▪ DEFINE PROTOTYPE Syntax Description .....	351
▪ DEFINE PROTOTYPE Examples .....	354



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statement: [DEFINE FUNCTION](#)

## DEFINE PROTOTYPE Usage

---

The `DEFINE PROTOTYPE` statement is used to specify the properties for calling a function including the following:

- the parameters to be passed in the function call,
- the result value to be returned by the function call, and
- whether the function is called with the function name defined in the `DEFINE FUNCTION` statement, or with an alphanumeric variable that contains the function name.

This information is used to resolve a function call within a Natural object at compile time.

A `DEFINE PROTOTYPE` statement is only needed for a function call if any of the following is true:

- The specified function name is an alphanumeric variable which contains the name of the function to be called at execution time.
- An `(IR=)` clause is not specified in the function call and a cataloged object of the called function is not available.
- The parameters provided in the function call are to be validated and the cataloged object of the called function is not available.

The `DEFINE PROTOTYPE` statement can be included in a copycode object if the function is to be called from multiple objects.

For further information, see the following sections in the *Programming Guide*:

- Natural object type Function

■ *Function Call*

## DEFINE PROTOTYPE Syntax Description

Syntax Element	Description
[VARIABLE] <i>prototype-name</i>	<p><b>Prototype Name:</b></p> <p><i>prototype-name</i> is either of the following:</p> <ul style="list-style-type: none"> <li>■ the name of the prototype whose parameter and result field definitions are to be used. This name typically matches the <i>function-name</i> in the <b>DEFINE FUNCTION</b> statement of the referenced function;</li> <li>■ the name of an alphanumeric field specified as <i>function-name</i> in a function call if the keyword <b>VARIABLE</b> is specified. This field must contain the name of the function to be called at execution time.</li> </ul> <p>An array index expression must not be specified with the field name.</p>
UNKNOWN	<p><b>UNKNOWN Option:</b></p> <p>The keyword <b>UNKNOWN</b> specifies that the function interface is currently undefined. In this case, the cataloged object (if available) will not be used to extract the function result and the parameter description. When a function call is embedded in a Natural statement, this requires to give the result layout explicitly with an (IR=) clause. In addition, parameters provided in the function call are not checked.</p>
<i>return-data-definition</i>	See <a href="#">Return Data Definition</a> below.
<i>parameter-definition</i>	See <a href="#">Parameter Definition</a> below.
<i>same-as-clause</i>	See <a href="#">SAME AS Clause</a> below.
USING FUNCTION [DEFINITION [OF]] <i>function-name</i>	<p><b>USING FUNCTION Clause:</b></p> <p><i>function-name</i> is the name of an existing cataloged object of the type function. The parameters and the result field definitions of this function are used to resolve the function call.</p>
END-PROTOTYPE	<p><b>End of DEFINE PROTOTYPE Statement:</b></p> <p>The Natural reserved word <b>END-PROTOTYPE</b> must be used to terminate the <b>DEFINE PROTOTYPE</b> statement.</p>

**Return Data Definition**

```

        ( format-length [/array-definition])
    RETURNS {
    [variable-name] { [(array-definition)] HANDLE OF OBJECT
                    [(array-definition)] HANDLE OF GUI
                    ( { A
                      { U
                      { B
                    }
                    }
                    [/array-definition]) DYNAMIC
    }
    
```

The *return-data-definition* clause defines the format/length and, if applicable, the array structure of the return value.

When no return data definition is specified, a function call can only be used within a statement if an explicit (IR=) clause is provided. If such a clause is missing, the function can only be called as a statement, but not in place of an operand within a statement.

Syntax Element Description:

Syntax Element	Description
<i>variable-name</i>	<b>Return Value Name:</b> The optional <i>variable-name</i> has no meaning. It is just there to have a syntax structure similar to the <i>Return Data Definition</i> clause of the <b>DEFINE FUNCTION</b> statement.
<i>format-length</i>	<b>Format/Length Definition:</b> The format and length of the result field.  For information on format/length definition of user-defined variables, see <i>Format and Length of User-Defined Variables</i> in the <i>Programming Guide</i> .
<i>array-definition</i>	<b>Array Dimension Definition:</b> With <i>array-definition</i> , you define the lower and upper bounds of a dimension in an array-definition, if the function result is an array field.  For further information, see <i>Array Dimension Definition</i> in the description of the <b>DEFINE DATA</b> statement.
HANDLE OF GUI	<b>Handle of GUI:</b> Used in conjunction with event-driven programming.
HANDLE OF OBJECT	<b>Handle of Object:</b> Used in conjunction with NaturalX.
A, U or B	<b>Data Type:</b> Alphanumeric (A), Unicode (U) or binary (B) for a dynamic result.
DYNAMIC	<b>Dynamic Variable:</b>

Syntax Element	Description
	<p>The function result may be defined as DYNAMIC.</p> <p>For information on processing dynamic variables, see <i>Introduction to Dynamic Variables and Fields</i> in the <i>Programming Guide</i>.</p>

### Parameter Definition

```

DEFINE DATA
  {
    PARAMETER UNKNOWN
    {
      PARAMETER [
        USING parameter-data-area
        parameter-data-definition
        ...
      ]
    } ...
  }
END-DEFINE
    
```

The *parameter-definition* clause defines the parameters which are to be provided in a function call. This definition layout is checked against the parameters given in a function call. If this clause is omitted, this declares the function as free of parameters. In this case, every attempt to provide parameters in the function call is rejected.

The identifiers used to name the parameter fields have no meaning. They are just there to have a syntax structure similar to the DEFINE DATA PARAMETER syntax.

#### Syntax Element Description:

Syntax Element	Description
PARAMETER UNKNOWN	<p><b>UNKNOWN Option:</b></p> <p>With this option, no parameter is specified and the parameter check in the function call is disabled. As a consequence, any number of parameters in the function call will be accepted.</p>
USING <i>parameter-data-area</i>	<p><b>PDA Name:</b></p> <p>The name of the <i>parameter-data-area</i> that contains data elements which are used as parameters in a function call.</p> <p>See also <a href="#">Defining Parameter Data</a> in the DEFINE DATA statement description.</p>
<i>parameter-data-definition</i>	<p><b>Parameter Data Definition:</b></p> <p>Instead of defining a parameter data area, parameter data can also be defined directly within a function call.</p> <p>See also <a href="#">Parameter Data Definition</a> in the DEFINE DATA statement description.</p>
END-DEFINE	<p><b>End of Clause:</b></p>

Syntax Element	Description
	The Natural reserved word END-DEFINE must be used to end the <i>parameter-definition</i> clause.

### SAME AS Clause

```
SAME AS [PROTOTYPE] prototype-name
```

With the SAME AS clause you can use the parameter and result field definitions of another prototype which has been defined before in the same Natural object.

## DEFINE PROTOTYPE Examples

- [Example 1 - DEFINE PROTOTYPE with a Defined Function Name](#)
- [Example 2 - DEFINE PROTOTYPE with a Variable Function Name](#)

### Example 1 - DEFINE PROTOTYPE with a Defined Function Name

This is a prototype definition for a function named F#FACTOR where the *prototype-name* corresponds to the *function-name* specified in the referenced DEFINE FUNCTION statement. The result returned by the function is of format (I2/1:3), and a single parameter of format (I2) is required.

```
** Example 'DPTX1': DEFINE PROTOTYPE and function call
*****
DEFINE DATA LOCAL
  1 #NUM (I2)
END-DEFINE
*
DEFINE PROTOTYPE F#FACTOR
  RETURNS (I2/1:3)
  DEFINE DATA PARAMETER
    1 #VALUE (I2)
  END-DEFINE
END-PROTOTYPE
*
#NUM := 3
*
WRITE 'Function call:' F#FACTOR(<#NUM>)(*)
*
END
```

The function F#FACTOR is defined in the example function DFUEX2 in library SYSEXSYN. See [Examples](#) in the DEFINE FUNCTION statement description.

**Output of Program DPTX1:**

```
Function call:      3      6      9
```

**Example 2 - DEFINE PROTOTYPE with a Variable Function Name**

Due to the keyword `VARIABLE`, this prototype specifies a function call where the referenced *prototype-name* is an alphanumeric variable which contains the function name at execution time.

```
** Example 'DPTX2': DEFINE PROTOTYPE and function call
*****
DEFINE DATA LOCAL
  1 #NAME (A20)
  1 #TEXT (A10)
END-DEFINE
*
DEFINE PROTOTYPE VARIABLE #NAME
  RETURNS #RETURN (A1)
  DEFINE DATA PARAMETER
    1 #IN (A10)
  END-DEFINE
END-PROTOTYPE
*
#NAME := 'F#FIRST-CHAR'
#TEXT := 'ABCDEFGHIJ'
*
WRITE 'First character:' #NAME(<#TEXT>)
*
END
```

The function `F#FIRST-CHAR` is defined in the example function `DFUEX1` in library `SYSEXSYN`. See [Examples](#) in the `DEFINE FUNCTION` statement description.

**Output of Program DPTX2:**

```
First character: A
```





# 56

## DEFINE SUBROUTINE

---

- DEFINE SUBROUTINE Usage ..... 358
- DEFINE SUBROUTINE Syntax Description ..... 359
- DEFINE SUBROUTINE Restrictions ..... 359
- DEFINE SUBROUTINE Examples ..... 361

```

DEFINE [SUBROUTINE] subroutine-name
    statement ...
{
    END-SUBROUTINE [ (subroutine-name) ]
    RETURN
}
    
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [CALL](#) | [CALL FILE](#) | [CALL LOOP](#) | [CALLNAT](#) | [ESCAPE](#) | [FETCH](#) | [PERFORM](#)

Belongs to Function Group: [Invoking Programs and Routines](#)

## DEFINE SUBROUTINE Usage

---

The `DEFINE SUBROUTINE` statement is used to define a Natural subroutine. A subroutine is invoked with a `PERFORM` statement.

### Inline/External Subroutines

A subroutine may be defined within the object which contains the `PERFORM` statement that invokes the subroutine (**inline subroutine**); or it may be defined external to the object that contains the `PERFORM` statement (**external subroutine**). An inline subroutine may be defined before or after the first `PERFORM` statement which references it.



**Note:** Although the structuring of a program function into multiple external subroutines is recommended for achieving a clear program structure, please note that a subroutine should always contain a larger function block because the invocation of the external subroutine represents an additional overhead as compared with inline code or subroutines.

### Data Available in a Subroutine

#### Inline Subroutines

No explicit parameters can be passed from the invoking program via the `PERFORM` statement to an internal subroutine.

An inline subroutine has access to the currently established global data area as well as to the local data area used by the invoking program.

#### External Subroutines

An external subroutine has access to the currently established global data area. In addition, parameters can be passed directly with the `PERFORM` statement from the invoking object to the external subroutine; thus, you may reduce the size of the global data area.

An external subroutine has no access to the local data area defined in the calling program; however, an external subroutine may have its own local data area.

## DEFINE SUBROUTINE Syntax Description

Syntax Element	Description
<i>subroutine-name</i>	<p><b>Name of Subroutine:</b></p> <p>For a subroutine name (maximum 32 characters), the same naming conventions apply as for user-defined variables; see <i>Naming Conventions for User-Defined Variables</i> in the <i>Using Natural Studio</i> documentation.</p> <p>The subroutine name is independent of the name of the module in which the subroutine is defined (it may but need not be the same).</p>
<i>statement</i>	<p><b>Statement(s) to be Executed:</b></p> <p>In place of <i>statement</i>, you must supply one or several suitable statements, depending on the situation. For an example of a statement, see <a href="#">Examples</a> below.</p>
END-SUBROUTINE RETURN	<p><b>End of DEFINE SUBROUTINE Statement:</b></p> <p>In structured mode, the subroutine definition is terminated with END-SUBROUTINE.</p> <p>In reporting mode, RETURN or END-SUBROUTINE can be used to terminate a subroutine.</p>
( <i>subroutine-name</i> )	<p><b>End-Subroutine Label:</b></p> <p>The End-Subroutine label gives you an overview of which END-SUBROUTINE belongs to which subroutine.</p> <p>The name of the subroutine must be enclosed in parentheses and positioned only after END-SUBROUTINE.</p> <p>The End-Subroutine label must match the subroutine name, otherwise a compiler error occurs.</p>

## DEFINE SUBROUTINE Restrictions

- Any processing loop initiated within a subroutine must be closed before END-SUBROUTINE is issued.
- An inline subroutine must not contain another DEFINE SUBROUTINE statement (see [Example 1](#) below).

- An external subroutine (that is, an object of type subroutine) must not contain more than one `DEFINE SUBROUTINE` statement block (see [Example 2](#) below). However, an external `DEFINE SUBROUTINE` block may contain further inline subroutines (see [Example 1](#) below).
- You may not use the name of an external subroutine twice in one library.
- The End-Subroutine label must get the same subroutine name as defined with `DEFINE SUBROUTINE`. The End-Subroutine label can only be defined with `END-SUBROUTINE` (see [Example 3](#) below).

### Example 1

The following construction is possible in an object of type subroutine, but not in any other object (where `SUBR01` would be considered an inline subroutine):

```
...
DEFINE SUBROUTINE SUBR01
  ...
  PERFORM SUBR02
  PERFORM SUBR03
  ...
  DEFINE SUBROUTINE SUBR02
  /* inline subroutine...
  END-SUBROUTINE
  ...
  DEFINE SUBROUTINE SUBR03
  /* inline subroutine...
  END-SUBROUTINE
END-SUBROUTINE
END
```

### Example 2 (invalid)

The following construction is *not* allowed in an object of type subroutine:

```
...
DEFINE SUBROUTINE SUBR01
...
END-SUBROUTINE
DEFINE SUBROUTINE SUBR02
...
END-SUBROUTINE
END
```

### Example 3 (invalid)

The following construction is *not* allowed:

```

...
DEFINE SUBROUTINE SUBR01
  ...
END-SUBROUTINE (SUBROUTINE-01)
...
DEFINE SUBROUTINE SUBR02
  ...
RETURN (SUBR02)
...

```

**Example 4**

The following construction is allowed:

```

...
DEFINE SUBROUTINE SUBR01
  ...
END-SUBROUTINE (SUBR01)                /* subroutine label for SUBR01
DEFINE SUBROUTINE SUBR02
  ...
END-SUBROUTINE /* (SUBR02)             /* comment only
DEFINE SUBROUTINE SUBR03
  ...
END-SUBROUTINE /* Subroutine SUBR03    /* comment only

```

**DEFINE SUBROUTINE Examples**

- [Example 1 - Define Subroutine](#)
- [Example 2 - Sample Structure for External Subroutine Using GDA Fields](#)
- [Example 3 - Subroutines with End-Subroutine Label](#)

**Example 1 - Define Subroutine**

```

** Example 'DSREX1S': DEFINE SUBROUTINE (structured mode)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 ADDRESS-LINE (A20/2)
  2 PHONE
*
1 #ARRAY (A75/1:4)
1 REDEFINE #ARRAY
  2 #ALINE (A25/1:4,1:3)
1 #X (N2) INIT <1>
1 #Y (N2) INIT <1>
END-DEFINE

```

## DEFINE SUBROUTINE

---

```
*
FORMAT PS=20
LIMIT 5
FIND EMPLOY-VIEW WITH NAME = 'SMITH'
  MOVE NAME          TO #ALINE (#X,#Y)
  MOVE ADDRESS-LINE(1) TO #ALINE (#X+1,#Y)
  MOVE ADDRESS-LINE(2) TO #ALINE (#X+2,#Y)
  MOVE PHONE         TO #ALINE (#X+3,#Y)
  IF #Y = 3
    RESET INITIAL #Y
    PERFORM PRINT
  ELSE
    ADD 1 TO #Y
  END-IF
  AT END OF DATA
    PERFORM PRINT
  END-ENDDATA
END-FIND
*
DEFINE SUBROUTINE PRINT
  WRITE NOTITLE (AD=OI) #ARRAY(*)
  RESET #ARRAY(*)
  SKIP 1
END-SUBROUTINE
*
END
```

### Output of Program DSREX1S:

SMITH ENGLANDSVEJ 222 554349	SMITH 3152 SHETLAND ROAD MILWAUKEE 877-4563	SMITH 14100 ESWORTHY RD. MONTERREY 994-2260
SMITH 5 HAWTHORN OAK BROOK 150-9351	SMITH 13002 NEW ARDEN COUR SILVER SPRING 639-8963	

Equivalent reporting-mode example: [DSREX1R](#).

**Example 2 - Sample Structure for External Subroutine Using GDA Fields**

```

** Example 'DSREX2': DEFINE SUBROUTINE (using GDA fields)
*****
DEFINE DATA
GLOBAL
  USING DSREX2G
END-DEFINE
*
INPUT 'Enter value in GDA field' GDA-FIELD1
*
* Call external subroutine in DSREX2S
*
PERFORM DSREX2-SUB
*
END

```

**Global Data Area DSREX2G Used by Program DSREX2:**

```

1 GDA-FIELD1           A      2

```

**Subroutine DSREX2S Called by Program DSREX2:**

```

** Example 'DSREX2S': SUBROUTINE (external subroutine using global data)
*****
DEFINE DATA
GLOBAL
  USING DSREX2G
END-DEFINE
*
DEFINE SUBROUTINE DSREX2-SUB
*
  WRITE 'IN SUBROUTINE' *PROGRAM '=' GDA-FIELD1
*
END-SUBROUTINE
*
END

```

**Example 3 - Subroutines with End-Subroutine Label**

```

** Example 'DSREX3': DEFINE SUBROUTINE with end-subroutine label
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 ADDRESS-LINE (A20/2)
  2 PERSONNEL-ID
  2 MAR-STAT
  2 BIRTH

```

## DEFINE SUBROUTINE

---

```
*
1 #ARRAY          (A75/1:6)
1 REDEFINE #ARRAY
  2 #ALINE        (A25/1:6,1:3)
1 #BIRTHDAY       (A25)
1 #FULL-NAME      (A25)
1 #MARITAL-STATUS (A25)
1 #X              (N2) INIT <1>
1 #Y              (N2) INIT <1>
END-DEFINE
*
FORMAT PS=20
LIMIT 5
*
FIND EMPLOY-VIEW WITH NAME = 'SMITH'
/*
  PERFORM GET-EMPLOYEES-DATA
/*
  IF #Y = 3
    RESET INITIAL #Y
    PERFORM PRINT-ARRAY
  ELSE
    ADD 1 TO #Y
  END-IF
/*
  AT END OF DATA
    PERFORM PRINT-ARRAY
  END-ENDDATA
END-FIND
/*-----
/* ----- End of main program -----
/*-----
DEFINE SUBROUTINE GET-EMPLOYEES-DATA
  COMPRESS NAME ', ' FIRST-NAME INTO #FULL-NAME LEAVING NO
  MOVE EDITED BIRTH (EM=DD.LLL.YYYY) TO #BIRTHDAY
/*
  PERFORM MARITAL-STATUS
/*
  MOVE #FULL-NAME      TO #ALINE (#X,#Y)
  MOVE PERSONNEL-ID    TO #ALINE (#X+1,#Y)
  MOVE #MARITAL-STATUS TO #ALINE (#X+2,#Y)
  MOVE #BIRTHDAY       TO #ALINE (#X+3,#Y)
  MOVE ADDRESS-LINE(1) TO #ALINE (#X+4,#Y)
  MOVE ADDRESS-LINE(2) TO #ALINE (#X+5,#Y)
END-SUBROUTINE (GET-EMPLOYEES-DATA) /* end-subroutine label
*
DEFINE SUBROUTINE MARITAL-STATUS
  DECIDE ON FIRST VALUE OF MAR-STAT
  VALUE 'M'
    #MARITAL-STATUS := 'MARRIED'
  VALUE 'S'
    #MARITAL-STATUS := 'SINGLE'
```



```

VALUE 'D'
  #MARITAL-STATUS := 'DIVORCED'
VALUE 'W'
  #MARITAL-STATUS := 'WIDOWED'
NONE
  RESET #MARITAL-STATUS
END-DECIDE
END-SUBROUTINE /* (MARITAL-STATUS)          /* just a comment
*
DEFINE SUBROUTINE PRINT-ARRAY
  WRITE NOTITLE (AD=OI) #ARRAY(*)
  RESET #ARRAY(*)
  SKIP 1
END-SUBROUTINE (PRINT-ARRAY)              /* end-subroutine label
*
END

```

**Output of Program DSREX3:**

SMITH,GERHARD	SMITH,SEYMOUR	SMITH,MATILDA
40000311	20009300	20014100
DIVORCED	SINGLE	MARRIED
21.Apr.1976	01.Jan.1970	01.Jan.1970
ENGLANDSVEJ 222	3152 SHETLAND ROAD	14100 ESWORTHY RD.
	MILWAUKEE	MONTERREY
SMITH,ANN	SMITH,TONI	
20015400	20018800	
WIDOWED	SINGLE	
07.Nov.1946	14.Dec.1941	
5 HAWTHORN	13002 NEW ARDEN COUR	
OAK BROOK	SILVER SPRING	

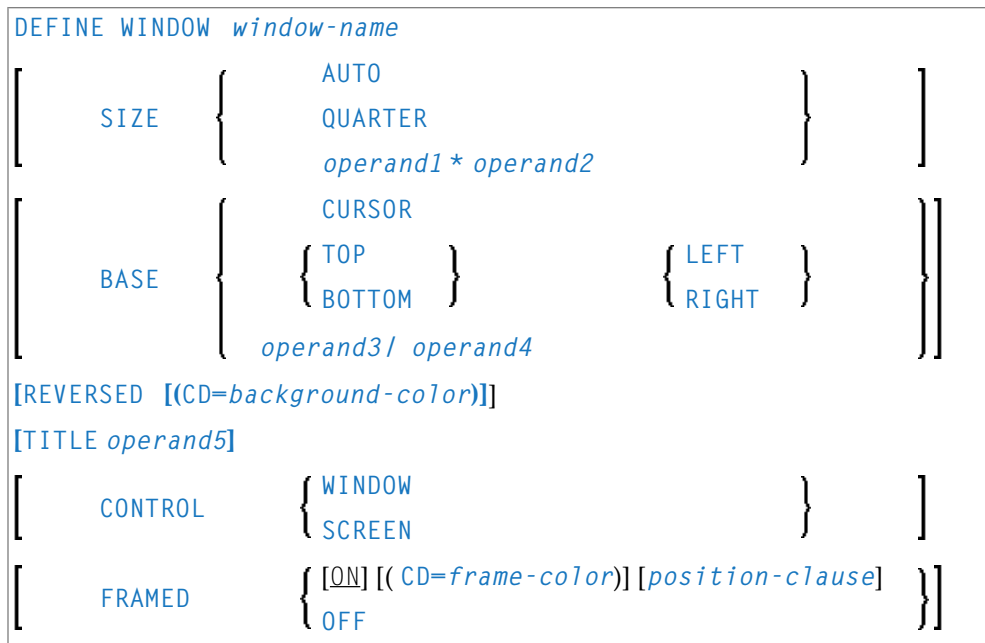


# 57

## DEFINE WINDOW

---

- DEFINE WINDOW Usage ..... 368
- DEFINE WINDOW Syntax Description ..... 369
- Protection of Input Fields in a Window ..... 373
- Invoking Different Windows ..... 373
- DEFINE WINDOW Example ..... 373



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [INPUT](#) | [REINPUT](#) | [SET WINDOW](#)

Belongs to Function Group: [Screen Generation for Interactive Processing](#)

## DEFINE WINDOW Usage

The `DEFINE WINDOW` statement is used to specify the size, position and attributes of a window.

A window is that segment of a logical page, built by a program, which is displayed on the terminal screen. There is always a window present, although you may not be aware of its existence: unless specified differently, the size of the window is identical to the physical size of your terminal screen.

A `DEFINE WINDOW` statement does not activate a window; this is done with a `SET WINDOW` statement or with the `WINDOW` clause of an `INPUT` statement.



**Note:** There is always only *one* Natural window, that is, the most recent window. Any previous windows may still be visible on the screen, but are no longer active and are ignored by Natural. You may enter input only in the most recent window. If there is not enough space to enter input, the window size must be adjusted first.

## DEFINE WINDOW Syntax Description

Operand Definition Table:

Operand	Possible Structure		Possible Formats												Referencing Permitted	Dynamic Definition												
<i>operand1</i>	C	S							N	P	I																yes	no
<i>operand2</i>	C	S							N	P	I																yes	no
<i>operand3</i>	C	S							N	P	I																yes	no
<i>operand4</i>	C	S							N	P	I																yes	no
<i>operand5</i>	C	S					A	U																			yes	no

Syntax Element Description:

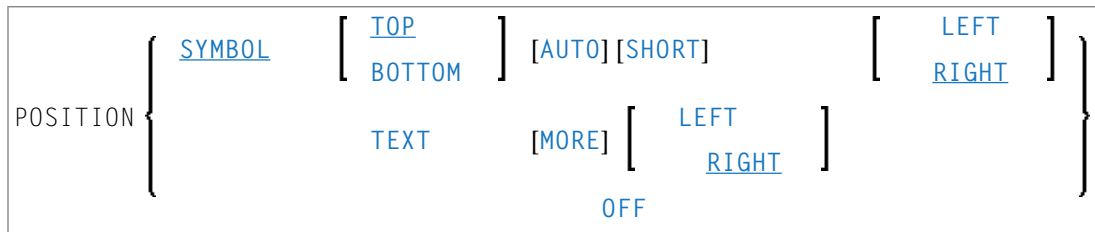
Syntax Element	Description
<i>window-name</i>	The <i>window-name</i> identifies the window. The name may be up to 32 characters long. For a window name, the same naming conventions apply as for user-defined variables, see <i>Naming Conventions for User-Defined Variables</i> in the <i>Using Natural Studio</i> documentation.
SIZE	<p>With the <code>SIZE</code> clause, you specify the size of the window.</p> <p><b>Note:</b> On z/OS computers, Natural requires additional columns for so-called attribute bytes to be able to display data on the screen (on other platforms, such attribute bytes are not needed). Consequently, on z/OS computers the screen area overlaid by a window is wider, and the size of the page segment visible inside a window is smaller than on other platforms.</p> <p>Example: Assume a window whose size is defined as <code>SIZE 5 * 15</code> (that is, with a width of 15 columns):</p> <ul style="list-style-type: none"> <li>■ On z/OS computers, the screen area overlaid by the window is 16 columns; the size of what is visible inside the window is 14 columns without frame, and 10 columns with frame respectively.</li> <li>■ On other platforms, the screen area overlaid by the window is 15 columns; the size of what is visible inside the window is 15 columns without frame, and 13 columns with frame respectively.</li> </ul>
SIZE AUTO	<p>The size of the window is determined automatically by Natural at runtime. The size is determined by the data generated into the window as follows:</p> <ul style="list-style-type: none"> <li>■ The number of window lines will be the number of <code>INPUT</code> lines generated (plus possibly the PF-key lines, message line, and infoline/statistics line).</li> <li>■ The number of window columns is determined by the longest <code>INPUT</code> line: Natural scans, starting from the ends of the lines, for the rightmost significant byte in a</li> </ul>

Syntax Element	Description
	<p>line. This may cause an input-only or modifiable field ( <i>AD=A</i> or <i>AD=M</i> ) to be truncated; to avoid this, you either put a single-character text string after such a field or explicitly set the window size with the following:</p> <pre>SIZE <i>operand1</i> *       <i>operand2</i></pre> <p>If you omit the <i>SIZE</i> clause, <i>SIZE AUTO</i> applies by default.</p> <p><b>Note:</b> The title is not part of the window data. Therefore, if the window size has been determined as described above <i>and</i> the title is longer than the window, it will be truncated.</p>
<i>SIZE QUARTER</i>	The size of the window will be one quarter of the physical screen.
<i>SIZE operand1 * operand2</i>	<p>The size of the window will be <i>n</i> lines by <i>n</i> columns. The number of lines is determined by <i>operand1</i>, the number of columns by <i>operand2</i>. Neither of the two operands must contain decimal digits.</p> <p>If the window is <i>FRAMED</i>, the specified size will be inclusive of the frame.</p> <p>The minimum possible window size is:</p> <ul style="list-style-type: none"> <li>■ without frame: 2 lines by 10 columns,</li> <li>■ with frame: 4 lines by 13 columns.</li> </ul> <p>The maximum possible window size is the size of the physical screen.</p>
<i>BASE</i>	With the <i>BASE</i> clause, you determine the position of the window on the physical screen. If you omit the <i>BASE</i> clause, <i>BASE CURSOR</i> applies by default.
<i>BASE CURSOR</i>	Places the top left corner of the window at the current cursor position. The cursor position is the physical position of the cursor on the screen. If the size of the window makes it impossible to place the window at the cursor position, Natural automatically places the window as close as possible to the desired position.
<i>BASE TOP/BOTTOM LEFT/RIGHT</i>	Places the window at the top-left, bottom-left, top-right, or bottom-right corner respectively of the physical screen.
<i>BASE operand3/operand4</i>	<p>This places the top left corner of the window at the specified line/column of the physical screen. The line number is determined by <i>operand3</i>, the column number by <i>operand4</i>. Neither of the two operands must contain decimal digits.</p> <p>If the size of the window makes it impossible to place the window at the specified position, you will get an error message.</p>
<i>REVERSED</i>	<i>REVERSED</i> will cause the window to be displayed in reverse video (if the screen used supports this feature; if it does not, <i>REVERSED</i> will be ignored).
<i>REVERSED CD=background-color</i>	This will cause the window to be displayed in reverse video and the background of the window in the specified color (if the screen used supports these features; if it does not, the respective specification will be ignored).

Syntax Element	Description
	For information on valid color codes, see session parameter CD in the <i>Parameter Reference</i> .
TITLE <i>operand5</i>	<p>With the TITLE clause, you may specify a heading for the window. The specified title (<i>operand5</i>) will be displayed centered in the top frame-line of the window. The title can be specified either as a text constant (in apostrophes) or as the content of a user-defined variable. If the title is longer than the window, it will be truncated. The title is only displayed if the window is FRAMED; if FRAMED OFF is specified for the window, the TITLE clause will be ignored.</p> <p><b>Note:</b> If the title contains trailing blanks, these will be removed. If the first character of the title is a blank, one blank will automatically be appended to the title.</p>
CONTROL	With the CONTROL clause, you determine whether the PF-key lines, the message line and the statistics line are displayed in the window or on the full physical screen.
CONTROL WINDOW	<p>CONTROL WINDOW causes the lines to be displayed inside the window.</p> <p>If you omit the CONTROL clause, CONTROL WINDOW applies by default.</p>
CONTROL SCREEN	CONTROL SCREEN causes the lines to be displayed on the full physical screen outside the window.
FRAMED	<p>By default, that is, if you omit the FRAMED clause, the window is framed.</p> <p>The top and bottom frame lines are cursor-sensitive: where applicable, you can page forward, backward, left or right within the window by simply placing the cursor over the appropriate symbol (&lt;, -, +, or &gt;; see <i>position-clause</i> below) and then pressing ENTER. If no symbols are displayed, you can page backward and forward within the window by placing the cursor in the top frame line (for backward positioning) or bottom frame line (for forward positioning) and then pressing ENTER.</p> <p><b>Note:</b> If the window size is smaller than 4 lines by 12 (or 13 on z/OS computers) columns, the frame will not be visible.</p>
FRAMED OFF	If you specify FRAMED OFF, the framing and everything attached to the frame (window title and position information) will be switched off.
FRAMED (CD= <i>frame-color</i> )	<p>This causes the frame of the window to be displayed in the specified color (if the screen used is a color screen; if it is not, the color specification will be ignored).</p> <p>For information on valid color codes, see session parameter CD (in the <i>Parameter Reference</i>).</p> <p><b>Note:</b> In Natural for Windows, this specification is ignored.</p>
<i>position-clause</i>	The POSITION clause is only evaluated on z/OS computers; on all other platforms it is ignored. For details, refer to <i>Position Clause</i> below.

**POSITION Clause**

The POSITION clause is only evaluated on z/OS computers; on all other platforms it is ignored.



The POSITION clause causes information on the position of the window on the logical page to be displayed in the frame of the window. This applies only if the logical page is larger than the window; if it is not, the POSITION clause will be ignored. The position information indicates in which directions the logical page extends above, below, to the left and to the right of the current window.

If the POSITION clause is omitted, POSITION SYMBOL TOP RIGHT applies by default.

Syntax Element Description:

Syntax Element	Description
POSITION SYMBOL	Causes the position information to be displayed in form of symbols: More: < - + >. The information is displayed in the top and/or bottom frame line.
TOP/BOTTOM	Determines whether the position information is displayed in the top or bottom frame line.
AUTO	Is only applicable if the logical page is fully visible in the window as far as its horizontal size is concerned, that is, if only a minus sign character (-) and/or a plus sign character (+) are to be displayed. In this case, AUTO automatically switches from the symbols to the words Top, Bottom and More respectively.
SHORT	Causes the word More: before the symbols < - + > to be suppressed.
LEFT/RIGHT	Determines whether the position information is displayed in the left or right part of the frame line.
POSITION TEXT	Causes the position information to be displayed in text form. The information is displayed in the top and/or bottom frame line with the words More, Top and Bottom. The text is language-dependent and may also be displayed in another language if the language code is set accordingly.
POSITION TEXT MORE	Suppresses the words Top and Bottom and only displays the word More where applicable, i.e., in the top or bottom frame line or both.
LEFT/RIGHT	Determines whether the position information is displayed in the left or right part of the top frame line.
POSITION OFF	Causes the position information to be suppressed; no position information will be displayed.



## Protection of Input Fields in a Window

The following rules apply to input fields (with AD=A or AD=M) which are not entirely within the window:

- Input fields whose beginning is not inside the window are always made protected.
- Input fields which begin inside and end outside the window are only made protected if the values they contain cannot be displayed completely in the window. Please note that in this case it is decisive whether the *value length*, not the *field length*, exceeds the window size. Filler characters (as specified with the profile parameter FC) do not count as part of the value.

If you wish to access input fields thus protected, you have to adjust the window size accordingly so that the beginning of the field/end of the value is within the window.

## Invoking Different Windows

A `DEFINE WINDOW` statement must not be placed within a logical condition statement block. To invoke different windows depending on a condition, use different `SET WINDOW` statements (or `INPUT` statements with a `WINDOW` clause respectively) in a condition.

## DEFINE WINDOW Example

```
** Example 'DWDEX1': DEFINE WINDOW
*****
DEFINE DATA LOCAL
01 #I (P3)
END-DEFINE
*
SET KEY PF1='%W<<' PF2='%W>>' PF4='%W--' PF5='%W++'
*
DEFINE WINDOW WIND1
    SIZE QUARTER
    BASE TOP RIGHT
    FRAMED ON POSITION SYMBOL AUTO
*
SET WINDOW 'WIND1'
FOR #I = 1 TO 10
    WRITE 25X #I 'THIS IS SOME LONG TEXT' #I
END-FOR
*
END
```

**Output of Program DWDEX1:**

```

+-----More:      + >+
> r                ! Page      1                !
All  ....+....1....+....2....+....3.. !          !
0010 ** Example 'DWDEX1': DEFINE WIND !          1 THIS !
0020 ***** !          2 THIS !
0030 DEFINE DATA LOCAL !          3 THIS !
0040 01 #I (P3) !          4 THIS !
0050 END-DEFINE !          5 THIS !
0060 * !          6 THIS !
0070 SET KEY PF1='%W<<' PF2='%W>>' PF !          7 THIS !
0080 * ! MORE !
0090 DEFINE WINDOW WIND1 +-----+
0100     SIZE QUARTER
0110     BASE TOP RIGHT
0120     FRAMED ON POSITION SYMBOL AUTO
0130 *
0140 SET WINDOW 'WIND1'
0150 FOR #I = 1 TO 10
0160   WRITE 25X #I 'THIS IS SOME LONG TEXT' #I
0170 END-FOR
0180 *
0190 END
0200
      ....+....1....+....2....+....3....+....4....+....5....+... S 19  L 1

```


# 58

## DEFINE WORK FILE

---

▪ DEFINE WORK FILE Usage .....	376
▪ DEFINE WORK FILE Syntax Description .....	376

```
DEFINE WORK FILE      { operand1 [TYPE operand2] } [ATTRIBUTES {operand3}...]
work-file-number     TYPE operand2
```

 **Note:** The elements shown in square brackets [...] are optional, however, at least one of them must be specified with this statement.

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [CLOSE WORK FILE](#) | [READ WORK FILE](#) | [WRITE WORK FILE](#)


Belongs to Function Group: [Control of Work Files / PC Files](#)

## DEFINE WORK FILE Usage

---

The statement `DEFINE WORK FILE` is used to assign a file name to a Natural work file number within a Natural application. This allows you to make or change work file assignments dynamically within a Natural session or overwrite work file assignments made at another level. See also *Work Files* in the *Operations* documentation.

When this statement is executed and the specified work file is already open, the statement will implicitly close the work file.

 **Note:** For Unicode and code page support on Windows and Linux platforms, see *Work Files and Print Files* in the *Unicode and Code Page Support* documentation.

## DEFINE WORK FILE Syntax Description

---

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S	A U	yes	no
<i>operand2</i>	C S	A U	yes	no
<i>operand3</i>	C S	A U	yes	no

 **Note:** If a format U operand is specified in Unicode (UTF-16), it is converted to session code page characters before it is evaluated.

Syntax Element Description:

Syntax Element	Description				
<i>work-file-number</i>	<p><b>Work File Number:</b></p> <p>The work file number is to be specified.</p> <p>The work file number is either</p> <ul style="list-style-type: none"> <li>■ a numeric constant in the value range (1:32) or</li> <li>■ a numeric variable of type (B/N/P/I) defined with a CONST clause assigning a value in range (1:32). Variable is a scalar (non-array) without precision digits for type (N/P), length in between 1-4 for type (B), and no redefinition field.</li> </ul> <p>This is the number to be used in a <a href="#">WRITE WORK FILE</a>, <a href="#">READ WORK FILE</a> or <a href="#">CLOSE WORK FILE</a> statement.</p>				
<i>operand1</i>	<p><b>Work File Name:</b></p> <p><i>operand1</i> is the name of the work file.</p> <p>The file name (<i>operand1</i>) may contain environment variables. It is possible to use physical work file names. If a file with the specified name does not exist, it will be created.</p> <p>If <i>operand1</i> is not specified, the value of <i>operand1</i> is determined by taking the work file name stored with the Configuration Utility in the parameter file for the corresponding work file number.</p> <p><b>Note:</b> If <i>operand1</i> is not specified, the behavior of Natural for z/OS and Natural for Windows/Linux is different.</p>				
TYPE <i>operand2</i>	<p><b>TYPE Clause:</b></p> <p><i>operand2</i> specifies the type of work file. See also <a href="#">Handling of Large and Dynamic Variables</a> in the description of the <a href="#">WRITE WORK FILE</a> statement.</p> <p>The value of <i>operand2</i> is handled in a case insensitive way and must be enclosed in quotes or provided in an alphanumeric variable.</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%; padding: 5px;">DEFAULT</td> <td style="padding: 5px;"> <p>Determines the file type from the extension.</p> <p>Format: Depends on the work file type.</p> <p><b>Note:</b> The file type TRANSFER cannot be determined by the work file type DEFAULT. You must explicitly define TRANSFER as the file type you wish to use.</p> </td> </tr> <tr> <td style="padding: 5px;">TRANSFER</td> <td style="padding: 5px;"> <p>Is used to transfer data to and from a PC with Entire Connection .</p> <p>This work file type represents a data connection between a Natural session on Linux and an Entire Connection terminal on a PC.</p> <p>Format: ENTIRE CONNECTION</p> </td> </tr> </table>	DEFAULT	<p>Determines the file type from the extension.</p> <p>Format: Depends on the work file type.</p> <p><b>Note:</b> The file type TRANSFER cannot be determined by the work file type DEFAULT. You must explicitly define TRANSFER as the file type you wish to use.</p>	TRANSFER	<p>Is used to transfer data to and from a PC with Entire Connection .</p> <p>This work file type represents a data connection between a Natural session on Linux and an Entire Connection terminal on a PC.</p> <p>Format: ENTIRE CONNECTION</p>
DEFAULT	<p>Determines the file type from the extension.</p> <p>Format: Depends on the work file type.</p> <p><b>Note:</b> The file type TRANSFER cannot be determined by the work file type DEFAULT. You must explicitly define TRANSFER as the file type you wish to use.</p>				
TRANSFER	<p>Is used to transfer data to and from a PC with Entire Connection .</p> <p>This work file type represents a data connection between a Natural session on Linux and an Entire Connection terminal on a PC.</p> <p>Format: ENTIRE CONNECTION</p>				

Syntax Element	Description
	<p><b>Note:</b></p> <ol style="list-style-type: none"> <li>1. This work file type cannot be used in conjunction with the <i>ATTRIBUTES Clause</i>.</li> <li>2. This work file type is not available under Windows.</li> </ol>
SAG	Format: binary
ASCII	Files in ASCII are “text” files with records terminated by [a carriage return] line feed.  Format: ASCII
ASCII-COMPRESSED	Is a file in ASCII format, with the exception that all trailing blanks are removed.  Format: ASCII
ENTIRECONNECTION	With this work file type, you can read and write (using the statements <i>READ</i> and <i>WRITE</i> , for example) directly from/to a work file in Entire Connection format on the local disc.  Format: ENTIRE CONNECTION  <b>Note:</b> This work file type is available on PCs and on Linux. No transfer to PC is possible. The Entire Connection terminal is not used in this process.
UNFORMATTED	A completely unformatted file. No formatting information is written (neither for fields nor for records).  Format: UNFORMATTED
PORTABLE	Files which can handle dynamic variables exactly and can also be transported: for example, from a Little Endian machine to a Big Endian machine, and vice versa.  Format: PORTABLE
CSV	Comma-separated values. Each record is written to one line in the file. By default, a header is not written. The default character which is used to separate the data fields is a semicolon (;).  For further information, see <i>Work Files</i> in the <i>Configuration Utility</i> documentation.
ATTRIBUTES { operand3 } . . .	<p><b>ATTRIBUTES Clause:</b></p> <p><i>operand3</i> specifies a work file attribute.</p> <p>Several attributes separated by a comma or a blank can be specified, for example:</p>

Syntax Element	Description				
	<pre data-bbox="495 241 1112 273">DEFINE WORK FILE ATTRIBUTES 'APPEND,KEEP'</pre> <p data-bbox="495 304 1481 367">If multiple values for the same attribute type are specified, the last value is taken, for example:</p> <pre data-bbox="495 409 1177 441">DEFINE WORK FILE ATTRIBUTES 'APPEND,NOAPPEND'</pre> <p data-bbox="495 472 925 504">In this case, NOAPPEND will be taken.</p> <p data-bbox="495 535 868 567">Example for BOM/NOBOM usage:</p> <pre data-bbox="495 609 1193 892">... DEFINE WORK FILE 11 'x.tmp' ATTRIBUTES 'BOM' * * write work file with BOM * DEFINE WORK FILE 11 'x.tmp' ATTRIBUTES 'NOBOM' * * write work file without BOM ...</pre> <p data-bbox="495 924 1481 997"><b>Note:</b> If <i>operand3</i> is omitted, the corresponding value defined in the parameter file, as created by the Configuration Utility, is implicitly used.</p> <p data-bbox="495 1029 1396 1060">The following is an overview of the attribute types and their possible values:</p>				
	<p data-bbox="495 1075 682 1106"><b>Append Mode:</b></p>				
	<table border="1" data-bbox="495 1117 1481 1192"> <tr> <td data-bbox="495 1117 831 1192">NOAPPEND</td> <td data-bbox="831 1117 1481 1192">Deactivates the append mode. The file is rewritten from the start. This is the default value.</td> </tr> <tr> <td data-bbox="495 1192 831 1276">APPEND</td> <td data-bbox="831 1192 1481 1276">Activates the append mode. In this mode, new records are added at the end of the file.</td> </tr> </table>	NOAPPEND	Deactivates the append mode. The file is rewritten from the start. This is the default value.	APPEND	Activates the append mode. In this mode, new records are added at the end of the file.
NOAPPEND	Deactivates the append mode. The file is rewritten from the start. This is the default value.				
APPEND	Activates the append mode. In this mode, new records are added at the end of the file.				
	<p data-bbox="495 1285 966 1316"><b>Keep/Delete File after Work File Close:</b></p>				
	<table border="1" data-bbox="495 1327 1481 1360"> <tr> <td data-bbox="495 1327 831 1360">DELETE</td> <td data-bbox="831 1327 1481 1360">The work file is deleted after a close work file operation.</td> </tr> <tr> <td data-bbox="495 1360 831 1444">KEEP</td> <td data-bbox="831 1360 1481 1444">The work file is kept after a close work file operation. This is the default value.</td> </tr> </table>	DELETE	The work file is deleted after a close work file operation.	KEEP	The work file is kept after a close work file operation. This is the default value.
DELETE	The work file is deleted after a close work file operation.				
KEEP	The work file is kept after a close work file operation. This is the default value.				
	<p data-bbox="495 1453 876 1484"><b>Write Byte Order Mark (BOM):</b></p>				
	<table border="1" data-bbox="495 1495 1481 1894"> <tr> <td data-bbox="495 1495 831 1894">BOM</td> <td data-bbox="831 1495 1481 1894"> <p data-bbox="836 1503 1461 1566">A byte order mark is written in front of the work file data.</p> <p data-bbox="836 1598 1481 1766">Only available for the work file types which write code page data: ASCII, ASCII-COMPRESSED, UNFORMATTED and CSV. For these work file types, the attribute BOM can only be set, if the code page UTF-8 is defined for the work file (see the description of the TYPE clause).</p> <p data-bbox="836 1797 1481 1894">If a work file of another type is written or a code page other than UTF-8 is defined, the specification of the attribute BOM is ignored during runtime.</p> </td> </tr> </table>	BOM	<p data-bbox="836 1503 1461 1566">A byte order mark is written in front of the work file data.</p> <p data-bbox="836 1598 1481 1766">Only available for the work file types which write code page data: ASCII, ASCII-COMPRESSED, UNFORMATTED and CSV. For these work file types, the attribute BOM can only be set, if the code page UTF-8 is defined for the work file (see the description of the TYPE clause).</p> <p data-bbox="836 1797 1481 1894">If a work file of another type is written or a code page other than UTF-8 is defined, the specification of the attribute BOM is ignored during runtime.</p>		
BOM	<p data-bbox="836 1503 1461 1566">A byte order mark is written in front of the work file data.</p> <p data-bbox="836 1598 1481 1766">Only available for the work file types which write code page data: ASCII, ASCII-COMPRESSED, UNFORMATTED and CSV. For these work file types, the attribute BOM can only be set, if the code page UTF-8 is defined for the work file (see the description of the TYPE clause).</p> <p data-bbox="836 1797 1481 1894">If a work file of another type is written or a code page other than UTF-8 is defined, the specification of the attribute BOM is ignored during runtime.</p>				

Syntax Element	Description	
		See also <i>Work Files and Print Files on Windows and Linux Platforms</i> in the <i>Unicode and Code Page Support</i> documentation.
	NOBOM	No byte order mark is written in front of the work file data. This is the default value.
	<b>Remove/Keep Carriage Return:</b>	
	KEEPPCR	<p>Carriage return characters are kept when reading an ASCII work file.</p> <p>This attribute is only relevant for ASCII work files. If a work file of another type than ASCII or ASCII-COMPRESSED is read, the specification of the attribute KEEPPCR is ignored during runtime.</p> <p><b>Caution:</b> Use KEEPPCR with care. ASCII format is only recommended for alphanumeric data. Binary data should not be processed with ASCII work files. When you use KEEPPCR, the work file record may include carriage return characters.</p> <p>The use of KEEPPCR only makes sense when reading ASCII work files which have been written on Linux. It does not make sense to use KEEPPCR with ASCII work files which have been written on Windows.</p>
	REMOVECR	<p>Carriage return characters are removed when reading an ASCII work file. This is the default value.</p> <p>This attribute is only relevant for ASCII work files. If a work file of another type than ASCII or ASCII-COMPRESSED is read, the specification of the attribute REMOVECR is ignored during runtime.</p>

For further information on work files, see *Work File Formats*.



# VIII

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▪ 59 DELETE .....	383
▪ 60 DELETE (SQL) .....	387
▪ 61 DISPLAY .....	391
▪ 62 DIVIDE .....	413
▪ 63 DO/DOEND .....	419
▪ 64 EJECT .....	423
▪ 65 END .....	429
▪ 66 END TRANSACTION .....	433
▪ 67 ESCAPE .....	439
▪ 68 EXAMINE .....	445
▪ 69 EXPAND .....	467



# 59 DELETE

---

▪ DELETE Usage .....	384
▪ DELETE Restriction .....	384
▪ DELETE Syntax Description .....	384
▪ DELETE Database-Specific Considerations .....	385
▪ DELETE Examples .....	385

## DELETE

---

DELETE [RECORD] [IN] [STATEMENT] [( *r* )]

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [END TRANSACTION](#) | [FIND](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION DATA](#) | [HISTOGRAM](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: [Database Access and Update](#)

## DELETE Usage

---

The DELETE statement is used to delete a record from a database.

### Hold Status

The use of the DELETE statement causes each record selected in the corresponding [FIND](#) or [READ](#) statement to be placed in exclusive hold.

Record hold logic is explained in the section *Database Update - Transaction Processing* (in the *Programming Guide*).

## DELETE Restriction

---

A DELETE statement cannot be specified in the same statement line as a [FIND](#), [READ](#), or [GET](#) statement.

## DELETE Syntax Description

---

Syntax Element	Description
( <i>r</i> )	<p><b>Statement Reference:</b></p> <p>The notation ( <i>r</i> ) is used to reference the statement which was used to select/read the record to be deleted.</p> <p>If no statement reference is specified, the DELETE statement will reference the innermost active processing loop in which a database record was selected/read.</p>

## DELETE Database-Specific Considerations

<b>SQL Databases</b>	<p>The DELETE statement is used to delete a row from the database table. It corresponds with the SQL statement <code>DELETE WHERE CURRENT OF CURSOR-NAME</code>, that is, only the row which was read last can be deleted.</p> <p>With most SQL databases, a row that was read with a <a href="#">FIND SORTED BY</a> or <a href="#">READ LOGICAL</a> statement cannot be deleted.</p>
<b>XML Databases</b>	<p>The DELETE statement is used to delete an XML object from a database. For XML databases, this implies that only the record which was read last can be deleted.</p>

## DELETE Examples

- [Example 1](#)
- [Example 2](#)

### Example 1

In this example, all records with the name ALDEN are deleted.

```

** Example 'DELEX1': DELETE
**
**
CAUTION: Executing this example will modify the database records!
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
END-DEFINE
*
FIND EMPLOY-VIEW WITH NAME = 'ALDEN'
  /*
  DELETE
  END TRANSACTION
  /*
  AT END OF DATA
    WRITE NOTITLE *NUMBER 'RECORDS DELETED'
  END-ENDDATA
END-FIND
END

```

**Example 2**

If no records are found in the VEHICLES file for the person named ALDEN, the EMPLOYEE record for ALDEN is deleted.

```
** Example 'DELEX2': DELETE
**
**
CAUTION: Executing this example will modify the database records!
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
1 VEHIC-VIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
END-DEFINE
*
EMPL. FIND EMPLOY-VIEW WITH NAME = 'ALDEN'
/*
  VEHC. FIND VEHIC-VIEW WITH PERSONNEL-ID = PERSONNEL-ID (EMPL.)
    IF NO RECORDS FOUND
      /*
        DELETE (EMPL.)
      /*
    END TRANSACTION
  END-NOREC
END-FIND
/*
END-FIND
END
```

# 60 DELETE (SQL)

---

▪ DELETE (SQL) Usage .....	388
▪ Syntax 1 - Searched DELETE .....	388
▪ Syntax 2 - Positioned DELETE .....	389

Belongs to Function Group: [Database Access and Update](#)

## DELETE (SQL) Usage

The SQL DELETE statement is used to delete either rows in a table without using a cursor (“**searched**” DELETE) or rows in a table to which a cursor is positioned (“**positioned**” DELETE).

Two different structures are possible.

### Syntax 1 - Searched DELETE

The “searched” DELETE statement is a stand-alone statement not related to any SELECT statement. With a single statement you can delete zero, one, multiple or all rows of a table. The rows to be deleted are determined by a *search-condition* that is applied to the table. Optionally, the table name can be assigned a *correlation-name*.



**Note:** The number of rows that have actually been deleted with a “searched” DELETE can be ascertained by using the system variable \*ROWCOUNT; see *System Variables* documentation.

Common Set Syntax:

```
DELETE FROM table-name [correlation-name] [WHERE search-condition]
```

Extended Set Syntax:

```
DELETE FROM table-name [correlation-name]
[WHERE search-condition]
[ WITH { RR
        RS
        CS } ] [QUERYNO integer]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Syntax Element Description:



Syntax Element	Description						
FROM <i>table-name</i>	<p><b>FROM Clause:</b></p> <p>Specifies the table from which the rows are to be deleted.</p>						
<i>correlation-name</i>	<p><b>Correlation Name:</b></p> <p>Optional. The table name can be assigned a <i>correlation-name</i>.</p>						
WHERE <i>search-condition</i>	<p><b>WHERE Clause:</b></p> <p>Specifies the selection criteria for the rows to be deleted.</p> <p>If no WHERE clause is specified, the entire table is deleted.</p>						
WITH	<p><b>WITH Isolation Level Clause:</b></p> <p>Enables the explicit specification of the isolation level used when locating the row to be deleted.</p> <p>This clause belongs to the <a href="#">SQL Extended Set</a>.</p> <p>It is only valid against Db2 databases. When used against other databases, it will cause runtime errors.</p> <table border="1"> <tbody> <tr> <td>CS</td> <td>Cursor Stability</td> </tr> <tr> <td>RR</td> <td>Repeatable Read</td> </tr> <tr> <td>RS</td> <td>Read Stability</td> </tr> </tbody> </table>	CS	Cursor Stability	RR	Repeatable Read	RS	Read Stability
CS	Cursor Stability						
RR	Repeatable Read						
RS	Read Stability						
QUERYNO <i>integer</i>	<p><b>QUERYNO Clause:</b></p> <p>This clause belongs to the <a href="#">SQL Extended Set</a>.</p> <p>This clause is not currently supported and will be ignored.</p>						

## Syntax 2 - Positioned DELETE

The “positioned” DELETE statement always refers to a cursor within a database loop. Therefore the table referenced by a positioned DELETE statement must be the same as the one referenced by the corresponding SELECT statement, otherwise an error message is returned. A positioned DELETE cannot be used with a non-cursor selection.

The functionality of the positioned DELETE statement corresponds to that of the “[native](#)” **Natural DELETE statement**.

## DELETE (SQL)

---

DELETE FROM *table-name* WHERE CURRENT OF CURSOR [(*r*)]

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Syntax Element Description:

Syntax Element	Description
FROM <i>table-name</i> WHERE CURRENT OF CURSOR	<b>FROM Clause:</b> This clause specifies the table from which the rows are to be deleted.
( <i>r</i> )	<b>Statement Reference:</b> The ( <i>r</i> ) notation is used to reference the statement which was used to select the row to be deleted. If no statement reference is specified, the DELETE statement is related to the innermost active processing loop in which a database record was selected.
FOR ROW ... OF ROWSET	<b>FOR ROW ... OF ROWSET Clause:</b> This clause belongs to the <a href="#">SQL Extended Set</a> . The optional FOR ROW ... OF ROWSET clause for positioned SQL DELETE statements specifies which row of the current rowset has to be deleted. It should only be specified if the DELETE statement is related to a <a href="#">SELECT</a> statement which uses rowset positioning and which has column arrays in its INTO clause, see <a href="#">into-clause</a> . If this clause is omitted, all rows of the current rowset are deleted.

# 61      DISPLAY

---

- DISPLAY Usage ..... 392
- DISPLAY Syntax Description ..... 392
- Defaults Applicable for a DISPLAY Statement ..... 404
- DISPLAY Examples ..... 405

```
DISPLAY [(rep)] [options] {[ / ...] [output-format] output-element} ...
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [AT END OF PAGE](#) | [AT TOP OF PAGE](#) | [CLOSE PRINTER](#) | [DEFINE PRINTER EJECT](#) | [FORMAT](#) | [NEWPAGE](#) | [PRINT](#) | [SKIP](#) | [SUSPEND IDENTICAL SUPPRESS](#) | [WRITE](#) | [WRITE TITLE](#) | [WRITE TRAILER](#)

Belongs to Function Group: [Creation of Output Reports](#)

## DISPLAY Usage

---

The `DISPLAY` statement is used to specify the fields to be output on a report in column format. A column is created for each field and a field header is placed over the column.

 **Note:** The statements `WRITE` and `PRINT` can be used to produce output in free (non-column) format.

See also the following topics (in the *Programming Guide*):

- [Report Format and Control](#)
- [Statements DISPLAY and WRITE](#)
- [Index Notation for Multiple-Value Fields and Periodic Groups](#)
- [Column Headers](#)
- [Layout of an Output Page](#)

## DISPLAY Syntax Description

---

Syntax Element	Description
<code>( rep )</code>	<p><b>Report Specification:</b></p> <p>The notation <code>( rep )</code> may be used to specify the identification of the report for which the <code>DISPLAY</code> statement is applicable.</p> <p>As report identification, a value in the range 0 - 31 or a logical name which has been assigned using the <code>DEFINE PRINTER</code> statement may be specified.</p> <p>If <code>( rep )</code> is not specified, the statement will apply to the first report (Report 0).</p> <p>If this printer file is defined to Natural as PC, the report will be downloaded to the PC, see <a href="#">Example 8</a>.</p>

Syntax Element	Description
	For information on how to control the format of an output report created with Natural, see <i>Report Format and Control</i> in the <i>Programming Guide</i> .
<i>options</i>	<b>Display Options:</b> For details, see <i>Display Options</i> below.
<i>output-format</i>	<b>Output Format Definitions:</b> For details, see <i>Output Format Definitions</i> below.
/	<b>Line Advance - Slash Notation:</b>  When specified within a text element, a slash (/) causes a line advance for the text displayed.  When specified between output elements, it causes the output element specified by the slash (/) to be placed vertically within the same column. The header for this column will be constructed by placing the headers of the vertically displayed elements vertically above the column.  See also the following topics in the <i>Programming Guide</i> :  <ul style="list-style-type: none"> <li>■ <i>Line Advance - Slash Notation</i></li> <li>■ <i>Example 1 - Line Advance in DISPLAY Statement</i></li> <li>■ <i>Suppressing Column Headers - Slash Notation</i></li> </ul>
<i>output-element</i>	<b>Output Element:</b> For details, see <i>Output Element</i> below.

## Display Options

```
[NOTITLE] [NOHDR] [ [AND] [GIVE] [SYSTEM] FUNCTIONS ] [(statement-parameters)]
```

Syntax Element Description:

Syntax Element	Description
NOTITLE	<b>Default Page Title Suppression:</b>  By default, Natural generates a single title line for each page resulting from a DISPLAY statement. This title contains the page number, the time of day, and the date. Time of day is set at the beginning of the program execution or at the beginning of the job (batch mode). The default title line may be overridden by using a WRITE TITLE statement, or it may be suppressed by specifying the keyword NOTITLE in the DISPLAY statement.  Examples:

Syntax Element	Description
	<ul style="list-style-type: none"> <li>■ Default title will be produced: <pre>DISPLAY NAME</pre></li> <li>■ User title will be produced: <pre>DISPLAY NAME WRITE TITLE 'user-title'</pre></li> <li>■ No title will be produced: <pre>DISPLAY NOTITLE NAME</pre></li> </ul> <p><b>Note:</b> If the NOTITLE option is used, it applies to all DISPLAY, PRINT and WRITE statements within the same object which write data to the same report.</p>
NOHDR	<p><b>Column Headers:</b></p> <p>Column headers are produced for each field specified in the DISPLAY statement using the following rules:</p> <ul style="list-style-type: none"> <li>■ The header text may be explicitly specified in the DISPLAY statement before the field name. For example: <pre>DISPLAY 'EMPLOYEE' NAME 'SALARY' SALARY</pre></li> <li>■ If you do not specify an explicit header for a field, the <b>header</b> as defined in the DEFINE DATA statement will be used.</li> <li>■ If for a database field no header is defined in the DEFINE DATA statement, the default header as defined in the DDM will be used.</li> <li>■ If no default header is defined in the DDM, the field name will be used as header.</li> <li>■ If for a user-defined variable no header is defined in the DEFINE DATA statement, the variable name will be used as header. See also the DEFINE DATA statement for <b>header definition</b>. <pre>DISPLAY NAME SALARY #NEW-SALARY</pre></li> <li>■ Natural always underlines column headings and generates one blank line between the underlining and the data being displayed.</li> <li>■ If there are multiple DISPLAY statements in a program, the first DISPLAY statement determines the column header(s) to be used; this is evaluated at compilation time.</li> </ul> <p><b>Column Header Suppression:</b></p> <p>To suppress the column header for a single field</p>

Syntax Element	Description
	<p>Specify the following characters (apostrophe-slash-apostrophe) before the field name:</p> <pre>' / '</pre> <p>For example:</p> <pre>DISPLAY ' / ' NAME 'SALARY' SALARY</pre> <p><b>To suppress all column headers</b></p> <p>Specify the keyword NOHDR:</p> <pre>DISPLAY NOHDR NAME SALARY</pre> <p><b>Note:</b></p> <ol style="list-style-type: none"> <li>1. NOHDR only takes effect for the first DISPLAY statement, as subsequent DISPLAY statements cannot create column headers anyhow.</li> <li>2. If both NOTITLE and NOHDR are used, they must be specified in the following order: DISPLAY NOTITLE NOHDR NAME SALARY</li> </ol>
GIVE SYSTEM FUNCTIONS	<p><b>Natural System Function Usage:</b></p> <p>The GIVE SYSTEM FUNCTIONS clause is used to make available the following Natural system functions: AVER, COUNT, MAX, MIN, NAVER, NCOUNT, NMIN, SUM, TOTAL. These are evaluated when the DISPLAY statement containing the GIVE SYSTEM FUNCTIONS clause is executed.</p> <p>These functions may then be referred to in a statement executed as a result of an end-of-page condition.</p> <p><b>Note:</b></p> <ol style="list-style-type: none"> <li>1. Only one DISPLAY statement per report may contain a GIVE SYSTEM FUNCTIONS clause. When system functions are evaluated from a DISPLAY statement, they are evaluated on a page basis, which means that all functions (except TOTAL) are reset to zero when a new page is initiated.</li> <li>2. When system functions are used within a DISPLAY statement within a subroutine, the end-of-page processing must occur within the same routine.</li> <li>3. In place of the keyword GIVE, the keyword GIVING may be used.</li> </ol> <p>See also <a href="#">Example 2 - DISPLAY Statement Using GIVE SYSTEM FUNCTIONS Clause</a>.</p>
<i>statement-parameters</i>	<p><b>Parameter Definition at Statement Level:</b></p> <p>One or more parameters, enclosed within parentheses, may be specified at statement level, that is, immediately after the DISPLAY statement.</p>

Syntax Element	Description
	<p>Each parameter specified will override the corresponding parameter previously specified in a GLOBALS command, <a href="#">SET GLOBALS</a> (Reporting Mode only) or <a href="#">FORMAT</a> statement.</p> <p>If more than one parameter is specified, they must be separated by one or more blanks from one another. Each parameter specification must not be split between two statement lines.</p> <p><b>Note:</b> The parameter settings applied here will only be regarded for variable fields, but they have no effect on text-constants. If you would like to set field attributes for a text-constant, they have to be set explicitly for this element, see <a href="#">Parameter Definition at Element (Field) Level</a>.</p> <p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">List of Parameters</a></li> <li>■ <a href="#">Example of Parameter Usage at Statement and Element (Field) Level</a></li> <li>■ <a href="#">Example 7 - DISPLAY Statement Using Parameters on Statement/Element Level</a></li> </ul>

### List of Parameters

The following parameters can be specified with the DISPLAY statement

Parameter Name	Explanation	Specification possible at statement level (S), at element level (E) or both (SE)
AD	Attribute Definition	SE
AL	Alphanumeric Length for Output	SE
CD	Color Definition	SE
CV	Control Variable	SE
DF	Date Format	SE
DL	Display Length for Output	SE
DY	Dynamic Attributes	SE
EM	Edit Mask	SE
EMU	Unicode Edit Mask	E
ES	Empty Line Suppression	S
FC	Filler Character	SE
FL	Floating Point Mantissa Length	SE
GC	Filler Character for Group Headers	SE
HC	Header Centering	SE
HW	Heading Width	SE



Parameter Name	Explanation	Specification possible at statement level (S), at element level (E) or both (SE)
IC	Insertion Character	SE
ICU	Unicode Insertion Character	SE
IS	Identical Suppress	SE
LC	Leading Characters	SE
LCU	Unicode Leading Characters	SE
LS	Line Size	S
MC	Multiple-Value Field Count	S
MP	Maximum Number of Pages of a Report	S
NL	Numeric Length for Output	SE
PC	Periodic Group Count	S
PM	Print Mode	SE
PS	Page Size	S
SF	Spacing Factor	SE
SG	Sign Position	SE
TC	Trailing Characters	SE
TCU	Unicode Trailing Characters	SE
UC	Underlining Character	SE
ZP	Zero Printing	SE

The individual parameters are described in the *Parameter Reference* (session parameters).

See also the following topics in the *Programming Guide*:

- *Centering of Column Headers - HC Parameter*
- *Width of Column Headers - HW Parameter*
- *Filler Characters for Headers - Parameters FC and GC*
- *Underlining Character for Titles and Headers - UC Parameter*

### Example of Parameter Usage at Statement and Element (Field) Level

```

DEFINE DATA LOCAL
1 VARI (A4)      INIT <'1234'>          /*      Output
END-DEFINE      /*      Produced
*              /*      -----
DISPLAY NOHDR   'Text'                  '='   VARI      /*      Text 1234
DISPLAY NOHDR (AD=U) 'Text'              '='   VARI      /*      Text  1234
DISPLAY NOHDR   'Text' (AD=U)            '='   VARI (AD=U)/*      Text 1234
DISPLAY NOHDR   'Text' (AD=U)            '='   VARI      /*      Text 1234
END

```

### Output Format Definitions

$\left[ \begin{array}{l} nX \\ nT \\ x/y \\ T*field-name \\ P*field-name \end{array} \right]$	$\left[ \left\{ \begin{array}{l} 'text' \\ 'c'(n) \end{array} \right\} \right]$	$[(attributes)]$	$\dots$
$\left[ \begin{array}{l} \text{VERTICALLY} \\ \text{HORIZONTALLY} \end{array} \right]$	$\left[ \text{AS} \left\{ \begin{array}{l} 'text' [(attributes)] [\text{CAPTIONED}] \\ [\text{CAPTIONED}] \end{array} \right\} \right]$	$[\dots]$	$\left[ \dots \right]$

### Field Positioning Notations

Syntax Element	Description
<i>nX</i>	<p><b>Column Spacing:</b></p> <p>This notation inserts <i>n</i> spaces between columns.</p> <p>Example:</p> <pre>DISPLAY NAME 5X SALARY</pre> <p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">Example 1 - DISPLAY Statement Using nX and nT Notation</a> (below)</li> <li>■ <a href="#">Column Spacing - SF Parameter and nX Notation</a> (in the Programming Guide)</li> </ul>
<i>nT</i>	<p><b>Tab Setting:</b></p> <p>The <i>nT</i> notation causes positioning (tabulation) to display position <i>n</i>. Backward positioning is not permitted.</p> <p>In the following example, NAME is displayed beginning in position 25, and SALARY beginning in position 50:</p> <pre>DISPLAY 25T NAME 50T SALARY</pre> <p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">Example 1 - DISPLAY Statement Using nX and nT Notation</a> (below)</li> <li>■ <a href="#">Tab Setting - nT Notation</a> (in the Programming Guide)</li> </ul>

Syntax Element	Description
$x/y$	<p><b>x/y Positioning:</b></p> <p>The <math>x/y</math> notation causes the next element to be placed <math>x</math> lines below the output of the last statement, beginning in column <math>y</math>. <math>y</math> must not be zero. Backward positioning is not permitted.</p>
$T^*field-name$	<p><b>Field Related Positioning:</b></p> <p>The <math>T^*</math> notation is used to position to a specific print position of a field used in a previous DISPLAY statement. Backward positioning is not permitted.</p>
$P^*field-name$	<p><b>Field and Line Related Positioning:</b></p> <p>The <math>P^*</math> notation is used to position to a specific print position and line of a field used in a previous DISPLAY statement. It is most often used in conjunction with vertical display mode. Backward positioning is not permitted.</p> <p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">Example 3 - DISPLAY Statement Using P* Notation</a> (below)</li> <li>■ <a href="#">Tab Notation P*field</a> (in the Programming Guide)</li> </ul>

### Override Column Heading Assignment

Syntax Element	Description
'text' '/'	<p><b>Text Assignment:</b></p> <p>If placed immediately before a field, the text enclosed by single quotes overrides the column heading.</p> <p>The slash character '/' before a field causes the header for the field to be suppressed.</p> <pre>DISPLAY 'EMPLOYEE' NAME 'MARITAL/STATUS' MAR-STAT</pre> <p>If multiple 'text' elements are specified before a field name, the <i>last</i> 'text' element will be used as the column header and the other text elements will be placed before the value of the field within the column.</p> <p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">Define Your Own Column Headers</a> (in the Programming Guide)</li> <li>■ <a href="#">Text Notation, Defining a Text to Be Used with a Statement</a> (in the Programming Guide)</li> <li>■ <a href="#">Example 4 - DISPLAY Statement Using 'text', 'c(n)' and Attribute Notation</a> (below)</li> </ul>
'c'(n)	<p><b>Character Repetition:</b></p> <p>The character enclosed by single quotes is displayed <math>n</math> times immediately before the field value. For example:</p>

Syntax Element	Description
	<pre>DISPLAY '*' (5) '=' NAME</pre>
	<p>results in</p> <pre>***** SMITH</pre>
	<p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">Text Notation, Defining a Character to Be Displayed n Times before a Field Value</a> (in the <i>Programming Guide</i>)</li> <li>■ <a href="#">Example 4 - DISPLAY Statement Using 'text', 'c(n)' and Attribute Notation</a> (below)</li> </ul>

### Output Attributes

*attributes* indicates the output attributes to be used for text display. Attributes can be:

<pre>{ AD=<i>ad-value</i> ... }</pre>	<pre>{ CD=<i>cd-value</i> }</pre>	<pre>{ PM=<i>pm-value</i> ... }</pre>	<pre>... }</pre>
<pre>{ <i>ad-value</i> }</pre>	<pre>{ <i>cd-value</i> }</pre>	<pre>... }</pre>	<pre>... }</pre>

Where:

*ad-value*, *cd-value* and *pm-value* denote the possible values of the corresponding session parameters AD, CD and PM described in the relevant sections of the *Parameter Reference* documentation.

The compiler actually accepts more than one attribute value for an output field. For example, you can specify: AD=BDI. In such a case, however, only the last value applies. In the given example, only the value I becomes effective and the output field is displayed intensified.

For an alphanumeric/Unicode constant (Natural data format A or U), you can specify *ad-value* and/or *cd-value* without preceding CD= or AD=, respectively. The single value entered is then checked against all possible CD values first. For example: a value of IRE will be interpreted as intensified/red but not as intensified/right-justified/mandatory. You cannot combine a single *cd-value* or *ad-value* with a value preceded by CD= or AD=.

### Vertical/Horizontal Display

The VERT clause may be used to cause multiple field values to be positioned underneath one another in the same column. In vertical mode, a new column may be initiated by specifying the keyword VERT or HORIZ.

The column heading in vertical mode is controlled using the entry or entries specified with the AS clause as described below.

Syntax Element	Description
VERTICALLY	<p><b>DISPLAY VERT without AS Clause:</b> Vertical column orientation. No column heading is produced if the AS clause is omitted.</p> <pre>DISPLAY VERT NAME SALARY</pre> <p>For an example, see <i>DISPLAY VERT without AS Clause</i> in the <i>Programming Guide</i>.</p>
AS 'text'	<p><b>DISPLAY VERT AS 'text' Clause:</b> Vertical column orientation. If AS 'text' is specified, the text enclosed by single quotes is used as the column heading.</p> <p>For an example, see <i>DISPLAY VERT AS 'text'</i> in the <i>Programming Guide</i>.</p> <p>The slash character / in the character string of 'text' will cause multiple lines of column headings.</p> <pre>DISPLAY VERT AS 'LAST/NAME' NAME</pre>
AS 'text' CAPTIONED	<p><b>DISPLAY VERT AS 'text' CAPTIONED Clause:</b> Vertical column orientation. If AS 'text' CAPTIONED is specified, 'text' is used as the column heading and the standard heading text or field name is inserted immediately before the field value in each detail display line.</p> <pre>DISPLAY VERT AS 'PERSONS/SELECTED' CAPTIONED NAME FIRST-NAME</pre> <p>For an example, see <i>DISPLAY VERT AS 'text' CAPTIONED</i> in the <i>Programming Guide</i>.</p>
AS CAPTIONED	<p><b>DISPLAY VERT AS CAPTIONED Clause:</b> Vertical column orientation. If AS CAPTIONED is specified, the standard heading text for the field (either heading text or the field name) will be used as the column heading.</p> <pre>DISPLAY VERT AS CAPTIONED NAME FIRST-NAME</pre>
HORIZONTALLY	<p><b>DISPLAY HORIZ Clause:</b> Horizontal column orientation. This is the default display mode.</p>

Vertical and horizontal column orientation may be intermixed by using the respective keyword.

To suspend vertical display for a single output element, you may place a dash (-) in front of the element. For example:

DISPLAY VERT NAME - FIRST-NAME SALARY

In the above example, FIRST-NAME will be output horizontally next to NAME, while SALARY will be output vertically again, i.e. below NAME.

The standard display mode is horizontal. A column is constructed for each field to be displayed.

Column headings are obtained and used by Natural according to the following priority:

1. heading 'text' supplied in the DISPLAY statement;
2. the default heading defined in the DDM (database fields), or the name of a user-defined variable;
3. the field name as defined in the DDM (if no heading text was defined for the database field).

For group names, a group heading is produced for the entire group. When specifying a group, only the heading for the entire group may be overridden by a user-specified heading.

The maximum number of column header lines is 15.

Line size overflow is not permitted for output resulting from a DISPLAY statement. If a line overflow occurs, an error message is issued.

For more information about vertical/horizontal display usage, see:

- [Example 5 - DISPLAY Statement Using Horizontal Display](#)
- [Example 6 - DISPLAY Statement Using Vertical and Horizontal Display](#)
- *DISPLAY VERT AS CAPTIONED and HORIZ* (in the *Programming Guide*)

**Output Element**

$\left[ \begin{array}{l} \left\{ \begin{array}{l} \text{'text' [(attributes)]} \\ \text{'c'(n) [(attributes)]} \end{array} \right\} \dots \\ nX \\ nT \\ x/y \end{array} \right]$	$[ '=' ] \{ operand1 [(parameters)] \}$
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S A G N	A N P I F B D T L G O	yes	no

Syntax Element Description

Syntax Element	Description
<i>nX</i>	<b>Column Spacing:</b> This is the same as under <i>Output Format Definitions</i> ( <a href="#">see above</a> ).
<i>nT</i>	<b>Tab Setting:</b> This is the same as under <i>Output Format Definitions</i> ( <a href="#">see above</a> ).
<i>x/y</i>	<b>x/y Positioning:</b> This is the same as under <i>Output Format Definitions</i> ( <a href="#">see above</a> ).
' <i>text</i> '	<b>Text Assignment:</b> This is the same as under <i>Output Format Definitions</i> ( <a href="#">see above</a> ).
' <i>c</i> ' ( <i>n</i> )	<b>Character Repetition:</b> This is the same as under <i>Output Format Definitions</i> ( <a href="#">see above</a> ).
' <i>text</i> ' '=' ' <i>c</i> ' ( <i>n</i> ) '='	If ' <i>text</i> ' '=' is placed immediately before the field, <i>text</i> is output immediately before the field value. This applies analogously with ' <i>c</i> ' ( <i>n</i> ) '='.  DISPLAY '*****' '=' NAME
<i>attributes</i>	<b>Output Attributes:</b> This is the same as under <i>Output Attributes</i> ( <a href="#">see above</a> ).
<i>operand1</i>	The field to be displayed.
<i>parameters</i>	<b>Parameter Definition at Element (Field) Level:</b>  One or more parameters, enclosed within parentheses, may be specified at element (field) level, that is, immediately after <i>operand1</i> . Each parameter specified in this manner will override the corresponding parameter previously specified <b>at statement level</b> or in a GLOBALS command, <a href="#">SET GLOBALS</a> (in Reporting Mode only) or <a href="#">FORMAT</a> statement.  If more than one parameter is specified, one or more blanks must be placed between each entry. An entry must not be split between two statement lines.  See also:  ■ <a href="#">List of Parameters</a> ■ <a href="#">Example of Parameter Usage at Statement and Element (Field) Level</a>

## Defaults Applicable for a DISPLAY Statement

---

The following defaults are applicable for a `DISPLAY` statement:

### ■ Report Width

The width of the report defaults to the value set when Natural is installed. This default value is normally 132 in batch mode or the line length of the terminal in TP mode. It may be overridden with the session parameter `LS`. In TP mode, line size (`LS`) and page size (`PS`) parameters are set by Natural based on the physical characteristics of the terminal type in use.

### ■ Terminal Screen Output

When the `DISPLAY` output is displayed on a terminal (emulation) screen, the output begins in physical Column 2 (because Column 1 must be reserved for possible use as an attribute position on a 3270-type terminal).

### ■ Printout on Paper

When the `DISPLAY` output is printed on paper, the printout begins in the leftmost column (Column 1).

### ■ Spacing Factor

The default spacing factor between elements is one position. There is a minimum of one space between columns (reserved for terminal attributes). This default may be overridden with the session parameter `SF`.

### ■ Field Output

The length of the field or the field heading, whichever is greater, determines the column width for the report (unless the `HW` parameter is used).

- If the field is longer than the heading, the heading will be centered over the column unless the `HC=L` or `HC=R` parameter is used to produce a left-justified or right-justified heading.
- If the heading is longer than the field, the field will be left-justified under the heading.
- The values contained in the field are left-justified for alphanumeric fields and right-justified for numeric fields.
- Numeric fields may be displayed left-justified by specifying `AD=L`.
- Alphanumeric fields may be displayed right-justified by specifying `AD=R`.
- In a vertical display, the longest data value or heading among all fields determines the column width (unless the `HW` parameter is used).

### ■ Sign

One extra high-order print position is reserved for a sign when printing a numeric field. The session parameter `SG` may be used to suppress the sign position.



■ **Page Overflow**

Page overflow is checked before execution of a DISPLAY statement. No new page title or trailer information is generated during the execution of a DISPLAY statement.

## DISPLAY Examples

- Example 1 - DISPLAY Statement Using nX and nT Notation
- Example 2 - DISPLAY Statement Using GIVE SYSTEM FUNCTIONS Clause
- Example 3 - DISPLAY Statement Using P\* Notation
- Example 4 - DISPLAY Statement Using 'text ', 'c(n)' and Attribute Notation
- Example 5 - DISPLAY Statement Using Horizontal Display
- Example 6 - DISPLAY Statement Using Vertical and Horizontal Display
- Example 7 - DISPLAY Statement Using Parameters on Statement/Element Level
- Example 8 - Report Specification with Output File Defined to Natural as PC

### Example 1 - DISPLAY Statement Using nX and nT Notation

```

** Example 'DISEX1': DISPLAY (with nX, nT notation)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 JOB-TITLE
END-DEFINE
*
LIMIT 4
READ EMPL-VIEW BY NAME
  DISPLAY NOTITLE 5X NAME 50T JOB-TITLE
END-READ
*
END
    
```

### Output of Program DISEX1:

NAME	CURRENT POSITION
-----	-----
ABELLAN	MAQUINISTA
ACHIESON	DATA BASE ADMINISTRATOR
ADAM	CHEF DE SERVICE
ADKINSON	PROGRAMMER

**Example 2 - DISPLAY Statement Using GIVE SYSTEM FUNCTIONS Clause**

```

** Example 'DISEX2': DISPLAY (with GIVE SYSTEM FUNCTIONS)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 FIRST-NAME
  2 SALARY (1)
  2 CURR-CODE (1)
END-DEFINE
*
LIMIT 15
FORMAT PS=15
*
READ EMPLOY-VIEW
  DISPLAY GIVE SYSTEM FUNCTIONS
    PERSONNEL-ID NAME FIRST-NAME SALARY (1) CURR-CODE (1)
  AT END OF PAGE
    WRITE / 'SALARY STATISTICS:'
      / 7X 'MAXIMUM:' MAX(SALARY(1)) CURR-CODE (1)
      / 7X 'MINIMUM:' MIN(SALARY(1)) CURR-CODE (1)
      / 7X 'AVERAGE:' AVER(SALARY(1)) CURR-CODE (1)
  END-ENDPAGE
END-READ
*
END

```

**Output of Program DISEX2:**

PERSONNEL ID	NAME	FIRST-NAME	ANNUAL SALARY	CURRENCY CODE
50005500	BLOND	ALEXANDRE	172000	FRA
50005300	MAIZIERE	ELISABETH	166900	FRA
50004900	CAUDAL	ALBERT	167350	FRA
50004600	VERDIE	BERNARD	170100	FRA
50004200	VAUZELLE	BERNARD	159790	FRA
50004100	CHAPUIS	ROBERT	169900	FRA
50003800	JOUSSELIN	DANIEL	171990	FRA
50006900	BAILLET	PATRICK	188000	FRA
50007600	MARX	JEAN-MARIE	365700	FRA

SALARY STATISTICS:

MAXIMUM:	365700	FRA
MINIMUM:	159790	FRA
AVERAGE:	192414	FRA

**Example 3 - DISPLAY Statement Using P\* Notation**

```

** Example 'DISEX3': DISPLAY (with P* notation)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 SALARY (1)
  2 BIRTH
  2 CITY
END-DEFINE
*
LIMIT 2
READ EMPL-VIEW BY CITY FROM 'N'
  DISPLAY NOTITLE NAME CITY
    VERT AS 'BIRTH/SALARY' BIRTH (EM=YYYY-MM-DD) SALARY (1)
  SKIP 1
  AT BREAK OF CITY
    DISPLAY P*SALARY (1) AVER(SALARY (1))
    SKIP 1
  END-BREAK
END-READ
END

```

**Output of Program DISEX3:**

NAME	CITY	BIRTH	SALARY
-----	-----	-----	-----
WILCOX	NASHVILLE	1970-01-01	38000
MORRISON	NASHVILLE	1949-07-10	36000
			37000

**Example 4 - DISPLAY Statement Using 'text ', 'c(n)' and Attribute Notation**

```

** Example 'DISEX4': DISPLAY (with 'c(n)' notation and attribute)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 DEPT
  2 LEAVE-DUE
  2 NAME
END-DEFINE
*

```

## DISPLAY

---

```
LIMIT 4
READ EMPL-VIEW BY DEPT FROM 'T'
  IF LEAVE-DUE GT 40
    DISPLAY NOTITLE
      'EMPLOYEE' NAME           /* OVERRIDE STANDARD HEADER
      'LEAVE ACCUMULATED' LEAVE-DUE /* OVERRIDE STANDARD HEADER
      '**'(10)(I)              /* DISPLAY 10 '** INTENSIFIED

  ELSE
    DISPLAY NAME LEAVE-DUE
  END-IF
END-READ
*
END
```

### Output of Program DISEX4:

EMPLOYEE	LEAVE ACCUMULATED	
LAVENDA	33	
BOYER	33	
CORREARD	45	*****
BOUVIER	19	

### Example 5 - DISPLAY Statement Using Horizontal Display

```
** Example 'DISEX5': DISPLAY (horizontal display)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 JOB-TITLE
  2 SALARY (1:2)
  2 CURR-CODE (1:2)
END-DEFINE
*
LIMIT 4
READ EMPL-VIEW BY NAME
  DISPLAY NOTITLE NAME JOB-TITLE SALARY (1:2) CURR-CODE (1:2)
  SKIP 1
END-READ
*
END
```

**Output of Program DISEX5:**

NAME	CURRENT POSITION	ANNUAL SALARY	CURRENCY CODE
ABELLAN	MAQUINISTA	1450000 1392000	PTA PTA
ACHIESON	DATA BASE ADMINISTRATOR	11300 10500	UKL UKL
ADAM	CHEF DE SERVICE	159980 0	FRA 0
ADKINSON	PROGRAMMER	34500 31700	USD USD

**Example 6 - DISPLAY Statement Using Vertical and Horizontal Display**

```

** Example 'DISEX6': DISPLAY (vertical and horizontal display)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 CITY
  2 JOB-TITLE
  2 SALARY (1:2)
  2 CURR-CODE (1:2)
END-DEFINE
*
LIMIT 1
READ EMPL-VIEW BY NAME
  DISPLAY NOTITLE VERT AS CAPTIONED
    NAME CITY 'POSITION' JOB-TITLE
    HORIZ 'SALARY' SALARY (1:2) 'CURRENCY' CURR-CODE (1:2)
  /*
  SKIP 1
END-READ
END

```

**Output of Program DISEX6:**

NAME CITY POSITION	SALARY	CURRENCY
ABELLAN	1450000	PTA
MADRID	1392000	PTA
MAQUINISTA		

**Example 7 - DISPLAY Statement Using Parameters on Statement/Element Level**

```

** Example 'DISEX7': DISPLAY (with parameters for statement/element)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 PERSONNEL-ID
  2 TELEPHONE
    3 AREA-CODE
    3 PHONE
END-DEFINE
*
LIMIT 3
READ EMPL-VIEW BY NAME
  DISPLAY NOTITLE (AL=16 GC=+ NL=8 SF=3 UC=)
    PERSONNEL-ID NAME TELEPHONE (LC=< TC=>)
END-READ
END
    
```

**Output of Program DISEX7:**

PERSONNEL ID	NAME	+++++TELEPHONE+++++	
		AREA CODE	TELEPHONE
60008339	ABELLAN	<1 >	<4356726 >
30000231	ACHIESON	<0332 >	<523341 >
50005800	ADAM	<1033 >	<44864858 >

**Example 8 - Report Specification with Output File Defined to Natural as PC**

```
** Example 'PCDIEX1': DISPLAY and WRITE to PC
**
** NOTE: Example requires that Natural Connection is installed.
*****
DEFINE DATA LOCAL
01 PERS VIEW OF EMPLOYEES
  02 PERSONNEL-ID
  02 NAME
  02 CITY
END-DEFINE
*
FIND PERS WITH CITY = 'NEW YORK'           /* Data selection
  WRITE (7) TITLE LEFT 'List of employees in New York' /
  DISPLAY (7)          /* (7) designates the output file (here the PC).
    'Location'  CITY
    'Surname'   NAME
    'ID'        PERSONNEL-ID
END-FIND
END
```





# 62

## DIVIDE

---

- DIVIDE Usage ..... 414
- Syntax 1 - DIVIDE Statement without GIVING Clause ..... 414
- Syntax 2 - DIVIDE Statement with GIVING Clause ..... 415
- Syntax 3 - DIVIDE Statement with REMAINDER Clause ..... 416
- Example ..... 417

Related Statements: [ADD](#) | [COMPRESS](#) | [COMPUTE](#) | [EXAMINE](#) | [MOVE](#) | [MOVE ALL](#) | [MULTIPLY](#) | [RESET](#) | [SEPARATE](#) | [SUBTRACT](#)

Belongs to Function Group: *Arithmetic and Data Movement Operations*

## DIVIDE Usage

The `DIVIDE` statement is used to divide an arithmetic expression or operand into 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] { (arithmetic-expression) } INTO operand2`  
*operand1*

For an explanation of the symbols used in the syntax diagrams, see [Syntax Symbols](#) .

Operand Definition Table:

Operand	Possible Structure			Possible Formats			Referencing Permitted	Dynamic Definition
<i>operand1</i>	C	S	A	N	N P I F		yes	no
<i>operand2</i>		S	A	M	N P I F		yes	no

Syntax Element Description:

Syntax Element	Description
<i>arithmetic-expression</i>	See <a href="#">Arithmetic Expression</a> in the <code>COMPUTE</code> statement.
<i>operand1</i> INTO <i>operand2</i>	<p><b>Operands:</b></p> <p><i>operand1</i> is the divisor, <i>operand2</i> is the dividend. The result is stored in <i>operand2</i> (result field), hence the statement is equivalent to:</p>

Syntax Element	Description
	$operand2 := operand2 / operand1$ <p>If an <i>arithmetic-expression</i> is used, <i>operand2</i> must not be an array range.</p> <p>The number of decimal positions for the result of the division is evaluated from the result field (that is, <i>operand2</i>).</p> <p>For the precision of the result, see <i>Rules for Arithmetic Assignments, Precision of Results of Arithmetic Operations</i> in the <i>Programming Guide</i>.</p>
ROUNDED	<p><b>ROUNDED Option:</b></p> <p>If you specify the keyword ROUNDED, the result will be rounded.</p> <p>For information on rounding, see <i>Rules for Arithmetic Assignment, Field Truncation and Field Rounding</i> in the <i>Programming Guide</i>.</p>

## Syntax 2 - DIVIDE Statement with GIVING Clause

DIVIDE [ROUNDED]	{	<i>(arithmetic-expression)</i>	}	INTO	{	<i>(arithmetic-expression)</i>	}	GIVING	<i>operand3</i>
		<i>operand1</i>				<i>operand2</i>			

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S A N	N P I F	yes	no
<i>operand2</i>	C S A N	N P I F	yes	no
<i>operand3</i>	S A	A U N P I F B*	yes	yes

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

Syntax Element Description:

Syntax Element	Description
<i>arithmetic-expression</i>	See <a href="#">Arithmetic Expression</a> in the COMPUTE statement.
<i>operand1</i> INTO <i>operand2</i> GIVING <i>operand3</i>	<p><b>Operands:</b></p> <p><i>operand1</i> is the divisor, <i>operand2</i> is the dividend.</p> <p>The result of the division is stored in <i>operand3</i>, hence the statement is equivalent to:</p>

Syntax Element	Description
	$operand3 := operand2 / operand1$ <p>The number of decimal positions for the result of the division is evaluated from the result field (that is, <i>operand3</i>).</p> <p>For the precision of the result, see <i>Rules for Arithmetic Assignments, Precision of Results of Arithmetic Operations in the Programming Guide</i>.</p>
ROUNDED	<p><b>ROUNDED Option:</b></p> <p>If you specify the keyword <code>ROUNDED</code>, the result will be rounded.</p> <p>For information on rounding, see <i>Rules for Arithmetic Assignment, Field Truncation and Field Rounding in the Programming Guide</i>.</p>

### Syntax 3 - DIVIDE Statement with REMAINDER Clause

$DIVIDE \left\{ \begin{array}{l} (arithmetic-expression) \\ operand1 \end{array} \right\} INTO \left\{ \begin{array}{l} (arithmetic-expression) \\ operand2 \end{array} \right\} \begin{array}{l} [GIVING operand3] \\ REMAINDER \\ operand4 \end{array}$
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

For an explanation of the symbols used in the syntax diagrams, see [Syntax Symbols](#).

Operand Definition Table:

Operand	Possible Structure			Possible Formats		Referencing Permitted	Dynamic Definition
<i>operand1</i>	C	S	A	N	N P I	yes	no
<i>operand2</i>	C	S	A	N	N P I	yes	no
<i>operand3</i>		S	A	A U N P I F B*	T	yes	yes
<i>operand4</i>		S	A	A U N P I F B*	T	yes	yes

\* 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
<i>arithmetic-expression</i>	See <a href="#">Arithmetic Expression</a> in the <code>COMPUTE</code> statement.
<i>operand1</i> <i>operand2</i>	<p><b>Operands:</b></p> <p><i>operand1</i> is the divisor, <i>operand2</i> is the dividend.</p> <p>If the <code>GIVING</code> clause is not used, the result is stored in <i>operand2</i>.</p>

Syntax Element	Description
	If <i>operand2</i> is a constant or a non-modifiable Natural system variable, the <b>GIVING</b> clause is required.
<b>GIVING</b> <i>operand3</i>	<p><b>GIVING Clause:</b></p> <p>If this clause is used, <i>operand2</i> will not be modified and the result will be stored in <i>operand3</i>.</p> <p>The number of decimal positions for the result of the division is evaluated from the result field (that is, <i>operand2</i> if no <b>GIVING</b> clause is used, or <i>operand3</i> if the <b>GIVING</b> clause is used).</p> <p>For the precision of the result, see <i>Rules for Arithmetic Assignments, Precision of Results of Arithmetic Operations</i> (in the <i>Programming Guide</i>).</p>
REMAINDER <i>operand4</i>	<p><b>REMAINDER Clause:</b></p> <p>The remainder of the division is placed into the field specified in <i>operand4</i>.</p> <ul style="list-style-type: none"> <li>■ If the <b>GIVING</b> clause is used, the statement is equivalent to: <pre>operand3 := operand2 / operand1 operand4 := operand2 - (operand3 * operand1)</pre> </li> </ul> <p>None of the four operands may be an array range.</p> <ul style="list-style-type: none"> <li>■ If the <b>GIVING</b> clause is not used, the statement is equivalent to: <pre>temporary := operand2 operand2 := operand2 / operand1 operand4 := temporary - (operand2 * operand1)</pre> </li> </ul> <p>where <i>temporary</i> is a temporary field with the same format/length as <i>operand2</i>.</p> <p>For each of these steps, the rules described in <i>Precision of Results of Arithmetic Operations</i> in the <i>Programming Guide</i> apply.</p>

## 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)
```

## DIVIDE

---

```
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
```

### 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:    1.03
DIVIDE 3 INTO 3.1 GIVING #D #D:     1
DIVIDE 2 INTO #E REMAINDER #F #E: 1 #F: 1
```

# 63 DO/DOEND

---

- DO/DOEND Usage ..... 420
- DO/DOEND Restrictions ..... 420
- DO/DOEND Example ..... 421

```
DO statement ... DOEND
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Belongs to Function Group: [Reporting Mode Statements](#)

## DO/DOEND Usage

---

The `DO` and `DOEND` statements are used in reporting mode to specify a group of statements to be executed based on a logical condition as specified in any of the statements listed below.

- `AT BREAK`
- `AT END OF DATA`
- `AT END OF PAGE`
- `AT START OF DATA`
- `AT TOP OF PAGE`
- `BEFORE BREAK PROCESSING`
- `FIND ... IF NO RECORDS FOUND`
- `IF`
- `IF SELECTION`
- `ON ERROR`
- `READ WORK FILE ... AT END OF FILE`



**Note:** If you specify a only single statement to be executed based on a logical condition, you can omit the `DO` and `DOEND` statements. But with respect to good coding practice, you are not recommended to do so.

## DO/DOEND Restrictions

---

- The `DO` and `DOEND` statements are only valid in reporting mode.
- `WRITE TITLE`, `WRITE TRAILER`, and the `AT` condition statements `AT BREAK`, `AT END OF DATA`, `AT END OF PAGE`, `AT START OF DATA`, `AT TOP OF PAGE` are not permitted *within* a `DO/DOEND` statement group.
- A loop-initiating statement may be used within a `DO/DOEND` statement group provided that the loop is closed prior to the `DOEND` statement.



## DO/DOEND Example

```

** Example 'DOEEX1': DO/DOEND
*****
*
EMP. FIND EMPLOYEES WITH CITY = 'MILWAUKEE'
  VEH. FIND VEHICLES WITH PERSONNEL-ID = PERSONNEL-ID
    IF NO RECORDS FOUND DO
      ESCAPE
    DOEND
    DISPLAY PERSONNEL-ID (EMP.) NAME (EMP.)
      SALARY (EMP.,1)
      MAKE (VEH.) MAINT-COST (VEH.,1)
  AT END OF DATA DO
    WRITE NOTITLE
      / 10X 'AVG SALARY:'
        T*SALARY (1) AVER(SALARY (1))
      / 10X 'AVG MAINTENANCE (ZERO VALUES EXCLUDED):'
        T*MAINT-COST (1) NAVER(MAINT-COST (1))
    DOEND
  /*
LOOP
LOOP
END

```

### Output of Program DOEEX1:

PERSONNEL ID	NAME	ANNUAL SALARY	MAKE	MAINT-COST
20021100	JONES	31000	GENERAL MOTORS	140
20027800	LAWLER	29000	GENERAL MOTORS	0
20027800	LAWLER	29000	TOYOTA	86
20030600	NORDYKE	47000	FORD	194
	AVG SALARY:	35666		
	AVG MAINTENANCE (ZERO VALUES EXCLUDED):			140



# 64 EJECT

---

▪ EJECT Usage .....	424
▪ EJECT Syntax Description .....	424
▪ Processing .....	426
▪ EJECT Example .....	426

Related Statements: [AT END OF PAGE](#) | [AT TOP OF PAGE](#) | [CLOSE PRINTER](#) | [DEFINE PRINTER](#) | [DISPLAY](#) | [FORMAT](#) | [NEWPAGE](#) | [PRINT](#) | [SKIP](#) | [SUSPEND IDENTICAL SUPPRESS](#) | [WRITE](#) | [WRITE TITLE](#) | [WRITE TRAILER](#)

Belongs to Function Group: *Creation of Output Reports*

## EJECT Usage

The EJECT statement may be used to control page advance/page ejection.

## EJECT Syntax Description

Two different structures are possible for this statement.

- [EJECT - Syntax 1](#)
- [EJECT - Syntax 2](#)

For an explanation of the symbols used in the syntax diagrams below, see [Syntax Symbols](#).

### EJECT - Syntax 1

$\text{EJECT } \left\{ \begin{array}{c} \text{ON} \\ \text{OFF} \end{array} \right\} [(rep)]$
-----------------------------------------------------------------------------------------------

Syntax Element Description:

Syntax Element	Description				
EJECT ON/OFF ( <i>rep</i> )	<p><b>With Report Specification - Online and Batch Modes:</b></p> <table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="padding: 5px;">EJECT OFF (<i>rep</i>)</td> <td style="padding: 5px;">Causes no page advance (except as specified with <a href="#">Syntax 2</a> of the EJECT statement) for the specified report to be executed.</td> </tr> <tr> <td style="padding: 5px;">EJECT ON (<i>rep</i>)</td> <td style="padding: 5px;">Causes page advances for the specified report to be executed.</td> </tr> </table>	EJECT OFF ( <i>rep</i> )	Causes no page advance (except as specified with <a href="#">Syntax 2</a> of the EJECT statement) for the specified report to be executed.	EJECT ON ( <i>rep</i> )	Causes page advances for the specified report to be executed.
EJECT OFF ( <i>rep</i> )	Causes no page advance (except as specified with <a href="#">Syntax 2</a> of the EJECT statement) for the specified report to be executed.				
EJECT ON ( <i>rep</i> )	Causes page advances for the specified report to be executed.				
EJECT ON/OFF	<p><b>Without Report Specification - Batch Mode only:</b></p> <p>Without report notation (<i>rep</i>), EJECT ON/OFF may be used in batch mode to control page ejection between the output listings created during the execution of a program.</p>				

Syntax Element	Description
	<p>EJECT ON</p> <p>Causes Natural to generate a page eject between the source program listing, the output report and the message</p> <p>EXECUTION COMPLETED</p> <p>. This is the default setting.</p>
	<p>EJECT OFF</p> <p>Causes Natural to suppress page breaks between the above output. EJECT OFF remains in effect until revoked with a subsequent EJECT ON statement.</p>
( rep )	<p><b>Report Specification:</b></p> <p>The notation ( rep ) may be used to specify the identification of the report for which the EJECT statement is applicable.</p> <p>A value in the range 0 - 31 or a logical name which has been assigned using the <a href="#">DEFINE PRINTER</a> statement may be specified.</p> <p>If ( rep ) is not specified, the EJECT statement will be applicable to the first report (Report 0).</p> <p>For information on how to control the format of an output report created with Natural, see <i>Report Format and Control in the Programming Guide</i>.</p>

## EJECT - Syntax 2

This form of the EJECT statement may be used to cause a page advance without a title or heading line being generated on the next page and without TOP/END PAGE processing.

```
EJECT [( rep )] [ [ IF ] LESS [THAN] operand1 [LINES] [LEFT] ]
                [ WHEN ]
```

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
operand1	C S	N P I	yes	no

Syntax Element Description:

Syntax Element	Description
( <i>rep</i> )	<p><b>Report Specification:</b></p> <p>The notation (<i>rep</i>) may be used to specify the identification of the report for which the EJECT statement is applicable.</p> <p>A value in the range 0 - 31 or a logical name which has been assigned using the <code>DEFINE PRINTER</code> statement may be specified.</p> <p>If (<i>rep</i>) is not specified, the EJECT statement will be applicable to the first report (Report 0).</p> <p>For information on how to control the format of an output report created with Natural, see <i>Report Format and Control</i> in the <i>Programming Guide</i>.</p>
IF LESS THAN <i>operand1</i> LINES LEFT	<p><b>IF LESS THAN ... LINES LEFT Clause:</b></p> <p>A page advance will be performed only when the current line for the page is greater than the page size minus <i>operand1</i>. The value for <i>operand1</i> may be specified as a numeric constant or as a variable.</p>

## Processing

The execution of an EJECT statement does not cause any statements used with an `AT TOP OF PAGE`, `AT END OF PAGE`, `WRITE TITLE` or `WRITE TRAILER` statement to be executed. It does not affect system functions evaluated by `DISPLAY GIVE SYSTEM FUNCTIONS`.

EJECT causes a new physical page only. It causes the Natural system variable `*LINE-COUNT` to be set to 1 but has no effect on the setting of the Natural system variable `*PAGE-NUMBER`.

## EJECT Example

```

** Example 'EJTEX1': EJECT
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 NAME
  2 JOB-TITLE
END-DEFINE
*
FORMAT PS=15
LIMIT 9
READ EMPLOY-VIEW BY CITY
/*
AT START OF DATA
    
```

```

EJECT
WRITE /// 20T '%' (29) /
          20T '%%'                               47T '%%' /
          20T '%%' 3X 'REPORT OF EMPLOYEES' 47T '%%' /
          20T '%%' 3X ' SORTED BY CITY ' 47T '%%' /
          20T '%%'                               47T '%%' /
          20T '%' (29) /

EJECT
END-START
EJECT WHEN LESS THAN 3 LINES LEFT
/*
WRITE '*' (64)
DISPLAY NOTITLE NOHDR CITY NAME JOB-TITLE 5X *LINE-COUNT
WRITE '*' (64)
END-READ
END

```

### Output of Program EJTEX1:

```

%%%%%%%%%%
%%                               %%
%%  REPORT OF EMPLOYEES          %%
%%  SORTED BY CITY              %%
%%                               %%
%%%%%%%%%%

```

### After pressing ENTER:

```

*****
AIKEN                SENKO                PROGRAMMER                2
*****
AIX EN OTHE         GODEFROY             COMPTABLE                 5
*****
AJACCIO             CANALE                CONSULTANT                8
*****
ALBERTSLUND        PLOUG                KONTORASSISTENT         11
*****
ALBUQUERQUE        HAMMOND              SECRETARY                14
*****

```

**After pressing ENTER:**

```
*****
ALBUQUERQUE      ROLLING      MANAGER      2
*****
ALBUQUERQUE      FREEMAN      MANAGER      5
*****
ALBUQUERQUE      LINCOLN      ANALYST      8
*****
ALFRETON         GOLDBERG     JUNIOR       11
*****
```



# 65 END

---

▪ END Usage .....	430
▪ END Syntax Description .....	430
▪ END Examples .....	431



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

## END Usage

The `END` statement is used to mark the physical end of a Natural program. No symbols may follow the `END` statement.

In reporting mode, any processing loop which is currently active (that is, which has not been closed with a `LOOP` statement) is closed by the `END` statement.

### Considerations for Program Execution

When an `END` statement is executed in a main program (that is, a program executing on Level 1), final end-page processing is performed as well as final break processing for user-initiated breaks (`PERFORM BREAK PROCESSING`) which have not been associated with a processing loop by specifying a reference notation (`r`).

When an `END` statement is executed in a subprogram, or in a program invoked with `FETCH RETURN`, control will be returned to the invoking program without any final processing.

## END Syntax Description

Syntax Element	Description
END	<p><b>Keyword:</b></p> <p>The Natural reserved keyword <code>END</code> is normally used to mark the physical end of a Natural program.</p>
.	<p><b>Period:</b></p> <p>Instead of the Natural reserved keyword <code>END</code>, a period (<code>.</code>) may be used. It must be preceded by at least one blank if other statements are contained in the same line.</p>

## END Examples

---

For some typical examples, see [Examples of DEFINE DATA Statement Usage](#).



# 66

## END TRANSACTION

---

- END TRANSACTION Usage ..... 434
- END TRANSACTION Restrictions ..... 434
- END TRANSACTION Syntax Description ..... 435
- Databases Affected ..... 435
- END TRANSACTION Database-Specific Considerations ..... 436
- END TRANSACTION Examples ..... 436

```
END [OF] TRANSACTION [operand1 ...]
```

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

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [FIND](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION DATA](#) | [FIND HISTOGRAM](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: *Database Access and Update*

## END TRANSACTION Usage

---

The `END TRANSACTION` statement is used to indicate the end of a logical transaction. A logical transaction is the smallest logical unit of work (as defined by the user) which must be performed in its entirety to ensure that the information contained in the database is logically consistent.

Successful execution of an `END TRANSACTION` statement ensures that all updates performed during the transaction have been or will be physically applied to the database regardless of subsequent user, Natural, database or operating system interruption. Updates performed within a transaction for which the `END TRANSACTION` statement has not been successfully completed will be backed out automatically.

The `END TRANSACTION` statement also results in the release of all records placed in hold status during the transaction.

The `END TRANSACTION` statement can be executed based upon a logical condition.

For further information, see the section *Database Update - Transaction Processing* (in the *Programming Guide*).

## END TRANSACTION Restrictions

---

This statement cannot be used with Entire System Server.

## END TRANSACTION Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S     N	A U N P I F B D T	yes	no

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Storage of Transaction Data:</b></p> <p>For a transaction applied to an Adabas database, you may also use this statement to store transaction-related information. These transaction data must not exceed 2000 bytes. They may be read with a <a href="#">GET TRANSACTION DATA</a> statement.</p> <p>The transaction data are written to the database specified with the profile parameter ETDB.</p> <p>If the ETDB parameter is not specified, the transaction data are written to the database specified with the profile parameter UDB, except on z/OS computers: here, they are written to the database where the Natural Security system file (FSEC) is located (if FSEC is not specified, it is considered to be identical to the Natural system file, FNAT; if Natural Security is not installed, the transaction data are written to the database where FNAT is located).</p> <p><b>Note:</b> END TRANSACTION cannot be used if <i>operand1</i> is a dynamic variable.</p>

## Databases Affected

An END TRANSACTION statement *without* transaction data (that is, without *operand1*) will only be executed if a database transaction under control of Natural has taken place. Depending on the setting of the Natural profile parameter ET, the statement will be executed only for the database affected by the transaction (ET=OFF), or for all databases that have been referenced since the last execution of a [BACKOUT TRANSACTION](#) or END TRANSACTION statement (ET=ON).

An END TRANSACTION statement *with* transaction data (that is, with specifying *operand1*) will always be executed and the transaction data be stored in a database as described in the following section. It depends on the setting of the ET parameter (see above) for which other databases the END TRANSACTION statement will be executed.

## END TRANSACTION Database-Specific Considerations

---

<b>SQL Databases</b>	As most SQL databases close all cursors when a logical unit of work ends, an END TRANSACTION statement must not be placed within a database modification loop; instead, it has to be placed after such a loop.
<b>XML Databases</b>	An END TRANSACTION statement must not be placed within a database modification loop; instead, it has to be placed after such a loop.

## END TRANSACTION Examples

---

- [Example 1 - END TRANSACTION](#)
- [Example 2 - END TRANSACTION with ET Data](#)

### Example 1 - END TRANSACTION

```

** Example 'ETREX1': END TRANSACTION
**
** CAUTION: Executing this example will modify the database records!
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 COUNTRY
END-DEFINE
*
FIND EMPLOY-VIEW WITH CITY = 'BOSTON'
  ASSIGN COUNTRY = 'USA'
  UPDATE
  END TRANSACTION
/*
  AT END OF DATA
    WRITE NOTITLE *NUMBER 'RECORDS UPDATED'
  END-ENDDATA
/*
END-FIND
END

```



**Output of Program ETREX1:**

7 RECORDS UPDATED

**Example 2 - END TRANSACTION with ET Data**

```

** Example 'ETREX2': END TRANSACTION (with ET data)
**
** CAUTION: Executing this example will modify the database records!
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 FIRST-NAME
  2 CITY
*
1 #PERS-NR (A8) INIT <' '>
END-DEFINE
*
REPEAT
  INPUT 'ENTER PERSONNEL NUMBER TO BE UPDATED:' #PERS-NR
  IF #PERS-NR = ' '
    ESCAPE BOTTOM
  END-IF
  /*
  FIND EMPLOY-VIEW PERSONNEL-ID = #PERS-NR
  INPUT (AD=M)  NAME / FIRST-NAME / CITY
  UPDATE
  END TRANSACTION #PERS-NR
  END-FIND
  /*
END-REPEAT
END

```

**Output of Program ETREX2:**

ENTER PERSONNEL NUMBER TO BE UPDATED: 20027800

**After entering and confirming the personnel number:**

```

NAME LAWLER
FIRST-NAME SUNNY
CITY MILWAUKEE

```



# 67 ESCAPE

---

■ ESCAPE Usage .....	440
■ ESCAPE Syntax Description .....	441
■ ESCAPE Example .....	442

## Structured Mode Syntax

ESCAPE	{	TOP [REPOSITION]	}
		BOTTOM [(r)] [IMMEDIATE]	
		ROUTINE [IMMEDIATE]	
		MODULE [IMMEDIATE]	}

## Reporting Mode Syntax

ESCAPE	[	TOP [REPOSITION]	]
		BOTTOM [(r)] [IMMEDIATE]	
		ROUTINE [IMMEDIATE]	
		MODULE [IMMEDIATE]	]

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements:

- [FIND](#) | [FOR](#) | [HISTOGRAM](#) | [PARSE JSON](#) | [PARSE XML](#) | [READ](#) | [READ RESULT SET \(SQL\)](#) | [READ WORK FILE](#) | [READLOB](#) | [REPEAT](#) | [SORT](#)
- [CALL](#) | [CALL FILE](#) | [CALL LOOP](#) | [CALLNAT](#) | [DEFINE SUBROUTINE](#) | [FETCH](#) | [PERFORM](#)

Belongs to Function Group:

- [Loop Execution](#)
- [Invoking Programs and Routines](#)

## ESCAPE Usage

---

The `ESCAPE` statement is used to interrupt the linear flow of execution of a processing loop or a routine.

With the keywords `TOP`, `BOTTOM` and `ROUTINE` you indicate where processing is to continue when the `ESCAPE` statement is encountered.

An `ESCAPE TOP/BOTTOM` statement, when encountered for processing, will internally refer to the innermost active processing loop. The `ESCAPE` statement need not be physically placed within the processing loop.

If an `ESCAPE TOP/BOTTOM` statement is placed in a routine (subroutine, subprogram, function, or a program invoked with `FETCH RETURN`), the routine(s) entered during execution of the processing loop will be terminated automatically.

## Additional Considerations

More than one ESCAPE statement may be contained within the same processing loop.

The execution of an ESCAPE statement may be based on a logical condition. If an ESCAPE statement is encountered during processing of an AT END OF DATA, AT BREAK or AT END OF PAGE block, the execution of the special condition block will be terminated and ESCAPE processing will continue as required.

If an ESCAPE statement is encountered during processing of an if-no-records-found condition, no loop-end processing will be performed (equivalent to ESCAPE IMMEDIATE).

## ESCAPE Syntax Description

Syntax Element	Description
ESCAPE TOP	<p><b>Top Option:</b></p> <p>TOP indicates that processing is to continue at the top of the processing loop. This starts the next repetition of the processing loop.</p>
REPOSITION	<p><b>Top Reposition Option:</b></p> <p>When an ESCAPE TOP REPOSITION statement is executed, Natural immediately continues processing at the top of the active READ loop, using the current value of the search variable as new start value.</p> <p>At the same time, ESCAPE TOP REPOSITION resets the system variable *COUNTER to zero.</p> <p>ESCAPE TOP REPOSITION can be specified within a READ statement loop accessing an Adabas database. The READ statement concerned must contain the option WITH REPOSITION.</p>
ESCAPE BOTTOM	<p><b>Bottom Option:</b></p> <p>BOTTOM indicates that processing is to continue with the first statement following the processing loop. The loop is terminated and loop-end processing (final BREAK and END DATA) is executed for all loops being terminated.</p> <p>In reporting mode, ESCAPE BOTTOM is the default.</p>
( <i>r</i> )	<p><b>Statement Reference:</b></p> <p>Notation (<i>r</i>): If BOTTOM is followed by a label or reference number, processing will continue with the first statement following the processing loop identified by the label or reference number.</p> <p>A label or a reference number can only be specified if the ESCAPE BOTTOM statement is physically placed within the referenced processing loop.</p>

Syntax Element	Description
IMMEDIATE	<p><b>Immediate Option:</b></p> <p>If you specify the keyword IMMEDIATE, no loop-end processing will be performed.</p>
ESCAPE ROUTINE	<p><b>Routine Option:</b></p> <p>This option indicates that the current Natural routine, which may have been invoked via a PERFORM, CALLNAT, FETCH RETURN, or as a main program, is to relinquish control.</p> <p>In the case of a subroutine, processing will continue with the first statement after the statement used to invoke the subroutine. In the case of a main program, Natural command mode will be entered.</p> <p>All loops currently active within the routine will be terminated and loop-end processing performed as well as final processing for user-initiated (PERFORM BREAK) processing. If the program containing the ESCAPE ROUTINE is executed as a main program (Level 1), final end-page processing is performed.</p>
ESCAPE MODULE	<p><b>Module Option:</b></p> <p>This option indicates that the entire current program level, with all internal subroutines, is to relinquish control. The control is then returned to the object of the former program level. If ESCAPE MODULE is used in a hierarchy of internal subroutines, it allows to escape all routines working at this level at once. If no internal subroutine is active, ESCAPE MODULE has the same result as ESCAPE ROUTINE.</p> <p>ESCAPE MODULE is only relevant in inline subroutines. In external subroutines, subprograms and invoked programs, it has the same effect as ESCAPE ROUTINE.</p> <p>As with ESCAPE ROUTINE, loop-end processing will be performed. However, if you specify the keyword IMMEDIATE, no loop-end processing will be performed.</p>

## ESCAPE Example

```

** Example 'ESCEX1': ESCAPE
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 FIRST-NAME
  2 NAME
  2 AREA-CODE
  2 PHONE
*
1 #CITY (A20) INIT <' '>
1 #CNTL (A1) INIT <' '>
END-DEFINE
*
REPEAT

```

```

INPUT 'ENTER VALUE FOR CITY: ' #CITY
  / 'OR '.' TO TERMINATE '
IF #CITY = '.'
  ESCAPE BOTTOM
END-IF
/*
FND. FIND EMPLOY-VIEW WITH CITY = #CITY
/*
IF NO RECORDS FOUND
  WRITE 'NO RECORDS FOUND'
  ESCAPE BOTTOM (FND.)
END-NOREC
AT START OF DATA
  INPUT (AD=0) 'RECORDS FOUND:' *NUMBER //
    'ENTER 'D' TO DISPLAY RECORDS' #CNTL (AD=M)
  IF #CNTL NE 'D'
    ESCAPE BOTTOM (FND.)
  END-IF
END-START
/*
  DISPLAY NOTITLE NAME FIRST-NAME PHONE
END-FIND
END-REPEAT

```

### Output of Program ESCEX1:

```

ENTER VALUE FOR CITY:  PARIS
(OR '.' TO TERMINATE)

```

### After entering and confirming city name:

```

RECORDS FOUND:          26
ENTER 'D' TO DISPLAY RECORDS D

```

### Result after entering and confirming D:

NAME	FIRST-NAME	TELEPHONE
MAIZIERE	ELISABETH	46758304
MARX	JEAN-MARIE	40738871
REIGNARD	JACQUELINE	48472153
RENAUD	MICHEL	46055008
REMOUE	GERMAINE	36929371
LAVENDA	SALOMON	40155905
BROUSSE	GUY	37502323
GIORDA	LOUIS	37497316
SIECA	FRANCOIS	40487413

## ESCAPE

---

CENSIER	BERNARD	38070268
DUC	JEAN-PAUL	38065261
CAHN	RAYMOND	43723961
MAZUY	ROBERT	44286899
FAURIE	HENRI	44341159
VALLY	ALAIN	47326249
BRETON	JEAN-MARIE	48467146
GIGLEUX	JACQUES	40477399
KORAB-BRZOZOWSKI	BOGDAN	45288048
XOLIN	CHRISTIAN	46060015
LEGRIS	ROGER	39341509
VVVV		



# 68 EXAMINE

---

▪ Syntax 1 - EXAMINE .....	446
▪ Syntax 2 - EXAMINE TRANSLATE .....	455
▪ Syntax 3 - EXAMINE for Unicode Graphemes .....	456
▪ EXAMINE Examples .....	459

## EXAMINE

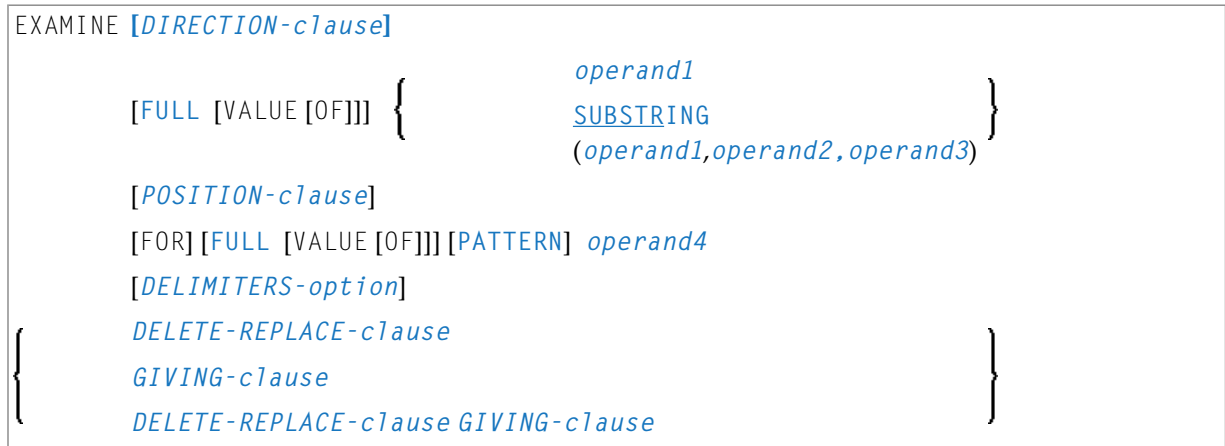
---

Related Statements: [ADD](#) | [COMPRESS](#) | [COMPUTE](#) | [DIVIDE](#) | [MOVE](#) | [MOVE ALL](#) | [MULTIPLY](#) | [RESET](#) | [SEPARATE](#) | [SUBTRACT](#)

Belongs to Function Group: *Arithmetic and Data Movement Operations*

### Syntax 1 - EXAMINE

---



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

#### Syntax Description - Syntax 1

The EXAMINE statement is used to inspect the content of an alphanumeric or binary field, or a range of fields within an array, and to

- return the number of how many times a search-pattern was found;
- return the byte position where a search-pattern appears first;
- return the significant content length of a field; that is, the field length without trailing blanks;
- return the occurrence number (indices) of an array field, where a pattern was found first;
- replace a pattern by another pattern;
- delete a pattern.

Operand Definition Table:

Operand	Possible Structure				Possible Formats								Referencing Permitted	Dynamic Definition		
<i>operand1</i>	C*	S	A		A	U									yes	no
<i>operand2</i>	C	S					N	P	I	B*					yes	no
<i>operand3</i>	C	S					N	P	I	B*					yes	no
<i>operand4</i>	C	S	A*		A	U				B					yes	no

\* *operand1* can only be a constant if the GIVING clause is used, but not if the DELETE/REPLACE clause is used.

\* *operand4* can also be used as an array, see [Search and Replace with Multiple Values](#).

\* Format B of *operand2* and *operand3* may be used only with a length of less than or equal to 4.

Syntax Element Description:

Syntax Element	Description
<i>DIRECTION-clause</i>	<p><b>DIRECTION Clause:</b></p> <p>This clause determines the search direction. For details, see <a href="#">DIRECTION Clause</a> below.</p>
<i>operand1</i>	<p><b>Field to be Examined:</b></p> <p><i>operand1</i> is the field whose content is to be examined.</p> <p>If <i>operand1</i> is a DYNAMIC variable, a REPLACE operation may cause its length to be increased or decreased; a DELETE operation may cause its length to be set to zero. The current length of a DYNAMIC variable can be ascertained by using the system variable *LENGTH. For general information on DYNAMIC variables, see the section <i>Large and Dynamic Variables/Fields</i>.</p>
<i>POSITION-clause</i>	<p><b>POSITION Clause:</b></p> <p>This clause may be used to specify a starting and ending position within <i>operand1</i> (or the substring of <i>operand1</i>) for the examination. For details, see <a href="#">POSITION Clause</a> below.</p>
<i>operand4</i>	<p><b>Value to be Used for EXAMINE Operation:</b></p> <p><i>operand4</i> is the value which is searched for in the examined field(s). You may search for a single value or for multiple values.</p> <p>For more information on <i>operand4</i> and <i>operand6</i>, see <i>operand6</i>, which is used in the <a href="#">DELETE REPLACE Clause</a> described below.</p>
FULL	<p><b>FULL Option:</b></p> <p>If FULL is specified for an operand, the entire value, including trailing blanks, will be processed. If FULL is not specified, trailing blanks in the operand will be ignored.</p>

Syntax Element	Description
SUBSTRING	<p><b>SUBSTRING Option:</b></p> <p>Normally, the content of a field is examined from the beginning of the field to the end or to the last non-blank character.</p> <p>With the <code>SUBSTRING</code> option, you examine only a certain part of the field. After the field name (<i>operand1</i>) in the <code>SUBSTRING</code> clause, you specify first the starting position (<i>operand2</i>) and then the length (<i>operand3</i>) of the field portion to be examined.</p> <p>For example, to examine the 5th to 12th position inclusive of a field #A, you would specify:</p> <pre>EXAMINE SUBSTRING(#A,5,8).</pre> <p><b>Note:</b></p> <ol style="list-style-type: none"> <li>1. If you omit <i>operand2</i>, the starting position is assumed to be 1.</li> <li>2. If you omit <i>operand3</i>, the length is assumed to be from the starting position to the end of the field.</li> <li>3. If <code>SUBSTRING</code> is used in conjunction with a <code>DYNAMIC</code> variable, the field behaves like a fixed length variable; that is, the length (<code>*LENGTH</code>) does not change as a result of the <code>EXAMINE</code> operation, regardless of whether a <code>DELETE</code> or <code>REPLACE</code> operation was executed or not.</li> </ol>
PATTERN	<p><b>PATTERN Option:</b></p> <p>If you wish to examine the field for a value which contains “wild characters”, that is symbols for positions not to be examined, you use the <code>PATTERN</code> option. <i>operand4</i> may then include the following symbols for positions to be ignored:</p> <ul style="list-style-type: none"> <li>■ A period (.), question mark (?) or underscore (_) indicates a single position that is not to be examined.</li> <li>■ An asterisk (*) or a percent sign (%) indicates any number of positions not to be examined.</li> </ul> <p>Example: With <code>PATTERN 'NAT*AL'</code> you could examine the field for any value which contains <code>NAT</code> and <code>AL</code> no matter which and how many other characters are between <code>NAT</code> and <code>AL</code> (this would include the values <code>NATURAL</code> and <code>NATIONAL</code> as well as <code>NATAL</code>).</p> <p><b>Note:</b></p> <p>If you use a pattern that starts with an asterisk (*) or percent sign (%), the following rule applies:</p> <p>All positions from the previous delimiter are not examined. If there is no delimiter, all positions from the beginning of the string are not examined.</p>

Syntax Element	Description
	<p>If you use a pattern that ends with an asterisk (*) or percent sign (%), the following rule applies:</p> <p>All positions to the next delimiter are not examined. If there is no delimiter, all positions to the end of the string are not examined.</p>
<i>DELIMITERS-option</i>	<p><b>DELIMITERS Option:</b></p> <p>This option is used to scan for a value which exhibits delimiters. For details, see <a href="#">DELIMITERS Option</a> below.</p>
<i>DELETE-REPLACE-clause</i>	<p><b>DELETE REPLACE Clause:</b></p> <p>The DELETE option of this clause is used to delete each search-value (<i>operand4</i>) found in <i>operand1</i>, whereas the REPLACE option is used to replace each search-value (<i>operand4</i>) found in <i>operand1</i> by the value specified in <i>operand6</i>. For details, see <a href="#">DELETE REPLACE Clause</a> below.</p>
<i>GIVING-clause</i>	<p>For details, see <a href="#">GIVING Clause</a> below.</p>

**DIRECTION Clause**

The direction clause determines the search direction.

DIRECTION	<table border="0"> <tr> <td rowspan="3" style="font-size: 3em; vertical-align: middle;">{</td> <td>FORWARD</td> </tr> <tr> <td>BACKWARD</td> </tr> <tr> <td><i>operand8</i></td> </tr> </table>	{	FORWARD	BACKWARD	<i>operand8</i>
{	FORWARD				
	BACKWARD				
	<i>operand8</i>				

**Operand Definition Table:**

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand8</i>	C S	A1	yes	no

Syntax Element Description:

Syntax Element	Description
FORWARD	<p><b>Examine in Left-to-Right Direction:</b></p> <p>If you specify FORWARD, the contents of the field are examined from left to right.</p>
BACKWARD	<p><b>Examine in Right-to-Left Direction:</b></p> <p>If you specify BACKWARD, the contents of the field are examined from right to left.</p>
<i>operand8</i>	<p><b>Alternative Specification:</b></p> <p>If you specify <i>operand8</i>, the search direction is determined by the contents of <i>operand8</i>. <i>operand8</i> must be defined with format/length A1. If <i>operand8</i> contains an F, then the search direction is FORWARD, if <i>operand8</i> contains a B, the search direction is BACKWARD. All</p>

Syntax Element	Description
	other values are invalid and are rejected at compile time if <i>operand8</i> is a constant, or at run time if <i>operand8</i> is a variable.



**Note:** If the `DIRECTION` clause is not specified, the default direction is `FORWARD`.

**POSITION Clause**

The `POSITION` clause may be used to specify a starting and ending position within *operand1* (or the substring of *operand1*) for the examination.

```
[[STARTING] FROM [POSITION] operand9] [ { ENDING AT } [POSITION] operand10 ]
```

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand9</i>	C S	N P I	yes	no
<i>operand10</i>	C S	N P I	yes	no

Syntax Element Description:


Syntax Element	Description
<code>FROM operand9</code>	<b>Starting Position:</b> <i>operand9</i> is used to define the starting position for the examination.
<code>ENDING AT / THRU operand10</code>	<b>Ending Position:</b> <i>operand10</i> is used to define the ending position for the examination.

The starting position (*operand9*) and the ending position (*operand10*) are relative to *operand1* or the substring of *operand1*, and both are processed.

The search is performed starting from the starting position and ending at the ending position.

If the starting and/or ending position are not specified, the default position value applies. This value is determined by the search direction:

Direction	Default Starting Position	Default Ending Position
FORWARD	1 (first character)	length of <i>operand1</i> (last character)
BACKWARD	length of <i>operand1</i> (last character)	1 (first character)

 **Note:** If the search direction is FORWARD and the start position is greater than the end position, or if the search direction is BACKWARD and the start position is less than the end position, no search is performed.

**DELIMITERS Option**

```
{ ABSOLUTE
  WITH [DELIMITERS] [operand5] }
```

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand5</i>	C S	A U B	yes	no

Syntax Element Description:

Syntax Element	Description
ABSOLUTE	<b>Absolute Scan Option:</b> This is the default option. It results in an absolute scan of the field for the specified value regardless of what other characters may surround the value.
WITH DELIMITERS	<b>WITH DELIMITERS Option:</b> This option is used to scan for a value which is delimited by blanks or by any character that is neither a letter nor a numeric character.
WITH DELIMITERS <i>operand5</i>	<b>Specific Delimiter Option:</b> This option is used to scan for a value which is delimited by the character or any of the characters specified in <i>operand5</i> . If the search value was found at the beginning or end of the examined field, only the right or left side has to be delimited by one of the <i>operand5</i> characters.

**DELETE/REPLACE Clause**

```
[AND] { DELETE [FIRST]
        REPLACE [FIRST] [WITH] [FULL [VALUE [OF]]] operand6 }
```

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
operand6	C S A*	A U B	yes	no

\* operand6 can also be used as an array, see [Search and Replace with Multiple Values](#).

Syntax Element Description:

Syntax Element	Description
DELETE	<b>DELETE Option:</b> This option is used to delete the first (or all) occurrence(s) of the search-value ( <i>operand4</i> ) in the content of <i>operand1</i> .
REPLACE	<b>REPLACE Option:</b> This option is used to replace the first (or all) occurrence(s) of the search-value ( <i>operand4</i> ) in <i>operand1</i> by the replace value specified in <i>operand6</i> .
FIRST	<b>FIRST Option:</b> If you specify the keyword FIRST, only the first identical value will be deleted/replaced.

 **Notes:**

1. If the REPLACE operation results in more characters being generated than will fit into *operand1*, you will receive an error message.
2. If *operand1* is a dynamic variable, a REPLACE operation may cause its length to be increased or decreased; a DELETE operation may cause its length to be set to zero. The current length of a dynamic variable can be ascertained by using the system variable \*LENGTH. For general information on dynamic variables, see *Using Dynamic Variables*.

**Search and Replace with Multiple Values**

The search (*operand4*) and replace value (*operand6*) may also be defined as array fields. This allows to substitute multiple different patterns in the examined field (*operand1*), all with an unique EXAMINE statement. It is not necessary to have the same number of occurrences for the search and replace operand. All what is required is the transfer compatibility between these fields; that is, *operand4:=operand6* must be a valid operation; see *Assignment Operations with Arrays* in the *Programming Guide*.



The operation logic for the multi-value search is as follows:

- The field to be examined (*operand1*) is passed through only a single time, either from left to right for direction FORWARD or from right to left for direction BACKWARD.
- Beginning with the first position, the values in the search array (*operand4*) are tested for a match, one after the other, starting with the array occurrence with the lowest index.
- If no search value was found, the comparison repeats on the next field position.
- If one of the searched patterns is detected in the examined field (*operand1*), it is substituted with the value of the replace array (*operand6*), which overlays the matching pattern in *operand4*, if a *operand4:=operand6* would be executed.
- After a pattern replacement was performed, the compare process continues with the first occurrence for the search array, immediately after the inserted value. This means, a replaced pattern is skipped and may not be replaced a second time.

Example:

This example shows an HTML translation for the characters less than (<), greater than (>), and ampersand (&).

```
DEFINE DATA LOCAL
1 #HTML (A/1:3) DYNAMIC INIT '<','>','&';'
1 #TAB (A/1:3) DYNAMIC INIT '<','>','&';'
1 #DOC(A) DYNAMIC /* document to be replaced
END-DEFINE
#DOC := 'a<<b&b&c&';
WRITE #DOC (AL=30) 'before'
/* Replace #DOC using #HTML to #TAB (n:1 replacement)
EXAMINE #DOC FOR #HTML(*) REPLACE #TAB(*)
/* '<';' is replaced by '<' (4:1 replacement)
/* '>';' is replaced by '>' (4:1 replacement)
/* '&';' is replaced by '&' (5:1 replacement)
WRITE #DOC (AL=30) 'after'
END
```

See also [Example 3 - EXAMINE AND REPLACE WITH MULTIPLE VALUES](#).

### GIVING Clause

<pre>[ { GIVING [IN] operand7   [GIVING] NUMBER [IN] operand7 } ]</pre>
<pre>[[GIVING] POSITION [IN] operand7]</pre>
<pre>[[GIVING] LENGTH [IN] operand7]</pre>
<pre>[[GIVING] INDEX [IN] operand7 ...3]</pre>

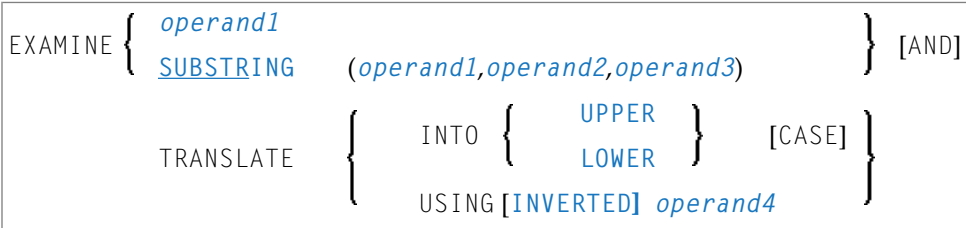
Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand7</i>	S	N P I	yes	yes

Syntax Element Description:

Syntax Element	Description
GIVING	<b>GIVING Clause:</b> If only the keyword GIVING is specified, this corresponds to GIVING NUMBER (default).
NUMBER	<b>GIVING NUMBER Clause:</b> Is used to obtain information on how many times the search value ( <i>operand4</i> ) was found in the field ( <i>operand1</i> ) whose content is to be examined.
POSITION	<b>GIVING POSITION Clause:</b> Is used to obtain the byte position within <i>operand1</i> (or the substring of <i>operand1</i> ) where the first value identical to <i>operand4</i> was found.
LENGTH	<b>GIVING LENGTH Clause:</b> Is used to obtain the remaining content length of <i>operand1</i> (or the substring of <i>operand1</i> ) after all delete/replace operations have been performed. Trailing blanks are ignored.
<i>operand7</i>	<b>Number of Occurrences:</b> The number of occurrences of the search-value. If the REPLACE FIRST or DELETE FIRST option is also used, the number will not exceed 1.
INDEX <i>operand7</i> ...3	<b>GIVING INDEX Clause:</b> This option is only applicable if the underlying field to be examined is an array field. GIVING INDEX is used to obtain the array occurrence number (index) of <i>operand1</i> in which the first search-value ( <i>operand4</i> ) was found. <i>operand7</i> must be specified as many times as there are dimensions in <i>operand1</i> (maximum three times). <i>operand7</i> will return 0 if the search-value is found in none of the occurrences. <b>Note:</b> If the index range of <i>operand1</i> includes the occurrence 0 (for example, 0:5), a value of 0 in <i>operand7</i> is ambiguous. In this case, an additional GIVING NUMBER clause should be used to ascertain whether the search-value was actually found or not.

## Syntax 2 - EXAMINE TRANSLATE



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

### Syntax Description - Syntax 2

The EXAMINE TRANSLATE statement is used to translate the characters contained in a field into upper-case or lower-case, or into other characters.

Operand Definition Table:

Operand	Possible Structure			Possible Formats										Referencing Permitted	Dynamic Definition				
<i>operand1</i>	S	A		A	U								B					yes	no
<i>operand2</i>	C	S					N	P	I	B*								yes	no
<i>operand3</i>	C	S					N	P	I	B*								yes	no
<i>operand4</i>	S	A		A	U								B					yes	no

\*Format B of *operand2* and *operand3* may be used only with a length of less than or equal to 4.

Syntax Element Description:

Syntax Element	Description
EXAMINE <i>operand1</i>	<p><b>Complete Field Content Translation:</b></p> <p><i>operand1</i> is the field whose content is to be translated.</p>
EXAMINE SUBSTRING <i>operand1 operand2 operand3</i>	<p><b>Partial Field Content Translation:</b></p> <p>Normally, the entire content of a field is translated.</p> <p>With the SUBSTRING option, you translate only a certain part of the field. After the field name (<i>operand1</i>) in the SUBSTRING clause, you specify first the starting position (<i>operand2</i>) and then the length (<i>operand3</i>) of the field portion to be examined.</p> <p>For example, to translate the 5th to 12th position inclusive of a field #A, you would specify:</p>

Syntax Element	Description
	<p>EXAMINE SUBSTRING( #A, 5, 8) AND TRANSLATE ...</p> <p><b>Note:</b> If you omit <i>operand2</i>, the starting position is assumed to be 1. If you omit <i>operand3</i>, the length is assumed to be from the starting position to the end of the field.</p>
TRANSLATE INTO UPPER CASE	<p><b>Upper Case Translation:</b></p> <p>The content of <i>operand1</i> will be translated into upper case.</p>
TRANSLATE INTO LOWER CASE	<p><b>Lower Case Translation:</b></p> <p>The content of <i>operand1</i> will be translated into lower case.</p>
TRANSLATE USING <i>operand4</i>	<p><b>Translation Table:</b></p> <p><i>operand4</i> is the translation table to be used for character translation. The table must be of format/length A2, U2 or B2.</p> <p><b>Note:</b> If for a character to be translated more than one translation is defined in the translation table, the last of these translations applies.</p>
INVERTED	<p><b>INVERTED Option:</b></p> <p>If you specify the keyword INVERTED, the translation table (<i>operand4</i>) will be used inverted; that is, the translation direction will be reversed.</p>

### Syntax 3 - EXAMINE for Unicode Graphemes

EXAMINE [FULL [VALUE [OF]] [POSITION-clause]	{	<i>operand1</i> SUBSTRING ( <i>operand1</i> , <i>operand2</i> , <i>operand3</i> )	}
[FOR]	{	CHARPOSITION <i>operand4</i> CHARLENGTH <i>operand5</i> CHARPOSITION <i>operand4</i> CHARLENGTH <i>operand5</i>	}
{	[GIVING] POSITION [IN] <i>operand6</i> [GIVING] LENGTH [IN] <i>operand7</i> [GIVING] POSITION [IN] <i>operand6</i> [GIVING] LENGTH [IN] <i>operand7</i>	}	

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

### Syntax Description - Syntax 3

A “grapheme” is what a user normally thinks of as a character. In most cases, a UTF-16 code unit (= U format character) is a grapheme, however, a grapheme can also consist of several code units. Examples are: a sequence of a base character followed by combining characters or a surrogate pair. For more information on graphemes and other Unicode terms, see *The Unicode Standard* at <http://www.unicode.org/>.

The EXAMINE statement for U format operands in general operates on code units. However, with the CHARPOSITION and CHARLENGTH clauses it is possible to obtain the starting position and length (in terms of code units) of a graphemes sequence. The returned code unit values can then be used in other statements/clauses which require code unit operands (for example, in a SUBSTRING clause).

For further information on this syntax of the EXAMINE statement, see also *Unicode and Code Page Support* in the *Natural Programming Language*, section *Statements, EXAMINE*.

Operand Definition Table:

Operand	Possible Structure				Possible Formats											Referencing Permitted	Dynamic Definition		
<i>operand1</i>	C	S	A		U													yes	no
<i>operand2</i>	C	S				N	P	I	B*									yes	no
<i>operand3</i>	C	S				N	P	I	B*									yes	no
<i>operand4</i>	C	S				N	P	I										yes	no
<i>operand5</i>	C	S				N	P	I										yes	no
<i>operand6</i>		S				N	P	I										yes	no
<i>operand7</i>		S				N	P	I										yes	no

\* Format B of *operand2* and *operand3* may be used only with a length of less than or equal to 4.

Syntax Element Description:

Syntax Element	Description
FULL	<p><b>FULL Option:</b></p> <p>If FULL is specified for an operand, the entire value, including trailing blanks, will be processed. If FULL is not specified, trailing blanks in the operand will be ignored.</p>
SUBSTRING <i>operand1</i> <i>operand2</i> <i>operand3</i>	<p><b>SUBSTRING Clause:</b></p> <p>Normally, the content of a field is examined from the beginning of the field to the end or to the last non-blank character.</p> <p>With the SUBSTRING option, you examine only a certain part of the field. After the field name (<i>operand1</i>) in the SUBSTRING clause, you specify first the starting</p>

Syntax Element	Description
	<p>position (<i>operand2</i>) and then the length (<i>operand3</i>) of the field portion to be examined. <i>operand2</i> and <i>operand3</i> are specified in terms of code units.</p> <p>For example, to examine the 5th to 12th position inclusive of a field #A, you would specify:</p> <pre>EXAMINE SUBSTRING (#A,5,8)</pre> <p><b>Note:</b></p> <ol style="list-style-type: none"> <li>1. If you omit <i>operand2</i>, the starting position is assumed to be 1.</li> <li>2. If you omit <i>operand3</i>, the length is assumed to be from the starting position to the end of the field.</li> <li>3. If SUBSTRING is used in conjunction with a DYNAMIC variable, the field behaves like a fixed length variable; that is, the length (*LENGTH) does not change as a result of the EXAMINE operation, regardless of whether a DELETE or REPLACE operation was executed or not.</li> </ol>
<i>POSITION-clause</i>	<p><b>POSITION Clause:</b></p> <p>FROM and THRU positions are given in terms of code units. For further information, see <a href="#">POSITION Clause</a> under <i>Syntax 1</i>.</p>
CHARPOSITION <i>operand4</i>	<p><b>CHARPOSITION Clause:</b></p> <p><i>operand4</i> defines the starting position (in terms of Unicode graphemes) of the grapheme sequence. The according position in terms of code units is returned in <i>operand6</i>. This clause can be omitted if the CHARLENGTH clause is specified; in this case the starting position 1 is assumed.</p>
CHARLENGTH <i>operand5</i>	<p><b>CHARLENGTH Clause:</b></p> <p><i>operand5</i> defines the length (in terms of Unicode graphemes) of the grapheme sequence. The length of the grapheme sequence in terms of code units is returned in <i>operand7</i>. This clause can be omitted if the CHARPOSITION clause is specified; in this case the length from the starting position up to the end of the string is returned.</p>
GIVING POSITION IN <i>operand6</i>	<p><b>GIVING POSITION Clause:</b></p> <p><i>operand6</i> receives the starting position (in terms of code units) of the grapheme sequence defined by <i>operand4</i> and <i>operand5</i>. If <i>operand1</i> has less than <i>operand4</i> graphemes, 0 is returned. This clause can be omitted if the GIVING LENGTH clause is specified.</p>
GIVING LENGTH IN <i>operand7</i>	<p><b>GIVING LENGTH Clause:</b></p> <p><i>operand7</i> receives the length (in terms of code units) of the grapheme sequence defined by <i>operand4</i> and <i>operand5</i>. If <i>operand1</i> has less than <i>operand4+operand5</i> graphemes, 0 is returned. This clause can be omitted if the GIVING POSITION clause is specified.</p>

**Notes:**

1. Either the CHARPOSITION or the CHARLENGTH clause or both must be specified.
2. Either the GIVING POSITION or GIVING LENGTH clause or both must be specified.

## EXAMINE Examples

- [Example 1 - EXAMINE](#)
- [Example 2 - EXAMINE TRANSLATE](#)
- [Example 3 - EXAMINE AND REPLACE WITH MULTIPLE VALUES](#)
- [Example 4 - EXAMINE for Unicode Graphemes](#)

### Example 1 - EXAMINE

```

** Example 'EXMEX1': EXAMINE
*****
DEFINE DATA LOCAL
1 #TEXT   (A45)
1 #ARRAY  (A5/1:3)
1 #A      (A3)
1 #START  (N2)
1 #NUM    (N2)
1 #NUM1   (N2)
1 #NUM2   (N2)
1 #NUM3   (N2)
1 #POS    (N2)
1 #POS1   (N2)
1 #LENG   (N2)
1 #INDEX  (N2)
END-DEFINE
*
MOVE 'ABC   A B C   .A.  .B.  .C.   -A-  -B-  -C-  ' TO #TEXT
*
WRITE / 'EXAMPLE 1 (DELIMITER, GIVING NUMBER)'
WRITE NOTITLE '#TEXT: ' #TEXT
EXAMINE #TEXT FOR 'A' GIVING NUMBER #NUM1
EXAMINE #TEXT FOR 'A' WITH DELIMITER GIVING NUMBER #NUM2
EXAMINE #TEXT FOR 'A' WITH DELIMITER '.' GIVING NUMBER #NUM3
WRITE 'EXAMINE #TEXT FOR "A" ' 57T 'Number found:' #NUM1
WRITE 'EXAMINE #TEXT FOR "A" WITH DELIMITER' 57T 'Number found:' #NUM2
WRITE 'EXAMINE #TEXT FOR "A" WITH DELIMITER "."'
  57T 'Number found:' #NUM3
*
WRITE / 'EXAMPLE 2 (DELIMITER, REPLACE, GIVING NUMBER)'
WRITE 'EXAMINE #TEXT FOR "A" WITH DELIMITER "-" REPLACE WITH "*" '
WRITE 'Before:' #TEXT

```

## EXAMINE

```
EXAMINE #TEXT FOR 'A' WITH DELIMITER '-' REPLACE WITH '*'
      GIVING NUMBER #NUM
WRITE 'After: ' #TEXT 57T 'Number found:' #NUM
*
*
NEWPAGE
*
WRITE / 'EXAMPLE 3 (REPLACE, GIVING NUMBER)'
WRITE 'EXAMINE #TEXT FOR " " REPLACE WITH "+"'
WRITE 'Before:' #TEXT
EXAMINE #TEXT FOR ' ' REPLACE WITH '+' GIVING NUMBER #NUM
WRITE 'After: ' #TEXT 57T 'Number found:' #NUM
*
WRITE / 'EXAMPLE 4 (FULL, REPLACE, GIVING NUMBER)'
WRITE 'EXAMINE FULL #TEXT FOR " " REPLACE WITH "+"'
WRITE 'Before:' #TEXT
EXAMINE FULL #TEXT FOR ' ' REPLACE WITH '+' GIVING NUMBER #NUM
WRITE 'After: ' #TEXT 57T 'Number found:' #NUM
*
WRITE / 'EXAMPLE 5 (DELETE, GIVING POSITION)'
WRITE 'EXAMINE #TEXT FOR "+" DELETE GIVING POSITION #POS'
WRITE 'Before:' #TEXT
EXAMINE #TEXT FOR '+' DELETE GIVING POSITION #POS
WRITE 'After: ' #TEXT 57T 'Position found:' #POS
*
WRITE / 'EXAMPLE 6 (DELETE, GIVING LENGTH)'
WRITE 'EXAMINE #TEXT FOR "A" DELETE GIVING LENGTH #LENG'
WRITE 'Before:' #TEXT
EXAMINE #TEXT FOR 'A' DELETE GIVING LENGTH #LENG
WRITE 'After: ' #TEXT 57T 'Length found:' #LENG
*
*
NEWPAGE
*
MOVE 'ABC  A B C  .A. .B. .C.  -A- -B- -C- ' TO #TEXT
*
WRITE / 'EXAMPLE 7 (PATTERN, REPLACE, GIVING NUMBER)'
WRITE 'EXAMINE #TEXT FOR      ".A." AND REPLACE "****"'
WRITE 'Before:' #TEXT
EXAMINE #TEXT FOR      '.A.' AND REPLACE '****' GIVING NUMBER #NUM
WRITE 'After: ' #TEXT 57T 'Number found:' #NUM
*
MOVE 'ABC  A B C  .A. .B. .C.  -A- -B- -C- ' TO #TEXT
*
WRITE 'EXAMINE #TEXT FOR PATTERN ".A." AND REPLACE "****"'
WRITE 'Before:' #TEXT
EXAMINE #TEXT FOR PATTERN '.A.' AND REPLACE '****' GIVING NUMBER #NUM
WRITE 'After: ' #TEXT 57T 'Number found:' #NUM
*
MOVE 'ABC  A B C  .A. .B. .C.  -A- -B- -C- ' TO #TEXT
*
#A  := 'B C'
```



```

#POS := 6
#LENG:= 25
*
WRITE / 'EXAMPLE 8 (SUBSTRING, REPLACE, GIVING POSITION)'
WRITE '#A := "B C" ; #POS := 6 ; #LENG:= 25 '
WRITE 'EXAMINE SUBSTRING(#TEXT,#POS,#LENG) FOR #A AND REPLACE "****"'
WRITE 'Before:' #TEXT
EXAMINE SUBSTRING(#TEXT,#POS,#LENG) FOR #A AND REPLACE '****'
      GIVING POSITION #POS1
WRITE 'After: ' #TEXT 57T 'Position found:' #POS1
*
*
NEWPAGE
*
MOVE 'ABC  A B C  .A. .B. .C.  -A- -B- -C- ' TO #TEXT
*
WRITE / 'EXAMPLE 9 (DELETE, GIVING NUMBER, GIVING POSITION, '-
      'GIVING LENGTH)'
WRITE 'EXAMINE #TEXT FOR "." DELETE GIVING NUMBER  #NUM'
WRITE 30T 'GIVING POSITION #POS'
WRITE 30T 'GIVING LENGTH  #LENG'
WRITE 'Before:' #TEXT
EXAMINE #TEXT FOR '.' DELETE GIVING NUMBER #NUM
      GIVING POSITION #POS
      GIVING LENGTH  #LENG

WRITE 'After: ' #TEXT
WRITE 'Number found: ' #NUM
WRITE 'Position found:' #POS
WRITE 'Length found: ' #LENG
*
*
*
MOVE 'ABC  ' TO #ARRAY (1)
MOVE '.A.B.' TO #ARRAY (2)
MOVE '-A-B-' TO #ARRAY (3)
*
WRITE / 'EXAMPLE 10 (GIVING NUMBER, GIVING POSITION, GIVING INDEX)'
WRITE '#ARRAY(1):' #ARRAY(1)
WRITE '#ARRAY(2):' #ARRAY(2)
WRITE '#ARRAY(3):' #ARRAY(3)
WRITE 'EXAMINE #ARRAY(*) FOR "B" GIVING NUMBER  #NUM'
WRITE 27T 'GIVING POSITION #POS'
WRITE 27T 'GIVING INDEX  #INDEX'
EXAMINE #ARRAY(*) FOR 'B' GIVING NUMBER  #NUM
      GIVING POSITION #POS
      GIVING INDEX  #INDEX

WRITE 'Number found: ' #NUM
WRITE 'Position found:' #POS
WRITE 'Index found:  ' #INDEX
END

```

**Output of Program EXMEX1:**

```

EXAMPLE 1 (DELIMITER, GIVING NUMBER)
#TEXT: ABC  A B C  .A.  .B.  .C.  -A-  -B-  -C-
EXAMINE #TEXT FOR 'A'                               Number found:  4
EXAMINE #TEXT FOR 'A' WITH DELIMITER                Number found:  3
EXAMINE #TEXT FOR 'A' WITH DELIMITER '.'           Number found:  1

EXAMPLE 2 (DELIMITER, REPLACE, GIVING NUMBER)
EXAMINE #TEXT FOR 'A' WITH DELIMITER '-' REPLACE WITH '*'
Before: ABC  A B C  .A.  .B.  .C.  -A-  -B-  -C-
After:  ABC  A B C  .A.  .B.  .C.  -*  -B-  -C-   Number found:  1

EXAMPLE 3 (REPLACE, GIVING NUMBER)
EXAMINE      #TEXT FOR ' ' REPLACE WITH '+'
Before: ABC  A B C  .A.  .B.  .C.  -*  -B-  -C-
After:  ABC+++A+B+C+++A.++.B.++.C.++++-*+++B+++C-   Number found: 20

EXAMPLE 4 (FULL, REPLACE, GIVING NUMBER)
EXAMINE FULL #TEXT FOR ' ' REPLACE WITH '+'
Before: ABC+++A+B+C+++A.++.B.++.C.++++-*+++B+++C-
After:  ABC+++A+B+C+++A.++.B.++.C.++++-*+++B+++C-+   Number found:  1

EXAMPLE 5 (DELETE, GIVING POSITION)
EXAMINE #TEXT FOR '+' DELETE GIVING POSITION #POS
Before: ABC+++A+B+C+++A.++.B.++.C.++++-*+++B+++C-+
After:  ABCABC.A..B..C.-*-B--C-                       Position found:  4

EXAMPLE 6 (DELETE, GIVING LENGTH)
EXAMINE #TEXT FOR 'A' DELETE GIVING LENGTH #LENG
Before: ABCABC.A..B..C.-*-B--C-
After:  BCBC...B..C.-*-B--C-                           Length found: 21

EXAMPLE 7 (PATTERN, REPLACE, GIVING NUMBER)
EXAMINE #TEXT FOR      '.A.' AND REPLACE '***'
Before: ABC  A B C  .A.  .B.  .C.  -A-  -B-  -C-
After:  ABC  A B C  ***  .B.  .C.  -A-  -B-  -C-   Number found:  1
EXAMINE #TEXT FOR PATTERN '.A.' AND REPLACE '***'
Before: ABC  A B C  .A.  .B.  .C.  -A-  -B-  -C-
After:  ABC  ***B C  ***  .B.  .C.  ***  -B-  -C-   Number found:  3

EXAMPLE 8 (SUBSTRING, REPLACE, GIVING POSITION)
#A := 'B C' ; #POS := 6 ; #LENG:= 25
EXAMINE SUBSTRING(#TEXT,#POS,#LENG) FOR #A AND REPLACE '***'
Before: ABC  A B C  .A.  .B.  .C.  -A-  -B-  -C-
After:  ABC  A ***  .A.  .B.  .C.  -A-  -B-  -C-   Position found:  4

EXAMPLE 9 (DELETE, GIVING NUMBER, GIVING POSITION, GIVING LENGTH)
EXAMINE #TEXT FOR '.' DELETE GIVING NUMBER  #NUM
                                GIVING POSITION #POS
                                GIVING LENGTH  #LENG

```

```

Before: ABC  A B C  .A.  .B.  .C.  -A-  -B-  -C-
After:  ABC  A B C  A  B  C  -A-  -B-  -C-
Number found:      6
Position found:   15
Length found:     38

```

EXAMPLE 10 (GIVING NUMBER, GIVING POSITION, GIVING INDEX)

```

#ARRAY(1): ABC
#ARRAY(2): .A.B.
#ARRAY(3): -A-B-
EXAMINE #ARRAY(*) FOR 'B' GIVING NUMBER #NUM
                        GIVING POSITION #POS
                        GIVING INDEX #INDEX

Number found:      3
Position found:    2
Index found:       1

```

## Example 2 - EXAMINE TRANSLATE

```

** Example 'EXMEX2': EXAMINE TRANSLATE
*****
DEFINE DATA LOCAL
1 #TEXT (A50)
1 #TAB (A2/1:10)
1 #POS (N2)
1 #LENG (N2)
END-DEFINE
*
MOVE 'ABC  A B C  .A.  .B.  .C.  -A-  -B-  -C- ' TO #TEXT
*
MOVE 'AX' TO #TAB(1)
MOVE 'BY' TO #TAB(2)
MOVE 'CZ' TO #TAB(3)
*
*
WRITE NOTITLE / 'EXAMPLE 1 (WITH TRANSLATION TABLE)'
WRITE 'EXAMINE #TEXT TRANSLATE USING #TAB(*)'
WRITE 'Before:' #TEXT
EXAMINE #TEXT TRANSLATE USING #TAB(*)
WRITE 'After: ' #TEXT
*
WRITE / 'EXAMPLE 2 (WITH INVERTED TRANSLATION TABLE)'
WRITE 'EXAMINE #TEXT TRANSLATE USING INVERTED #TAB(*)'
WRITE 'Before:' #TEXT
EXAMINE #TEXT TRANSLATE USING INVERTED #TAB(*)
WRITE 'After: ' #TEXT
*
#POS := 13
#LENG:= 15
*
WRITE / 'EXAMPLE 3 (WITH LOWER CASE TRANSLATION)'

```

## EXAMINE

```
WRITE '#POS := 13 ; #LENG:= 15 '  
WRITE 'EXAMINE SUBSTRING(#TEXT,#POS,#LENG) TRANSLATE INTO LOWER CASE'  
WRITE 'Before:' #TEXT  
EXAMINE SUBSTRING(#TEXT,#POS,#LENG) TRANSLATE INTO LOWER CASE  
WRITE 'After: ' #TEXT  
*  
END
```

### Output of Program EXMEX2:

```
EXAMPLE 1 (WITH TRANSLATION TABLE)  
EXAMINE #TEXT TRANSLATE USING #TAB(*)  
Before: ABC  A B C  .A.  .B.  .C.  -A-  -B-  -C-  
After:  XYZ  X Y Z  .X.  .Y.  .Z.  -X-  -Y-  -Z-  
  
EXAMPLE 2 (WITH INVERTED TRANSLATION TABLE)  
EXAMINE #TEXT TRANSLATE USING INVERTED #TAB(*)  
Before: XYZ  X Y Z  .X.  .Y.  .Z.  -X-  -Y-  -Z-  
After:  ABC  A B C  .A.  .B.  .C.  -A-  -B-  -C-  
  
EXAMPLE 3 (WITH LOWER CASE TRANSLATION)  
#POS := 13 ; #LENG:= 15  
EXAMINE SUBSTRING(#TEXT,#POS,#LENG) TRANSLATE INTO LOWER CASE  
Before: ABC  A B C  .A.  .B.  .C.  -A-  -B-  -C-  
After:  ABC  A B C  .a.  .b.  .c.  -A-  -B-  -C-
```

### Example 3 - EXAMINE AND REPLACE WITH MULTIPLE VALUES

```
* EXAMPLE 'EXMEX3': EXAMINE AND REPLACE WITH MULTIPLE VALUES  
*****  
* This example shows a translation of the pattern  
* 'AA', 'Aa' and 'aA' into '++',  
* 'BB', 'Bb' and 'bB' into '--' and  
* 'CC', 'Cc' and 'cC' into '**'.  
*****  
DEFINE DATA LOCAL  
1 #SV      (A2/1:3,1:3) INIT (1,V) <'AA','BB','CC'>  
              (2,V) <'Aa','Bb','Cc'>  
              (3,V) <'aA','bB','cC'>  
1 #RV      (A2/1:3)      INIT      <'++','--','**'>  
1 #STRING  (A20)         INIT <'AAABbbbbBCCCcccCaaaA'>  
1 #NUM     (N2)  
END-DEFINE  
*  
*  
WRITE NOTITLE / 'EXAMINE #STRING FOR #SV(*,*) AND REPLACE WITH #RV(*)' /  
*  
WRITE 'Before:' #STRING /* shows 'AAABbbbbBCCCcccCaaaA'  
*  
EXAMINE #STRING FOR #SV(*,*) AND REPLACE WITH #RV(*)  
      GIVING NUMBER #NUM
```

```
*
WRITE 'After: ' #STRING /* shows '++A--bb--***c**aa++'
  40T 'Number found:' #NUM
*
```

### Output of Program EXMEX3:

```
EXAMINE #STRING FOR #SV(*,*) AND REPLACE WITH #RV(*)
```

```
Before: AAABbbbbBCCCcccCaaaA
```

```
After: ++A--bb--***c**aa++          Number found: 7
```

### Example 4 - EXAMINE for Unicode Graphemes

This example demonstrates the analysis of a Unicode string containing the characters ä und ü. Both characters are defined as base character followed by a combining character: ä is coded with U+0061 followed by U+0308, and ü is coded with U+0075 followed by U+0308.

```
DEFINE DATA LOCAL
1 #U (U20)
1 #START (I2)
1 #POS (I2)
1 #LEN (I2)
END-DEFINE
#U := U'AB'-UH'00610308'-U'CD'-UH'00750308'-U'EF'
*
REPEAT
  #START := #START + 1
  EXAMINE #U FOR CHARACTER #START
                CHARLENGTH 1
                GIVING POSITION IN #POS
                LENGTH IN #LEN
*
  INPUT (AD=0) MARK POSITION #POS IN FIELD *#U
  '          UNICODE-STRING:' #U (AD=MI)
// '          CHARACTER NO.:' #START (EM=9)
/ 'STARTS AT BYTE POSITION:' #POS (EM=9)
/ '          AND THE LENGTH IS:' #LEN (EM=9)
WHILE #POS NE 0
END-REPEAT
END
```

Output:

<b>z/OS Environments:</b>	<b>Windows and Linux Environments (with Natural Web I/O Interface):</b>
UNICODE-STRING: ABa?CDu?EF  CHARACTER NO.: 1 STARTS AT BYTE POSITION: 1 AND THE LENGTH IS: 1	UNICODE-STRING: ABäCDüEF  CHARACTER NO.: 1 STARTS AT BYTE POSITION: 1 AND THE LENGTH IS: 1
Press ENTER to continue.	
UNICODE-STRING: ABa?CDu?EF  CHARACTER NO.: 2 STARTS AT BYTE POSITION: 2 AND THE LENGTH IS: 1	UNICODE-STRING: ABäCDüEF  CHARACTER NO.: 2 STARTS AT BYTE POSITION: 2 AND THE LENGTH IS: 1
Press ENTER to continue.	
Note that the character in position 3 is a combining character sequence and is two code units long.	
UNICODE-STRING: ABa?CDu?EF  CHARACTER NO.: 3 STARTS AT BYTE POSITION: 3 AND THE LENGTH IS: 2	UNICODE-STRING: ABäCDüEF  CHARACTER NO.: 3 STARTS AT BYTE POSITION: 3 AND THE LENGTH IS: 2
And so on.	

# 69 EXPAND

---

▪ EXPAND Usage .....	468
▪ EXPAND Syntax Description .....	468

EXPAND	{	<i>dynamic-clause</i>	}	[GIVING <i>operand5</i> ]
		<i>array-clause</i>		

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related statements: [REDUCE](#) | [RESIZE](#)

Belongs to Function Group: [Memory Management Control for Dynamic Variables or X-Arrays](#)

## EXPAND Usage

The EXPAND statement is used to expand:

- the allocated length of a dynamic variable (*dynamic-clause*), or
- the number of occurrences of X-arrays (*array-clause*).

For further information, see the following sections in the *Programming Guide*:

- [Using Dynamic Variables](#)
- [Allocating/Freeing Memory Space for a Dynamic Variable](#)
- [X-Arrays](#)
- [Storage Management of X-Group Arrays](#)

## EXPAND Syntax Description

Operand Definition Table:

Operand	Possible Structure			Possible Formats												Referencing Permitted	Dynamic Definition	
<i>operand1</i>	S	A		A	U				B							no	no	
<i>operand2</i>	C	S						I								no	no	
<i>operand3</i>		A	G	A	U	N	P	I	F	B	D	T	L	C	G	O	yes	no
<i>operand4</i>	C	S						N	P	I							no	no
<i>operand5</i>	S							I4									no	yes

Syntax Element Description:



Syntax Element	Description
<i>dynamic-clause</i>	<p><b>Dynamic Clause:</b></p> <p>The EXPAND DYNAMIC VARIABLE statement expands the allocated length of a dynamic variable (<i>operand1</i>) to the value specified with <i>operand2</i>. For more information, see <a href="#">Dynamic Clause</a> below.</p>
<i>operand1</i>	<p><b>Dynamic Variable:</b></p> <p><i>operand1</i> is the dynamic variable for which the size is to be expanded.</p>
<i>operand2</i>	<p><b>Target Length of Dynamic Variable:</b></p> <p><i>operand2</i> is used to specify the length to which the dynamic variable is to be expanded. The value specified must be a non-negative integer constant or a variable of type integer.</p>
<i>array-clause</i>	<p><b>Array Clause:</b></p> <p>The EXPAND ARRAY statement increases the number of occurrences of the X-array (<i>operand3</i>) to the upper and lower bound specified with (<i>dim[ , dim[ , dim]]</i>). For more information, see <a href="#">Array Clause</a> below.</p>
<i>operand3</i>	<p><b>X-Array:</b></p> <p><i>operand3</i> is the X-array for which the number of occurrences may be increased. The index notation of the array is optional. As index notation only the complete range notation * is allowed for each dimension.</p>
dim <i>operand4</i>	<p><b>Dimension:</b></p> <p>The lower and upper bound notation (<i>operand4</i> or asterisk) to which the X-array should be expanded is specified here. If the current value of the upper or lower bound should be used, an asterisk (*) may be specified in place of <i>operand4</i>. For more information, see <a href="#">Dimension</a> below.</p>
GIVING <i>operand5</i>	<p><b>GIVING Clause:</b></p> <p>If the GIVING clause is not specified, Natural runtime error processing is triggered if an error occurs.</p> <p>If the GIVING clause is specified, <i>operand5</i> contains the Natural message number if an error occurred, or zero upon success.</p>

## Dynamic Clause

```
[SIZE OF] DYNAMIC [VARIABLE] operand1 TO operand2
```

The EXPAND DYNAMIC VARIABLE statement expands the allocated size of a dynamic variable (*operand1*) to the value specified with *operand2*.

If *operand2* is less than the currently allocated length of *operand1*, the statement will be ignored for this dynamic variable. The currently allocated length (\*LENGTH) of the dynamic variable is not modified.

## Array Clause

```
[AND RESET] [OCCURRENCES OF] ARRAY operand3 TO (dim [, dim [, dim]])
```

The EXPAND ARRAY statement increases the number of occurrences of the X-array (*operand3*) to the upper and lower bound specified with TO (*dim* [, *dim* [, *dim*]]).

The RESET option resets all occurrences of the expanded X-array to its default zero value. By default (no RESET option), the actual values are kept and the expanded (new) occurrences are reset.

When using the EXPAND statement, it is only possible to increase the number of occurrences. If the requested number is smaller than the currently allocated number of occurrences, it will simply be ignored.

An upper or lower bound used in an EXPAND statement must be exactly the same as the corresponding upper or lower bound defined for the array.

Example:

```
DEFINE DATA LOCAL
1 #a(I4/1:*)
1 #g(1:*)
  2 #ga(I4/1:*)

1 #i(i4)
END-DEFINE
...
/* allocating #a(1:10)
EXPAND ARRAY #a TO (1:10)          /* #a is allocated 10
EXPAND ARRAY #a TO (*:10)         /* occurrences.

/* allocating #ga(1:10,1:20)
EXPAND ARRAY #g TO (1:10)         /* 1st dimension is set to (1:10)
EXPAND ARRAY #ga TO (*:*,1:20)   /* 1st dimension is dependent and
                                  /* therefore kept with (*:*)
                                  /* 2nd dimension is set to (1:20)
```

```

EXPAND ARRAY #a TO (5:10)      /* This is rejected because the lower index
                               /* must be 1 or *
EXPAND ARRAY #a TO (#i:10)    /* This is rejected because the lower index
                               /* must be 1 or *

EXPAND ARRAY #ga TO (1:10,1:20) /* (1:10) for the 1st dimension is rejected
                               /* because the dimension is dependent and
                               /* must be specified with (*:*)

```

For further information, see the following topics in the *Programming Guide*:

- *Storage Management of X-Arrays*
- *Storage Management of X-Group Arrays*

## Dimension

Each of the dimensions (*dim*) specified in the *Array Clause* is defined using the following syntax:

$$\left\{ \begin{array}{c} * \\ \left\{ \begin{array}{c} * \\ \text{operand4} \end{array} \right\} : \left\{ \begin{array}{c} * \\ \text{operand4} \end{array} \right\} \end{array} \right\}$$

The lower and upper bound notation (*operand4* or asterisk) to which the X-array should be expanded is specified here. If the current value of the upper or lower bound should be used, an asterisk (\*) may be specified in place of *operand4*. Instead of \*:\*, you may also specify a single asterisk.

The number of dimensions (*dim*) must exactly match the defined number of dimensions of the X-array (1, 2 or 3).

If the number of occurrences for a specified dimension is less than the number of the currently allocated occurrences, the number of occurrences is not changed for the corresponding dimension.



# IX

---

▪ 70 FETCH .....	475
▪ 71 FIND .....	481
▪ 72 FOR .....	519
▪ 73 FORMAT .....	525
▪ 74 GET .....	531
▪ 75 GET SAME .....	537
▪ 76 GET TRANSACTION DATA .....	541
▪ 77 HISTOGRAM .....	545
▪ 78 IF .....	559
▪ 79 IF SELECTION .....	563
▪ 80 IGNORE .....	567
▪ 81 INCLUDE .....	569



# 70      FETCH

---

▪ FETCH Usage .....	476
▪ FETCH Syntax Description .....	476
▪ FETCH Example .....	478



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [CALL](#) | [CALL FILE](#) | [CALL LOOP](#) | [CALLNAT](#) | [DEFINE SUBROUTINE](#) | [ESCAPE](#) | [FETCH](#) | [PERFORM](#)

Belongs to Function Group: [Invoking Programs and Routines](#)

## FETCH Usage

---

The `FETCH` statement is used to execute a Natural object program written as a main program. The program to be loaded must have been previously stored in the Natural system file (cataloged or stowed). Execution of the `FETCH` statement does not overwrite any source program in the Natural source work area.

For Natural RPC: See *Notes on Natural Statements on the Server* (in the *Natural RPC (Remote Procedure Call)* documentation).

### Additional Considerations

In addition to the parameters passed explicitly with `FETCH`, the fetched program also has access to the established global data area.

The `FETCH` statement may cause the internal execution of an `END TRANSACTION` statement based on the setting of the Natural profile parameter `OPRB` (Database Open/Close Processing) as set by the Natural administrator. If a logical transaction is to span multiple Natural programs, the Natural administrator should be consulted to ensure that the `OPRB` parameter is set correctly.

## FETCH Syntax Description

---

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S	A	yes	no
<i>operand2</i>	C S A G	A U N P I F B D T L G	yes	yes

Syntax Element Description:



Syntax Element	Description
REPEAT	<p><b>REPEAT Option:</b></p> <p>The REPEAT option causes Natural to suppress the prompt for user input for each INPUT statement issued during the execution of the FETCHed program. It may be used to send information about the execution of the program to the terminal without the user having to reply with ENTER.</p>
RETURN	<p><b>RETURN Option:</b></p> <p>Without the specification of RETURN, the execution of the program issuing the FETCH statement will be terminated immediately and the fetched program will be activated as a “main program” (Level 1).</p> <p>If a program is invoked with FETCH RETURN, the execution of the invoking program will be suspended - not terminated - and the FETCHed program will be activated as a “subordinate program” on a higher level. Control is returned to the invoking program when an END or ESCAPE ROUTINE statement is encountered in the FETCHed program. Processing is continued with the statement following the FETCH RETURN statement.</p>
<i>operand1</i>	<p><b>Program Name:</b></p> <p>The name of the program module (maximum 8 characters) can be specified as an alphanumeric constant or the content of an alphanumeric variable of length 1 to 8.</p> <p>Natural will attempt to locate the program in the library currently active at the time the FETCH statement is issued. If the program is not found, Natural will attempt to locate the program in the steplibs. If the program is still not found, an error message will be issued.</p> <p>The program name may contain an ampersand (&amp;); at execution time, this character will be replaced by the one-character code corresponding to the current value of the system variable *LANGUAGE. This makes it possible, for example, to invoke different programs for the processing of input, depending on the language in which input is provided.</p>
<i>operand2</i>	<p><b>Passing Parameter Fields:</b></p> <p>The FETCH statement may also be used to pass parameter fields to the invoked program. A parameter field may be defined with any format. The parameters are converted to a format suitable for a corresponding INPUT field. All parameters are placed on the top of the Natural stack.</p> <p>The parameter fields can be read by the FETCHed program using an INPUT statement. The first INPUT statement will result in the insertion of all parameter field values into the fields specified in the INPUT statement. The INPUT statement must have the sign position specification (session parameter SG=ON) for parameter fields defined with numeric format, because each parameter field defined with numeric format in the FETCH statement will receive a sign position if its value is negative.</p> <p>If more parameters are passed than are read by the next INPUT statement, the extra parameters are ignored. The number of parameters may be obtained with the Natural system variable *DATA.</p>

Syntax Element	Description
	<b>Note:</b> If <i>operand2</i> is a time variable (format T), only the time component of the variable content is passed, but not the date component.
<i>parameter</i>	<b>Date Format:</b> If <i>operand2</i> is a date variable, you can specify the session parameter DF (Date Format) as <i>parameter</i> for this variable.

## FETCH Example

### Invoking Program:

```

** Example 'FETEX1': FETCH (with parameter)
*****
DEFINE DATA LOCAL
1 #PNUM (N8)
1 #FNC (A1)
END-DEFINE
*
INPUT 10X 'SELECTION MENU FOR EMPLOYEES SYSTEM' /
      10X '-' (35) //
      10X 'ADD (A)' /
      10X 'UPDATE (U)' /
      10X 'DELETE (D)' /
      10X 'STOP (.)' //
      10X 'PLEASE ENTER FUNCTION: ' #FNC ///
      10X 'PERSONNEL NUMBER:' #PNUM
*
DECIDE ON EVERY VALUE OF #FNC
  VALUE 'A', 'U', 'D'
    IF #PNUM = 0
      REINPUT 'PLEASE ENTER A VALID NUMBER' MARK *#PNUM
    END-IF
  VALUE 'A'
    FETCH 'FETEXAD' #PNUM
  VALUE 'U'
    FETCH 'FETEXUP' #PNUM
  VALUE 'D'
    FETCH 'FETEXDE' #PNUM
  VALUE '.'
    STOP
  NONE
    REINPUT 'PLEASE ENTER A VALID FUNCTION' MARK *#FNC
END-DECIDE
*
END

```

**Invoked Program FETEXAD:**

```
** Example 'FETEXAD': FETCH (called by FETEX1)
*****
DEFINE DATA LOCAL
1 #PERS-NR (N8)
END-DEFINE
*
INPUT #PERS-NR
*
WRITE *PROGRAM 'Record added with personnel number:' #PERS-NR
*
END
```

**Invoked Program FETEXUP:**

```
** Example 'FETEXUP': FETCH (called by FETEX1)
*****
DEFINE DATA LOCAL
1 #PERS-NR (N8)
END-DEFINE
*
INPUT #PERS-NR
*
WRITE *PROGRAM 'Record updated with personnel number:' #PERS-NR
*
END
```

**Invoked Program FETEXDE:**

```
** Example 'FETEXDE': FETCH (called by FETEX1)
*****
DEFINE DATA LOCAL
1 #PERS-NR (N8)
END-DEFINE
*
INPUT #PERS-NR
*
WRITE *PROGRAM 'Record deleted with personnel number:' #PERS-NR
*
END
```

**Output of Program FETEX1:**

```
SELECTION MENU FOR EMPLOYEES SYSTEM
```

```
-----  
ADD      (A)  
UPDATE   (U)  
DELETE   (D)  
STOP     (.)
```

```
PLEASE ENTER FUNCTION: D
```

```
PERSONNEL NUMBER: 1150304
```

**After entering and confirming function and personnel number:**

```
Page      1                                     05-01-13  11:58:46
```

```
FETEXDE Record deleted with personnel number: 1150304
```

# 71 FIND

---

▪ FIND Usage .....	482
▪ FIND Restrictions .....	484
▪ Syntax 1 - FIND Statement with Processing Loop .....	484
▪ Syntax 2 - FIND Statement without Processing Loop .....	484
▪ Syntax Description .....	485
▪ FIND Examples .....	507

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION](#) | [HISTOGRAM](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: *Database Access and Update*

## FIND Usage

The `FIND` statement is used to select a set of records from the database based on search criteria consisting of fields defined as descriptors (keys).

This statement causes a processing loop to be initiated and then executed for each record selected. Each field in each record may be referenced within the processing loop. It is not necessary to issue a `READ` statement following the `FIND` in order to reference the fields within each record selected.

See also the following sections in the *Programming Guide*:

- *FIND Statement*
- *Loop Processing*
- *Referencing of Database Fields Using (r) Notation*

### Database-Specific Considerations

Database	Explanation
SQL	<p><code>FIND FIRST</code> as well as the <code>PASSWORD</code>, <code>CIPHER</code>, <code>COUPLED</code> and <code>RETAIN</code> clauses are not permitted.</p> <p><code>FIND UNIQUE</code> is not permitted.</p> <p>The <code>SORTED BY</code> clause corresponds with the SQL clause <code>ORDER BY</code>.</p> <p>The basic search criteria for an SQL-database table may be specified in the same manner as for an Adabas file. The term record used in this context corresponds with the SQL term "row".</p>
XML	<p><code>FIND FIRST</code>, as well as the <code>PASSWORD</code>, <code>CIPHER</code>, <code>COUPLED</code> and <code>RETAIN</code> clauses are not permitted.</p> <p><code>FIND UNIQUE</code> is not permitted.</p> <p>The basic search criteria for an XML-database may be specified in the same manner as for an Adabas file. The term record used in this context corresponds with the XML term "XML object".</p>

## System Variables Available with the FIND Statement

The Natural system variables \*ISN, \*NUMBER, and \*COUNTER are automatically created for each FIND statement issued. A reference number must be supplied if the system variable was referenced outside the current processing loop or through a [FIND UNIQUE](#), [FIND FIRST](#), or [FIND NUMBER](#) statement. The format/length of each of these system variables is P10; this format/length cannot be changed.

System Variable	Availability/Usage
*ISN	<ul style="list-style-type: none"> <li>■ <b>Adabas</b>                      *ISN contains the Adabas internal sequence number (ISN) of the record currently being processed.                      *ISN is not available for the FIND NUMBER statement.</li> <li>■ <b>Tamino</b>                      *ISN contains the XML object ID.</li> <li>■ <b>SQL</b>                      *ISN is not available.</li> <li>■ <b>Entire System Server</b>                      *ISN is not available.</li> </ul>
*NUMBER	See system variable *NUMBER in the <i>System Variables</i> documentation. With Entire System Server, *NUMBER is not available.
*COUNTER	The system variable *COUNTER contains the number of times the processing loop has been entered.

See also [Example 13 - Using System Variables with the FIND Statement](#).

## Issuing Multiple FIND Statements

Multiple FIND statements may be issued to create nested loops whereby an inner loop is entered for each record selected in the outer loop.

See also [Example 14 - Multiple FIND Statements](#).

## FIND Restrictions

With Entire System Server, `FIND NUMBER` and `FIND UNIQUE` as well as the `PASSWORD`, `CIPHER`, `COUPLED` and `RETAIN` clauses are not permitted.

### Syntax 1 - FIND Statement with Processing Loop

```

FIND [ { ALL
      (operand1) } ] [MULTI-FETCH-clause] [RECORDS] [IN] [FILE] view-name
      [PASSWORD=operand2]
      [CIPHER=operand3]
      [WITH] [[LIMIT] (operand4)] basic-search-criteria
      [COUPLED-clause] ... 4/42
      [STARTING WITH ISN=operand5]
      [SORTED-BY-clause]
      [RETAIN-clause]
      [[IN] SHARED HOLD [MODE=option]]
      [SKIP [RECORDS] IN HOLD]
      [WHERE-clause]
      [IF-NO-RECORDS-FOUND-clause]
      statement ...
END-FIND [(r)] (structured mode only)
LOOP [(r)] (reporting mode only)

```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

### Syntax 2 - FIND Statement without Processing Loop

```

FIND [ { FIRST
      NUMBER
      UNIQUE } ] [RECORDS] [IN] [FILE] view-name
      [PASSWORD=operand2]
      [CIPHER=operand3]
      [WITH] [[LIMIT] (operand4)] basic-search-criteria
      [COUPLED-clause] ... 4/42

```



[*SORTED-BY-clause*] (only for FIND FIRST)  
 [*RETAIN-clause*]  
 [*WHERE-clause*]

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

## Syntax Description

Operand Definition Table:

Operand	Possible Structure			Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C	S		N P I B*	yes	no
<i>operand2</i>	C	S		A	yes	no
<i>operand3</i>	C	S		N	yes	no
<i>operand4</i>	C	S		N P I B*	yes	no
<i>operand5</i>	C	S		N P I B*	yes	no

\* Format B of *operand1*, *operand4* and *operand5* may be used only with a length of less than or equal to 4.

Syntax Element Description:

Syntax Element	Description
ALL/ <i>operand1</i>	<p><b>Processing Limit:</b></p> <p>The number of records to be processed from the selected set may be limited by specifying <i>operand1</i> (enclosed in parentheses, immediately after the keyword FIND) - either as a numeric constant (in the range from 0 to 4294967295) or as the name of a numeric variable.</p> <p>ALL may be optionally specified. It emphasizes that all selected records are to be processed.</p> <p>If you specify a limit with <i>operand1</i>, this limit applies to the FIND loop being initiated. Records rejected for processing by the WHERE clause are not counted against this limit.</p>

Syntax Element	Description
	<pre>FIND (5) IN EMPLOYEES WITH ...  MOVE 10 TO #CNT(N2) FIND (#CNT) EMPLOYEES WITH ...</pre> <p>For this statement, the specified limit has priority over a limit set with a LIMIT statement.</p> <p>If a smaller limit is set with the LT parameter, the LT limit applies.</p> <p><b>Note:</b></p> <ol style="list-style-type: none"> <li>1. If you wish to process a 4-digit number of records, specify it with a leading zero: (0nnnn); because Natural interprets every 4-digit number enclosed in parentheses as a line-number reference to a statement.</li> <li>2. <i>operand1</i> has no influence on the size of an ISN set that is to be retained by a RETAIN clause. <i>operand1</i> is evaluated when the FIND loop is entered. If the value of <i>operand1</i> is modified within the FIND loop, this does not affect the number of records processed.</li> </ol>
<p>FIND FIRST   FIND NUMBER   FIND UNIQUE</p>	<p><b>FIND FIRST, FIND NUMBER, FIND UNIQUE Option:</b></p> <p>These options are used</p> <ul style="list-style-type: none"> <li>■ to select the first record of a selected set (see <a href="#">FIND FIRST</a>),</li> <li>■ to determine the number of records in a selected set (see <a href="#">FIND NUMBER</a>), or</li> <li>■ to ensure that only one record satisfies a selection criterion (see <a href="#">FIND UNIQUE</a>).</li> </ul> <p>For a detailed description of these options, see below.</p>
<p><i>MULTI-FETCH-clause</i></p>	<p><b>MULTI-FETCH Clause:</b></p> <p>For Adabas databases, Natural offers a MULTI-FETCH clause that allows you to read more than one record per database access. For further information, see <a href="#">MULTI-FETCH Clause</a>.</p>
<p><i>view-name</i></p>	<p><b>View Name:</b></p> <p>The name of a view as defined either within a DEFINE DATA block or in a separate global or local data.</p> <p>In reporting mode, <i>view-name</i> is the name of a DDM if no DEFINE DATA LOCAL statement is used.</p>
<p>PASSWORD=<i>operand2</i></p>	<p><b>PASSWORD Clause:</b></p> <p>The PASSWORD clause applies only for Adabas databases. This clause is not permitted with Entire System Server.</p>

Syntax Element	Description
	<p>The PASSWORD clause is used to provide a password (<i>operand2</i>) when reading/writing data from an Adabas file which is password protected. If you require access to a password-protected file, contact the person responsible for database security concerning password usage/assignment.</p> <p>If the PASSWORD clause is omitted, the default password specified with the <code>PASSW</code> statement applies.</p> <p>The password value must not be changed during the execution of a processing loop.</p> <p>See also <a href="#">Example 1 - PASSWORD Clause</a>.</p>
CIPHER= <i>operand3</i>	<p><b>CIPHER Clause:</b></p> <p>The CIPHER clause only applies to Adabas databases. This clause is not permitted with Entire System Server.</p> <p>The CIPHER clause is used to provide a cipher key (<i>operand3</i>) when retrieving data from Adabas files which are enciphered. If you require access to an enciphered file, contact the person responsible for database security concerning cipher key usage/assignment.</p> <p>The cipher key may be specified as a numeric constant with 8 digits or as a user-defined variable with format/length N8.</p> <p>The value of the cipher key must not be changed during the processing of a loop initiated by a FIND statement.</p> <p>See also <a href="#">Example 2 - CIPHER Clause</a>.</p>
WITH LIMIT <i>operand4</i> <i>basic-search-criteria</i>	<p><b>WITH Clause:</b></p> <p>The WITH clause is required. It is used to specify the <i>basic-search-criteria</i> (see <a href="#">Search Criteria for Adabas Files</a>) consisting of key fields (descriptors) defined in the database.</p> <p>The following database-specific consideration applies.</p> <p>You may use Adabas descriptors, subdescriptors, superdescriptors, hyperdescriptors, and phonetic descriptors within a WITH clause. A non-descriptor (that is, a field marked in the DDM with N) can also be specified.</p> <p>The number of records to be selected as a result of a WITH clause may be limited by specifying the keyword LIMIT together with a numeric constant or a user-defined variable, enclosed within parentheses, which contains the limit value (<i>operand4</i>, range from 1 to 4294967295). If the number of records selected exceeds the limit, the program will be terminated with an error message.</p>

Syntax Element	Description						
	<p><b>Note:</b> If the limit is to be a 4-digit number, specify it with a leading zero (0nnnn); because Natural interprets every 4-digit number enclosed in parentheses as a line-number reference to a statement.</p>						
<i>COUPLED-clause</i>	<p><b>COUPLED Clause:</b></p> <p>This clause may be used to specify a search which involves the use of the Adabas coupling facility. See <i>COUPLED Clause</i>.</p>						
STARTING WITH ISN= <i>operand5</i>	<p><b>STARTING WITH Clause:</b></p> <p>This clause may be used for repositioning within a FIND loop whose processing has been interrupted. See <i>STARTING WITH Clause</i>.</p>						
<i>SORTED-BY-clause</i>	<p><b>SORTED BY Clause:</b></p> <p>This clause may be used to cause Adabas to sort the selected records based on the sequence of one to three descriptors. See <i>SORTED BY Clause</i>.</p>						
<i>RETAIN-clause</i>	<p><b>RETAIN Clause:</b></p> <p>This clause may be used to retain the result of an extensive search in large files for further processing. See <i>RETAIN Clause</i>.</p>						
[[IN] SHARED HOLD [MODE= <i>option</i> ]]	<p><b>SHARED HOLD Clause</b></p> <p><b>Note:</b> This clause can be used only for access to Adabas.</p> <p>This clause can be used to place records being read in a “shared hold” state. A record can be put in shared hold by many users at the same time. As long as a record is in a shared hold state, it is protected from being updated, because it cannot be set into an exclusive hold by parallel users. This ensures data consistency for the record data, as no one can update the record while it is being processed.</p> <p>Especially if the same record is fetched with multiple statements to read different MU/PE occurrences (<i>GET SAME</i> statement) or to browse over a LOB field in a piecemeal technique (<i>READLOB</i> statement), the shared hold state can guarantee data stability over this transaction without blocking the record for other users.</p> <p>Although such a hold state is an efficient way to protect read sequences, it is a basic and important matter when to release the record again from this “soft lock”. Since this question depends on individual application aspects, different options can be selected with the <i>MODE</i> subclause.</p> <table border="1"> <thead> <tr> <th>MODE Option</th> <th>Hold Period</th> <th>Explanation</th> </tr> </thead> <tbody> <tr> <td>C</td> <td>Only at the moment of reading the record.</td> <td>Ensures only that the record version being read has been committed by the last user who updated the record. This</td> </tr> </tbody> </table>	MODE Option	Hold Period	Explanation	C	Only at the moment of reading the record.	Ensures only that the record version being read has been committed by the last user who updated the record. This
MODE Option	Hold Period	Explanation					
C	Only at the moment of reading the record.	Ensures only that the record version being read has been committed by the last user who updated the record. This					

Syntax Element	Description	
		option does not really set a lock in hold state, but checks only that the record is not in exclusive hold by another user at time of read.
	Q	<p>Until the next record in a sequence is read.</p> <ul style="list-style-type: none"> <li>■ Releases the record from shared hold when               <ul style="list-style-type: none"> <li>■ the next record is read in the loop sequence or</li> <li>■ the loop is terminated or</li> <li>■ an <code>END TRANSACTION</code> or <code>BACKOUT TRANSACTION</code> is executed.</li> </ul> </li> </ul>
	S	<p>Until the logical transaction is terminated.</p> <p>Releases the record from shared hold when a logical transaction is terminated with an <code>END TRANSACTION</code> or <code>BACKOUT TRANSACTION</code> statement.</p>
	<p>MODE=Q and MODE=S ensure that the record being read cannot be updated concurrently by other users until it has been released from hold again.</p> <p>If the MODE subclause is not specified, MODE=C is the default.</p> <p>See also <a href="#">Example 15 - SHARED HOLD Clause</a> below.</p>	
SKIP RECORDS IN HOLD	<p><b>SKIP RECORDS Clause:</b></p> <p><b>Note:</b> This clause can be used only for access to Adabas.</p> <p>Whenever a record is going to be read with hold, a Natural error NAT3145 (Adabas response code 145) might happen if the record is in hold by another user at this time. This occurs if a shared hold is requested and the record is in exclusive hold or if an exclusive hold is requested and the record is in either exclusive or shared hold.</p> <p>Although error NAT3145 is surely the right reaction to assure a “clean data processing”, sometimes it might be useful if a record in hold could be skipped. If it is alright that such a record will not be processed and the loop processing should continue, the <code>SKIP RECORDS</code> clause should be used.</p>	

Syntax Element	Description
	<p>If the SKIP RECORDS clause is applied, Natural first tries to read the record with hold.</p> <p>If the record is already in hold and a Natural error NAT3145 would occur,</p> <ul style="list-style-type: none"> <li>■ no error processing is initiated;</li> <li>■ the record (currently in hold by another user) is instantly re-fetched without hold, but not processed in terms of the program logic;</li> <li>■ the record which comes next after the skipped record is read with hold and the processing continues.</li> </ul> <p>See also <a href="#">Example 16 - SKIP RECORDS Clause</a>.</p>
<i>WHERE-clause</i>	<p><b>WHERE Clause:</b></p> <p>This clause may be used to specify an additional selection criterion (<i>logical-condition</i>). See <a href="#">WHERE Clause</a>.</p>
<i>IF-NO-RECORDS-FOUND-clause</i>	<p><b>IF NO RECORDS FOUND Clause:</b></p> <p>This clause may be used to cause a processing loop initiated with a FIND statement to be entered in the event that no records meet the selection criteria specified in the WITH clause and the WHERE clause. See <a href="#">IF NO RECORDS FOUND Clause</a>.</p>
END-FIND ( <i>r</i> )	<p><b>End of FIND Statement:</b></p> <p>In structured mode with processing loop, the Natural reserved keyword END-FIND must be used to end the FIND statement.</p> <p>You can specify labels or line numbers with END-FIND in structured mode.</p> <p>For example:</p> <pre style="background-color: #f0f0f0; padding: 5px;">FD. FIND EMPLOYEES-VS WITH PERSONNEL-ID = '11100112' DISPLAY PERSONNEL-ID NAME END-FIND (FD.)</pre> <pre style="background-color: #f0f0f0; padding: 5px;">0150 FD. FIND MYVIEW2 WITH PERSONNEL-ID = '11000999' 0160 DISPLAY NOTITLE NAME 0170 FIRST-NAME (0150) 0180 MAKE (FD.) 0190 END-FIND (0150)</pre>
LOOP ( <i>r</i> )	<p>In reporting mode with processing loop, the Natural statement LOOP is used to end the FIND statement.</p> <p>You can specify labels or line numbers with LOOP in reporting mode.</p>

## FIND FIRST

The `FIND FIRST` statement may be used to select and process the first record which meets the `WITH` and `WHERE` criteria.

For Adabas databases, the record processed will be the record with the lowest Adabas ISN from the set of qualifying records.

This statement does *not* initiate a processing loop.

### Restrictions with FIND FIRST

- `FIND FIRST` can only be used in reporting mode.
- `FIND FIRST` is not available for SQL databases.

### System Variables Available with FIND FIRST

The following Natural system variables are available with the `FIND FIRST` statement:

System Variable	Explanation
*ISN	The system variable *ISN contains the Adabas ISN of the selected record. *ISN will be zero if no record is found after the evaluation of the <code>WITH</code> and <code>WHERE</code> criteria.  *ISN is not available with Entire System Server.
*NUMBER	The system variable *NUMBER contains the number of records found after the evaluation of the <code>WITH</code> criterion and before evaluation of any <code>WHERE</code> criteria. *NUMBER will be zero if no record meets the <code>WITH</code> criterion.  *NUMBER is not available with Entire System Server.
*COUNTER	The system variable *COUNTER contains 1 if a record was found; contains 0 if no record was found.

Example of `FIND FIRST` Statement: See the program `FNDFIR` (reporting mode)

## FIND NUMBER

The `FIND NUMBER` statement is used to determine the number of records which satisfy the `WITH`/`WHERE` criteria specified. It does *not* result in the initiation of a processing loop and *no data fields from the database are made available*.



**Note:** Use of the `WHERE` clause may result in significant overhead.

### Restrictions with FIND NUMBER

- The `WHERE` clause can only be used in reporting mode.
- `FIND NUMBER` is not available with Entire System Server.

## System Variables Available with FIND NUMBER

The following Natural system variables are available with the `FIND NUMBER` statement:

System Variable	Explanation
*NUMBER	The system variable *NUMBER contains the number of records found after the evaluation of the <code>WITH</code> criterion.
*COUNTER	The system variable *COUNTER contains the number of records found after the evaluation of the <code>WHERE</code> criterion.  *COUNTER is only available if the <code>FIND NUMBER</code> statement contains a <code>WHERE</code> clause.

Example for `FIND NUMBER`: See the program [FNDNUM](#) (reporting mode).

## FIND UNIQUE

The `FIND UNIQUE` statement may be used to ensure that only one record is selected for processing. It does *not* result in the initiation of a processing loop. If a `WHERE` clause is specified, an automatic internal processing loop is created to evaluate the `WHERE` clause.

If no records or more than one record satisfy the criteria, an error message will be issued. This condition can be tested with the `ON ERROR` statement.

### Restrictions with FIND UNIQUE

- `FIND UNIQUE` can only be used in reporting mode.
- `FIND UNIQUE` is not available with Entire System Server.
- For SQL databases, `FIND UNIQUE` cannot be used. (Exception: On z/OS computers, `FIND UNIQUE` can be used for primary keys; however, this is only permitted for compatibility reasons and should not be used.)


## System Variables Available with FIND UNIQUE

System Variable	Explanation
*ISN	The system variable *ISN contains the unique ISN number of the record, which itself must be unique.
*NUMBER	The system variable *NUMBER always contains 1 for a valid <code>FIND UNIQUE</code> execution.  *NUMBER may contain any other positive value ( $= 0$ or $\geq 2$ ) if an error has occurred. This error condition may be used by the <code>ON ERROR</code> statement. *NUMBER is not allowed if the <code>WHERE</code> clause is missing.
*COUNTER	The system variable *COUNTER contains the number of records found after the evaluation of the <code>WHERE</code> criterion. *COUNTER is not allowed if the <code>WHERE</code> clause is missing.


Example for `FIND UNIQUE`: See the Program [FNDUNQ](#) (reporting mode).



## MULTI-FETCH Clause

 **Note:** This clause can only be used for Adabas databases.

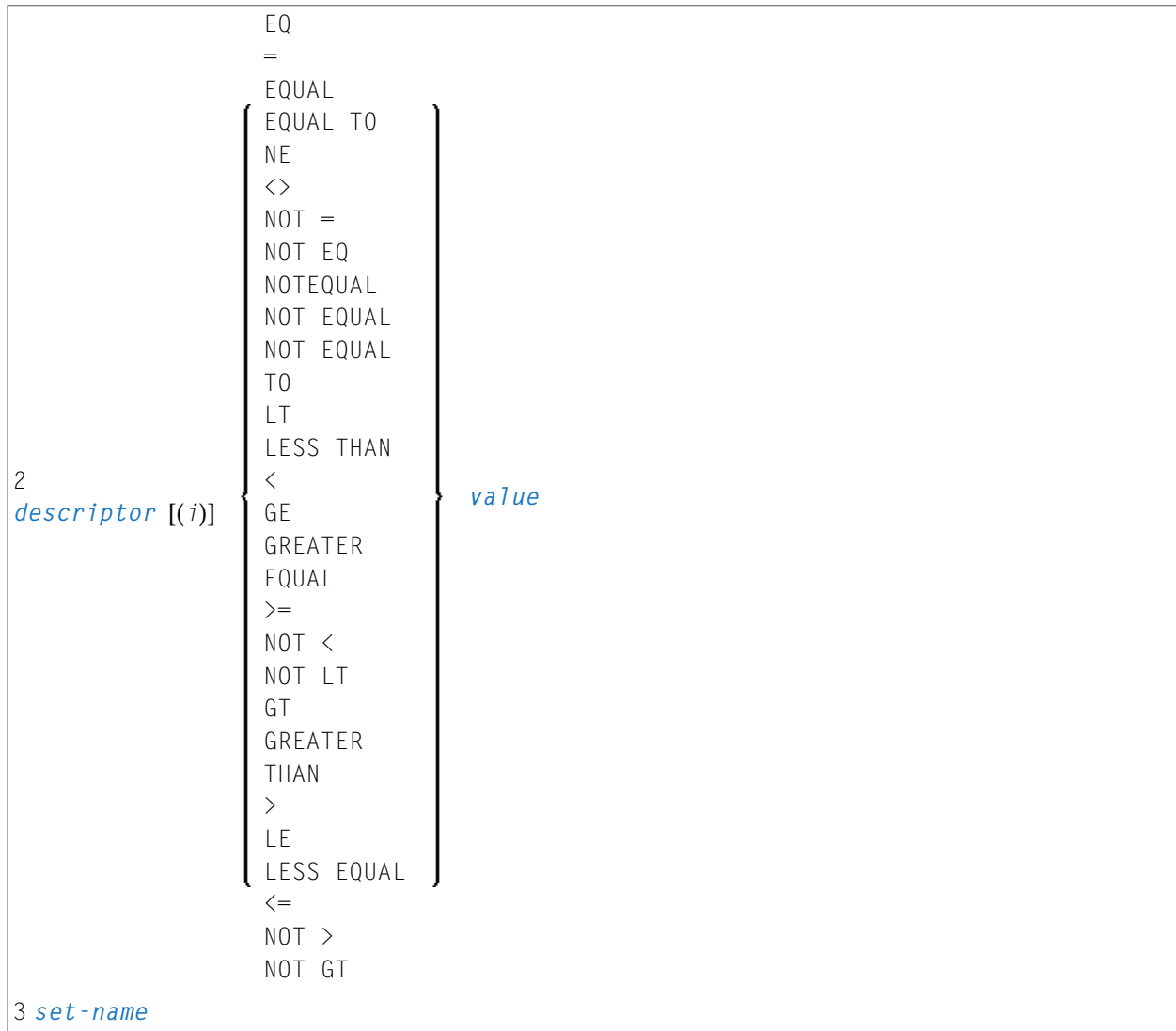
MULTI-FETCH	{	ON	}
	{	OFF	}
	{	[OF] <i>multi-fetch-factor</i>	}

 **Note:** [MULTI-FETCH OF *multi-fetch-factor*] is supported for database types ADA/ADA2. The default processing mode is applied; see profile parameter MFSET. The MULTI-FETCH clause is ignored in case Adabas LA or large objects fields are used or a view size greater than 64KB is defined.

For more information, see the section *MULTI-FETCH Clause (Adabas)* in the *Programming Guide*.

## Search Criteria for Adabas Files

1 <i>descriptor</i> [( <i>i</i> )	{	EQ	}	value	{	OR	{	EQ	}	value	...	}
	{	=	}		{	=	}					
	{	EQUAL	}		{	EQUAL	}					
	{	EQUAL TO	}		{	EQUAL TO	}					
						THRU value		[BUT NOT value		[THRU value]]		



Operand Definition Table:

Operand	Possible Structure		Possible Formats												Referencing Permitted	Dynamic Definition			
<i>descriptor</i>	S	A			A	U	N	P	I	F	B	D	T	L				no	no
<i>value</i>	C	S			A	U	N	P	I	F	B	D	T	L				yes	no
<i>set-name</i>	C	S			A													no	no

Syntax Element Description:

Syntax Element	Description
<i>descriptor</i>	<p><b>Descriptor:</b></p> <p>Adabas descriptor, subdescriptor, superdescriptor, hyperdescriptor, or phonetic descriptor. A field marked as non-descriptor in the DDM can also be specified.</p>
( <i>i</i> )	<p><b>Index Specification:</b></p> <p>A descriptor contained within a periodic group may be specified with or without an index. If no index is specified, the record will be selected if the value specified is located in any occurrence. If an index is specified, the record is selected only if the value is located in the occurrence specified by the index. The index specified must be a constant. An index range must not be used.</p> <p>No index must be specified for a descriptor which is a multiple-value field. The record will be selected if the value is located in the record regardless of the position of the value.</p>
<i>value</i>	<p><b>Search Value:</b></p> <p>The formats of the descriptor and the search value must be compatible.</p>
<i>set-name</i>	<p><b>Set Name:</b></p> <p>Identifies a set of records previously selected with a FIND statement in which the RETAIN clause was specified. The set referenced in a FIND must have been created from the same physical Adabas file. <i>set-name</i> may be specified as a text constant (maximum 32 characters) or as the content of an alphanumeric variable.</p> <p><i>set-name</i> cannot be used with Entire System Server.</p>

See also:

- [Example 3 - Basic Search Criteria in WITH Clause](#)
- [Example 4 - Basic Search Criteria with Multiple-Value Field](#)

**Search Criterion with Null Indicator**

$  \text{null-indicator} \left\{ \begin{array}{l} = \\ \text{EQ} \\ \text{EQUAL [TO]} \end{array} \right\} \text{value}  $
----------------------------------------------------------------------------------------------------------------------------

Operand Definition Table:

Operand	Possible Structure				Possible Formats										Referencing Permitted	Dynamic Definition	
<i>null-indicator</i>		S						I								no	no
<i>value</i>	C	S			N	P	I	F	B							yes	no

Syntax Element Description:

Syntax Element	Description	
<i>null-indicator</i>	The null indicator.	
<i>value</i>	Possible Values	Meaning
	-1	The corresponding field contains no value.
	0	The corresponding field does contain a value.

### Connecting Search Criteria (for Adabas Files)

*basic-search-criteria* can be combined using the Boolean operators AND, OR, and NOT. Parentheses may also be used to control the order of evaluation. The order of evaluation is as follows:

1. ( ): Parentheses
2. NOT: Negation (only for *basic-search-criteria* of form [2]).
3. AND: AND operation
4. OR: OR operation

*basic-search-criteria* may be connected by logical operators to form a complex *search-expression*. The syntax for such a complex *search-expression* is as follows:

$$[\text{NOT}] \left\{ \begin{array}{l} \textit{basic-search-criteria} \\ (\textit{search-expression}) \end{array} \right\} \left[ \left\{ \begin{array}{l} \text{OR} \\ \text{AND} \end{array} \right\} \textit{search-expression} \right] \dots$$

See also [Example 5 - Various Samples of Complex Search Expression in WITH Clause](#).

### Descriptor-Key Usage

Adabas users may use database fields which are defined as descriptors to construct basic search criteria.

### **Subdescriptors, Superdescriptors, Hyperdescriptors and Phonetic Descriptors**

With Adabas, subdescriptors, superdescriptors, hyperdescriptors and phonetic descriptors may be used to construct search criteria.

- A subdescriptor is a descriptor formed from a portion of a field.
- A superdescriptor is a descriptor whose value is formed from one or more fields or portions of fields.
- A hyperdescriptor is a descriptor which is formed using a user-defined algorithm.
- A phonetic descriptor is a descriptor which allows the user to perform a phonetic search on a field (for example, a person's name). A phonetic search results in the return of all values which sound similar to the search value.

Which fields may be used as descriptors, subdescriptors, superdescriptors, hyperdescriptors and phonetic descriptors with which file is defined in the corresponding DDM.

### **Values for Subdescriptors, Superdescriptors, Phonetic Descriptors**

Values used with these types of descriptors must be compatible with the internal format of the descriptor. The internal format of a subdescriptor is the same as the format of the field from which the subdescriptor is derived. The internal format of a superdescriptor is binary if all of the fields from which it is derived are defined with numeric format; otherwise, the format is alphanumeric. Phonetic descriptors always have alphanumeric format.

Values for subdescriptors and superdescriptors may be specified in the following ways:

- Numeric or hexadecimal constants may be specified. A hexadecimal constant must be used for a value for a superdescriptor which has binary format (see above).
- Values in user-defined variable fields may be specified using the `REDEFINE` statement to select the portions that form the subdescriptor or superdescriptor value.

### **Using Descriptors Contained within a Database Array**

A descriptor which is contained within a database array may also be used in the construction of basic search criterion. For Adabas databases, such a descriptor may be a multiple-value field or a field contained within a periodic group.

A descriptor contained within a periodic group may be specified with or without an index. If no index is specified, the record will be selected if the value specified is located in any occurrence. If an index is specified, the record is selected only if the value is located in the occurrence specified by the index. The index specified must be a constant. An index range must not be used.

No index must be specified for a descriptor which is a multiple-value field. The record will be selected if the value is located in the record regardless of the position of the value.

See also [Example 6 - Various Samples Using Database Arrays](#).

### COUPLED Clause

This clause only applies to Adabas databases.

This clause is not permitted with Entire System Server.

```

{ AND }
{ OR  } COUPLED  [TO] [FILE] view-name

      [ VIA descriptor1      { EQ
                             =
                             EQUAL [TO] } descriptor2 ]

      [WITH]
      basic-search-criteria
    
```

Operand Definition Table:

Operand	Possible Structure				Possible Formats												Referencing Permitted	Dynamic Definition	
<i>descriptor1</i>	S	A			A	N	P		B									no	no
<i>descriptor2</i>	S	A			A	N	P		B									no	no


 **Note:** Without the [VIA](#) clause, the COUPLED clause may be specified up to 4 times; with the [VIA](#) clause, it may be specified up to 42 times.

The COUPLED clause is used to specify a search which involves the use of the Adabas coupling facility. This facility permits database descriptors from different files to be specified in the search criterion of a single FIND statement.

The same Adabas file must not be used in two different FIND COUPLED clauses within the same FIND statement.

A *set-name* (see [RETAIN Clause](#)) must not be specified in the *basic-search-criteria*.

Database fields in a file specified within the COUPLED clause are not available for subsequent reference in the program unless another FIND or READ statement is issued separately against the coupled file.

 **Note:** If the COUPLED clause is used, the main WITH clause may be omitted. If the main WITH clause is omitted, the keywords AND/OR of the COUPLED clause must not be specified.

## Physical Coupling without VIA Clause

The files used in a `COUPLED` clause without `VIA` must be physically coupled using the appropriate Adabas utility (as described in the Adabas documentation).

See also [Example 7 - Using Physically Coupled Files](#).

The reference to `NAME` in the `DISPLAY` statement of the above example is valid since this field is contained in the `EMPLOYEES` file, whereas a reference to `MAKE` would be invalid since `MAKE` is contained in the `VEHICLES` file, which was specified in the `COUPLED` clause.

In this example, records will be found only if `EMPLOYEES` and `VEHICLES` have been physically coupled.

## Logical Coupling - VIA Clause

The option `VIA descriptor1 = descriptor2` allows you to logically couple multiple Adabas files in a search query, where:

- `descriptor1` is a field from the first view.
- `descriptor2` is a field from the second view.

The two files need not be physically coupled in Adabas.

See also [Example 8 - VIA Clause](#).

## STARTING WITH Clause

This clause applies only to Adabas databases.

You can use this clause to specify as `operand5` an Adabas ISN (internal sequence number) which is to be used as a start value for the selection of records. `operand5` must be in the range from 0 to 4294967295.

This clause may be used for repositioning within a `FIND` loop whose processing has been interrupted, to easily determine the next record with which processing is to continue. This is particularly useful if the next record cannot be identified uniquely by any of its descriptor values. It can also be useful in a distributed client/server application where the reading of the records is performed by a server program while further processing of the records is performed by a client program, and the records are not processed all in one go, but in batches.



**Note:** The start value actually used will not be the value of `operand5`, but the next higher value.

### Example:

See the program `FNDSISN` in the library `SYSEXSYN`.

## **SORTED BY Clause**

This clause only applies to Adabas, Tamino and SQL databases.

This clause is not permitted with Entire System Server.

```
SORTED [BY] descriptor ... 3 [DESCENDING]
```

The `SORTED BY` clause is used to cause Adabas to sort the selected records based on the sequence of one to three descriptors. The descriptors used for controlling the sort sequence may be different from those used for selection.

By default, the records are sorted in *ascending* sequence of values; if you want them to be in descending sequence, specify the keyword `DESCENDING`. The sort is performed using the Adabas inverted lists and does not result in any records being read.



**Note:** The use of this clause may result in significant overhead if any descriptor used to control the sort sequence contains a large number of values. This is because the entire value list may have to be scanned until all selected records have been located in the list. When a large number of records is to be sorted, you should use the `SORT` statement.

Adabas sort limits (see the `ADARUN LS` parameter in the Adabas documentation) are in effect when the `SORTED BY` clause is used.

A descriptor which is contained in a periodic group must not be specified in the `SORTED BY` clause. A multiple-value field (without an index) may be specified.

Non-descriptors may also be specified in the `SORTED BY` clause. However, this function is not available on z/OS.

If the `SORTED BY` clause is used, the `RETAIN` clause must not be used.

See also [Example 9 - SORTED BY Clause](#).

### **Considerations for Combined Use of STARTING WITH and SORTED BY Clauses**

If both the `STARTING WITH` and the `SORTED BY` clause are used in the same `FIND` statement and the underlying database is Adabas, the following should be considered.

#### **With Adabas for z/OS**

On Adabas for z/OS, the `FIND` statement is executed in the following steps:

1. All records matching the search criterion are gathered and put in ISN sequence.
2. The records are sorted by the descriptor specified in the `SORTED BY` clause.



3. The record whose ISN value is specified in the `STARTING WITH` clause is positioned in the “sorted-by-descriptor” record list.
4. The records following the record found under Step 3 are returned in the `FIND` loop.

### With Adabas for OpenSystems

On Adabas for OpenSystems (Linux and Cloud or Windows) the same statement is executed as follows:

1. All records matching the search criterion are gathered and put in ISN sequence.
2. The record whose ISN value is specified in the `STARTING WITH` clause is positioned in the “sorted-by-ISN” record list.
3. All records following the record found under Step 2 are sorted by the descriptor specified in the `SORTED BY` clause and returned in the `FIND` loop.

Example:

If the following program is executed with Adabas for z/OS and Adabas on Linux and Cloud/Windows:

```

DEFINE DATA LOCAL
1 V1 VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 CITY
1 #ISN (I4)
END-DEFINE
FORMAT NL=5 SG=OFF PS=43 AL=15
*
PRINT 'FIND' (I)
FIND V1 WITH NAME = 'B' THRU 'BALBIN'
  RETAIN AS 'SET1'
  IF *COUNTER = 4 THEN
    #ISN := *ISN
  END-IF
  DISPLAY *ISN V1
END-FIND
*
PRINT / 'FIND .. SORTED BY NAME' (I)
FIND V1 WITH 'SET1'
  SORTED BY NAME
  DISPLAY *ISN V1
END-FIND
*
PRINT / 'FIND .. STARTING WITH ISN = ' (I) #ISN (AD=I)
FIND V1 WITH 'SET1'
  STARTING WITH ISN = #ISN
  DISPLAY *ISN V1
END-FIND

```

## FIND

---

```
*
PRINT / 'FIND .. STARTING WITH ISN = ' (I) #ISN (AD=I)
      ' .. SORTED BY NAME' (I)
FIND V1 WITH 'SET1'
  STARTING WITH ISN = #ISN
  SORTED BY NAME
  DISPLAY *ISN V1
END-FIND
END
```

The result is as follows:

### Results on Natural for z/OS

```
ISN      NAME      FIRST-NAME      CITY
-----
FIND V1 WITH NAME = 'B' THRU 'BALBIN'
  12 BAILLET      PATRICK          LYS LEZ LANNOY
  58 BAGAZJA      MARJAN           MONTHERME
 351 BAECKER      JOHANNES         FRANKFURT
 355 BAECKER      KARL             SINDELFINGEN
 370 BACHMANN     HANS             MUENCHEN
 490 BALBIN       ENRIQUE          BARCELONA
 650 BAKER        SYLVIA           OAK BROOK
 913 BAKER        PAULINE          DERBY

FIND .. SORTED BY NAME
 370 BACHMANN     HANS             MUENCHEN
 351 BAECKER      JOHANNES         FRANKFURT
 355 BAECKER      KARL             SINDELFINGEN
  58 BAGAZJA      MARJAN           MONTHERME
  12 BAILLET      PATRICK          LYS LEZ LANNOY
 650 BAKER        SYLVIA           OAK BROOK
 913 BAKER        PAULINE          DERBY
 490 BALBIN       ENRIQUE          BARCELONA

FIND .. STARTING WITH ISN = 355
 370 BACHMANN     HANS             MUENCHEN
 490 BALBIN       ENRIQUE          BARCELONA
 650 BAKER        SYLVIA           OAK BROOK
 913 BAKER        PAULINE          DERBY

FIND .. STARTING WITH ISN = 355 .. SORTED BY NAME
  58 BAGAZJA      MARJAN           MONTHERME
  12 BAILLET      PATRICK          LYS LEZ LANNOY
 650 BAKER        SYLVIA           OAK BROOK
 913 BAKER        PAULINE          DERBY
 490 BALBIN       ENRIQUE          BARCELONA
```

## Results on Natural for OpenSystems

ISN	NAME	FIRST-NAME	CITY
-----			
FIND V1 WITH NAME = 'B' THRU 'BALBIN'			
12	BAILLET	PATRICK	LYS LEZ LANNOY
58	BAGAZJA	MARJAN	MONTHERME
351	BAECKER	JOHANNES	FRANKFURT
355	BAECKER	KARL	SINDELINGEN
370	BACHMANN	HANS	MUENCHEN
490	BALBIN	ENRIQUE	BARCELONA
650	BAKER	SYLVIA	OAK BROOK
913	BAKER	PAULINE	DERBY
FIND .. SORTED BY NAME			
370	BACHMANN	HANS	MUENCHEN
351	BAECKER	JOHANNES	FRANKFURT
355	BAECKER	KARL	SINDELINGEN
58	BAGAZJA	MARJAN	MONTHERME
12	BAILLET	PATRICK	LYS LEZ LANNOY
650	BAKER	SYLVIA	OAK BROOK
913	BAKER	PAULINE	DERBY
490	BALBIN	ENRIQUE	BARCELONA
FIND .. STARTING WITH ISN = 355			
370	BACHMANN	HANS	MUENCHEN
490	BALBIN	ENRIQUE	BARCELONA
650	BAKER	SYLVIA	OAK BROOK
913	BAKER	PAULINE	DERBY
FIND .. STARTING WITH ISN = 355 .. SORTED BY NAME			
370	BACHMANN	HANS	MUENCHEN
650	BAKER	SYLVIA	OAK BROOK
913	BAKER	PAULINE	DERBY
490	BALBIN	ENRIQUE	BARCELONA

A FIND statement with at most one of these options (SORTED BY or STARTING WITH ISN) always returns the same records in the same sequence, regardless under which system the statement is executed. If, however, both clauses are used together, the result returned depends on which Adabas platform is used to serve the database statement.

Therefore, if a Natural program is intended to be used on multiple platforms, the combination of a SORTED BY and STARTING WITH ISN clause in the same FIND statement should be avoided.

## RETAIN Clause

This clause only applies to Adabas databases.

This clause is not permitted with Entire System Server.

```
RETAIN AS operand6
```

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand6</i>	C S	A	yes	no

Syntax Element Description:

Syntax Element	Description
RETAIN AS	<p><b>Retain Result:</b></p> <p>By using the RETAIN clause, the result of an extensive search in large files can be retained for further processing.</p> <p>The selection is retained as an ISN-set in the Adabas work file. The set may be used in subsequent FIND statements as a basic search criterion for further refinement of the set or for further processing of the records.</p> <p>The set created is file-specific and may only be used in another FIND statement that processes the same file. The set may be referenced by any Natural program.</p>
<i>operand6</i>	<p><b>Set Name:</b></p> <p>The set name is used to identify the record set. It may be specified as an alphanumeric constant or as the content of an alphanumeric user-defined variable. Duplicate set names are not checked; consequently, if a duplicate set name is specified, the new set replaces the old set.</p>

See also [Example 10 - RETAIN Clause](#).

## Releasing Sets

There is no specific limit for the number of sets that can be retained or the number of ISNs in a set. It is recommended that the minimum number of ISN sets needed at one time be defined. Sets that are no longer needed should be released using the `RELEASE SETS` statement.

If they are not released with a `RELEASE` statement, retained sets exist until the end of the Natural session, or until a logon to another library, when they are released automatically. A set created by one program may be referenced by another program for processing or further refinement using additional search criteria.

## Updates by Other Users

The records identified by the ISNs in a retained set are not locked against access and/or update by other users. Before you process records from the set, it is therefore useful to check whether the original search criteria which were used to create the set are still valid: This check is done with another `FIND` statement, using the set name in the `WITH` clause as a basic search criterion and specifying in a `WHERE` clause the original search criteria (that is, the basic search criteria as specified in the `WITH` clause of the `FIND` statement which was used to create the set).

## Restriction

If the `RETAIN` clause is used, the `SORTED BY` clause must not be used.

## WHERE Clause

```
WHERE logical-condition
```

The `WHERE` clause may be used to specify an additional selection criterion (*logical-condition*) which is evaluated *after* a value has been read and *before* any processing is performed on the value (including the `AT BREAK` evaluation).

The syntax for a *logical-condition* is described in the section *Logical Condition Criteria* in the *Programming Guide*.

If a processing limit is specified in a `FIND` statement containing a `WHERE` clause, records which are rejected as a result of the `WHERE` clause are *not* counted against the limit. These records are, however, counted against a global limit specified in the Natural session parameter `LT`, the `GLOBALS` command, or `LIMIT` statement.

See also [Example 11 - WHERE Clause](#).

## IF NO RECORDS FOUND Clause

### Structured Mode Syntax

```
IF NO [RECORDS] [FOUND]
{
    ENTER
    statement...
}
END-NOREC
```

## Reporting Mode Syntax

```

IF NO [RECORDS] [FOUND]
{
    ENTER
    statement
    DO statement ... DOEND
}
    
```

Syntax Element Description:

Syntax Element	Description
IF NO RECORDS FOUND	<p><b>IF NO RECORDS FOUND Clause:</b></p> <p>The IF NO RECORDS FOUND clause may be used to cause a processing loop initiated with a FIND statement to be entered in the event that no records meet the selection criteria specified in the WITH clause and the WHERE clause.</p> <p>If no records meet the specified WITH and WHERE criteria, the IF NO RECORDS FOUND clause causes the FIND processing loop to be executed once with an “empty” record.</p> <p>If this is not desired, specify the statement <code>ESCAPE BOTTOM</code> within the IF NO RECORDS FOUND clause.</p>
ENTER statement ...	<p><b>Statement Execution:</b></p> <p>If one or more statements are specified with the IF NO RECORDS FOUND clause, the statements will be executed immediately before the processing loop is entered.</p> <p>If no statements are to be executed before entering the loop, the keyword ENTER must be used.</p>
END-NOREC	<p><b>End of IF NO RECORDS FOUND Clause:</b></p> <p>In structured mode, the Natural reserved word END-NOREC must be used to end the IF NO RECORDS FOUND clause.</p> <p>In reporting mode, use the <code>DO ... DOEND</code> statements to supply one or several suitable statements, depending on the situation, and to end the IF NO RECORDS FOUND clause. If you specify only a single statement or the keyword ENTER (see above), you can omit the <code>DO ... DOEND</code> statements. With respect to good coding practice, this is not recommended.</p>
ENTER statement DO statement ... DOEND	

See also [Example 12 - IF NO RECORDS FOUND Clause](#).

## Database Values

Unless other value assignments are made in the statements accompanying an IF NO RECORDS FOUND clause, Natural will reset to empty all database fields which reference the file specified in the current loop.

## Evaluation of System Functions

Natural system functions are evaluated once for the empty record that is created for processing as a result of the `IF NO RECORDS FOUND` clause.

### Restriction

This clause cannot be used with `FIND FIRST`, `FIND NUMBER` and `FIND UNIQUE`.

## FIND Examples

- [Example 1 - PASSWORD Clause](#)
- [Example 2 - CIPHER Clause](#)
- [Example 3 - Basic Search Criteria in WITH Clause](#)
- [Example 4 - Basic Search Criteria with Multiple-Value Field](#)
- [Example 5 - Various Samples of Complex Search Expression in WITH Clause](#)
- [Example 6 - Various Samples of Using Database Arrays](#)
- [Example 7 - Using Physically Coupled Files](#)
- [Example 8 - VIA Clause](#)
- [Example 9 - SORTED BY Clause](#)
- [Example 10 - RETAIN Clause](#)
- [Example 11 - WHERE Clause](#)
- [Example 12 - IF NO RECORDS FOUND Clause](#)
- [Example 13 - Using System Variables with the FIND Statement](#)
- [Example 14 - Multiple FIND Statements](#)
- [Example 15 - SHARED HOLD Clause](#)
- [Example 16 - SKIP RECORDS Clause](#)

See also the example for `FIND NUMBER`: program `FNDNUM`.

### Example 1 - PASSWORD Clause

```
** Example 'FNDPWD': FIND (with PASSWORD clause)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 PERSONNEL-ID
*
1 #PASSWORD (A8)
END-DEFINE
*
INPUT 'ENTER PASSWORD FOR EMPLOYEE FILE:' #PASSWORD (AD=N)
LIMIT 2
*
```

## FIND

---

```
FIND EMPLOY-VIEW PASSWORD = #PASSWORD
      WITH NAME = 'SMITH'
      DISPLAY NOTITLE NAME PERSONNEL-ID
END-FIND
*
END
```

### Output of Program FNDPWD:

```
ENTER PASSWORD FOR EMPLOYEE FILE:
```

### Example 2 - CIPHER Clause

```
** Example 'FNDCIP': FIND (with PASSWORD/CIPHER clause)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 PERSONNEL-ID
*
1 #PASSWORD (A8)
1 #CIPHER (N8)
END-DEFINE
*
LIMIT 2
INPUT 'ENTER PASSWORD FOR EMPLOYEE FILE: ' #PASSWORD (AD=N)
      / 'ENTER CIPHER KEY FOR EMPLOYEE FILE: ' #CIPHER (AD=N)
*
FIND EMPLOY-VIEW PASSWORD = #PASSWORD
      CIPHER = #CIPHER
      WITH NAME = 'SMITH'
      DISPLAY NOTITLE NAME PERSONNEL-ID
END-FIND
*
END Output of Program FNDCIP:
```

```
ENTER PASSWORD FOR EMPLOYEE FILE:
ENTER CIPHER KEY FOR EMPLOYEE FILE:
```



### Example 3 - Basic Search Criteria in WITH Clause

```
FIND STAFF WITH NAME = 'SMITH'
FIND STAFF WITH CITY NE 'BOSTON'
FIND STAFF WITH BIRTH = 610803
FIND STAFF WITH BIRTH = 610803 THRU 610811
FIND STAFF WITH NAME = 'O HARA' OR = 'JONES' OR = 'JACKSON'
FIND STAFF WITH PERSONNEL-ID = 100082 THRU 100100
                                BUT NOT 100087 THRU 100095
```

### Example 4 - Basic Search Criteria with Multiple-Value Field

When the descriptor used in the basic search criteria is a multiple-value field, basically four different kinds of results can be obtained (the field MU-FIELD in the following examples is assumed to be a multiple-value field):

```
FIND XYZ-VIEW WITH MU-FIELD = 'A'
```

This statement returns records in which *at least one* occurrence of MU-FIELD has the value A.

```
FIND XYZ-VIEW WITH MU-FIELD NOT EQUAL 'A'
```

This statement returns records in which *at least one* occurrence of MU-FIELD does *not* have the value A.

```
FIND XYZ-VIEW WITH NOT MU-FIELD NOT EQUAL 'A'
```

This statement returns records in which *every* occurrence of MU-FIELD has the value A.

```
FIND XYZ-VIEW WITH NOT MU-FIELD = 'A'
```

This statement returns records in which *none* of the occurrences of MU-FIELD has the value A.

### Example 5 - Various Samples of Complex Search Expression in WITH Clause

```
FIND STAFF WITH BIRTH LT 19770101 AND DEPT = 'DEPT06'
```

```
FIND STAFF WITH JOB-TITLE = 'CLERK TYPIST'
                                AND (BIRTH GT 19560101 OR LANG = 'SPANISH')
```

## FIND

---

```
FIND STAFF WITH JOB-TITLE = 'CLERK TYPIST'
                AND NOT (BIRTH GT 19560101 OR LANG = 'SPANISH')
```

```
FIND STAFF WITH DEPT = 'ABC' THRU 'DEF'
                AND CITY = 'WASHINGTON' OR = 'LOS ANGELES'
                AND BIRTH GT 19360101
```

```
FIND CARS WITH MAKE = 'VOLKSWAGEN'
                AND COLOR = 'RED' OR = 'BLUE' OR = 'BLACK'
```

### Example 6 - Various Samples of Using Database Arrays

The following examples assume that the field SALARY is a descriptor contained within a periodic group, and the field LANG is a multiple-value field.

```
FIND EMPLOYEES WITH SALARY LT 20000
```

Results in a search of all occurrences of SALARY.

```
FIND EMPLOYEES WITH SALARY (1) LT 20000
```

Results in a search of the first occurrence only.

```
FIND EMPLOYEES WITH SALARY (1:4) LT 20000 /* invalid
```

A range specification must not be specified for a field within a periodic group used as a search criterion.

```
FIND EMPLOYEES WITH LANG = 'FRENCH'
```

Results in a search of all values of LANG.

```
FIND EMPLOYEES WITH LANG (1) = 'FRENCH' /* invalid
```

An index must not be specified for a multiple-value field used as a search criterion.

### Example 7 - Using Physically Coupled Files

```
** Example 'FNDCPL': FIND (using coupled files)
** NOTE: Adabas files must be physically coupled when using the
**       COUPLED clause without the VIA clause.
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
1 VEHIC-VIEW VIEW OF VEHICLES
  2 MAKE
```

```

END-DEFINE
*
FIND EMPLOY-VIEW WITH CITY = 'FRANKFURT'
      AND COUPLED TO
      VEHIC-VIEW WITH MAKE = 'VW'
      DISPLAY NOTITLE NAME
END-FIND
*
END

```

### Example 8 - VIA Clause

```

** Example 'FNDVIA': FIND (with VIA clause)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 FIRST-NAME
1 VEHIC-VIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
END-DEFINE
*
FIND EMPLOY-VIEW WITH NAME = 'ADKINSON'
      AND COUPLED TO VEHIC-VIEW
      VIA PERSONNEL-ID = PERSONNEL-ID WITH MAKE = 'VOLVO'
      DISPLAY PERSONNEL-ID NAME FIRST-NAME
END-FIND
*
END

```

### Output of Program FNDVIA:

```

Page      1                                05-01-17  13:18:22
PERSONNEL          NAME          FIRST-NAME
  ID
-----
20011000  ADKINSON                BOB

```

**Example 9 - SORTED BY Clause**

```

** Example 'FNDSOR': FIND (with SORTED BY clause)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 NAME
  2 FIRST-NAME
  2 PERSONNEL-ID
END-DEFINE
*
LIMIT 10
FIND EMPLOY-VIEW WITH CITY = 'FRANKFURT'
      SORTED BY NAME PERSONNEL-ID

  DISPLAY NOTITLE NAME (IS=ON) FIRST-NAME PERSONNEL-ID
END-FIND
*
END
    
```

**Output of Program FNDSOR:**

NAME	FIRST-NAME	PERSONNEL ID
BAECKER	JOHANNES	11500345
BECKER	HERMANN	11100311
BERGMANN	HANS	11100301
BLAU	SARAH	11100305
BLOEMER	JOHANNES	11200312
DIEDRICHS	HUBERT	11600301
DOLLINGER	MARGA	11500322
FALTER	CLAUDIA	11300311
	HEIDE	11400311
FREI	REINHILD	11500301

**Example 10 - RETAIN Clause**

```

** Example 'RELEX1': FIND (with RETAIN clause and RELEASE statement)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 BIRTH
  2 NAME
*
1 #BIRTH (D)
END-DEFINE
    
```

```

*
MOVE EDITED '19400101' TO #BIRTH (EM=YYYYMMDD)
*
FIND NUMBER EMPLOY-VIEW WITH BIRTH GT #BIRTH
    RETAIN AS 'AGESET1'
IF *NUMBER = 0
    STOP
END-IF
*
FIND EMPLOY-VIEW WITH 'AGESET1' AND CITY = 'NEW YORK'
    DISPLAY NOTITLE NAME CITY BIRTH (EM=YYYY-MM-DD)
END-FIND
*
RELEASE SET 'AGESET1'
*
END

```

### Output of Example 10:

NAME	CITY	DATE OF BIRTH
RUBIN	NEW YORK	1945-10-27
WALLACE	NEW YORK	1945-08-04

### Example 11 - WHERE Clause

```

** Example 'FNDWHE': FIND (with WHERE clause)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 JOB-TITLE
  2 CITY
END-DEFINE
*
FIND EMPLOY-VIEW WITH CITY = 'PARIS'
    WHERE JOB-TITLE = 'INGENIEUR COMMERCIAL'
    DISPLAY NOTITLE
        CITY JOB-TITLE PERSONNEL-ID NAME
END-FIND
*
END

```

**Output of Program FNDWHE:**

CITY	CURRENT POSITION	PERSONNEL ID	NAME
PARIS	INGENIEUR COMMERCIAL	50007300	CAHN
PARIS	INGENIEUR COMMERCIAL	50006500	MAZUY
PARIS	INGENIEUR COMMERCIAL	50004700	FAURIE
PARIS	INGENIEUR COMMERCIAL	50004400	VALLY
PARIS	INGENIEUR COMMERCIAL	50002800	BRETON
PARIS	INGENIEUR COMMERCIAL	50001000	GIGLEUX
PARIS	INGENIEUR COMMERCIAL	50000400	KORAB-BRZOZOWSKI

**Example 12 - IF NO RECORDS FOUND Clause**

```

** Example 'FNDIFN': FIND (using IF NO RECORDS FOUND)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 FIRST-NAME
1 VEHIC-VIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
  2 MAKE
END-DEFINE
*
LIMIT 15
EMP. READ EMPLOY-VIEW BY NAME STARTING FROM 'JONES'
/*
  VEH. FIND VEHIC-VIEW WITH PERSONNEL-ID = PERSONNEL-ID (EMP.)

  IF NO RECORDS FOUND
    MOVE '*** NO CAR ***' TO MAKE
  END-NOREC
/*
  DISPLAY NOTITLE
    NAME (EMP.) (IS=ON)
    FIRST-NAME (EMP.) (IS=ON)
    MAKE (VEH.)

  END-FIND
/*
END-READ
END

```

**Output of Program FNDIFN:**

NAME	FIRST-NAME	MAKE
JONES	VIRGINIA	CHRYSLER
	MARSHA	CHRYSLER
		CHRYSLER
	ROBERT	GENERAL MOTORS
	LILLY	FORD
		MG
	EDWARD	GENERAL MOTORS
	MARTHA	GENERAL MOTORS
	LAUREL	GENERAL MOTORS
JOPER	KEVIN	DATSUN
	GREGORY	FORD
	MANFRED	*** NO CAR ***
JOUSSELIN	DANIEL	RENAULT
JUBE	GABRIEL	*** NO CAR ***
JUNG	ERNST	*** NO CAR ***
JUNKIN	JEREMY	*** NO CAR ***
KAISER	REINER	*** NO CAR ***

**Example 13 - Using System Variables with the FIND Statement**

```

** Example 'FNDVAR': FIND (using *ISN, *NUMBER, *COUNTER)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 CITY
END-DEFINE
*
LIMIT 3
FIND EMPLOY-VIEW WITH CITY = 'MADRID'
  DISPLAY NOTITLE PERSONNEL-ID NAME
  *ISN *NUMBER *COUNTER
END-FIND
*
END

```

**Output of Program FNDVAR**

PERSONNEL ID	NAME	ISN	NMBR	CNT
60000114	DE JUAN	400	41	1
60000136	DE LA MADRID	401	41	2
60000209	PINERO	405	41	3

**Example 14 - Multiple FIND Statements**

In the following example, first all people named SMITH are selected from the EMPLOYEES file. Then the PERSONNEL-ID from the EMPLOYEES file is used as the search key for an access to the VEHICLES file.

```

** Example 'FNDMUL': FIND (with multiple files)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 FIRST-NAME
1 VEHIC-VIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
  2 MAKE
END-DEFINE
*
LIMIT 15
EMP. FIND EMPLOY-VIEW WITH NAME = 'SMITH'
/*
  VEH. FIND VEHIC-VIEW WITH PERSONNEL-ID = EMP.PERSONNEL-ID
  IF NO RECORDS FOUND
    MOVE '*** NO CAR ***' TO MAKE
  END-NOREC
  DISPLAY NOTITLE
    EMP.NAME (IS=ON)
    EMP.FIRST-NAME (IS=ON)
    VEH.MAKE
  END-FIND
END-FIND
END

```

**Output of Program FNDMUL:**

The resulting report shows the NAME and FIRST-NAME (obtained from the EMPLOYEES file) of all people named SMITH as well as the MAKE of each car (obtained from the VEHICLES file) owned by these people.



NAME	FIRST-NAME	MAKE
SMITH	GERHARD	ROVER
	SEYMOUR	*** NO CAR ***
	MATILDA	FORD
	ANN	*** NO CAR ***
	TONI	TOYOTA
	MARTIN	*** NO CAR ***
	THOMAS	FORD
	SUNNY	*** NO CAR ***
	MARK	FORD
	LOUISE	CHRYSLER
	MAXWELL	MERCEDES-BENZ
		MERCEDES-BENZ
	ELSA	CHRYSLER
	CHARLY	CHRYSLER
	LEE	*** NO CAR ***
	FRANK	FORD

### Example 15 - SHARED HOLD Clause

```

FIND EMPL-VIEW WITH NAME = ...
    IN SHARED HOLD MODE=Q /* Record in shared hold until next record is read.
    ...
    GET EMPL-VIEW *ISN      /* The record remains unchanged!
    ...
END-FIND

```

### Example 16 - SKIP RECORDS Clause

```

FIND EMPL-VIEW WITH NAME = ... /* Records found are put in hold while reading.
    SKIP RECORDS IN HOLD        /* Records already held by other users are
    ...                          /* skipped to prevent error NAT3145.
    UPDATE
    END TRANSACTION
END-FIND

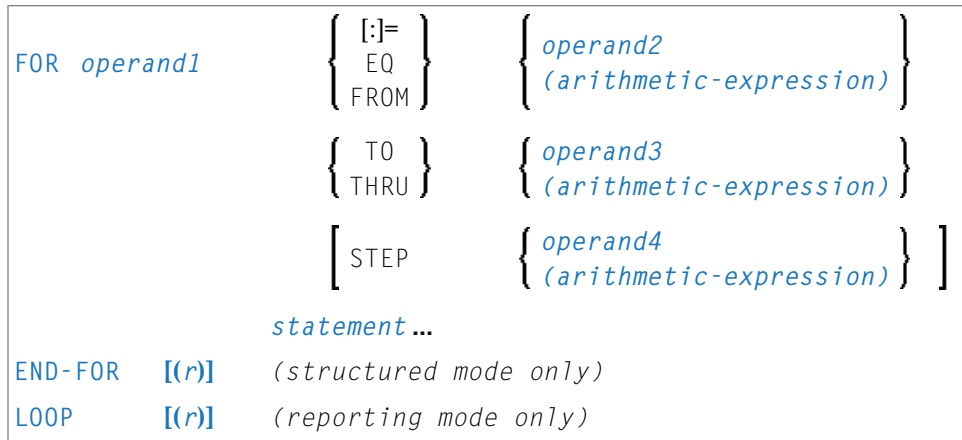
```



# 72 FOR

---

▪ FOR Usage .....	520
▪ FOR Syntax Description .....	520
▪ FOR Example .....	522



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [REPEAT](#) | [ESCAPE](#)

Belongs to Function Group: [Loop Execution](#)

## FOR Usage

---

The FOR statement is used to initiate a processing loop and to control the number of times the loop is processed.

### Consistency Check

Before the FOR loop is entered, the values of the operands are checked to ensure that they are consistent (that is, the value of *operand3* can be reached or exceeded by repeatedly adding *operand4* to *operand2*). If the values are not consistent, the FOR loop is not entered (however, no error message is output, except when the STEP value is zero).

## FOR Syntax Description

---

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S	N P I F	yes	yes
<i>operand2</i>	C S	N P I F	yes	no
<i>arithmetic-expression</i>	S	N P I F	no	no
<i>operand3</i>	C S	N P I F	yes	no

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand4</i>	C S     N	N P I F	yes	no

## Syntax Element Description:

Syntax Element	Description
<i>operand1</i> <i>operand2</i>	<p><b>Loop Control Variable (<i>operand1</i>) and Initial Setting (<i>operand2</i>):</b></p> <p><i>operand1</i> is used to control the number of times the processing loop is to be executed. It may be a database field or a user-defined variable.</p> <p>The value specified after the keyword FROM (<i>operand2</i>) is assigned to the loop control variable field before the processing loop is entered for the first time. This value is incremented (or decremented if the STEP value is negative) using the value specified after the STEP keyword (<i>operand4</i>) each additional time the loop is processed.</p> <p>The loop control variable value may be referenced during the execution of the processing loop and will contain the current value of the loop control variable.</p> <p><b>Note:</b> The keywords [ : ]=, EQ or FROM can be omitted.</p>
<i>operand3</i>	<p><b>TO Value:</b></p> <p>The processing loop is terminated when <i>operand1</i> is greater than (or less than if the initial value of the STEP value was negative) the value specified for <i>operand3</i>.</p> <p><b>Note:</b> The keyword TO or TRU can be omitted.</p>
STEP <i>operand4</i>	<p><b>STEP Value:</b></p> <p>The STEP value may be positive or negative. If a STEP value is not specified, an increment of +1 is used.</p> <p>The compare operation will be adjusted to “less than” or “greater than” depending on the sign of the STEP value when the loop is entered for the first time.</p> <p><b>Note:</b></p> <ol style="list-style-type: none"> <li><i>operand4</i> must not be zero.</li> <li>The keyword STEP can be omitted.</li> </ol>
( <i>arithmetic-expression</i> )	<p><b>Arithmetic Expression:</b></p> <p>In place of <i>operand2</i>, <i>operand3</i> or <i>operand4</i>, any arithmetic expression may be specified.</p>

Syntax Element	Description
	<p><b>Note:</b></p> <ol style="list-style-type: none"> <li>1. The arithmetic expressions must be enclosed in parentheses.</li> <li>2. The preceding keyword cannot be omitted.</li> </ol> <p>For further information on arithmetic expressions, see <a href="#">arithmetic-expression</a> in the <code>COMPUTE</code> statement description.</p>
END-FOR ( <i>r</i> )	<p><b>End of FOR Statement:</b></p> <p>In structured mode, the Natural reserved word <code>END-FOR</code> must be used to end the FOR statement.</p> <p>You can specify labels or line numbers with <code>END-FOR</code> in structured mode.</p> <p>In reporting mode, the Natural statement <code>LOOP</code> is used to end the FOR statement.</p> <p>You can specify labels or line numbers with <code>LOOP</code> in reporting mode.</p>
LOOP ( <i>r</i> )	

## FOR Example

```

** Example 'FOREXIS': FOR (structured mode)
*****
DEFINE DATA LOCAL
1 #INDEX (I1)
1 #ROOT (N2.7)
END-DEFINE
*
FOR #INDEX 1 TO 5
  COMPUTE #ROOT = SQRT (#INDEX)
  WRITE NOTITLE '=' #INDEX 3X '=' #ROOT
END-FOR
*
SKIP 1
FOR #INDEX 1 TO 5 STEP 2
  COMPUTE #ROOT = SQRT (#INDEX)
  WRITE '=' #INDEX 3X '=' #ROOT
END-FOR
*
END

```

**Output of Program FOREX1S:**

```
#INDEX: 1 #ROOT: 1.0000000
#INDEX: 2 #ROOT: 1.4142135
#INDEX: 3 #ROOT: 1.7320508
#INDEX: 4 #ROOT: 2.0000000
#INDEX: 5 #ROOT: 2.2360679

#INDEX: 1 #ROOT: 1.0000000
#INDEX: 3 #ROOT: 1.7320508
#INDEX: 5 #ROOT: 2.2360679
```

Equivalent reporting-mode example: [FOREX1R](#).





# 73

## FORMAT

---

- [FORMAT Usage](#) ..... 526
- [FORMAT Syntax Description](#) ..... 526
- [Applicable Parameters for FORMAT](#) ..... 527
- [FORMAT Example](#) ..... 528

```
FORMAT [(rep)] parameter ...
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [AT END OF PAGE](#) | [AT TOP OF PAGE](#) | [CLOSE PRINTER](#) | [DEFINE PRINTER](#) | [DISPLAY](#) | [EJECT](#) | [NEWPAGE](#) | [PRINT](#) | [SKIP](#) | [SUSPEND IDENTICAL SUPPRESS](#) | [WRITE](#) | [WRITE TITLE](#) | [WRITE TRAILER](#)

Belongs to Function Group: [Creation of Output Reports](#)

## FORMAT Usage

---

The `FORMAT` statement is used to specify input and output parameter settings.

Settings specified with a `FORMAT` statement override (at compilation time) default settings in effect for the session that have been set by a `GLOBALS` command, `SET GLOBALS` statement, or by the Natural administrator.

These settings may in turn be overridden by parameters specified in a [DISPLAY](#), [INPUT](#), [PRINT](#), [WRITE](#), [WRITE TITLE](#), or [WRITE TRAILER](#) statement.

The settings remain in effect until the end of a program or until another `FORMAT` statement is encountered.

A `FORMAT` statement does not generate any executable code in the Natural program. It is not executed in dependence of the logical flow of a program. It is evaluated during program compilation in order to set parameters for compiling `DISPLAY`, `WRITE`, `PRINT` and `INPUT` statements. The settings defined with a `FORMAT` statement are applicable to all `DISPLAY`, `WRITE`, `PRINT` and `INPUT` statements which follow.

## FORMAT Syntax Description

---

Syntax Element	Description
<code>(rep)</code>	<p><b>Report Specification:</b></p> <p>The notation <code>(rep)</code> may be used to specify the identification of the report for which the <code>FORMAT</code> statement is applicable.</p> <p>A value in the range 0 - 31 or a logical name which has been assigned using the <a href="#">DEFINE PRINTER</a> statement may be specified.</p> <p>If <code>(rep)</code> is not specified, the <code>FORMAT</code> statement will be applicable to the first report (Report 0).</p>

Syntax Element	Description
	For information on how to control the format of an output report created with Natural, see <i>Report Format and Control</i> (in the <i>Programming Guide</i> ).
<i>parameter</i>	<p><b>Parameter(s):</b></p> <p>The parameters can be specified in any order and must be separated by one or more spaces. A single entry must not be split between two statement lines.</p> <p>Field sensitive parameter settings applied here will only be regarded for variable fields used in an INPUT, WRITE, DISPLAY or PRINT statement of the selected report. They do not apply for text-constants used in any of the mentioned statements.</p> <p>See also <i>Applicable Parameters</i> below.</p>

## Applicable Parameters for FORMAT

See the *Parameter Reference* for a detailed description of the session parameters which may be used.

Parameter	Description
AD	Attribute Definition
AL	Alphanumeric Length for Output
CD	Color Definition
DF	Date Format
DL	Display Length for Output
EM	Edit Mask
ES	Empty Line Suppression
FC	Filler Character
FL	Floating Point Mantissa Length
GC	Filler Character for Group Heading
HC	Header Centering
HW	Heading Width
IC	Insertion Character
ICU	Unicode Insertion Character
IP	Input Prompting Text
IS	Identical Suppress
KD	Key Definition
LC	Leading Characters
LCU	Unicode Leading Characters
LS	Line Size

Parameter	Description
MC	Multiple-Value Field Count (Can only be used in reporting mode.)
MP	Maximum Number of Pages of a Report, see Note below.
MS	Manual Skip
NL	Numeric Length for Output
PC	Periodic Group Count (Can only be used in reporting mode.)
PM	Print Mode
PS	Page Size, see Note below.
SF	Spacing Factor
SG	Sign Position
TC	Trailing Characters
TCU	Unicode Trailing Characters
UC	Underlining Character
ZP	Zero Printing



**Note:** The parameters MP and PS do not take effect for a specific I/O statement, but apply to the complete output created for the report. If multiple settings for MP and PS are performed, the last definition is used.

See also *Underlining Character for Titles and Headers - UC Parameter* (in the *Programming Guide*).

## FORMAT Example

```

** Example 'FMTEX1': FORMAT
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 CITY
  2 POST-CODE
  2 COUNTRY
END-DEFINE
*
FORMAT AL=7      /* Alpha-numeric field output length
          FC=+    /* Filler character for field header
          GC=*    /* Filler character for group header
          HC=L    /* Header left justified
          IC=<<   /* Insert characters
          IS=ON   /* Identical suppress on
          TC=>>   /* Trailing character
          UC==    /* Underline character
          ZP=OFF  /* Zero print off
*

```

```
LIMIT 5
READ EMPLOY-VIEW BY NAME
  DISPLAY NOTITLE
    NAME 3X CITY 3X POST-CODE 3X COUNTRY
END-READ
*
END
```

**Output of Program FMTEX1:**

NAME++++++	CITY++++++	POSTAL+++++ ADDRESS++++	COUNTRY++++
=====	=====	=====	=====
<<ABELLAN>>	<<MADRID >>	<<28014 >>	<<E >>
<<ACHIESO>>	<<DERBY >>	<<DE3 4TR>>	<<UK >>
<<ADAM >>	<<JOIGNY >>	<<89300 >>	<<F >>
<<ADKINSO>>	<<BROOKLY>>	<<11201 >>	<<USA>>
	<<BEVERLE>>	<<90211 >>	



# 74 GET

---

▪ GET Usage .....	532
▪ GET Restrictions .....	533
▪ GET Syntax Description .....	533
▪ GET Example .....	534

In structured mode and in reporting mode using a `DEFINE DATA LOCAL` statement, the following syntax applies:

```
GET [IN] [FILE] view-name
[PASSWORD=operand1]
[CIPHER=operand2]
[ RECORDS ] { operand3 }
               *ISN [r] }
```

In reporting mode using no `DEFINE DATA LOCAL` statement, the following syntax applies:

```
GET [IN] [FILE] dgm-name
[PASSWORD=operand1]
[CIPHER=operand2]
[ RECORDS ] { operand3 } operand4 ...
               *ISN [r] }
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [GET SAME](#) | [GET TRANSACTION](#) | [HISTOGRAM](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: [Database Access and Update](#)

## GET Usage

---

The `GET` statement is used to read a record with a given Adabas Internal Sequence Number (ISN).

For XML databases, the `GET` statement is used to read an XML object with a given object ID.

The `GET` statement does not cause a processing loop to be initiated.



## GET Restrictions

- The GET statement cannot be used for SQL databases.
- The GET statement cannot be used with Entire System Server.

## GET Syntax Description

Operand Definition Table:

Operand	Possible Structure		Possible Formats												Referencing Permitted	Dynamic Definition			
<i>operand1</i>	C	S				A												yes	no
<i>operand2</i>	C	S				N												no	no
<i>operand3</i>	C	S			N		N	P	I	B*								yes	no
<i>operand4</i>		S	A			A	N	P	I	F	B	D	T	L				yes	yes

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

Syntax Element Description:

Syntax Element	Description
<i>view-name</i>	<p><b>View Name:</b></p> <p>In structured mode and in reporting mode using a DEFINE DATA LOCAL statement, the name of a view as defined either directly within a DEFINE DATA statement or in a separate global or local data area.</p>
<i>dgm-name</i>	<p><b>DDM Name:</b></p> <p>In reporting mode using no DEFINE DATA LOCAL statement, the name of the data definition module (DDM) is referenced.</p>
PASSWORD= <i>operand1</i> CIPHER= <i>operand2</i>	<p><b>PASSWORD Clause/CIPHER Clause:</b></p> <p>These clauses are applicable only to Adabas databases.</p> <p>The PASSWORD clause is used to provide a password when retrieving data from an Adabas file which is password protected.</p> <p>The CIPHER clause is used to provide a cipher key when retrieving data from an Adabas file which is enciphered.</p> <p>See the statements <a href="#">FIND</a> and <a href="#">PASSW</a> for further information.</p>
*ISN / <i>operand3</i>	<p><b>Internal Sequence Number:</b></p>

Syntax Element	Description
	The ISN must be provided either in the form of a numeric constant or user-defined variable ( <i>operand3</i> in the range from 1 to 4294967295), or via the Natural system variable *ISN.
( <i>r</i> )	<p><b>Statement Reference:</b></p> <p>The notation (<i>r</i>) is used to specify the statement which contains the <b>FIND</b> or <b>READ</b> statement used to initially read the record.</p> <p>If (<i>r</i>) is not specified, the GET statement will be related to the innermost active processing loop.</p> <p>(<i>r</i>) may be specified as a reference statement number or as a statement label.</p>
<i>operand4</i>	<p><b>Reference to Database Fields:</b></p> <p>In reporting mode, subsequent references to database fields that have been read with a GET statement can contain the label or line number of the GET statement.</p>

## GET Example

```

** Example 'GETEX1': GET
*****
DEFINE DATA LOCAL
1 PERSONS VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 FIRST-NAME
1 SALARY-INFO VIEW OF EMPLOYEES
  2 NAME
  2 CURR-CODE (1:1)
  2 SALARY    (1:1)
*
1 #ISN-ARRAY (B4/1:10)
1 #LINE-NR   (N2)
END-DEFINE
*
FORMAT PS=16
LIMIT 10
READ PERSONS BY NAME
  MOVE *COUNTER TO #LINE-NR
  MOVE *ISN     TO #ISN-ARRAY (#LINE-NR)
  DISPLAY #LINE-NR PERSONNEL-ID NAME FIRST-NAME
  /*
AT END OF PAGE
  INPUT / 'PLEASE SELECT LINE-NR FOR SALARY INFORMATION:' #LINE-NR
  IF #LINE-NR = 1 THRU 10
    GET SALARY-INFO #ISN-ARRAY (#LINE-NR)
    WRITE / SALARY-INFO.NAME

```

```

                SALARY-INFO.SALARY    (1)
                SALARY-INFO.CURR-CODE (1)
    END-IF
END-ENDPAGE
/*
END-READ
END

```

### Output of Program GETEX1:

Page 1 05-01-13 13:17:42

#LINE-NR	PERSONNEL ID	NAME	FIRST-NAME
1	60008339	ABELLAN	KEPA
2	30000231	ACHIESON	ROBERT
3	50005800	ADAM	SIMONE
4	20008800	ADKINSON	JEFF
5	20009800	ADKINSON	PHYLLIS
6	20012700	ADKINSON	HAZEL
7	20013800	ADKINSON	DAVID
8	20019600	ADKINSON	CHARLIE
9	20008600	ADKINSON	MARTHA
10	20005700	ADKINSON	TIMMIE

PLEASE SELECT LINE-NR FOR SALARY INFORMATION: 1

ABELLAN 1450000 PTA



# 75 GET SAME

---

▪ GET SAME Usage .....	538
▪ GET SAME Restrictions .....	538
▪ GET SAME Syntax Description .....	538
▪ GET SAME Example .....	539

## Structured Mode Syntax

```
GET SAME [(r)]
```

## Reporting Mode Syntax

```
GET SAME [(r)] [operand1 ...]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [GET](#) | [GET TRANSACTION DATA](#) | [HISTOGRAM](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: [Database Access and Update](#)

## GET SAME Usage

---

The GET SAME statement is used to re-read the record currently being processed. It is most frequently used to obtain database array values (periodic groups or multiple-value fields) if the number and range of existing or desired occurrences was not known when the record was initially read.

## GET SAME Restrictions

---

- GET SAME is only valid for Natural users who are using Adabas.
- GET SAME cannot be used with Entire System Server.
- An [UPDATE](#) or [DELETE](#) statement must not reference a GET SAME statement. These statements should instead make reference to the [FIND](#), [READ](#) or [GET](#) statement used to read the record initially.

## GET SAME Syntax Description

---

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S A	A U N P B	no	yes

Syntax Element Description:

Syntax Element	Description
( <i>r</i> )	<p><b>Statement Reference:</b></p> <p>The notation (<i>r</i>) is used to specify the statement which contains the <b>FIND</b> or <b>READ</b> statement used to initially read the record.</p> <p>If (<i>r</i>) is not specified, the GET SAME statement will be related to the innermost active processing loop.</p> <p>(<i>r</i>) may be specified as a reference statement number or as a statement label.</p>
<i>operand1</i>	<p><b>Fields to Be Made Available:</b></p> <p>As <i>operand1</i>, you specify the field(s) to be made available as a result of the GET SAME statement.</p> <p><b>Note:</b> <i>operand1</i> cannot be specified if the field is defined in a <b>DEFINE DATA</b> statement.</p>

## GET SAME Example

```

** Example 'GSAEX1': GET SAME
*****
DEFINE DATA LOCAL
1 I          (P3)
1 POST-ADDRESS VIEW OF EMPLOYEES
  2 FIRST-NAME
  2 NAME
  2 ADDRESS-LINE (I:I)
  2 C*ADDRESS-LINE
  2 POST-CODE
  2 CITY
*
1 #NAME          (A30)
END-DEFINE
*
FORMAT PS=20
MOVE 1 TO I
*
READ (10) POST-ADDRESS BY NAME
  COMPRESS NAME FIRST-NAME INTO #NAME WITH DELIMITER ','
  WRITE // 12T #NAME
  WRITE / 12T ADDRESS-LINE (I.1)
/*

```

## GET SAME

---

```
IF C*ADDRESS-LINE > 1
  FOR I = 2 TO C*ADDRESS-LINE
    GET SAME          /* READ NEXT OCCURRENCE
    WRITE 12T ADDRESS-LINE (I.1)
  END-FOR
END-IF
WRITE / POST-CODE CITY
SKIP 3
END-READ
END
```

### Output of Program GSAEX1:

Page 1 05-01-13 13:23:36

```
ABELLAN,KEPA
CASTELAN 23-C
28014 MADRID
```

```
ACHIESON,ROBERT
144 ALLESTREE LANE
DERBY
DERBYSHIRE
DE3 4TR DERBY
```



# 76 GET TRANSACTION DATA

---

- GET TRANSACTION DATA Usage ..... 542
- Restriction ..... 542
- GET TRANSACTION DATA Syntax Description ..... 543
- GET TRANSACTION DATA Example ..... 543

```
GET TRANSACTION [DATA] operand1 ...
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

**Related Statements:** [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [GET](#) | [GET SAME](#) | [HISTOGRAM](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: [Database Access and Update](#)

## GET TRANSACTION DATA Usage

---

The `GET TRANSACTION DATA` statement is used to read the data saved with a previous `END TRANSACTION` statement.

`GET TRANSACTION DATA` does not create a processing loop.

### System Variable \*ETID

The content of the Natural system variable `*ETID` identifies the transaction data to be retrieved from the database.

### No Transaction Data Stored

If the `GET TRANSACTION DATA` statement is issued and no transaction data are found, all fields specified in the `GET TRANSACTION DATA` statement will be filled with blanks regardless of format definition.



**Caution:** Make sure that arithmetic operations are not performed on “empty” transaction data, because this would result in an abnormal termination of the program.

## Restriction

---

The `GET TRANSACTION DATA` statement is only valid for transactions applied to Adabas databases.

## GET TRANSACTION DATA Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S	A U N P I F B D T	yes	yes

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Field Specification:</b></p> <p>The sequence, lengths, and formats of the fields used in the GET TRANSACTION DATA statement must be identical to the sequence, lengths, and formats of the fields specified with the corresponding END TRANSACTION statement.</p> <p><b>Note:</b> GET TRANSACTION DATA cannot be used if <i>operand1</i> is a dynamic variable.</p>

## GET TRANSACTION DATA Example

```

** Example 'GTREX1': GET TRANSACTION
**
** CAUTION: Executing this example will modify the database records!
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 FIRST-NAME
  2 MIDDLE-I
  2 CITY
*
1 #PERS-NR (A8) INIT <' '>
END-DEFINE
*
GET TRANSACTION DATA #PERS-NR
IF #PERS-NR NE ' '
  WRITE 'LAST TRANSACTION PROCESSED FROM PREVIOUS SESSION' #PERS-NR
END-IF
*
REPEAT
/*
  INPUT 10X 'ENTER PERSONNEL NUMBER TO BE UPDATED:' #PERS-NR
  IF #PERS-NR = ' '

```

## GET TRANSACTION DATA

---

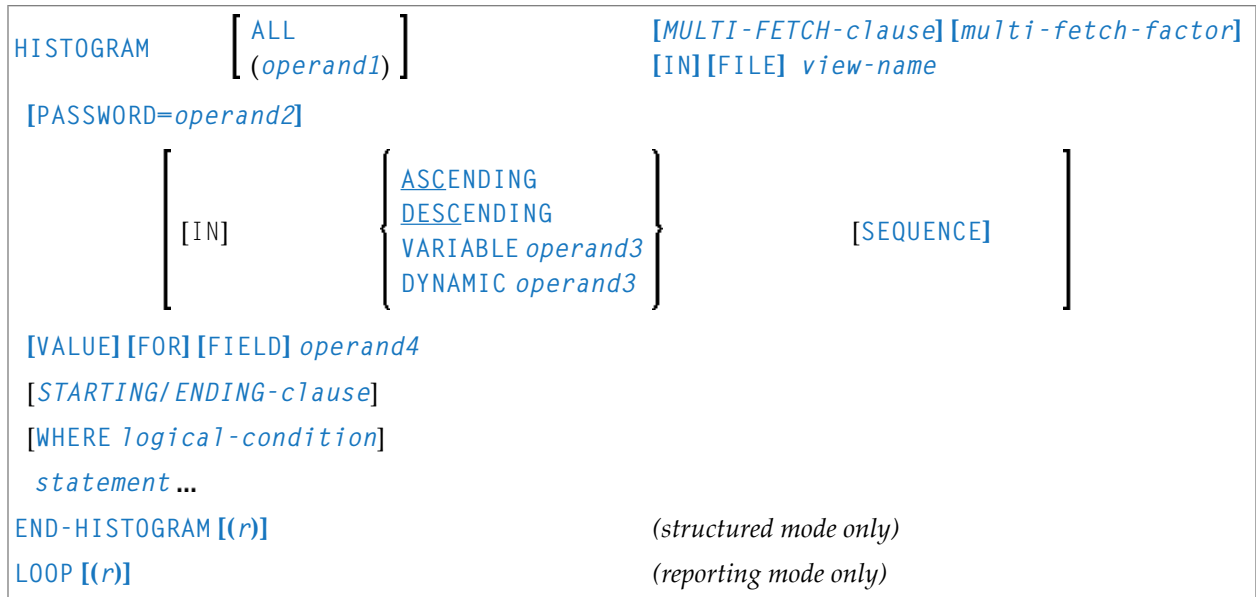
```
    STOP
  END-IF
/*
  FIND EMPLOY-VIEW WITH PERSONNEL-ID = #PERS-NR
  IF NO RECORDS FOUND
    REINPUT 'NO RECORD FOUND'
  END-NOREC
  INPUT (AD=M) PERSONNEL-ID (AD=0)
    / NAME
    / FIRST-NAME
    / CITY

  UPDATE
  END TRANSACTION #PERS-NR
END-FIND
/*
END-REPEAT
END
```

# 77 HISTOGRAM

---

■ HISTOGRAM Usage .....	546
■ HISTOGRAM Restrictions .....	547
■ HISTOGRAM Syntax Description .....	547
■ System Variables Available with HISTOGRAM .....	552
■ HISTOGRAM Examples .....	553



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION DATA](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: [Database Access and Update](#)

## HISTOGRAM Usage

The HISTOGRAM statement is used to read the values of a database field which is defined as a descriptor, subdescriptor, or a superdescriptor. The values are read directly from the Adabas inverted lists. The HISTOGRAM statement causes a processing loop to be initiated but does not provide access to any database fields other than the field specified in the HISTOGRAM statement.

See also the following sections in the *Programming Guide*:

- [HISTOGRAM Statement](#)
- [Loop Processing](#)
- [Referencing of Database Fields Using \(r\) Notation](#)



**Note:** For SQL databases: HISTOGRAM returns the number of rows which have the same value in a specific column.

## HISTOGRAM Restrictions

- This statement cannot be used with XML databases.
- This statement cannot be used with Entire System Server.

## HISTOGRAM Syntax Description

Operand Definition Table:

Operand	Possible Structure		Possible Formats												Referencing Permitted	Dynamic Definition									
<i>operand1</i>	C	S						N	P	I	B*													yes	no
<i>operand2</i>	C	S				A																		yes	no
<i>operand3</i>		S				A																		yes	no
<i>operand4</i>		S				A	N	P	I	F	B	D	T	L										no	no

\* Format B of *operand1* may be used only with a length of less than or equal to 4.

Syntax Element Description:

Syntax Element	Description
<i>operand1</i> / ALL	<p><b>Number of Descriptor Values:</b></p> <p>You can limit the number of descriptor values to be processed with the HISTOGRAM statement by specifying <i>operand1</i> - either as a numeric constant (0 - 4294967295) or as a user-defined variable (containing an integer value).</p> <p>ALL may optionally be specified to emphasize that all descriptor values are to be processed.</p> <p>For this statement, the specified limit has priority over a limit set with a LIMIT statement.</p> <p>If a smaller limit is set with the LT parameter (Limit for Processing Loops), the LT limit applies.</p> <p><b>Note:</b> If you wish to process a 4-digit number of descriptor values, specify it with a leading zero (0nnnn); because Natural interprets every 4-digit number enclosed in parentheses as a line-number reference to a statement. <i>operand1</i> is evaluated when the HISTOGRAM loop is entered. If the value of <i>operand1</i> is modified within the HISTOGRAM loop, this does not affect the number of values read.</p>

Syntax Element	Description
<i>MULTI-FETCH-clause</i>	<p><b>MULTI-FETCH Clause:</b></p> <p>See <a href="#">MULTI-FETCH Clause</a> below.</p>
<i>view-name</i>	<p><b>View Name:</b></p> <p>As <i>view-name</i>, you specify the name of a view, which is defined either within a <b>DEFINE DATA</b> statement or in a separate global or local data area.</p> <p>The view must not contain any other fields apart from the field used in the HISTOGRAM statement (<i>operand4</i>).</p> <p>If the field in the view is a periodic-group field or multiple-value field that is defined with an index range, only the first occurrence of that range is filled by the HISTOGRAM statement; all other occurrences are not affected by the execution of the HISTOGRAM statement.</p> <p>In reporting mode, <i>view-name</i> is the name of a DDM if no <b>DEFINE DATA LOCAL</b> statement is used.</p>
<i>PASSWORD=operand2</i>	<p><b>PASSWORD Clause:</b></p> <p>The <b>PASSWORD</b> clause is used to provide a password (<i>operand2</i>) when retrieving data from an Adabas file which is password-protected. See the statements <a href="#">FIND</a> and <a href="#">PASSW</a> for further information.</p>
SEQUENCE	<p><b>SEQUENCE Clause:</b></p> <p>This clause can only be used for Adabas and SQL databases.</p> <p>With this clause, you can determine whether the records are to be read in ascending sequence or in descending sequence.</p> <ul style="list-style-type: none"> <li>■ The default sequence is ascending (which may, but need not, be explicitly specified by using the keyword <b>ASCENDING</b>).</li> <li>■ If the records are to be read in descending sequence, you specify the keyword <b>DESCENDING</b>.</li> <li>■ If, instead of determining it in advance, you want to have the option of determining at runtime whether the records are to be read in ascending or descending sequence, you either specify the keyword <b>VARIABLE</b> or <b>DYNAMIC</b>, followed by a variable (<i>operand3</i>). <i>operand3</i> has to be of format/length A1 and can contain the value A (for “ascending”) or D (for “descending”). <ul style="list-style-type: none"> <li>■ If keyword <b>VARIABLE</b> is used, the reading direction (value of <i>operand3</i>) is evaluated at start of the HISTOGRAM processing loop and remains same until the loop is terminated, regardless if the <i>operand3</i> field is altered in the HISTOGRAM loop or not.</li> <li>■ If keyword <b>DYNAMIC</b> is used, the reading direction (value of <i>operand3</i>) is evaluated before every record fetch in the HISTOGRAM processing loop and may be changed from record to record. This allows to change the</li> </ul> </li> </ul>



Syntax Element	Description
	<p>scroll sequence from ascending to descending (and vice versa) at any place in the HISTOGRAM loop.</p> <p>Examples of SEQUENCE clause:</p> <ul style="list-style-type: none"> <li>■ <a href="#">Example 2 - HISTOGRAM Statement with Records Read in Descending Sequence</a></li> <li>■ <a href="#">Example 3 - HISTOGRAM Statement Using Variable Sequence</a></li> </ul>
<i>operand4</i>	<p><b>Descriptor:</b></p> <p>As <i>operand4</i>, a descriptor, subdescriptor, superdescriptor or hyperdescriptor may be specified.</p> <p>A descriptor contained within a periodic group may be specified with or without an index. If no index is specified, the descriptor will be selected if the value specified is located in any occurrence. If an index is specified, the descriptor will be selected only if the value is located in the occurrence specified by the index. The index specified must be a constant. An index range must not be used.</p> <p>For a descriptor which is a multiple-value field an index must not be specified; the descriptor will be selected if the value is located in the record regardless of the position of the value.</p>
<i>STARTING-ENDING-clause</i>	<p><b>STARTING/ENDING Clause:</b></p> <p>Starting and ending values may be specified using the keywords STARTING and ENDING (or THRU) followed by a constant or a user-defined variable representing the value with which processing is to begin/end.</p> <p>For further information, see <a href="#">Specifying Starting/Ending Values</a> below.</p>
WHERE <i>logical-condition</i>	<p><b>WHERE Clause:</b></p> <p>The WHERE clause may be used to specify an additional selection criteria (<i>logical-condition</i>) which is evaluated <i>after</i> a value has been read and <i>before</i> any processing is performed on the value (including the AT BREAK evaluation).</p> <p>The descriptor specified in the WHERE clause must be the same descriptor referenced in the HISTOGRAM statement. No other fields from the selected file are available for processing with a HISTOGRAM statement.</p> <p>The syntax for a <i>logical-condition</i> is described in the section <i>Logical Condition Criteria</i> (in the <i>Programming Guide</i>).</p>
END-HISTOGRAM ( <i>r</i> )	<p><b>End of HISTOGRAM Statement:</b></p> <p>In structured mode, the Natural reserved word END-HISTOGRAM must be used to end the HISTOGRAM statement.</p>
LOOP ( <i>r</i> )	

Syntax Element	Description
	<p>You can specify labels or line numbers with END-HISTOGRAM in structured mode.</p> <p>In reporting mode, the Natural statement LOOP must be used to end the HISTOGRAM statement.</p> <p>You can specify labels or line numbers with LOOP in reporting mode.</p>

**MULTI-FETCH Clause**



**Note:** This clause can only be used for Adabas databases.

```
MULTI-FETCH { ON
              OFF
              [OF] multi-fetch-factor }
```



**Note:** [MULTI-FETCH OF *multi-fetch-factor*] is supported for database types ADA/ADA2. The default processing mode is applied; see profile parameter MFSET. The MULTI-FETCH clause is ignored in case Adabas LA or large objects fields are used or a view size greater than 64KB is defined.

For more information, see the section *MULTI-FETCH Clause (Adabas)* in the *Programming Guide*.

**Specifying Starting/Ending Values**

Starting and ending values may be specified using the keywords STARTING and ENDING (or THRU) followed by a constant or a user-defined variable representing the value with which processing is to begin/end.

If a starting value is specified and the value is not present, the next higher value is used as the starting value. If no higher value is present, the HISTOGRAM loop will not be entered.

If an ending value is specified, values will be read up to and including the ending value.

Hexadecimal constants may be specified as a starting or ending value for descriptors of format A or B.

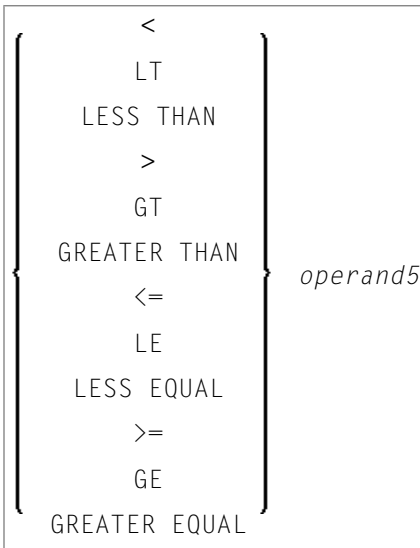
Syntax Option 1:




Syntax Option 2:



Syntax Option 3:



 **Note:** If the comparators of Diagram 3 are used, the options ENDING AT, THRU and TO may not be used. These comparators are also valid for the READ statement.

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
operand5	C S	A U N P I F B D T L	yes	no
operand6	C S	A U N P I F B D T L	yes	no

Syntax Element Description:

Syntax Element	Description
STARTING FROM ... ENDING AT   TO	<p><b>STARTING FROM / ENDING AT Clauses:</b></p> <p>The <code>STARTING FROM</code> and <code>ENDING AT</code> clauses are used to limit reading to a user-specified range of values.</p> <p>The <code>STARTING FROM</code> clause (<code>=</code> or <code>EQ</code> or <code>EQUAL TO</code> or <code>[STARTING] FROM</code>) determines the starting value for the read operation. If a starting value is specified, reading will begin with the value specified. If the starting value does not exist, the next higher (or lower for a <code>DESCENDING</code> read) value will be returned. If no higher (or lower for <code>DESCENDING</code>) value exists, the <code>HISTOGRAM</code> loop will not be entered.</p> <p>In order to limit the values to an end-value, you may specify an <code>ENDING AT</code> clause with the terms <code>THRU</code>, <code>ENDING AT</code> or <code>TO</code>, that imply an inclusive range. Whenever the descriptor field exceeds the end-value specified, an automatic loop termination is performed. Although the basic functionality of the <code>TO</code>, <code>THRU</code> and <code>ENDING AT</code> keywords looks quite similar, internally they differ in how they work.</p>
THRU   ENDING AT	<p><b>THRU / ENDING AT Option:</b></p> <p>If <code>THRU</code> or <code>ENDING AT</code> is used, only the start-value is supplied to the database, but the end-value check is performed by the Natural runtime system, after the value is returned by the database.</p> <p>The <code>THRU</code> and <code>ENDING AT</code> options can be used for all databases which support the <code>HISTOGRAM</code> statements.</p>
TO	<p><b>Range:</b></p> <p>If the keyword <code>TO</code> is used, both the start-value and the end-value are sent to the database and Natural does not perform checks for value ranges. If the end-value is exceeded, the database reacts in the same way as when “end-of-file” is reached and the database loop is exited. Since the complete range checking is done by the database, the lower-value (of the range) is always supplied in the start-value and the higher-value filled into the end-value, regardless whether you are browsing in <code>ASCENDING</code> or in <code>DESCENDING</code> order.</p>



**Note:** The result of `READ/HISTOGRAM THRU/ENDING AT` might differ from the result of `READ/HISTOGRAM TO` if Natural and the accessed database reside on different platforms with different collating sequences.

## System Variables Available with HISTOGRAM

The Natural system variables `*ISN`, `*NUMBER`, and `*COUNTER` are available with the `HISTOGRAM` statement.

`*NUMBER` and `*ISN` are only set after the evaluation of the `WHERE` clause. They must not be used in the logical condition of the `WHERE` clause.

System Variable	Explanation
*NUMBER	The system variable *NUMBER contains the number of database records that contain the last value read.  For SQL databases, see <i>*NUMBER for SQL Databases</i> in the <i>System Variables</i> documentation.
*ISN	The system variable *ISN contains the number of the occurrence in which the descriptor value last read is contained. *ISN will contain 0 if the descriptor is not contained within a periodic group.  *ISN is not available for SQL databases.
*COUNTER	The system variable *COUNTER contains a count of the total number of values which have been read (after evaluation of the WHERE clause).

## HISTOGRAM Examples

- [Example 1 - HISTOGRAM Statement](#)
- [Example 2 - HISTOGRAM Statement with Records Read in Descending Sequence](#)
- [Example 3 - HISTOGRAM Statement Using Variable Sequence](#)

### Example 1 - HISTOGRAM Statement

```

** Example 'HSTEX1S': HISTOGRAM (structured mode)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
END-DEFINE
*
LIMIT 8
HISTOGRAM EMPLOY-VIEW CITY STARTING FROM 'M'
  DISPLAY NOTITLE
    CITY 'NUMBER OF/PERSONS' *NUMBER *COUNTER
END-HISTOGRAM
*
END

```

**Output of Program HSTEX1S:**

CITY	NUMBER OF PERSONS	CNT
MADISON	3	1
MADRID	41	2
MAILLY LE CAMP	1	3
MAMERS	1	4
MANSFIELD	4	5
MARSEILLE	2	6
MATLOCK	1	7
MELBOURNE	2	8

Equivalent reporting-mode example: [HSTEX1R](#).

**Example 2 - HISTOGRAM Statement with Records Read in Descending Sequence**

```

** Example 'HSTDSCND': HISTOGRAM (with DESCENDING)
*****
DEFINE DATA LOCAL
1 EMPL VIEW OF EMPLOYEES
  2 NAME
END-DEFINE
*
HISTOGRAM (10) EMPL IN DESCENDING SEQUENCE FOR NAME FROM 'ZZZ'
  DISPLAY NAME *NUMBER
END-HISTOGRAM
END
    
```

**Output of Program HSTDSCND:**

Page 1 05-01-13 13:41:03

NAME	NMBR
ZINN	1
YOT	1
YNCLAN	1
YATES	1
YALCIN	1
YACKX-COLTEAU	1
XOLIN	1
WYLLIS	2
WULFRING	1
WRIGHT	1

**Example 3 - HISTOGRAM Statement Using Variable Sequence**

```

** Example 'HSTVSEQ': HISTOGRAM (with VARIABLE SEQUENCE)
*****
DEFINE DATA LOCAL
1 EMPL VIEW OF EMPLOYEES
  2 NAME
*
1 #DIR      (A1)
1 #STARTVAL (A20)
END-DEFINE
*
SET KEY PF3 PF7 PF8
*
MOVE 'ADKINSON' TO #STARTVAL
*
HISTOGRAM (9) EMPL FOR NAME FROM #STARTVAL
  WRITE NAME *NUMBER
  IF *COUNTER = 5
    MOVE NAME TO #STARTVAL
  END-IF
END-HISTOGRAM
*
#DIR := 'A'
*
REPEAT
  HISTOGRAM EMPL IN VARIABLE #DIR SEQUENCE
    FOR NAME FROM #STARTVAL
    MOVE NAME TO #STARTVAL
    INPUT NO ERASE (IP=OFF AD=0)
      15/01 NAME *NUMBER
      // 'Direction:' #DIR
      // 'Press PF3 to stop'
      /   '      PF7 to go step back'
      /   '      PF8 to go step forward'
      /   '      ENTER to continue in that direction'
/*
  IF *PF-KEY = 'PF7' AND #DIR = 'A'
    MOVE 'D' TO #DIR
    ESCAPE BOTTOM
  END-IF
  IF *PF-KEY = 'PF8' AND #DIR = 'D'
    MOVE 'A' TO #DIR
    ESCAPE BOTTOM
  END-IF
  IF *PF-KEY = 'PF3'
    STOP
  END-IF
END-HISTOGRAM
/*
IF *COUNTER(0250) = 0

```

# HISTOGRAM

---

```
STOP
END-IF
END-REPEAT
END
```

## Output of Program HSTVSEQ:

Page 1 05-01-13 13:50:31

ADKINSON	8
AECKERLE	1
AFANASSIEV	2
AHL	1
AKROYD	1
ALEMAN	1
ALESTIA	1
ALEXANDER	5
ALLEGRE	1

MORE

## After pressing ENTER:

Page 1 05-01-13 13:50:31

ADKINSON	8
AECKERLE	1
AFANASSIEV	2
AHL	1
AKROYD	1
ALEMAN	1
ALESTIA	1
ALEXANDER	5
ALLEGRE	1

AKROYD	1
--------	---

Direction: A



Press PF3 to stop  
PF7 to go step back  
PF8 to go step forward  
ENTER to continue in that direction



# 78 IF

---

▪ IF Usage .....	560
▪ IF Syntax Description .....	560
▪ IF Example .....	561

## Structured Mode Syntax

```
IF logical-condition
  [THEN] statement ...
  [ELSE statement ...]
END-IF
```

## Reporting Mode Syntax

```
IF logical-condition
  [THEN] { statement
           DO statement ... DOEND }
  [ ELSE { statement
           DO statement ... DOEND } ]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [DECIDE FOR](#) | [DECIDE ON](#) | [IF SELECTION](#) | [ON ERROR](#)

Belongs to Function Group: [Processing of Logical Conditions](#)

## IF Usage

The IF statement is used to control execution of a statement or group of statements based on a logical condition.



**Note:** If no action is to be performed in case the condition is met, you must specify the statement `IGNORE` in the THEN clause.

## IF Syntax Description

Syntax Element	Description
IF <i>logical-condition</i>	<p><b>Logical Condition Criterion:</b></p> <p>The logical condition which is used to determine whether the statement or statements specified with the IF statement are to be executed.</p> <p>Examples:</p>

Syntax Element	Description
	<pre>IF #A = #B IF LEAVE-TAKEN GT 30 IF #SALARY(1) * 1.15 GT 5000 IF SALARY (4) = 5000 THRU 6000 IF DEPT = 'A10' OR = 'A20' OR = 'A30'</pre> <p>For further information, see the section <i>Logical Condition Criteria</i> (in the <i>Programming Guide</i>).</p>
THEN <i>statement</i>	<p><b>THEN Clause:</b></p> <p>In the THEN clause, you specify the <i>statement</i>(s) to be executed if the logical condition is true.</p>
ELSE <i>statement</i>	<p><b>ELSE Clause:</b></p> <p>In the ELSE clause, you specify the <i>statement</i>(s) to be executed if the logical condition is <i>not</i> true.</p>
END-IF	<p><b>END of IF Statement:</b></p> <p>In structured mode, the Natural reserved word END-IF must be used to end the IF statement.</p> <p>In reporting mode, use the DO ... DOEND statements to supply one or several suitable statements, depending on the situation, and to end the clauses and the IF statement. If you specify only a single statement, you can omit the DO ... DOEND statements. With respect to good coding practice, this is not recommended.</p>
<i>statement</i> DO <i>statement</i> ... DOEND	

## IF Example

```
** Example 'IFEX1S': IF (structured mode)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 FIRST-NAME
  2 SALARY (1)
  2 BIRTH
1 VEHIC-VIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
  2 MAKE
*
1 #BIRTH (D)
END-DEFINE
*
MOVE EDITED '19450101' TO #BIRTH (EM=YYYYMMDD)
```

```

SUSPEND IDENTICAL SUPPRESS
LIMIT 20
*
FND. FIND EMPLOY-VIEW WITH CITY = 'FRANKFURT'
      SORTED BY NAME BIRTH
  IF SALARY (1) LT 40000
    WRITE NOTITLE '*****' NAME 30X 'SALARY LT 40000'
  ELSE
    IF BIRTH GT #BIRTH
      FIND VEHIC-VIEW WITH PERSONNEL-ID = PERSONNEL-ID (FND.)
        DISPLAY (IS=ON)
          NAME BIRTH (EM=YYYY-MM-DD)
          SALARY (1) MAKE (AL=8)
    END-FIND
  END-IF
END-IF
END-FIND
END

```

### Output of Program IFEX1S:

NAME	DATE OF BIRTH	ANNUAL SALARY	MAKE
BAECKER	1956-01-05	74400	BMW
***** BECKER			SALARY LT 40000
BLOEMER	1979-11-07	45200	FIAT
FALTER	1954-05-23	70800	FORD
***** FALTER			SALARY LT 40000
***** GROTHE			SALARY LT 40000
***** HEILBROCK			SALARY LT 40000
***** HESCHMANN			SALARY LT 40000
HUCH	1952-09-12	67200	MERCEDES
***** KICKSTEIN			SALARY LT 40000
***** KLEENE			SALARY LT 40000
***** KRAMER			SALARY LT 40000

Equivalent reporting-mode example: [IFEX1R](#).

# 79 IF SELECTION

---

■ IF SELECTION Usage .....	564
■ IF SELECTION Syntax Description .....	564
■ IF SELECTION Example .....	566

### Structured Mode Syntax

```
IF SELECTION [NOT UNIQUE [IN [FIELDS]]] operand1 ...
  [THEN] statement...
  [ELSE statement...]
END-IF
```

### Reporting Mode Syntax

```
IF SELECTION [NOT UNIQUE [IN [FIELDS]]] operand1...
    [THEN] { statement }
    [ELSE { statement } ]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [DECIDE FOR](#) | [DECIDE ON](#) | [IF](#)

Belongs to Function Group: [Processing of Logical Conditions](#)

## IF SELECTION Usage

---

The `IF SELECTION` statement is used to verify that in a sequence of alphanumeric fields one and only one contains a value.

## IF SELECTION Syntax Description

---

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S A	A U                 L C	yes	no

Syntax Element Description:



Syntax Element	Description
<i>operand1</i>	<p><b>Selection Field(s):</b></p> <p>As <i>operand1</i> you specify the fields which are to be checked.</p> <p>If you specify an attribute control variable (Format C), it is considered to contain a value if its status has been changed to MODIFIED.</p> <p><b>Note:</b> To check if a specific attribute control variable has been assigned the status MODIFIED, use the MODIFIED option of, for example, an IF statement. This enables you to check that exactly one field was <i>modified</i>.</p>
THEN <i>statement</i> ...	<p><b>THEN Clause:</b></p> <p>The statement(s) specified in the THEN clause will be executed if one of the following conditions is true:</p> <ul style="list-style-type: none"> <li>■ None of the fields specified in <i>operand1</i> contains a value.</li> <li>■ More than one of the fields specified in <i>operand1</i> contains a value.</li> </ul> <p>This statement is generally used to verify that a terminal user has entered only one function in response to a map displayed via an INPUT statement.</p> <p><b>Note:</b> If <i>no</i> action is to be performed if one of the conditions is met, you specify the statement IGNORE in the THEN clause.</p>
ELSE <i>statement</i> ...	<p><b>ELSE Clause:</b></p> <p>In the ELSE clause, you specify the statement(s) to be executed if exactly one field contains a value.</p>
END-IF	<p><b>End of IF SELECTION Statement:</b></p> <p>In structured mode, the Natural reserved word END-IF must be used to end the IF SELECTION statement.</p> <p>In reporting mode, use the DO ... DOEND statements to supply one or several suitable statements, depending on the situation, and to end the clauses and the IF SELECTION statement. If you specify only a single statement, you can omit the DO ... DOEND statements. With respect to good coding practice, this is not recommended.</p>
<i>statement</i> ... DO <i>statement</i> ... DOEND	

## IF SELECTION Example

---

```

** Example 'IFSEL': IF SELECTION
*****
DEFINE DATA LOCAL
1 #A (A1)
1 #B (A1)
END-DEFINE
*
INPUT 'Select one function:' //
    9X 'Function A:' #A
    9X 'Function B:' #B
*
IF SELECTION NOT UNIQUE #A #B
    REINPUT 'Please enter one function only.'
END-IF
*
IF #A NE ' '
    WRITE 'Function A selected.'
END-IF
IF #B NE ' '
    WRITE 'Function B selected.'
END-IF
*
END
    
```

### Output of Program IFSEL:

```

Select one function:
          Function A:          Function B:
    
```

### After selecting and confirming function A:

```

Page      1                                05-01-17  11:04:07
Function A selected.
    
```

# 80 IGNORE

---

▪ IGNORE Usage .....	568
▪ IGNORE Example .....	568

IGNORE

## IGNORE Usage

---

The `IGNORE` statement is an “empty” statement which itself does not perform any function.

During the development phase of an application, you can insert `IGNORE` temporarily within statement blocks in which one or more statements are required, but which you intend to code later (for example, within `AT BREAK` or `AT START OF DATA / AT END OF DATA`). This allows you to continue programming in another part of the application without the as yet incomplete statement block leading to an error.

The `IGNORE` statement must also be used in condition statements, such as `IF` or `DECIDE FOR`, if no function is to be performed in the case of a condition being met.

## IGNORE Example

---

```
...  
...  
AT TOP OF PAGE  
  IGNORE          /* top-of-page processing still to be coded  
END-TOPPAGE  
...  
...
```

# 81 INCLUDE

---

▪ INCLUDE Usage .....	570
▪ INCLUDE Syntax Description .....	570
▪ INCLUDE Examples .....	571


```
INCLUDE copycode-name [operand1] ... 99
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

## INCLUDE Usage

The INCLUDE statement is used to include source lines from an external object of type copycode into another object at compilation.

The INCLUDE statement is evaluated at *compilation* time. The source lines of the copycode will not be physically included in the source of the program that contains the INCLUDE statement, but they will be included during the program compilation and thus in the resulting object module.

 **Caution:** A source code line which contains an INCLUDE statement must not contain any other statement.

## INCLUDE Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C	A U	no	no

Syntax Element Description:

Syntax Element	Description
<i>copycode-name</i>	<p><b>Copycode Name:</b></p> <p>As <i>copycode-name</i> you specify the name of the copycode whose source is to be included.</p> <p><i>copycode-name</i> may contain an ampersand (&amp;); at compile time, this character will be replaced by the one-character code corresponding to the current value of the Natural system variable *LANGUAGE. This feature allows the use of multilingual copycode names.</p> <p>The object you specify must be of the type copycode. The copycode must be contained either in the same library as the program which contains the INCLUDE statement or in the respective steplib (the default steplib is SYSTEM).</p> <p>When the source of a copycode is modified, all programs using that copycode must be compiled again to reflect the changed source in their object codes.</p> <p>The source code of the copycode must consist of syntactically complete statements.</p>
<i>operand1</i>	<b>Insert Values for Dynamic Insertion:</b>

Syntax Element	Description
	<p>You can dynamically insert values in the copycode which is included. These values are specified with <i>operand1</i>.</p> <p>In the copycode, the values are referenced with the following notation:</p> <pre>&amp;n&amp;</pre> <p>That is, you mark the position where a value is to be inserted with <i>&amp;n&amp;</i>. <i>n</i> is the sequential number of each value passed with the INCLUDE statement. For example, <i>&amp;3&amp;</i> would refer to the third value specified with the statement.</p> <p>For every <i>&amp;n&amp;</i> notation in the copycode you must specify a value in the INCLUDE statement. For example, if the copycode contains <i>&amp;5&amp;</i>, <i>operand1</i> must be specified at least five times.</p> <p>You may write one copy code parameter (<i>&amp;n&amp;</i>) after another without blanks (that is, <i>&amp;1&amp;&amp;2&amp;&amp;3&amp;</i>). This method is used to concatenate multiple copy code parameters to a source.</p> <p>A string may follow one or several copy code parameters without a blank (that is, <i>&amp;1&amp;abc</i> or <i>&amp;1&amp;&amp;2&amp;abc</i>). This method is used to concatenate a string to multiple copy code parameters.</p> <p><b>Note:</b> Because <i>&amp;n&amp;</i> is a valid part of an identifier, this notation may not be used as a copy code parameter substitution in other positions described above (i.e. <i>abc&amp;1&amp;</i> or <i>&amp;1&amp;abc&amp;2&amp;</i>). In other words, a string may only come after copy code parameters, not before or between.</p> <p>Values that are specified in the INCLUDE statement but not referenced in the copycode will be ignored.</p>

## INCLUDE Examples

- [Example 1 - INCLUDE Statement Including Copycode](#)
- [Example 2 - INCLUDE Statement Including Copycode with Parameters](#)
- [Example 3 - INCLUDE Statement Using Nested Copycodes](#)

- [Example 4 - INCLUDE Statement with Concatenated Parameters in Copycode](#)

### Example 1 - INCLUDE Statement Including Copycode

#### Program containing the INCLUDE statement:

```
** Example 'INCEX1': INCLUDE (include copycode)
*****
*
WRITE 'Before copycode'
*
INCLUDE INCEX1C
*
WRITE 'After copycode'
*
END
```

#### Copycode INCEX1C to be included:

```
** Example 'INCEX1C': INCLUDE (copycode used by INCEX1)
*****
*
WRITE 'Inside copycode'
```

#### Output of Program INCEX1:

```
Page      1                                05-01-25  16:26:36
Before copycode
Inside copycode
After copycode
```

### Example 2 - INCLUDE Statement Including Copycode with Parameters

#### Program INCEX2 containing the INCLUDE statement:

```
** Example 'INCEX2': INCLUDE (include copycode with parameters)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
END-DEFINE
*
*
INCLUDE INCEX2C 'EMPL-VIEW' 'NAME' '' 'ARCHER'' '20' '' 'BAILLET''
*
END
```



**Copycode INCEX2C to be included:**

```

** Example 'INCEX2C': INCLUDE (copycode used by INCEX2)
*****
* Transferred parameters from INCEX2:
*
* &1& : EMPL-VIEW
* &2& : NAME
* &3& : 'ARCHER'
* &4& : 20
* &5& : 'BAILLET'
*
*
READ (&4&) &1& BY &2& = &3&
  DISPLAY &2&
  IF &2& = &5&
    WRITE 5X 'LAST RECORD FOUND' &2&
    STOP
  END-IF
END-READ
*
* Statements above will be completed to:
*
* READ (20) EMPL-VIEW BY NAME = 'ARCHER'
*   DISPLAY NAME
*   IF NAME = 'BAILLET'
*     WRITE 5X 'LAST RECORD FOUND' NAME
*     STOP
*   END-IF
* END-READ

```

**Output of Program INCEX2:**

```

Page      1                                05-01-25  16:30:43
      NAME
-----
ARCHER
ARCONADA
ARCONADA
ARNOLD
ASTIER
ATHERTON
ATHERTON
ATHERTON
AUBERT
BACHMANN
BAECKER
BAECKER
BAGAZJA

```

```
BAILLET
  LAST RECORD FOUND BAILLET
```

### Example 3 - INCLUDE Statement Using Nested Copycodes

#### Program containing INCLUDE statement:

```
** Example 'INCEX3': INCLUDE (using nested copycodes)
*****
DEFINE DATA LOCAL
1 #A (I4)
END-DEFINE
*
MOVE 123 TO #A
WRITE 'Program INCEX3 ' '=' #A
*
INCLUDE INCEX31C '#A' '5'           /* source line is #A := 5
*
*
MOVE 300 TO #A
WRITE 'Program INCEX3 ' '=' #A
*
INCLUDE INCEX32C '''#A'''  '''20''' /* source line is #A := 20
*
WRITE 'Program INCEX3 ' '=' #A
END
```

#### Copycode INCEX31C to be included:

```
** Example 'INCEX31C': INCLUDE (copycode used by INCEX3)
*****
* Transferred parameters from INCEX3:
*
* &1& : #A
* &2& : 5
*
*
&1& := &2&
*
WRITE 'Copycode INCEX31C' '=' &1&
```

**Copycode INCEX32C to be included:**

```

** Example 'INCEX32C': INCLUDE (copycode used by INCEX3)
*****
* Transferred parameters from INCEX3:
*
* &1& : '#A'
* &2& : '20'
*
*
WRITE 'Copycode INCEX32C' &1& &2&
*
INCLUDE INCEX31C &1& &2&

```

**Output of Program INCEX3:**

```

Page          1                                05-01-25  16:35:36

Program INCEX3   #A:          123
Copycode INCEX31C #A:           5
Program INCEX3   #A:          300
Copycode INCEX32C #A 20
Copycode INCEX31C #A:           20
Program INCEX3   #A:           20

```

**Example 4 - INCLUDE Statement with Concatenated Parameters in Copycode****Program containing INCLUDE statement:**

```

** Example 'INCEX4': INCLUDE (with concatenated parameters in copycode)
*****
DEFINE DATA LOCAL
1 #GROUP
  2 ABC(A10) INIT <'1234567890'>
END-DEFINE
*
INCLUDE INCEX4C '#GROUP.' 'ABC' 'AB'
*
END

```

**Copycode INCEX4C to be included:**

```
** Example 'INCEX4C': INCLUDE (copycode used by INCEX4)
*****
* Transferred parameters from INCEX4:
*
* &1& : #GROUP.
* &2& : ABC
* &3& : AB
*
*
WRITE  '=' &2&           /* 'ABC'           results into ABC
WRITE  '=' &1&ABC        /* '#GROUP.' ABC   results into #GROUP.ABC
WRITE  '=' &1&&2&        /* '#GROUP.' 'ABC' results into #GROUP.ABC
WRITE  '=' &1&&3&C       /* '#GROUP.' 'AB' C results into #GROUP.ABC
```

**Output of Program INCEX4:**

```
Page      1                                     05-01-25  16:37:59
ABC: 1234567890
ABC: 1234567890
ABC: 1234567890
ABC: 1234567890
```

# X INPUT

---

The syntax is described separately. See:

- [INPUT Syntax 1 - Dynamic Screen Layout Specification](#)
- [INPUT Syntax 2 - Using Predefined Map Layout](#)

Related Statements: [DEFINE WINDOW](#) | [REINPUT](#) | [SET WINDOW](#)

Belongs to Function Group: [Screen Generation for Interactive Processing](#)

## INPUT Usage

---

The `INPUT` statement is used in interactive mode to create a formatted screen or map for data entry.

It may also be used in conjunction with the Natural stack (see the [STACK](#) statement) and to provide user data for programs being executed in batch mode.

For Natural RPC: See *Notes on Natural Statements on the Server* in the *Natural RPC (Remote Procedure Call)* documentation.

## Input Modes

---

The `INPUT` statement may be used in screen, forms, or keyword/delimiter mode. Screen mode is generally used with video terminals/screens. Forms mode may be used with TTY terminals. Delimiter mode is used with TTY terminals, and also in batch mode. The default mode is screen mode.

You can change the input mode with the session parameter `IM`.

## Screen Mode

In screen mode, execution of the `INPUT` statement results in the display of a screen according to the fields and positioning notation specified. The message line of the screen is used by Natural for error messages. The position of the message line (top or bottom of screen) may be controlled by the terminal command `%M`. The terminal user may position to specific fields using the various tabulation keys.

As Natural allows for screen window processing, the layout of the logical screen map may be larger (theoretically 250 characters per line and 250 lines, but limited by the internal screen buffer) than the physical screen size.

The windowing terminal command `%W` may be used to modify logical and physical window position and size (see the terminal command `%W` for details of window handling).

For input fields (`AD=A` or `AD=M`) that are not fully displayed on the physical screen, the following rules apply:

- Input fields whose beginning is not inside the window are always made protected.
- Input fields which begin inside and end outside the window are only made protected if the values they contain cannot be displayed completely in the window. Please note that in this case it is decisive whether the value length, not the field length, exceeds the window size. Filler characters (as specified with the profile parameter `FC` or session parameter `AD`) do not count as part of the value.
- Before an input field thus protected can be accessed and processed, the window size must be adjusted so as to fully display the field or value respectively (see the terminal command `%W`).

## Non-Screen Modes

The `INPUT` statement may be used for an operation on line-oriented devices or for the processing of batch input from sequential files.

The same map layouts as defined for screen mode operation can also be processed in non-screen mode.

Forms mode and keyword/delimiter mode are also available to process the input either by simulating the screen layout in line mode or by just processing the data without any map layout.

See also:

- [Using the INPUT Statement in Non-Screen Modes](#)
- [Using the INPUT Statement in Batch Mode](#)
- [Processing Data from the Natural Stack](#)

---

## Entering Data in Response to an INPUT Statement

---

Data for an alphanumeric field must be entered left-justified. Any character, including a blank, is meaningful. The data are assigned one character per byte to the internal field. Data entered for an alphanumeric field are not validated.

Lower and upper case translation are controlled by the terminal commands %L and %U as well as the attributes AD=T and AD=W.

Data for a numeric field may be placed anywhere in the input field. Leading and/or trailing blanks, leading zeros, a leading sign and one decimal point are permitted. Natural adjusts the value according to the internal definition of the field. If SG=OFF is specified, Natural does not assume or allocate a position for a sign position. Data for a field defined with format P must be entered in decimal form. Natural will convert decimal to packed wherever necessary. A field containing all blanks is interpreted as a zero value. Data for a numeric field are validated by Natural to ensure that the value consists only of leading and/or trailing blanks, an optional leading sign, an optional decimal point, and numeric characters. If no decimal point is entered, it is assumed to be to the right of the value entered.

Data for a binary field must be entered for all positions (two characters per byte). Only valid hexadecimal characters (0 - 9, A - F) may be used. A blank (H'20' in ASCII or H'40' in EBCDIC respectively) is valid and is converted to binary zeros. Data for a binary field are validated by Natural for hexadecimal characters.

Data for format L fields may be entered as blank (false) or non-blank (true).

Data for format F, D, and T are entered according to the rules stated for F, D, and T constants.

### Numeric Edit Mask Free Mode

Within a field element, you may format the representation of the field content with an edit mask. The edit mask is used for two purposes:

- to build the layout for displaying the field on the screen;
- when a string has been modified and ENTER has been pressed, to extract the field data from the string entered.

The advantage of improving the format of the field data displayed with additional insert characters may actually be a disadvantage, because a new data value entered has to perfectly match the format of the edit mask.

**Example:**

```
SET GLOBALS ID=; DC=,
RESET N (N7,3)
INPUT N (AD=M EM=Z'.'ZZZ'.'ZZZ,999EUR)
END
```

Output value	is displayed as:	Input value	must be entered as:	leads to an input error if entered as:
0	,000EUR	1	1,000EUR	1 1EUR 01,000EUR
1234	1.234,000EUR	1234567	1.234.567,000EUR	1234567 1.234.567 1.234.567EUR
0,123	,123EUR	1,234	1,234EUR	1,234

Another option for entering numeric fields with the edit mask is to use an alternative INPUT mode, which is called the edit mask free mode. When activated (either at session startup with the profile parameter EMFM or in a running Natural session via the terminal command %FM+), all or some of the edit mask insert characters may be left out from input.

However, when a contiguous string of insertion characters appears in the edit mask (like EUR in the example below), you may only supply or leave out the string completely. The number of optional or mandatory digits (edit-mask character Z and 9) to be supplied is not affected.

**Example with Edit Mask Free Mode activated:**

```
SET GLOBALS ID=; DC=,
SET CONTROL 'FM+' /* activate numeric Edit Mask Free Mode
RESET N (N7,3)
INPUT N (AD=M EM=Z'.'ZZZ'.'ZZZ,999EUR)
END
```

Input value	can be entered as:	leads to an error if entered as:
1	1 1,0 001 1,00EUR 0.001 1,EUR	1EUR
1234567	1234567 1.234.567 1234.567 1234567,0 1.234.567,0 1.234.567,EUR	1.234.567EUR



Input value	can be entered as:	leads to an error if entered as:
	1.234.567,0EUR 1.234.567,000EUR	
1 , 234	1,234 1,234EUR 001,234 0.001,234EUR 00001,234EUR	1 , 234EU



**Note:** The edit mask free mode applies only for `INPUT`, but is ignored in a `MOVE EDITED` statement.

## SB - Selection Box

Selection boxes in an `INPUT` statement are available in Natural for z/OS only. On Windows, selection boxes may be defined in the map editor only. On Linux, selection boxes cannot be defined and are ignored, if they are imported from a Windows or z/OS environment.

Selection boxes can be attached to input fields. They are a comfortable alternative to help routines attached to fields, since you can code a selection box direct in your program. You do not need an extra program as with help routines.

For more information, see the session parameter `SB` in the *Parameter Reference*.

## Error Correction

If the value entered in an input field does not correspond to the format or edit mask of the field, Natural displays an error message (without terminating the program execution) and positions the cursor in the field in error. The user may then enter a valid value, whereupon processing continues.

## Split-Screen Feature

In general, each `INPUT` statement generates a new page (or terminal screen) of output. Any `INPUT` statement which is specified within an `AT END OF PAGE` statement will not produce a new screen. This feature allows for the creation of a split screen where the upper portion of the screen may be used to display multiple lines and the lower portion can be used to create an input map for communication. The profile parameter `PS` (page size) should be used, either in a `SET GLOBALS` or `FORMAT` statement, to set the logical page size to ensure that the input map is built on the same physical screen.

The first `INPUT` line will be placed after the last displayed line. If the `NO ERASE` option is used, the first `INPUT` line will be placed at the top of the page.

### **System Variables with the INPUT Statement**

---

For information on relevant system variables, see the section *Input/Output Related System Variables* in the *System Variables* documentation.

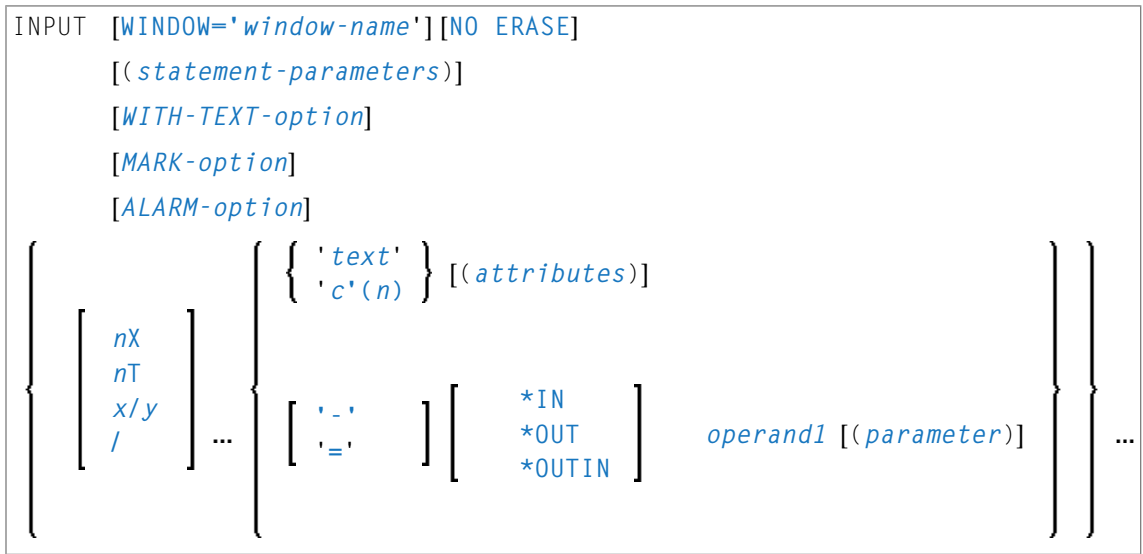
# 82

## INPUT Syntax 1 - Dynamic Screen Layout Specification

---

- INPUT Syntax 1 - Description ..... 584
- Examples - INPUT Syntax 1 ..... 593

This form of the INPUT statement is used to create a layout of an INPUT screen, or to create an INPUT data layout which is to be read in batch mode from a sequential input file.



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

## INPUT Syntax 1 - Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S A G N A U N P I F B D T L G		yes	yes

Syntax Element Description:

Syntax Element	Description
INPUT WINDOW='window-name'	<p><b>INPUT WINDOW='window-name' Option:</b></p> <p>With this option, you indicate that the INPUT statement is to be executed for the specified window. The specified window must be defined in a DEFINE WINDOW statement; see <a href="#">Example 2 - INPUT Statement with DEFINE WINDOW Statement</a>.</p> <p>The specified window is only active for the duration of that INPUT statement, and is automatically deactivated when the INPUT statement has been executed.</p> <p>See also the statements <a href="#">DEFINE WINDOW</a> and <a href="#">SET WINDOW</a>.</p>
NO ERASE	<p><b>NO ERASE Option:</b></p>

Syntax Element	Description
	<p>This option causes a screen map of an INPUT statement to be overlaid onto an existing screen without erasing the screen contents.</p> <p>Screen as used here refers to a logical screen rather than a physical screen.</p> <p>All unprotected fields that existed on the screen are converted to protected (display only) fields. The old data remain on the screen until the new layout is displayed. If a field from the new screen content partially overlays an existing field, the one character before the new field and the next character in the existing field will be replaced by a blank.</p>
<i>statement-parameters</i>	<p><b>Statement Parameter(s):</b></p> <p>One or more parameters, enclosed within parentheses, may be specified immediately after the INPUT statement or an element being displayed.</p> <p>For a list of parameters that can be specified with the INPUT statement, refer to the section <i>Statement Parameters</i>.</p> <p>Each parameter specified in this manner will override any previous parameter specified in a GLOBALS command, SET GLOBALS or FORMAT statement. If more than one parameter is specified, one or more blanks must be present between each entry. An entry may not be split between two statement lines.</p> <p>The parameter settings applied here will only be regarded for variable fields, but they have no effect on text-constants. If you would like to set field attributes for a text-constant, they have to be set explicitly for this element.</p> <p>Example:</p> <pre> DEFINE DATA LOCAL 1 VARI (A4)      INIT &lt;'1234'&gt;          /*      Output END-DEFINE      /*      Produced *               /*      ----- INPUT           'Text'                 VARI      /*      Text 1234 INPUT (AD=U)   'Text'                 VARI      /*      Text <u>1234</u> INPUT          'Text' (AD=U)          VARI (AD=U) /*      <u>Text</u> <u>1234</u> INPUT          'Text' (AD=U)          VARI      /*      <u>Text</u> 1234 END </pre> <p>Examples of using parameters at the statement and element level are provided below.</p>
<i>WITH TEXT-option</i>	<p><b>WITH TEXT Option:</b></p> <p>This option is used to provide text which is to be displayed in the message line; see <a href="#">WITH TEXT Option</a> below.</p>
<i>MARK-option</i>	<p><b>MARK Option:</b></p> <p>See the section <a href="#">MARK Option</a> below.</p>
<i>ALARM-option</i>	<p><b>Alarm Option:</b></p>

Syntax Element	Description
	See the section <i>Alarm Option</i> below.
Other syntax elements ( <i>nX</i> , <i>nT</i> , <i>x/y</i> , <i>operand1</i> , etc.)	<b>Field Positioning, Text Specification, Attribute Assignment:</b> See the section <i>Field Positioning, Text Specification, Attribute Assignment</i> below.

### Statement Parameters

Parameters that can be specified with the INPUT statement		Specification (S = at statement level, E = at element level)
AD	Attribute Definition	SE
AL	Alphanumeric Length for Output	SE
CD	Color Definition	SE
CV	Control Variable	SE
DF	Date Format	SE
DL	Display Length for Output	SE
DY	Dynamic Attributes	SE
EM	Edit Mask	SE
EMU	Unicode Edit Mask	E
FL	Floating Point Mantissa Length	SE
HE	Helproutine	SE
IP	Input Prompting Text	SE
LS	Line Size	S
MC	Multiple-Value Field Count	S
MS	Manual Skip	S
NL	Numeric Length for Output	SE
PC	Periodic Group Count	S
PM	Print Mode *	SE
PS	Page Size **	S
SB	Selection Box	E
SG	Sign Position	SE
ZP	Zero Printing	SE

\* The PM session parameter may not be specified for text constants.

\*\* The PS session parameter setting is not considered if the number of occurrences of an array exceeds the PS value.

The individual session parameters are described in the *Parameter Reference*.

**WITH TEXT Option**

$[\text{WITH}] \text{TEXT} \left\{ \begin{array}{l} * \textit{operand1} \\ \textit{operand2} \end{array} \right\} [(\textit{attributes})][, \textit{operand3}] \dots 7$
-------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Operand Definition Table:

Operand	Possible Structure		Possible Formats										Referencing Permitted	Dynamic Definition						
<i>operand1</i>	C	S						N	P	I	B*								yes	yes
<i>operand2</i>	C	S					A												yes	yes
<i>operand3</i>	C	S					A	N	P	I	F	B	D	T	L				yes	yes

\* Format B of *operand1* may be used only with a length of less than or equal to 4.

WITH TEXT is used to provide text which is to be displayed in the message line. This is usually a message indicating what action should be taken to process the screen or to correct an error.

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Message Text Number:</b></p> <p><i>operand1</i> represents the number of a message text that is to be retrieved from a Natural message file.</p> <p>You can retrieve either user-defined messages or Natural system messages:</p> <ul style="list-style-type: none"> <li>■ If you specify a positive value of up to four digits (for example: 954), you will retrieve user-defined messages.</li> <li>■ If you specify a negative value of up to four digits (for example: -954), you will retrieve Natural system messages.</li> </ul> <p>See also <a href="#">Example 4 - WITH TEXT Options</a> in the description of the REINPUT statement.</p>
<i>operand2</i>	<p><b>Message Text:</b></p> <p><i>operand2</i> represents the message to be placed in the message line.</p> <p>See also <a href="#">Example 4 - WITH TEXT Options</a> in the description of the REINPUT statement.</p>
<i>attributes</i>	<p><b>Output Attributes:</b></p> <p>It is possible to assign various output attributes for <i>operand1/2</i>. These attributes and the syntax that may be used are described in the section <a href="#">Output Attributes</a> below.</p>
<i>operand3</i>	<p><b>Dynamic Replacement of Message Text:</b></p> <p><i>operand3</i> represents a numeric or text constant or the name of a variable.</p>

Syntax Element	Description
	<p>The values provided are used to replace parts of a message text that are either specified with <i>operand1</i> or <i>operand2</i>.</p> <p>The notation <i>:n</i>: is used within the message text as a reference to <i>operand3</i> contents, where <i>n</i> represents the <i>operand3</i> occurrence (1 - 7).</p> <p>See also <a href="#">Example 4 - WITH TEXT Options</a> in the description of the REINPUT statement.</p> <p><b>Note:</b> Multiple specifications of <i>operand3</i> must be separated from each other by a comma. If the comma is used as a decimal character (as defined with the session parameter DC) and numeric constants are specified as <i>operand3</i>, put blanks before and after the comma so that it cannot be misinterpreted as a decimal character. Alternatively, multiple specifications of <i>operand3</i> can be separated by the input delimiter character (as defined with the session parameter ID); however, this is not possible in the case of ID=/ (slash), because the slash has a different meaning in the INPUT statement syntax.</p> <p>Leading zeros or trailing blanks will be removed from the field value before it is displayed in a message.</p>

### Output Attributes

*attributes* indicates the output attributes to be used for text display. Attributes can be:

$\left\{ \begin{array}{l} AD=ad-value \dots \\ CD=cd-value \\ PM=pm-value \dots \end{array} \right\} \dots$
$\left\{ \begin{array}{l} ad-value \\ cd-value \end{array} \right\} \dots$

Where:

*ad-value*, *cd-value* and *pm-value* denote the possible values of the corresponding session parameters AD, CD and PM described in the relevant sections of the *Parameter Reference* documentation.

The compiler actually accepts more than one attribute value for an output field. For example, you can specify: AD=BDI. In such a case, however, only the last value applies. In the given example, only the value I becomes effective and the output field is displayed intensified.

For an alphanumeric/Unicode constant (Natural data format A or U), you can specify *ad-value* and/or *cd-value* without preceding CD= or AD=, respectively. The single value entered is then checked against all possible CD values first. For example: a value of IRE will be interpreted as intensified/red but not as intensified/right-justified/mandatory. You cannot combine a single *cd-value* or *ad-value* with a value preceded by CD= or AD=.



## MARK Option

With the MARK option, you can cause the cursor to be placed at any non-protected field on screen. In addition, you can specify the position of the cursor within that field. By default, that is, when the MARK option is omitted, the cursor is placed at the beginning of the first non-protected field.

MARK [POSITION *operand4* [IN]] [FIELD] { *operand1*  
\**fieldname* }

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand4</i>	C S	N P I	yes	yes
<i>operand1</i>	C S A	N P I	yes	yes

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Field Reference Number:</b></p> <p><i>operand1</i> specifies the number of the field where the cursor is to be positioned in.</p> <p>Each field attribute AD=A or AD=M (that is, non-protected field) specified in an INPUT statement is assigned a field reference number, beginning with 1.</p>
* <i>fieldname</i>	<p><b>Field Name for Referencing:</b></p> <p>Instead of the field reference number, the field name may be used to position to a field, using the *<i>fieldname</i> notation.</p>
<i>operand4</i>	<p><b>Cursor Position within Referenced Field:</b></p> <p>With MARK POSITION, you can have the cursor placed at a specific position - as specified with <i>operand4</i> - within a field specified with <i>operand1</i> or *<i>fieldname</i>.</p> <p><i>operand4</i> must not contain decimal digits.</p>

### Examples:

```
MARK #NUMBER          /* Field number
MARK 3                /* Third map field
MARK *#FIELD1        /* Map field
MARK POSITION 3 IN #NUMBER /* Third character in field number
```

See also [Example 3 - INPUT Statement with MARK POSITION Option](#) at the end of this section.

## ALARM Option

This option causes the sound alarm feature of the terminal to be activated when the INPUT statement is executed. The appropriate hardware must be available to be able to use this feature.

[AND] [SOUND] ALARM

## Default Prompting Text

Unless the session parameter IP (input prompting) is set to IP=OFF, the field name of the field used in an INPUT statement will be displayed preceding the field value (forms mode) or as a prompting keyword to select the field (keyword/delimiter mode). This default field name may be overridden by specifying either a 'text' element (which replaces the default name) or '-' (which suppresses the display of the default field name) immediately preceding the field name.

## Field Positioning, Text Specification, Attribute Assignment

Several notations are available for field positioning, attribute assignment, and text creation.

Syntax Element Description:

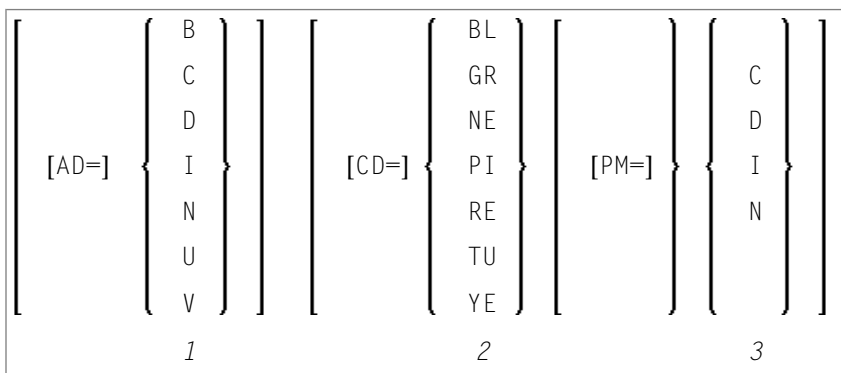
Syntax Element	Description
<i>nX</i>	<b>Insert Option:</b> This option causes <i>n</i> spaces to be inserted between fields.
<i>nT</i>	<b>Tabulator Option:</b> This option causes positioning (tabulation) to print position <i>n</i> .
<i>x/y</i>	<b>Positioning Option:</b> Places the next element on line <i>x</i> , beginning in column <i>y</i> . <i>y</i> must not be zero. Backward positioning in the same line is not permitted.
'text'	<b>Write Protection:</b> Causes <i>text</i> to be displayed write protected; see also <i>Text Notation, Defining a Text to Be Used with a Statement</i> .
'c' ( <i>n</i> )	<b>Character Repetition:</b> Identical to 'text', except that the character <i>c</i> is displayed <i>n</i> times. <i>n</i> must be 1 - 132; see also <i>Text Notation, Defining a Character to Be Displayed n Times before a Field Value</i> .
<i>attributes</i>	<b>Display Attributes:</b> Attributes to be used for display. See <a href="#">Attributes</a> below.
'-'	<b>Minus Sign:</b> When placed before a field, '-' suppresses the generation of a field name as prompting text.

Syntax Element	Description
	<b>Note:</b> Any text string before a field will replace the field name as prompting text.
'='	<b>Equal Sign:</b> When placed before a field, '=' results in the display of the field heading followed by the field contents.
'/'	<b>Slash Sign:</b> When placed between fields or text elements, '/' causes positioning to the beginning of the next print line.  The contents of fields may be specified for input, output only, and output for modification using the attribute settings AD=A, AD=O, and AD=M respectively. The default is AD=A. All fields specified with AD=A (input only) or AD=M (output for modification) will create unprotected fields on the screen. A value for such a field may be entered by the user. For TTY devices, output for modification fields will occupy twice the size of the field (one for output, one for input) so that a new value may be entered. An input field (with AD=A or AD=M) specified as non-displayable will always start on a new line on a TTY device.  Example:  <pre>INPUT #A (AD=A) #B (AD=O) #C (AD=M)</pre> #A is an input field which is unprotected, i.e., a value is to be entered for the field. #B is a field which is to be displayed write-protected, that is, no value may be entered for the field. #C is a field whose current value is to be displayed, and the value may be modified by entering a new value for the field.
*IN, *OUT and *OUTIN	<b>Field Attribute Definition:</b> Equivalent to the attributes AD=A, AD=O, AD=M respectively.  <b>Note:</b> If a non-modifiable system variable is used in an INPUT statement, the value will be displayed as an output-only field AD=O or *OUT attribute.
<i>operand1</i>	<b>Field(s) to be Used:</b> <i>operand1</i> represents the field to be used. Database fields or user-defined variables may be specified.  Natural directly maps the content of each field from the data area to the INPUT statement, no move operation is necessary.  When the content of a database field is modified as a result of INPUT processing, only the value as contained in the data area is modified. Appropriate database <a href="#">UPDATE</a> / <a href="#">STORE</a> statements must be used to change the content of the database.  When the name of a group of database fields is referenced in an INPUT statement, all fields belonging to that group will be individually used as input fields.

Syntax Element	Description
	<p>When reference is made to a range of occurrences within an array, all occurrences are individually processed as input fields, but no prompting text will be created for each individual occurrence, only for the first one.</p> <p>On z/OS, arrays with ranges that allow to vary the number of occurrences at execution time may not be specified.</p>
<i>parameter(s)</i>	<p><b>Parameter(s):</b></p> <p>One or more parameters, enclosed within parentheses, may be specified immediately after <i>operand1</i> (see table and example below).</p> <p>Each parameter specified will override any previous parameter specified in a GLOBALS command, <b>SET GLOBALS</b> (in Reporting Mode) or <b>FORMAT</b> statement. If more than one parameter is specified, they must be separated by one or more blanks from one another. Each parameter specification must not be split between two statement lines.</p> <p>The parameter settings applied here will only be regarded for variable fields, but they have no effect on text constants. If you would like to set field attributes for a text-constant, they have to be set explicitly for this element.</p> <p>For information on the individual parameters, see the table in the section <a href="#">Statement Parameters</a>.</p> <p><b>Note:</b> The session parameter EM will be referenced dynamically in the DDM if an edit mask is defined for a database field. Edit masks may be specified for output and input fields. When an edit mask is defined for an input field, the data for the field must be entered according to the edit mask specification.</p>

**Attributes**

The following attributes may be used:



1. Display attributes; see the session parameter AD (in the *Parameter Reference*).
2. Color attributes; see the session parameter CD (in the *Parameter Reference*).
3. Print mode attributes; see the session parameter PM (in the *Parameter Reference*).

## Examples - INPUT Syntax 1

- [Example 1 - INPUT Statement](#)
- [Example 2 - INPUT Statement with DEFINE WINDOW Statement](#)
- [Example 3 - INPUT Statement with MARK POSITION Option](#)

### Example 1 - INPUT Statement

```

** Example 'IPTEX1': INPUT
*****
DEFINE DATA LOCAL
1 #FNC (A1)
END-DEFINE
*
INPUT 10X 'SELECTION MENU FOR EMPLOYEES SYSTEM' /
      10X '-' (35) //
      10X 'ADD      (A)' /
      10X 'UPDATE   (U)' /
      10X 'DELETE   (D)' /
      10X 'STOP     (.)' //
      10X 'PLEASE ENTER FUNCTION: ' #FNC
*
DECIDE ON EVERY VALUE OF #FNC
  VALUE 'A' /* invoke the object containing the add function here
    WRITE 'Add function selected.'
  VALUE 'U' /* invoke the object containing the update function here
    WRITE 'Update function selected.'
  VALUE 'D' /* invoke the object containing the delete function here
    WRITE 'Delete function selected.'
  VALUE '.'
    STOP
  NONE
    REINPUT 'Please enter a valid function.' MARK *#FNC
END-DECIDE
*
END

```

### Output of Program IPTEX1:

```

SELECTION MENU FOR EMPLOYEES SYSTEM
-----
ADD      (A)
UPDATE   (U)
DELETE   (D)
STOP     (.)

PLEASE ENTER FUNCTION:

```

### Example 2 - INPUT Statement with DEFINE WINDOW Statement

```

** Example 'INPEX1': INPUT (with DEFINE WINDOW statement)
*****
DEFINE DATA LOCAL
1 #STRING (A15)
END-DEFINE
*
DEFINE WINDOW WIND1
  SIZE 10 * 40
  BASE 5 / 10
  FRAMED ON POSITION TEXT
*
INPUT WINDOW='WIND1'
  'PLEASE ENTER HERE:' / #STRING
*
END

```

#### Output of Program INPEX1:

```

+-----Top+
! PLEASE ENTER HERE:      !
! #STRING                 !
!                         !
!                         !
!                         !
!                         !
!                         !
!                         !
!                         !
+-----Bottom+

```

### Example 3 - INPUT Statement with MARK POSITION Option

```

** Example 'INPEX2': INPUT (with POSITION)
*****
DEFINE DATA LOCAL
1 #START (A30)
END-DEFINE
*
ASSIGN #START = 'EXAM_'
*
INPUT (AD=M) MARK POSITION 5 IN *#START
  / 'PLEASE COMPLETE START VALUE FOR SEARCH'
  / 5X #START
END

```

**Output of Program INPEX2:**

```
PLEASE COMPLETE START VALUE FOR SEARCH  
#START EXAM[]
```





# 83

## INPUT Syntax 2 - Using Predefined Map Layout

---

■ INPUT USING MAP without Parameter List .....	598
■ INPUT Fields Defined in the Program .....	599
■ INPUT Syntax 2 - Description .....	599
■ Using the INPUT Statement in Non-Screen Modes .....	600
■ Processing Data from the Natural Stack .....	603
■ Using the INPUT Statement in Batch Mode .....	603

This form of the `INPUT` statement is used to perform input processing using a map layout that has been created using the Natural map editor.

Map layouts can be used in two ways:

- the program does not provide a parameter list;
- the program does provide a parameter list (*operand1*).

```
INPUT [WINDOW='window-name'] [WITH-TEXT-option]
[MARK-option]
[ALARM-option]
[USING] MAP map-name [NO ERASE]
[
    operand1 ...
    NO PARAMETER ]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

## INPUT USING MAP without Parameter List

The following requirements must be met when `INPUT USING MAP` is used without parameter list:

- The *map-name* must be specified as an alphanumeric constant (up to 8 characters).
- The map used in this manner must have been created prior to the compilation of the program which references the map.
- The names of the fields to be processed are taken dynamically from the map source definition at compilation time. The field names used in both program and map must be identical.
- All fields to be referenced in the `INPUT` statement must be accessible at that point.
- In structured mode, fields must have been previously defined (database fields must be properly referenced to processing loops or views).
- In reporting mode, user-defined variables may be newly defined in the map.
- When the map layout is changed, the programs using the map need not be recataloged. However, when array structures or names, formats/lengths of fields are changed, or fields are added/deleted in the map, the programs using the map must be recataloged.
- The map source must be available at program compilation; otherwise the `INPUT USING MAP` statement cannot be compiled.



**Note:** If you wish to compile the program even if the map is not yet available, specify `NO PARAMETER`: the `INPUT USING MAP` can then be compiled even if the map is not yet available.

## INPUT Fields Defined in the Program

By specifying the names of the fields to be processed within the program (*operand1*), it is possible to have the names of the fields in the program differ from the names of the fields in the map.

The sequence of fields in the program must match the map sequence. Please note that the map editor sorts the fields as specified in the map in alphabetical order by field name. For more information, see the map editor description in your Natural Editors documentation.

When the layout of the map is changed, the program using the map need not be recataloged. However, when field names, field formats/lengths, or array structures in the map are changed or fields are added or deleted in the map, the program must be recataloged.

A check is made at execution time to ensure that the format and length of the fields as specified in the program match the fields as specified in the map. If both layouts do not agree, an error message is produced.

## INPUT Syntax 2 - Description

Operand Definition Table:

Operand	Possible Structure		Possible Formats										Referencing Permitted	Dynamic Definition				
<i>map-name</i>	C	S				A	U									yes	no	
<i>operand1</i>		S	A			A	U	N	P	I	F	B	D	T	L	C	yes	yes

Syntax Element Description:

Syntax Element	Description
INPUT WINDOW='window-name'	<b>INPUT WINDOW='window-name' Option:</b> This option is described under <a href="#">Syntax 1</a> of the INPUT statement.
WITH TEXT/MARK/ALARM-options	<b>WITH TEXT/MARK/ALARM Options:</b> These options are described under <a href="#">Syntax 1</a> of the INPUT statement; see <a href="#">WITH TEXT Option</a> , <a href="#">MARK Option</a> , <a href="#">ALARM Option</a> .
USING MAP <i>map-name</i>	<b>USING MAP Clause:</b> USING MAP invokes a map definition which has been previously stored in a Natural system file using the map editor.

Syntax Element	Description
	<p>The <i>map-name</i> may be a 1- to 8-character alphanumeric constant or user-defined variable. If a variable is used, it must have been previously defined. The map name may contain an ampersand (&amp;); at execution time, this character will be replaced by the one-character code corresponding to the current value of the Natural system variable *LANGUAGE. This feature allows the use of multi-lingual maps.</p> <p>The execution of the INPUT statement causes the corresponding map to replace the current contents of the screen, unless the NO ERASE option is specified, in which case the map will overlay the current contents of the screen.</p>
NO ERASE	<p><b>NO ERASE Option:</b></p> <p>This option is described under <a href="#">Syntax 1</a> of the INPUT statement; see <a href="#">NO ERASE</a>.</p>
<i>operand1</i>	<p><b>Field Specification:</b></p> <p>A list of database fields and/or user-defined variables. The fields must agree in number, sequence, format, length and (for arrays) number of occurrences with the fields in the referenced map; otherwise, an error occurs.</p> <p>When the content of a database field is modified as a result of INPUT processing, only the value as contained in the data area is modified. Appropriate database <a href="#">UPDATE</a> / <a href="#">STORE</a> statements must be used to change the content of the database.</p>

## Using the INPUT Statement in Non-Screen Modes

You can change the input mode with the session parameter IM.

### Forms Mode

In forms mode (profile/session parameter IM=F), Natural will display all output text of the map layout on the terminal field by field according to the positioning parameters. This permits the user to enter data on a field by field basis. When all data are entered, the hardcopy output is produced exactly as it would have appeared on the screen.

In forms mode, entering %R permits the operator to retype the entire form in case of an error. The input is processed as in the first execution of the INPUT statement.

## Keyword/Delimiter Mode

In keyword/delimiter mode (profile/session parameter `IM=D`), data can be entered using keywords or positional input values.

### General Validation Rules

Data entered in keyword/delimiter mode are validated as for screen mode. An error message will be returned if an attempt is made to enter more characters than defined for a field.

If the `INPUT` statement is to be processed in keyword/delimiter mode on a buffered (3270-type) terminal or a workstation, all data to be assigned to one `INPUT` statement must be entered on one screen. `ENTER` is only to be used when all data to the `INPUT` statement have been entered.

### Keyword Input

Using keyword input, the terminal operator may enter data for the individual fields using the prompting text that, in forms mode, would have been displayed before the value as a keyword to identify the field. The keyword must be followed by the input assign character (`IA` parameter), followed immediately by the data. Any spaces following the assign character are taken as data up to the delimiter character (`ID` parameter). A delimiter character is not required after the last data element. Keyword data for the different fields may be entered in any order separated by the delimiter character. If the operator types in a keyword which is not defined in the `INPUT` statement, an error message will be returned. Data need not be entered for all input fields. Fields for which no data are entered are set to blank for alphanumeric fields and zero for numeric and hexadecimal fields.

A keyword and the corresponding input field must be on the same logical line. If their aggregate length exceeds the line size, adjust the line size (`LS` parameter) accordingly so that keyword and field fit onto one line.

### Indexed Input

Using indexed input, the terminal operator may enter data for the individual input fields using their ordinal values prefixed with a percent character (%). This index specification must be followed by the input assign character (`IA` parameter), followed immediately by the data.

Indexed data for the different fields may be entered in any order separated by the delimiter character (`ID` parameter). If the specified ordinal value does not correspond to that of any existing input field, an error message will be returned. Data need not be entered for all input fields. Fields for which no data are entered are set to blank for alphanumeric fields and zero for numeric and hexadecimal fields.

### Positional Input

Using positional value input, the terminal operator enters only data for all input fields separated by the currently defined input delimiter character (`ID` parameter). The sequence of fields for input must correspond to the sequence of the fields in the `INPUT` statement.

The user may switch from positional to keyword input by entering a number of values in positional input separated by the delimiter character and then switching to keyword mode for selected fields by specifying keywords in front of the values.

After a keyword has been used to position to a field, any non-keyword input following the keyword will be processed as positional input to be assigned to fields following the previously selected field in the INPUT statement.

**Example of Keyword, Indexed and Positional Input**

If you execute the following program

```
***** Program PGM1 *****
DEFINE DATA LOCAL
1 #F1 (A10)
1 #F2 (A10)
1 #F3 (A10)
END-DEFINE
INPUT (IP=ON) / 'FLD1' #F1
              / 'FLD2' #F2
              / 'FLD3' #F3
WRITE 'FLD1' #F1
      / 'FLD2' #F2
      / 'FLD3' #F3
END
```

from the command line with any of the following commands, assuming the comma (,) is used as the delimiter character

PGM1 FLD1=AA,FLD3=CC	keyword input
PGM1 %1=AA,%3=CC	indexed input
PGM1 AA, ,CC	positional input
PGM1 AA,FLD3=CC	positional input combined with keyword
PGM1 AA,FLD2=,CC	positional input combined with keyword
PGM1 AA,%3=CC	combined positional and indexed input

you will always receive the following output

```
FLD1 AA
FLD2
FLD3 CC
```

## Processing Data from the Natural Stack

---

Data elements that have been placed in the Natural stack via a [FETCH](#), [RUN](#) or [STACK](#) statement will be processed by the next `INPUT` statement encountered for execution.

The `INPUT` statement will process the data in keyword/delimiter mode as described above.

If data elements are not available to fill all input fields, fields will be filled with blank/zero depending on the field format. If more data elements are specified than input fields exist, the remaining data are ignored.

When a field is filled with data from the stack, the field attributes do not apply to the data.

The Natural system variable `*DATA` may be referenced to determine the number of data elements currently available in the Natural stack.

## Using the INPUT Statement in Batch Mode

---

The following topics are covered below:

- [In Batch Forms Mode](#)
- [In Batch Keyword/Delimiter Mode](#)

### In Batch Forms Mode

A data record is read for each line containing one or more `AD=A` and/or `AD=M` fields, and the data contained in the record are assigned to the appropriate field (or fields).

Input data fields are assumed to be contiguous. Unless the delimiter character is used, input data must be entered in the exact length according to the internal definition of the field. For numeric fields, space must be allowed for a sign (if `SG=ON`) and decimal point when appropriate.

Data may optionally be entered using the delimiter character to separate the values of the individual fields. In this case, data need not be entered in the exact number of positions according to the internal definition but are processed from left to right beginning in position 1. The rules for data entry are the same as described under [Entering Data in Response to an INPUT Statement](#). In addition, the assign character may be used to skip a field.

### In Batch Keyword/Delimiter Mode

Keyword/delimiter mode, when used in batch mode, functions the same as **keyword/delimiter mode** as used for stack input.



# XI

---

▪ 84 INSERT (SQL) .....	607
▪ 85 INTERFACE .....	613
▪ 86 LIMIT .....	621
▪ 87 LOOP .....	625
▪ 88 METHOD .....	629
▪ 89 MOVE .....	635
▪ 90 MOVE INDEXED .....	657
▪ 91 MULTIPLY .....	659
▪ 92 NEWPAGE .....	665
▪ 93 OBTAIN .....	671
▪ 94 ON ERROR .....	679
▪ 95 OPEN CONVERSATION .....	685
▪ 96 OPEN DIALOG .....	689
▪ 97 OPTIONS .....	693



# 84 INSERT (SQL)

---

- INSERT Usage ..... 608
- INSERT Syntax Description ..... 608

Common Set Syntax:

```
INSERT INTO table-name { (*) [VALUES-clause]
                        [(column-list)] VALUE-LIST }
```

Extended Set Syntax:

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Belongs to Function Group: [Database Access and Update](#)

## INSERT Usage

---

The SQL INSERT statement is used to add one or more new rows to a table.

## INSERT Syntax Description

---

Syntax Element	Description
INTO <i>table-name</i>	<p><b>INTO Clause:</b></p> <p>In the INTO clause, the table is specified into which the new rows are to be inserted.</p> <p>See further information on <a href="#">table-name</a>.</p>
<i>column-list</i>	<p><b>Column List:</b></p> <p>Syntax:</p> <pre><i>column-name</i>...</pre> <p>In the <i>column-list</i>, one or more <i>column-names</i> can be specified, which are to be supplied with values in the row currently inserted.</p> <p>If a <i>column-list</i> is specified, the sequence of the columns must match with the sequence of the values either specified in the <i>insert-item-list</i> or contained in the specified view (see below).</p> <p>If the <i>column-list</i> is omitted, the values in the <i>insert-item-list</i> or in the specified view are inserted according to an implicit list of all the columns in the order they exist in the table.</p>
<i>VALUES-clause</i>	<p><b>Values Clause:</b></p> <p>With the VALUES clause, you insert a <i>single</i> row into the table.</p> <p>See <a href="#">VALUES Clause</a> below.</p>

## VALUES Clause

With the `VALUES` clause, you insert a *single* row into the table. Depending on whether an asterisk (\*) or a *column-list* has been specified, the `VALUES` clause can take one of the following forms:

### VALUES Clause with Preceding Asterisk Notation

```
VALUES (VIEW view-name)
```

If asterisk notation is specified, a view *must* be specified in the `VALUES` clause. With the field values of this view, a new row is inserted into the specified table using the field names of the view as column names of the row.

### VALUES Clause with Preceding Column List

```
VALUES ( { VIEW view-name
          { insert-item-list } } )
```

If a *column-list* is specified and a view is referenced in the `VALUES` clause, the number of items specified in the column list must correspond to the number of fields defined in the view within the `VALUE-LIST`.

If no *column-list* is specified, the fields defined in the view are inserted according to an implicit list of all the columns in the order they exist in the specified table.

## VALUE-LIST

Common Set Syntax:

```
{ VALUES { (VIEW view-name)
            { insert-item-list } } }
```

Extended Set Syntax:

```
{ VALUES { (VIEW view-name)
            { insert-item-list } }
  [ select-expression [ WITH { RR
                          RS
                          CS } ] ] }
```

Syntax Description:

Syntax Element	Description
VIEW <i>view-name</i>	<p><b>View Name:</b></p> <p>With the field values of this view, a new row is inserted into the specified table using the field names of the view as column names of the row.</p>
<i>insert-item-list</i>	<p><b>INSERT Single Row:</b></p> <p>In the <i>insert-item-list</i>, you can specify one or more values to be assigned to the columns specified in the <i>column-list</i>. The sequence of the specified values must match the sequence of the columns.</p> <p>If no <i>column-list</i> is specified, the values in the <i>insert-item-list</i> are inserted according to an implicit list of all the columns in the order they exist in the table.</p> <p>The values to be specified in the <i>insert-item-list</i> can be <i>constants</i>, <i>parameters</i>, <i>special-registers</i> or NULL.</p> <p>See the section <i>Basic Syntactical Items</i> for information on <i>view-name</i>, <i>constant</i> and <i>parameter</i>. See also the information on <i>special-register</i>.</p> <p>If the value NULL has been assigned, this means that the addressed field is to receive no value (not even the value 0 or "blank").</p> <p>Example - INSERT Single Row:</p> <pre> ... INSERT INTO SQL-PERSONNEL (NAME,AGE) VALUES ('ADKINSON',35) ... </pre>
<i>select-expression</i>	<p><b>INSERT Multiple Rows:</b></p> <p>This clause belongs to the <a href="#">SQL Extended Set</a>.</p> <p>With a <i>select-expression</i>, you insert <i>multiple</i> rows into a table. The <i>select-expression</i> is evaluated and each row of the result table is treated as if the values in this row were specified as values in a <i>VALUES Clause</i> of a single-row INSERT operation.</p> <p>For further information, see <a href="#">Select Expressions</a>.</p> <p>Example - Insert Multiple Rows:</p>

Syntax Element	Description						
	<pre> ... INSERT INTO SQL-RETIREE (NAME,AGE,SEX)   SELECT LASTNAME, AGE, SEX   FROM SQL-EMPLOYEES   WHERE AGE &gt; 60 ... </pre> <p><b>Note:</b> The number of rows that have actually been inserted can be ascertained by using the system variable *ROWCOUNT.</p>						
WITH RR/RS/CS	<p><b>WITH Isolation Level Clause:</b></p> <p>This clause belongs to the <a href="#">SQL Extended Set</a>.</p> <p>This clause allows the explicit specification of the isolation level used when locating the rows to be inserted. It is only valid against Db2 databases. When used against other databases, it will cause runtime errors.</p> <table border="1"> <tbody> <tr> <td>CS</td> <td>Cursor Stability</td> </tr> <tr> <td>RR</td> <td>Repeatable Read</td> </tr> <tr> <td>RS</td> <td>Read Stability</td> </tr> </tbody> </table>	CS	Cursor Stability	RR	Repeatable Read	RS	Read Stability
CS	Cursor Stability						
RR	Repeatable Read						
RS	Read Stability						





# 85 INTERFACE

---

- INTERFACE Usage ..... 614
- INTERFACE Syntax Description ..... 615

```
INTERFACE interface-name
[ EXTERNAL]
[ID interface-GUID]
[property-definition]
[method-definition]
END-INTERFACE
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [CREATE OBJECT](#) | [DEFINE CLASS](#) | [INTERFACE](#) | [METHOD](#) | [PROPERTY](#) | [SEND METHOD](#)

Belongs to Function Group: [Component Based Programming](#)

## INTERFACE Usage

---

In component-based programming, an interface is a collection of methods and properties that belong together semantically and represent a certain feature of a class.

You can define one or several interfaces for a class. Defining several interfaces allows you to structure/group methods according to what they do, for example, you put all methods that deal with persistency (load, store, update) in one interface and put other methods in other interfaces.

The `INTERFACE` statement is used to define an interface. It may only be used in a Natural class module and can be defined as follows:

- within a `DEFINE CLASS` statement. This form is used when the interface is only to be implemented in one class, or
- in a copycode which is included by the `INTERFACE USING` clause of the `DEFINE CLASS` statement. This form is used when the interface is to be implemented in more than one class.

The properties and methods that are associated with the interface are defined by the property and method definitions.

## INTERFACE Syntax Description

Syntax Element	Description
<i>interface-name</i>	<p><b>Interface Name:</b></p> <p>This is the name to be assigned to the interface. The interface name can be up to a maximum of 32 characters long and must conform to the Natural naming conventions for user-defined variables; see <i>Naming Conventions for User-Defined Variables</i> in the <i>Using Natural Studio</i> documentation. It must be unique per class and different from the class name.</p> <p>If the interface is planned to be used by clients written in different programming languages, the interface name should be chosen in a way that it does not conflict with the naming conventions that apply in these languages.</p>
EXTERNAL	<p><b>EXTERNAL Clause:</b></p> <p>This clause is used to indicate that this interface is implemented by the class, but which is originally defined in a different class. The clause is only relevant if the class is to be registered with DCOM. Interfaces with the EXTERNAL clause are ignored when the class is registered with DCOM. It is assumed that the interface is registered by the class that originally defines it.</p>
ID <i>interface-GUID</i>	<p><b>ID Clause:</b></p> <p>This clause is used to assign a globally unique ID to the interface. The <i>interface-GUID</i> is the name of a GUID defined in a data area that is included by the LOCAL clause. The <i>interface-GUID</i> is a (named) alpha constant. A GUID must be assigned to an interface if the class is to be registered with DCOM.</p>
<i>property-definition</i>	<p><b>Property Definition:</b></p> <p>The property definition is used to define a property of the interface. See <a href="#">Property Definition</a> below.</p>
<i>method-definition</i>	<p><b>Method Definition:</b></p> <p>The method definition is used to define a method for the interface. See <a href="#">Method Definition</a> below.</p>
END-INTERFACE	<p><b>End of INTERFACE Statement:</b></p> <p>The Natural reserved word END-INTERFACE must be used to end the INTERFACE statement.</p>

## Property Definition

The property definition is used to define a property of the interface.

```
PROPERTY property-name
  [(format-length/array-definition)]
  [ID dispatch-ID]
  [READONLY]
  [IS operand]
END-PROPERTY
```

Properties are attributes of an object that can be accessed by clients. An object that represents an employee might for example have a `Name` property and a `Department` property. Retrieving or changing the name or department of the employee by accessing her `Name` or `Department` property is much simpler for a client than calling one method that returns the value and another method that changes the value.

Each property needs a variable in the object data area of the class to store its value - this is referred to as the object data variable. The property definition is used to make this variable accessible to clients. The property definition defines the name and format of the property and connects it to the object data variable. In the simplest case, the property takes the name and format of the object data variable itself. It is also possible to override the name and format within certain limits.

Syntax Element Description:

Syntax Element	Description
<i>property-name</i>	<p><b>Property Name:</b></p> <p>This is the name to be assigned to the property. The property name can contain up to a maximum of 32 characters and must conform to the Natural naming conventions for user variables; see <i>Naming Conventions for User-Defined Variables</i> in the <i>Using Natural Studio</i> documentation.</p> <p>If the property is planned to be used by clients written in different programming languages, the property name should be chosen in a way that it does not conflict with the naming conventions that apply in these languages.</p>
<i>format-length/array-definition</i>	<p><b><i>format-length/array-definition</i> Option:</b></p> <p>This option defines the format of the property as it will be seen by clients.</p> <p>If <i>format-length/array-definition</i> is omitted, the <i>format-length</i> and <i>array-definition</i> will be taken from the object data variable assigned in the IS clause.</p>

Syntax Element	Description
	<p>If <i>format-length/array-definition</i> is specified, it must be data transfer-compatible both to and from the format of the object data variable specified in <i>operand</i> in the <b>IS</b> clause. In the case of a <b>READONLY</b> property, the data transfer-compatibility needs to hold only in one direction: with the object data variable as source operand and the property as destination operand. If an array-definition is specified, it must be equal in dimensions, occurrences per dimension, lower bounds and upper bounds to the array definition of the corresponding object data variable. This is expressed by specifying an asterisk for each dimension.</p>
ID <i>dispatch-ID</i>	<p><b>ID Clause:</b></p> <p>The <i>ID</i> clause is used to assign a specific numeric identifier to a property. This identifier (<i>dispatch-ID</i>) is only relevant if the class is to be registered with DCOM.</p> <p>Normally, Natural automatically assigns a dispatch ID to a property. It is only necessary to explicitly define a specific dispatch ID for a property if the property belongs to an interface with the <b>EXTERNAL</b> clause. (This is an interface that shall be implemented in this class, but which is originally defined in a different class.) In this case the dispatch IDs to be used are usually dictated by the original implementation of the interface.</p> <p>The <i>dispatch-ID</i> is a positive, non-zero constant of format I4.</p>
READONLY	<p><b>READONLY Option:</b></p> <p>If the keyword <b>READONLY</b> is specified, the value of the property can only be read and not set. The format of the object data variable specified in <i>operand</i> in the <b>IS</b> clause must be data transfer-compatible to the format specified in <i>format-length/array-definition</i>. It does not have to be data transfer-compatible in the inverse direction.</p> <p>If the keyword <b>READONLY</b> is omitted, the property value can be both read and set.</p>
IS <i>operand</i>	<p><b>IS Clause:</b></p> <p>The <i>operand</i> in the <b>IS</b> clause assigns an object data variable as the place to store the property value. The assigned object data variable may not be a group. The variable is referenced in normal operand syntax. This means, if the object data variable is an array, it must be referenced with index notation. Only the full index range notation and asterisk notation is allowed.</p> <p>The <b>IS</b> clause should not be used if the <b>INTERFACE</b> statement will be included from a copycode member and reused in several classes. If you want to reuse the <b>INTERFACE</b> statement, you must assign</p>

Syntax Element	Description
	<p>the object data variable in a <b>PROPERTY</b> statement outside the <b>INTERFACE</b> statement.</p> <p>If the <b>IS</b> clause is omitted, the property is connected to the object data variable with the same name as the property. If a variable with this name is not defined or if it is a group, a syntax error results.</p>
END-PROPERTY	<p><b>End of Interface Property Definition:</b></p> <p>The Natural reserved word <b>END-PROPERTY</b> must be used to end the interface <b>PROPERTY</b> definition.</p>

**Examples**

Let the object data area contain the following data definitions:

```
1 Salary(p7.2)
1 SalaryHistory(p7.2/1:10)
```

Then the following property definitions are allowed:

```
property Salary
end-property
property Pay is Salary
end-property
property Pay(P7.2) is Salary
end-property
property Pay(N7.2) is Salary
end-property
property SalaryHistory
end-property
property OldPay is SalaryHistory(*)
end-property
property OldPay is SalaryHistory(1:10)
end-property
property OldPay(P7.2/*) is SalaryHistory(1:10)
end-property
property OldPay(N7.2/*) is SalaryHistory(*)
end-property
```

The following property definitions are not allowed:

```

/* Not data transfer-compatible. */
property Pay(L) is Salary
end-property
/* Not data transfer-compatible. */
property OldPay(L/*) is SalaryHistory(*)
end-property
/* Not data transfer-compatible. */
property OldPay(L/1:10) is SalaryHistory(1:10)
end-property
/* Assigns an array to a scalar. */
property OldPay(P7.2) is SalaryHistory(1:10)
end-property
/* Takes only a sub-array. */
property OldPay(P7.2/3:5) is SalaryHistory(*)
end-property
/* Index specification omitted in ODA variable SalaryHistory. */
property OldPay is SalaryHistory
end-property
/* Only asterisk notation allowed in property format specification. */
property OldPay(P7.2/1:10) is SalaryHistory(*)
end-property

```

## Method Definition

The method definition is used to define a method for the interface.

```

METHOD method-name
  [ID dispatch-ID]
  [IS subprogram-name]
  [ PARAMETER { USING parameter-data-area } ]...
END-METHOD

```

To make the interface reusable in different classes, include the interface definition from a copycode and define the subprogram after the interface definition with a `METHOD` statement. Then you can implement the method differently in different classes.

Syntax Element Description:

Syntax Element	Description
<i>method-name</i>	<p><b>Method Name:</b></p> <p>This is the name to be assigned to the method. The method name can contain a maximum of up to 32 characters and must conform to the Natural naming conventions; see <i>Naming Conventions for User-Defined Variables</i> in the <i>Using Natural Studio</i> documentation. It must be unique per interface.</p>

Syntax Element	Description
	If the method is planned to be used by clients written in different programming languages, the method name should be chosen in a way that it does not conflict with the naming conventions that apply in these languages.
ID <i>dispatch-ID</i>	<p><b>ID Clause:</b></p> <p>The ID clause is used to assign a specific numeric identifier to a method. This identifier (the so-called dispatch ID) is only relevant if the class is to be registered with DCOM.</p> <p>Normally, Natural automatically assigns a dispatch ID to a method. It is only necessary to explicitly define a specific dispatch ID for a method if the method belongs to an interface with the <b>EXTERNAL</b> clause. (This is an interface that shall be implemented in this class, but which is originally defined in a different class.) In this case, the dispatch IDs to be used are usually dictated by the original implementation of the interface.</p> <p>The dispatch ID is a positive, non-zero constant of format I4.</p>
IS <i>subprogram-name</i>	<p><b>IS Clause:</b></p> <p>This clause can be used to specify the name of the subprogram that implements the method. The name of the subprogram consists of up to 8 characters. The default is method-name (if the IS clause is not specified).</p>
PARAMETER	<p><b>PARAMETER Clause:</b></p> <p>The PARAMETER clause specifies the parameters of the method, and has the same syntax as the <b>PARAMETER</b> clause of the <b>DEFINE DATA</b> statement.</p> <p>The parameters must match the parameters which are later used in the implementation of the subprogram. This is ensured best by using a parameter data area.</p> <p>Parameters that are marked <b>BY VALUE</b> in the parameter data area are input parameters of the method.</p> <p>Parameters which are not marked <b>BY VALUE</b> are passed “by reference” and are input/output parameters. This is the default.</p> <p>The first parameter that is marked <b>BY VALUE RESULT</b> is returned as the return value for the method. If more than one parameter is marked in this way, the others will be treated as input/output parameters.</p>
END-METHOD	<p><b>End of Method Definition:</b></p> <p>The Natural reserved word <b>END-METHOD</b> must be used to end the <b>METHOD</b> definition for the interface.</p>



# 86

## LIMIT

---

▪ LIMIT Usage .....	622
▪ LIMIT Syntax Description .....	623
▪ LIMIT Examples .....	623

LIMIT *n*

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION](#) | [HISTOGRAM](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: *Database Access and Update*

## LIMIT Usage

---

The `LIMIT` statement is used to limit the number of iterations of a processing loop initiated with a `FIND`, `READ`, or `HISTOGRAM` statement.

The limit remains in effect for all subsequent processing loops in the program until it is overridden by another `LIMIT` statement.

The `LIMIT` statement does not apply to individual statements in which a limit is explicitly specified (for example, `FIND (n) ...`).

If the limit is reached, processing stops and a message is displayed; see also the session parameter `LE` which determines the reaction when the limit for the processing loop is exceeded.

If no `LIMIT` statement is specified, the default global limit defined with the Natural profile parameter `LT` during Natural installation will be used.

### Record Counting

To determine whether a processing loop has reached the limit, each record read in the loop is counted against the limit. If the processing loop has reached the limit, the following will apply:

- A record that is rejected because of criteria specified in a `FIND` or `READ` statement `WHERE` clause is *not* counted against the limit.
- A record that is rejected as a result of an `ACCEPT/REJECT` statement is counted against the limit.

## LIMIT Syntax Description

Syntax Element	Description
LIMIT <i>n</i>	<p><b>Limit Specification:</b></p> <p>The limit <i>n</i> must be specified as a numeric constant in the range from 0 - 4294967295 (leading zeros are optional).</p> <p>The processing loop is not entered if the limit is set to zero.</p>

## LIMIT Examples

- [Example 1 - LIMIT Statement](#)
- [Example 2 - LIMIT Statement \(Valid for Two Database Loops\)](#)

### Example 1 - LIMIT Statement

```

** Example 'LMTEX1': LIMIT
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 CITY
END-DEFINE
*
LIMIT 4
*
READ EMPLOY-VIEW BY NAME STARTING FROM 'BAKER'
  DISPLAY NOTITLE
    NAME PERSONNEL-ID CITY *COUNTER
END-READ
*
END

```

**Output of Program LMTEX1:**

NAME	PERSONNEL ID	CITY	CNT
BAKER	20016700	OAK BROOK	1
BAKER	30008042	DERBY	2
BALBIN	60000110	BARCELONA	3
BALL	30021845	DERBY	4

**Example 2 - LIMIT Statement (Valid for Two Database Loops)**

```

** Example 'LMTEX2': LIMIT (valid for two database loops)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
END-DEFINE
*
LIMIT 3
*
FIND EMPLOY-VIEW WITH NAME > 'A'
  READ EMPLOY-VIEW BY NAME STARTING FROM 'BAKER'
    DISPLAY NOTITLE 'CNT(0100)' *COUNTER(0100)
                    'CNT(0110)' *COUNTER(0110)
  END-READ
END-FIND
*
END

```

**Output of Program LMTEX2:**

CNT(0100)	CNT(0110)
1	1
1	2
1	3
2	1
2	2
2	3
3	1
3	2
3	3

# 87 LOOP

---

▪ LOOP Usage .....	626
▪ LOOP Restriction .....	626
▪ LOOP Syntax Description .....	627
▪ LOOP Examples .....	627

[CLOSE] LOOP [(r)]

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Belongs to Function Group: [Reporting Mode Statements](#)

## LOOP Usage

---

The `LOOP` statement is used to close a processing loop. It causes processing of the current pass through the loop to be terminated and control to be returned to the beginning of the processing loop.

When the processing loop for which the `LOOP` statement is issued is terminated (that is, when all records have been processed or iterations have been performed), execution continues with the statement after the `LOOP` statement.

The `LOOP` statement is used with the following statements: [CALL FILE](#), [CALL LOOP](#), [FIND](#), [FOR](#), [HISTOGRAM](#), [PARSE JSON](#), [PARSE XML](#), [READ](#), [READ RESULT SET \(SQL\)](#), [READ WORK FILE](#), [REPEAT](#), [SELECT \(SQL\)](#), [SORT](#).

### Database Variable References

A `LOOP` statement, in addition to closing a processing loop, will eliminate all field references to [FIND](#), [FIND FIRST](#), [FIND UNIQUE](#), [READ](#) and [GET](#) statements contained within the loop.

A field within a view may be referenced outside the processing loop by using the view name as a qualifier.

## LOOP Restriction

---

- This statement is for reporting mode only.
- A `LOOP` statement may not be specified based on a conditional statement such as [IF](#) or [AT BREAK](#).

## LOOP Syntax Description

Syntax Element	Description
LOOP ( <i>r</i> )	<p><b>Statement Reference Notation:</b></p> <p>The LOOP statement may be specified with a statement label or reference number (notation (<i>r</i>)), in which case all inner loops up to and including the loop initiated by the statement referenced will be closed. If no statement reference is specified, the innermost active processing loop will be closed.</p>



### Notes:

1. In reporting mode, any processing loop which is currently active, that is, which has not explicitly been closed with a LOOP statement, will be closed automatically by an END statement.
2. You can omit the LOOP statement. But with respect to good coding practice, you are not recommended to do so.

## LOOP Examples

### Example 1

```
FIND ...
  READ ...
    READ ...
LOOP (0010)    /* closes all loops
```

### Example 2

```
FIND ...
  READ ...
    READ ...
      LOOP      /* closes loop initiated on line 0030
    LOOP      /* closes loop initiated on line 0020
  LOOP      /* closes loop initiated on line 0010
```





# 88 METHOD

---

▪ METHOD Usage .....	630
▪ METHOD Syntax Description .....	630
▪ METHOD Example .....	631

```

METHOD method-name
  OF [INTERFACE] interface-name
  IS subprogram-name
END-METHOD

```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [CREATE OBJECT](#) | [DEFINE CLASS](#) | [INTERFACE](#) | [PROPERTY](#) | [SEND METHOD](#)

Belongs to Function Group: [Component Based Programming](#)

## METHOD Usage

The `METHOD` statement assigns a subprogram as the implementation to a method, *outside* an interface definition. It is used if the interface definition in question is included from a copycode and is to be implemented in a class-specific way.

The `METHOD` statement may only be used within the `DEFINE CLASS` statement and after the interface definition. The interface and method names specified must be defined in the `INTERFACE` clause of the `DEFINE CLASS` statement.

## METHOD Syntax Description

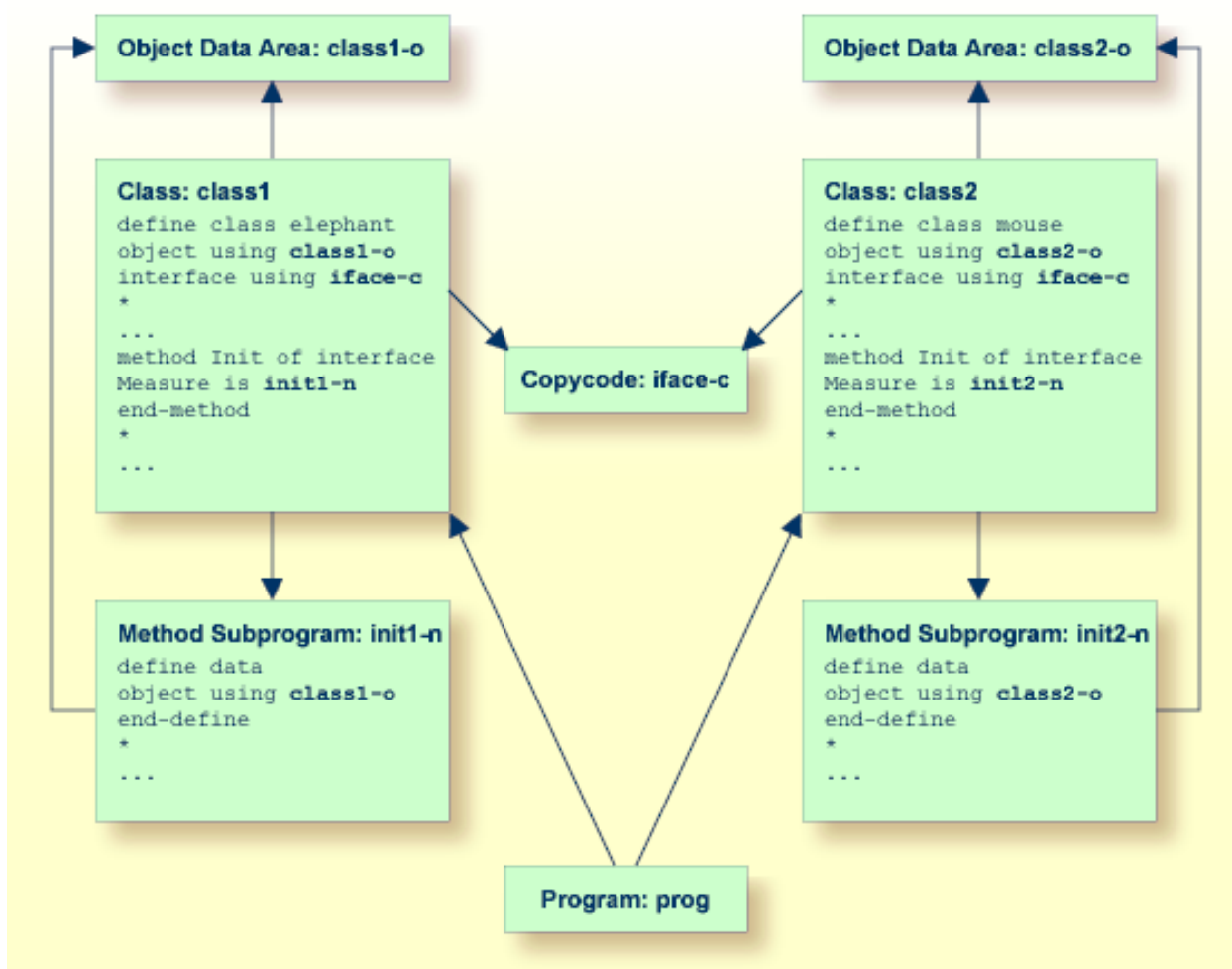
Syntax Element	Description
<i>method-name</i>	<b>Method Name:</b>  This is the name assigned to the <i>method</i> .
OF <i>interface-name</i>	<b>Interface Name:</b>  This is the name assigned to the <i>interface</i> .
IS <i>subprogram-name</i>	<b>IS Clause:</b>  This clause can be used to specify the name of the subprogram that implements the method. The name of the subprogram consists of up to 8 characters. The default is <i>method-name</i> (if the IS clause is not specified).
END-METHOD	<b>End of Method Statement:</b>  The Natural reserved word END-METHOD must be used to end the METHOD statement.

## METHOD Example

The following example shows how the same interface is implemented differently in two classes and how the `PROPERTY` statement and the `METHOD` statement are used to achieve this.

The interface `Measure` is defined in the copycode `iface-c`. The classes `Elephant` and `Mouse` implement both the interface `Measure`. Therefore, they both include the copycode `iface-c`. But the classes implement the property `Height` using different variables from their respective object data areas, and they implement the method `Init` with different subprograms. They use the `PROPERTY` statement to assign the selected data area variable to the property and the `METHOD` statement to assign the selected subprogram to the method.

Now the program `prog` can create objects of both classes and initialize them using the same method `Init`, leaving the specifics of the initialization to the respective class implementation.



The following shows the complete contents of the Natural modules used in the example above:

**Copycode: iface-c**

```
interface Measure
*
property Height(p5.2)
end-property
*
property Weight(i4)
end-property
*
method Init
end-method
*
end-interface
```

**Class: class1**

```
define class elephant
object using class1-o
interface using iface-c
*
property Height of interface Measure is height
end-property
*
property Weight of interface Measure is weight
end-property
*
method Init of interface Measure is init1-n
end-method
*
end-class
end
```

**LDA Object Data: class1-o**

```
*   *** Top of Data Area ***
  1 HEIGHT                P 5.2
  1 WEIGHT                 I 2
*   *** End of Data Area ***
```

**Method Subprogram: init1-n**

```
define data
object using class1-o
end-define
*
height := 17.3
weight := 120
*
end
```

**Class: class2**

```

define class mouse
object using class2-o
interface using iface-c
*
property Height of interface Measure is size
end-property
*
property Weight of interface Measure is weight
end-property
*
method Init of interface Measure is init2-n
end-method
*
end-class
end

```

**LDA Object Data: class2-o**

```

*   *** Top of Data Area ***
  1 SIZE                P 3.2
  1 WEIGHT              I 1
*   *** End of Data Area ***

```

**Method Subprogram: init2-n**

```

define data
object using class2-o
end-define
*
size := 1.24
weight := 2
*
end

```

**Program: prog**

```

define data local
1 #o handle of object
1 #height(p5.2)
1 #weight(i4)
end-define
*
create object #o of class 'Elephant'
send "Init" to #o
#height := #o.Height
#weight := #o.Weight
write #height #weight
*

```

## METHOD

---

```
create object #o of class 'Mouse'  
send "Init" to #o  
#height := #o.Height  
#weight := #o.Weight  
write #height #weight  
*  
end
```

# 89

## MOVE

---

▪ MOVE Usage .....	636
▪ Syntax 1 - MOVE .....	636
▪ Syntax 2 - MOVE SUBSTRING .....	638
▪ Syntax 3 - MOVE BY NAME / POSITION .....	640
▪ Syntax 4 - MOVE EDITED (Edit Mask Specified with operand2) .....	641
▪ Syntax 5 - MOVE EDITED (Edit Mask Specified with operand1) .....	642
▪ Syntax 6 - MOVE LEFT / RIGHT JUSTIFIED .....	643
▪ Syntax 7 - MOVE NORMALIZED .....	644
▪ Syntax 8 - MOVE ENCODED .....	646
▪ Syntax 9 - MOVE ALL .....	648
▪ MOVE Examples .....	651

For an explanation of the symbols used in the syntax diagrams below, see [Syntax Symbols](#).

Related Statements: [ADD](#) | [COMPRESS](#) | [COMPUTE](#) | [DIVIDE](#) | [EXAMINE](#) | [MULTIPLY](#) | [RESET](#) | [SEPARATE](#) | [SUBTRACT](#)

Belongs to Function Group: [Arithmetic and Data Movement Operations](#)

## MOVE Usage

The MOVE statement is used to move the value of an operand to one or more operands (field or array).

A Natural system function may be used only if the MOVE statement is specified in conjunction with an [AT BREAK](#), [AT END OF DATA](#) or [AT END OF PAGE](#) statement.

See also the section *Rules for Arithmetic Assignment* in the *Programming Guide*.

## Syntax 1 - MOVE

```
MOVE [ROUNDED] operand1 [(parameter)] TO operand2 ...
```

For an explanation of the symbols used in the syntax diagrams below, see [Syntax Symbols](#).

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S A	N A U N P I F B D T L C G O	yes	no
<i>operand2</i>	S A	M A U N P I F B D T L C G O	yes	yes

Syntax Element Description:

Syntax Element	Description
MOVE ROUNDED	<p><b>MOVE ROUNDED Option:</b></p> <p>This option causes <i>operand2</i> to be rounded.</p> <p>ROUNDED is ignored if <i>operand2</i> is not numeric or if the source operand has the same or less precision digits than the target operand.</p> <p>See also <a href="#">Example 1 - Various Samples of MOVE Statement Usage</a>.</p>
<i>operand1</i>	<p><b>Source and Target Operands:</b></p>



Syntax Element	Description				
<i>operand2</i>	<p><i>operand1</i> is the source operand whose value is moved to the target operand <i>operand2</i>.</p> <p>For the rules for data transfer and information on data conversion and transfer compatibility, see the section <i>Data Transfer</i> in the <i>Programming Guide</i>.</p> <p>If <i>operand2</i> is a dynamic variable, its length may be modified by the MOVE operation. The current length of a dynamic variable can be ascertained by using the system variable *LENGTH. For general information on the dynamic variable, see the section <i>Using Dynamic and Large Variables</i> in the <i>Programming Guide</i>.</p> <p>A MOVE statement with multiple target operands is identical to the corresponding individual MOVE statements:</p> <pre>MOVE #SOURCE TO #TARGET1 #TARGET2</pre> <p>is identical to</p> <pre>MOVE #SOURCE TO #TARGET1 MOVE #SOURCE TO #TARGET2</pre>				
<i>parameter</i>	<p><b>Parameter Option:</b></p> <p><i>parameter</i> either specifies the session parameter PM or the session parameter DF:</p> <table border="1"> <tbody> <tr> <td>PM=I</td> <td> <p><b>Right-to-Left Display Option:</b></p> <p>In order to support languages whose writing direction is from right to left, you can specify PM=I so as to transfer the value of <i>operand1</i> in inverse (right-to-left) direction to <i>operand2</i>.</p> <p>For example, as a result of the following statements, the content of #B would be ZYX:</p> <pre>MOVE 'XYZ' TO #A MOVE #A (PM=I) TO #B</pre> <p>PM=I can only be specified if <i>operand2</i> has alphanumeric/Unicode format (Natural data format A or U).</p> <p>Any trailing blanks in <i>operand1</i> will be removed, then the value is reversed and moved to <i>operand2</i>. If <i>operand1</i> is not of alphanumeric/Unicode format, the value will be converted to alphanumeric/Unicode format before it is reversed.</p> <p>See also the use of PM=I in conjunction with <a href="#">MOVE LEFT/RIGHT JUSTIFIED</a>.</p> </td> </tr> <tr> <td>DF=S   I   L</td> <td> <p><b>Date Format:</b></p> </td> </tr> </tbody> </table>	PM=I	<p><b>Right-to-Left Display Option:</b></p> <p>In order to support languages whose writing direction is from right to left, you can specify PM=I so as to transfer the value of <i>operand1</i> in inverse (right-to-left) direction to <i>operand2</i>.</p> <p>For example, as a result of the following statements, the content of #B would be ZYX:</p> <pre>MOVE 'XYZ' TO #A MOVE #A (PM=I) TO #B</pre> <p>PM=I can only be specified if <i>operand2</i> has alphanumeric/Unicode format (Natural data format A or U).</p> <p>Any trailing blanks in <i>operand1</i> will be removed, then the value is reversed and moved to <i>operand2</i>. If <i>operand1</i> is not of alphanumeric/Unicode format, the value will be converted to alphanumeric/Unicode format before it is reversed.</p> <p>See also the use of PM=I in conjunction with <a href="#">MOVE LEFT/RIGHT JUSTIFIED</a>.</p>	DF=S   I   L	<p><b>Date Format:</b></p>
PM=I	<p><b>Right-to-Left Display Option:</b></p> <p>In order to support languages whose writing direction is from right to left, you can specify PM=I so as to transfer the value of <i>operand1</i> in inverse (right-to-left) direction to <i>operand2</i>.</p> <p>For example, as a result of the following statements, the content of #B would be ZYX:</p> <pre>MOVE 'XYZ' TO #A MOVE #A (PM=I) TO #B</pre> <p>PM=I can only be specified if <i>operand2</i> has alphanumeric/Unicode format (Natural data format A or U).</p> <p>Any trailing blanks in <i>operand1</i> will be removed, then the value is reversed and moved to <i>operand2</i>. If <i>operand1</i> is not of alphanumeric/Unicode format, the value will be converted to alphanumeric/Unicode format before it is reversed.</p> <p>See also the use of PM=I in conjunction with <a href="#">MOVE LEFT/RIGHT JUSTIFIED</a>.</p>				
DF=S   I   L	<p><b>Date Format:</b></p>				

Syntax Element	Description
	If <i>operand1</i> is a date variable and <i>operand2</i> is an alphanumeric/Unicode field, you can specify the session parameter DF as parameter for this date variable.

## Syntax 2 - MOVE SUBSTRING

MOVE	{	<i>operand1</i>	}	[( <i>parameter</i> )]
		<u>SUBSTRING</u> ( <i>operand1</i> , <i>operand3</i> , <i>operand4</i> )		
TO	{	<i>operand2</i>	}	...
		<u>SUBSTRING</u> ( <i>operand2</i> , <i>operand5</i> , <i>operand6</i> )		

This syntax only applies if you want to move only part of the field contents (a substring) of a source and/or target operand. Otherwise, [Syntax 1](#) applies.

For an explanation of the symbols used in the syntax diagrams below, see [Syntax Symbols](#).

Operand Definition Table:

Operand	Possible Structure			Possible Formats								Referencing Permitted	Dynamic Definition					
<i>operand1</i>	C	S	A			A	U					B					yes	no
<i>operand2</i>		S	A			A	U					B					yes	no
<i>operand3</i>	C	S						N	P	I		B*					yes	no
<i>operand4</i>	C	S						N	P	I		B*					yes	no
<i>operand5</i>	C	S						N	P	I		B*					yes	no
<i>operand6</i>	C	S						N	P	I		B*					yes	no

\* See text.

Syntax Element Description:

Syntax Element	Description
MOVE SUBSTRING	<p><b>MOVE SUBSTRING:</b></p> <p>Without the SUBSTRING option, the whole content of a field is moved.</p> <p>The SUBSTRING option allows you to move only a certain part of an alphanumeric/ Unicode or a binary field. After the field name (<i>operand1</i>) in the SUBSTRING clause, you specify first the starting position (<i>operand3</i>) and then the length (<i>operand4</i>) of the field portion to be moved.</p>

Syntax Element	Description
	<p>If the underlying field format of <i>operand1</i> is</p> <ul style="list-style-type: none"> <li>■ alphanumeric/Unicode (A) or binary (B), then the values supplied with <i>operand3</i> or <i>operand4</i> are considered as byte numbers;</li> <li>■ Unicode (U), then the values supplied with <i>operand3</i> or <i>operand4</i> are considered as number of Unicode code units; that is, as double-bytes.</li> </ul> <p>For example, to move the 5th to 12th position inclusive of the value in a field #A into a field #B, you would specify:</p> <pre>MOVE SUBSTRING(#A,5,8) TO #B</pre> <p>If <i>operand1</i> is a dynamic variable, the specified field portion to be moved must be within its current length; otherwise, a runtime error will occur.</p> <p>Also, you can move a value of an alphanumeric/Unicode or binary field into a certain part of the target field. After the field name (<i>operand2</i>) in the SUBSTRING clause you specify first the starting position (<i>operand5</i>) and then the length (<i>operand6</i>) of the field portion into which the value is to be moved.</p> <p>If the underlying field format of <i>operand2</i> is</p> <ul style="list-style-type: none"> <li>■ alphanumeric/Unicode (A/U) or binary (B), then the values supplied with <i>operand5</i> or <i>operand6</i> are considered as byte numbers;</li> <li>■ Unicode (U), then the values supplied with <i>operand3</i> or <i>operand4</i> are considered as number of Unicode code units; that is, as double-bytes.</li> </ul> <p>For example, to move the value of a field #A into the 3rd to 6th position inclusive of a field #B, you would specify:</p> <pre>MOVE #A TO SUBSTRING(#B,3,4)</pre> <p>If <i>operand2</i> is a dynamic variable, the specified starting position (<i>operand5</i>) must not be greater than the variable's current length plus 1; a greater starting position will lead to a runtime error, because it would cause an undefined gap within the content of <i>operand2</i>.</p> <p>If <i>operand3/operand5</i> or <i>operand4/operand6</i> is a binary variable, it may be used only with a length of less than or equal to 4.</p> <p>If you omit <i>operand3/operand5</i>, the starting position is assumed to be 1. If you omit <i>operand4/operand6</i>, the length is assumed to range from the starting position to the end of the field.</p> <p>If <i>operand2</i> is a dynamic variable and the specified starting position (<i>operand5</i>) is the variable's current length plus 1, which means that the MOVE operation is used to increase the length of the variable, <i>operand6</i> must be specified in order to determine the new length of the variable.</p>

Syntax Element	Description
	<b>Note:</b> MOVE with the SUBSTRING option is a byte-by-byte move (that is, the rules described under <i>Rules for Arithmetic Assignment</i> in the <i>Programming Guide</i> do not apply).
<i>parameter</i>	<b>Parameter Option:</b> See <i>parameter</i> in <i>Syntax 1</i> .

### Syntax 3 - MOVE BY NAME / POSITION

```
MOVE BY { [NAME]
          POSITION } operand1 TO operand2
```

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>		G	yes	no
<i>operand2</i>		G	yes	no

Syntax Element Description:

Syntax Element	Description
MOVE BY NAME <i>operand1</i> TO <i>operand2</i>	<p><b>MOVE BY NAME Option:</b></p> <p>This option is used to move individual fields contained in a data structure to another data structure, independent of their position in the structure.</p> <p>A field is moved only if its name appears in both structures (this includes REDEFINED fields as well as fields resulting from a redefinition). The individual fields may be of any format. The operands can also be views.</p> <p><b>Note:</b> The sequence of the individual moves is determined by the sequence of the fields in <i>operand1</i>.</p> <p>See also <a href="#">Example 2 - MOVE BY NAME Statement</a>.</p> <p><b>MOVE BY NAME with Arrays:</b></p> <p>If the data structures contain arrays, these will internally be assigned the index ( * ) when moved; this may lead to an error if the arrays do not comply with the rules for assignment operations with arrays; see the section <i>Processing of Arrays</i> in the <i>Programming Guide</i>.</p> <p>See also <a href="#">Example 3 - MOVE BY NAME with Arrays</a>.</p>

Syntax Element	Description
MOVE BY POSITION <i>operand1</i> TO <i>operand2</i>	<p><b>MOVE BY POSITION Option:</b></p> <p>This option allows you to move the contents of fields in a group to another group, regardless of the field names.</p> <p>The values are moved field by field from one group to the other in the order in which the fields are defined (this does not include fields resulting from a redefinition).</p> <p>The individual fields may be of any format. The number of fields in each group must be the same; also, the level structure and array dimensions of the fields must match. Format conversion is done according to the rules for arithmetic assignment; see the section <i>Rules for Arithmetic Assignments</i> in the <i>Programming Guide</i>. The operands can also be views.</p> <p>See also <a href="#">Example 4 - MOVE BY POSITION</a>.</p>

## Syntax 4 - MOVE EDITED (Edit Mask Specified with operand2)

```
MOVE EDITED operand1 TO operand2 { (EM=value)
                                     (EMU=value) }
```

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S A	A U B	yes	no
<i>operand2</i>	S A	A U N P I F B D T L	yes	yes

Syntax Element Description:

Syntax Element	Description
MOVE EDITED	<p><b>MOVE EDITED Option:</b></p> <p>If an edit mask is specified for <i>operand2</i>, the value of <i>operand1</i> will be placed into <i>operand2</i> using this edit mask.</p> <p>The edit mask can be considered as an <i>input</i> edit mask for <i>operand2</i>, that is used to specify at which positions in the alphanumeric/Unicode contents of <i>operand1</i> the significant input data for <i>operand2</i> can be found.</p> <p>If the edit mask refers more characters or digits than existent in <i>operand2</i>, it is truncated accordingly. The length of <i>operand1</i> may not be smaller than the length of the input value represented by the edit mask. If <i>operand1</i> is longer than the edit mask length, all the overhanging data is ignored.</p>

Syntax Element	Description
	<p>Under the pre-condition not to have an <i>operand1</i> length larger than the edit mask length, you may regard a</p> <pre>MOVE EDITED <i>operand1</i> TO <i>operand2</i> (EM=<i>value</i>)</pre> <p>operation like the execution of</p> <pre>STACK TOP DATA <i>operand1</i> INPUT <i>operand2</i> (EM=<i>value</i>)</pre> <p>See also <a href="#">Example 1 - Various Samples of MOVE Statement Usage</a>.</p>
EM	<p><b>Edit Mask:</b></p> <p>For details on edit masks, see the session parameter EM in the <i>Parameter Reference</i>.</p>
EMU	<p><b>Unicode Edit Mask:</b></p> <p>For details on Unicode edit masks, see the session parameter EMU in the <i>Parameter Reference</i>.</p>

## Syntax 5 - MOVE EDITED (Edit Mask Specified with operand1)

```
MOVE EDITED operand1 { (EM=value) } TO operand2
                { (EMU=value) }
```

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S A N	A U N P I F B D T L	yes	no
<i>operand2</i>	S A	A U B	yes	yes

Syntax Element Description:

Syntax Element	Description
<b>MOVE EDITED</b>	<p><b>MOVE EDITED Option:</b></p> <p>If an edit mask is specified for <i>operand1</i>, the edit mask will be applied to <i>operand1</i> and the result will be moved to <i>operand2</i>.</p> <p>The edit mask can be considered as an <i>output</i> edit mask for <i>operand1</i>, that is used to create an alphanumeric/Unicode string with the layout and length described by the edit mask. Besides data characters or digits originating from <i>operand1</i>, you may include additional decoration characters into the output string.</p>

Syntax Element	Description
	<p>If the edit mask refers more characters or digits than existent in <i>operand1</i>, it is truncated accordingly. The length of the created output string (resulting from <i>operand1</i> value after the edit mask has been applied) must not exceed the length of <i>operand2</i>.</p> <p>Under the pre-condition not to have an <i>operand2</i> length smaller than the edit mask length, you may regard a</p> <pre>MOVE EDITED <i>operand1</i> (EM=<i>value</i>) TO <i>operand2</i></pre> <p>operation like a</p> <pre>WRITE <i>operand1</i> (EM=<i>value</i>)</pre> <p>that does not write the output to the screen, but fills it into variable <i>operand2</i>.</p> <p>See also <a href="#">Example 1 - Various Samples of MOVE Statement Usage</a>.</p>
EM	<p><b>Edit Mask:</b></p> <p>For details on edit masks, see the session parameter EM in the <i>Parameter Reference</i>.</p>
EMU	<p><b>Unicode Edit Mask:</b></p> <p>For details on Unicode edit masks, see the session parameter EMU in the <i>Parameter Reference</i>.</p>

## Syntax 6 - MOVE LEFT / RIGHT JUSTIFIED

```
MOVE { LEFT
      RIGHT } [JUSTIFIED] operand1 [(parameter)] TO operand2
```

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S A	N A U N P I F B D T L	yes	no
<i>operand2</i>	S A	A U	yes	yes

Syntax Element Description:

Syntax Element	Description
MOVE LEFT / RIGHT JUSTIFIED	<p><b>MOVE LEFT / RIGHT JUSTIFIED Options:</b></p> <p>This option is used to cause the values to be moved to be left- or right-justified in <i>operand2</i>.</p> <p>MOVE LEFT/RIGHT JUSTIFIED cannot be used if <i>operand2</i> is a dynamic variable.</p>
MOVE LEFT JUSTIFIED	<p><b>MOVE LEFT Option:</b></p> <p>With MOVE LEFT JUSTIFIED, any leading blanks in <i>operand1</i> are removed before the value is placed left-justified into <i>operand2</i>. The remainder of <i>operand2</i> will then be filled with blanks. If the value is longer than <i>operand2</i>, the value will be truncated on the right-hand side.</p>
MOVE RIGHT JUSTIFIED	<p><b>RIGHT JUSTIFIED Option:</b></p> <p>With MOVE RIGHT JUSTIFIED, any trailing blanks in <i>operand1</i> are truncated before the value is placed right-justified into <i>operand2</i>. The remainder of <i>operand2</i> will then be filled with blanks. If the value is longer than <i>operand2</i>, the value will be truncated on the left-hand side.</p> <p>See also <a href="#">Example 1 - Various Samples of MOVE Statement Usage</a>.</p>
<i>parameter</i>	<p><b>Parameter:</b></p> <p>When you use MOVE LEFT/RIGHT JUSTIFIED in conjunction with PM=I, the move is performed in the following steps:</p> <ol style="list-style-type: none"> <li>1. If <i>operand1</i> is not of alphanumeric/Unicode format, the value is converted to alphanumeric/Unicode format.</li> <li>2. Any trailing blanks in <i>operand1</i> are removed.</li> <li>3. In the case of LEFT JUSTIFIED, any leading blanks in <i>operand1</i> are also removed.</li> <li>4. The value is reversed, and then moved to <i>operand2</i>.</li> <li>5. If applicable, the remainder of <i>operand2</i> is filled with blanks, or the value is truncated (see above).</li> </ol>

## Syntax 7 - MOVE NORMALIZED

The MOVE NORMALIZED statement converts a Unicode string into the “Unicode Normalization Form C” (NFC). The resulting Unicode string does no longer contain combining sequences for characters which are available as pre-composed characters.

If the format of the target operand is not Unicode itself, an implicit conversion from Unicode into the target operand takes place - during this conversion the default code page (see system variable \*CODEPAGE) will be used.



For further information on the `MOVE NORMALIZED` statement, see the section *Statements* in the *Unicode and Code Page Support* documentation.

Syntax Diagram:

```
MOVE NORMALIZED operand1 TO operand2
```

Operand Definition Table:

Operand	Possible Structure			Possible Formats												Referencing Permitted	Dynamic Definition	
<i>operand1</i>	C	S	A				U										yes	no
<i>operand2</i>		S	A			A	U										yes	yes

Syntax Element Description:

Syntax Element	Description
MOVE NORMALIZED	<p><b>MOVE NORMALIZED Option:</b></p> <p>This option is used to convert Unicode fields with potentially unnormalized content into the “Unicode Normalization Form C” (NFC). This composite form of a Unicode string does not contain combining sequences for characters which are available as pre-composed characters. See also: <a href="http://www.unicode.org/reports/tr15/#Canonical_Composition_Examples">http://www.unicode.org/reports/tr15/#Canonical_Composition_Examples</a> (“Normalization Forms D and C Examples”).</p> <p>Example:</p> <pre>MOVE NORMALIZED #SCR TO #TGT</pre>
<i>operand1</i>	<p><b>Source Operand:</b></p> <p><i>operand1</i> contains the Unicode string to be converted.</p>
<i>operand2</i>	<p><b>Target Operand:</b></p> <p><i>operand2</i> receives the converted Unicode string.</p>

Example:

Some code points have different representations in Unicode. For example, the German letter 'Ä': the decomposed representation in Unicode is U+0041 followed by U+0308 and uses a combining character (U+0308); another representation is the pre-composed character U+00C4. The `MOVE NORMALIZED` statement converts the Unicode representation with combining characters into a normalized Unicode representation using pre-composed characters, where possible.

## Syntax 8 - MOVE ENCODED

This section explains the syntax of the `MOVE ENCODED` statement. For information on the purpose of this statement, see the section *Statements* in the *Unicode and Code Page Support* documentation.

Syntax Diagram:

```
MOVE ENCODED
  operand1 [[IN] CODEPAGE operand2] TO
  operand3 [[IN] CODEPAGE operand4]
  [GIVING operand5]
```

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S A	A U B	yes	no
<i>operand2</i>	S	A U	yes	no
<i>operand3</i>	S	A U B	yes	yes
<i>operand4</i>	S A	A U	yes	no
<i>operand5</i>	S	I4	yes	yes

Syntax Element Description:

Syntax Element	Description
MOVE ENCODED	<p><b>MOVE ENCODED Option:</b></p> <p>This option converts a character string, encoded in one code page, into the equivalent character string of another code page.</p> <p><b>Note:</b> Natural uses the International Components for Unicode (ICU) library for Unicode conversion. For more information, see the ICU User Guide at <a href="http://userguide.icu-project.org/">http://userguide.icu-project.org/</a>.</p>
<i>operand1</i>	<p><b>Source Operand:</b></p> <p><i>operand1</i> contains the string to be converted.</p>
CODEPAGE <i>operand2</i>	<p><b>Code Page of Source Operand:</b></p> <p>As <i>operand2</i>, you specify the code page of <i>operand1</i>.</p> <p>Can only be supplied if <i>operand1</i> is of format A or B. See Note 1.</p>
TO <i>operand3</i>	<p><b>Target Operand:</b></p>

Syntax Element	Description
	<p><i>operand3</i> receives the converted string.</p> <p>If the conversion result does not fit into the target field, the result is padded or truncated, respectively, and as padding character the blank of the resulting code page is used.</p> <p>If the target field is defined as a dynamic variable, no padding or truncation is needed, since the length of the dynamic variable is automatically adjusted to the length of the conversion result.</p>
CODEPAGE <i>operand4</i>	<p><b>Code Page of Target Operand:</b></p> <p>As <i>operand4</i>, you specify the code page of <i>operand3</i>.</p> <p>Can only be supplied if <i>operand3</i> is of format A or B. See Note 1.</p>
GIVING <i>operand5</i>	<p><b>GIVING Clause:</b></p> <p>If you omit this clause, a Natural error message is returned if an error occurs.</p> <p>If you specify the keyword <code>GIVING</code>, <i>operand5</i> returns 0 or the Natural error code instead of the Natural error message.</p> <p>If the target gets truncated, no Natural error message is given, but when the keyword <code>GIVING</code> is used, <i>operand5</i> will contain an appropriate error code to indicate truncation.</p>



#### Notes:

1. If a code page operand is not supplied, then the default code page (value of the system variable \*CODEPAGE) is used.
2. If the session parameter CPCVERR in the statement `SET GLOBALS` or in the system command GLOBALS is set to ON, an error is output if at least one character of the source field could not be converted properly into the destination code page, but was replaced in the target field by a substitution character.

#### Examples of MOVE ENCODED:

```
MOVE ENCODED A-FIELD1 TO A-FIELD2
```

Invalid: This results in a syntax error, since the code page names are taken by default and are the same for *operand1* and *operand3*.

## MOVE

---

```
MOVE ENCODED A-FIELD1 CODEPAGE 'IBM01140' TO A-FIELD2 CODEPAGE 'IBM01140'
```

Invalid: This results in an error, since the coded code page names are the same for *operand1* and *operand3*.

```
MOVE ENCODED A-FIELD1 CODEPAGE 'IBM01140' TO A-FIELD2 CODEPAGE 'IBM037'
```

Valid: The string in A-FIELD1 which is coded in IBM01140 is converted into A-FIELD2 which is coded in IBM037.

```
MOVE ENCODED U-FIELD TO U-FIELD
```

Invalid: This results in an error, since at least one operand must be of format A or B.

```
MOVE ENCODED U-FIELD TO A-FIELD
```

Valid: The Unicode string in U-FIELD which, considered to be encoded in UTF-16, is converted into the alphanumeric A-FIELD in the default code page (\*CODEPAGE).

```
MOVE ENCODED A-FIELD TO U-FIELD
```

Valid: The string in A-FIELD which, considered to be encoded in the default code page (\*CODEPAGE), is converted into the Unicode field U-FIELD.

```
MOVE ENCODED A100-FIELD CODEPAGE 'IBM1140' TO A50-FIELD CODEPAGE 'IBM037'
```

Valid: Conversion is done from A100-FIELD (format/length: A100) to A50-FIELD (format/length: A50), using the relevant code pages. The target is truncated. No Natural error message is returned.

```
MOVE ENCODED A100-FIELD CODEPAGE 'IBM1140' TO A50-FIELD  
CODEPAGE 'IBM037' GIVING RC-FIELD
```

Valid: Conversion is done from A100-FIELD (format/length: A100) to A50-FIELD (format/length: A50), using the relevant code pages. The target is truncated. Since a GIVING clause is supplied, the RC-FIELD receives an error code, indicating that a value truncation has taken place.

## Syntax 9 - MOVE ALL

---

The `MOVE ALL` statement enables you to move repeatedly the content of *operand1* to *operand2* until the complete target field is full or the `UNTIL` value (*operand7*) is reached.

Using a [SUBSTRING Clause](#), you may limit the `MOVE ALL` operation to just segments of the source and target field.

Syntax Diagram:

```

MOVE ALL { operand1
          SUBSTRING (operand1,operand3,operand4) }
        TO { operand2
          SUBSTRING (operand2,operand5,operand6) }
          [UNTIL operand7]

```

## Operand Definition Table:

Operand	Possible Structure				Possible Formats								Referencing Permitted	Dynamic Definition	
<i>operand1</i>	C	S	A		A	U	N <sup>1</sup>			B				yes	no
<i>operand2</i>		S	A		A	U				B				yes	yes
<i>operand3</i>	C	S					N	P	I	B <sup>2</sup>				yes	no
<i>operand4</i>	C	S					N	P	I	B <sup>2</sup>				yes	no
<i>operand5</i>	C	S					N	P	I	B <sup>2</sup>				yes	no
<i>operand6</i>	C	S					N	P	I	B <sup>2</sup>				yes	no
<i>operand7</i>	C	S					N	P	I					yes	no

<sup>1</sup> A numeric format (N) for *operand1* is permitted only when used without the SUBSTRING clause.

<sup>2</sup> If *operand3/operand5* or *operand4/operand6* is a binary variable, it may be used only with a length of less than or equal to 4.

## Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Source Operand:</b></p> <p>The source operand contains the value to be moved.</p> <p>All digits of a numeric operand including leading zeros are moved.</p>
TO <i>operand2</i>	<p><b>Target Operand:</b></p> <p>The target operand is not reset before the execution of the MOVE ALL operation. This is of particular importance when using the UNTIL option since data previously in <i>operand2</i> is retained if not explicitly overlaid during the MOVE ALL operation.</p>
UNTIL <i>operand7</i>	<p><b>UNTIL Option:</b></p> <p>The UNTIL option can be used to limit the MOVE ALL operation to a given number of positions in <i>operand2</i>. <i>operand3</i> is used to specify the number of positions. The MOVE ALL operation is terminated when this value is reached.</p> <p>If <i>operand7</i> is greater than the length of <i>operand2</i>, the MOVE ALL operation is terminated when <i>operand2</i> is full.</p>

Syntax Element	Description
	<p>The UNTIL option may also be used to assign an initial value to a dynamic variable: if <i>operand2</i> is a dynamic variable, its length after the MOVE ALL operation will correspond to the value of <i>operand7</i>. The current length of a dynamic variable can be ascertained by using the system variable *LENGTH.</p> <p>For general information on dynamic variables, see <i>Usage of Dynamic Variables</i>.</p> <p><b>Note:</b> The UNTIL option is not allowed when a SUBSTRING clause is used for the target operand.</p>
SUBSTRING	<p><b>SUBSTRING Clause:</b></p> <p>The SUBSTRING clause enables you to select a fixed segment of the source or target variable in a MOVE ALL statement - whereas, without the SUBSTRING clause, the whole content of the source or target variable is processed.</p> <p><i>operand3</i> and <i>operand4</i> describe the start position and length of the <i>operand1</i> segment used as source value. <i>operand5</i> and <i>operand6</i> describe the start position and length of the <i>operand2</i> segment which is filled by the operation. If the start position (<i>operand3</i> or <i>operand5</i>) is omitted, then position 1 is assumed by default. If the substring length (<i>operand4</i> or <i>operand6</i>) is omitted, then the remaining length of the field is assumed.</p> <p>If SUBSTRING is used for the source field, the start value and length (<i>operand3</i> and <i>operand4</i>) must describe a data segment which is completely inside <i>operand1</i>.</p> <p>If SUBSTRING is used for the target field the following rules apply:</p> <ul style="list-style-type: none"> <li>■ If <i>operand2</i> is a fixed length variable, the range described by the start-value and length (<i>operand5</i> and <i>operand6</i>) has completely to reside within the field extent.</li> <li>■ If <i>operand2</i> is a dynamic length variable, the start value (<i>operand5</i>) can either point into or immediately behind the current field length (*LENGTH + 1). When the end of the SUBSTRING range is within the allocated field data, the operation is processed in the same way as for a fixed length field. When the SUBSTRING end exceeds the current field size, the dynamic variable is expanded to this extent.</li> </ul> <p>See also <i>Examples of SUBSTRING Clause Usage</i> below.</p>

### Examples of SUBSTRING Clause Usage

```

DEFINE DATA LOCAL
1 ALFA (A10) INIT <'AAAAAAAAAA'>
1 DYN (A) DYNAMIC INIT <'1234567890'>
1 #VAL (A4) INIT <'1234'>
END-DEFINE

```

Statement	Result	
	Before	After
MOVE ALL SUBSTRING (#VAL,1,2) TO ALFA	AAAAAAAAAA	1212121212
MOVE ALL '123' TO SUBSTRING (ALFA,3,5)	AAAAAAAAAA	AA12312AAA
MOVE ALL 'x' TO SUBSTRING (DYN,7,3)	1234567890 (*LENGTH=10)	123456xxx0 (*LENGTH=10)
MOVE ALL 'xyz' TO SUBSTRING (DYN,7,6)	1234567890 (*LENGTH=10)	123456xyzxyz (*LENGTH=12)
MOVE ALL 'xyz' TO SUBSTRING (DYN,11,4)	1234567890 (*LENGTH=10)	1234567890xyzx (*LENGTH=14)

## MOVE Examples

- [Example 1 - Various Samples of MOVE Statement Usage](#)
- [Example 2 - MOVE BY NAME](#)
- [Example 3 - MOVE BY NAME with Arrays](#)
- [Example 4 - MOVE BY POSITION](#)
- [Example 5 - MOVE ALL](#)

### Example 1 - Various Samples of MOVE Statement Usage

```

** Example 'MOVEX1': MOVE
*****
DEFINE DATA LOCAL
1 #A (N3)
1 #B (A5)
1 #C (A2)
1 #D (A7)
1 #E (N1.0)
1 #F (A5)
1 #G (N3.2)
1 #H (A6)
END-DEFINE
*
MOVE 5 TO #A
WRITE NOTITLE 'MOVE 5 TO #A'          30X '=' #A
*
MOVE 'ABCDE' TO #B #C #D
WRITE 'MOVE ABCDE TO #B #C #D'      20X '=' #B '=' #C '=' #D
*
MOVE -1 TO #E
WRITE 'MOVE -1 TO #E'                28X '=' #E
*
MOVE ROUNDED 1.995 TO #E

```

## MOVE

```
WRITE 'MOVE ROUNDED 1.995 TO #E' 18X '=' #E
*
*
MOVE RIGHT JUSTIFIED 'ABC' TO #F
WRITE 'MOVE RIGHT JUSTIFIED 'ABC'' TO #F' 10X '=' #F
*
MOVE EDITED '003.45' TO #G (EM=999.99)
WRITE 'MOVE EDITED ''003.45'' TO #G (EM=999.99)' 4X '=' #G
*
MOVE EDITED 123.45 (EM=999.99) TO #H
WRITE 'MOVE EDITED 123.45 (EM=999.99) TO #H' 6X '=' #H
*
END
```

### Output of Program MOVEX1:

```
MOVE 5 TO #A #A: 5
MOVE ABCDE TO #B #C #D #B: ABCDE #C: AB #D: ABCDE
MOVE -1 TO #E #E: -1
MOVE ROUNDED 1.995 TO #E #E: 2
MOVE RIGHT JUSTIFIED 'ABC' TO #F #F: ABC
MOVE EDITED '003.45' TO #G (EM=999.99) #G: 3.45
MOVE EDITED 123.45 (EM=999.99) TO #H #H: 123.45
```

### Example 2 - MOVE BY NAME

```
** Example 'MOVEX2': MOVE BY NAME
*****
DEFINE DATA LOCAL
1 #SBLOCK
  2 #FIELD1 (A10) INIT <'AAAAAAAAAA'>
  2 #FIELD2 (A10) INIT <'BBBBBBBBBB'>
  2 #FIELD3 (A10) INIT <'CCCCCCCCCC'>
  2 #FIELD4 (A10) INIT <'DDDDDDDDDD'>
1 #TBLOCK
  2 #FIELD1 (A15) INIT <' '>
  2 #FIELD2 (A10) INIT <' '>
  2 #FIELD3 (A10) INIT <' '>
  2 #FIELD4 (A10) INIT <' '>
  2 #FIELD5 (A20) INIT <' '>
  2 #FIELD6 (A10) INIT <' '>
END-DEFINE
*
MOVE BY NAME #SBLOCK TO #TBLOCK
*
WRITE NOTITLE 'CONTENTS OF #TBLOCK AFTER MOVE BY NAME:'
  // '=' #TBLOCK.#FIELD1
  / '=' #TBLOCK.#FIELD2
  / '=' #TBLOCK.#FIELD3
  / '=' #TBLOCK.#FIELD4
  / '=' #TBLOCK.#FIELD5
```



```

      / '=' #TBLOCK.#FIELD
*
END

```

### Contents of #TBLOCK after MOVE BY NAME Processing:

```

CONTENTS OF #TBLOCK AFTER MOVE BY NAME:

```

```

#FIELD1:
#FIELD2: AAAAAAAAAA
#FIELD3:
#FIELD4: BBBBBBBBBB
#FIELD5:
#FIELD6: CCCCCCCCCC

```

### Example 3 - MOVE BY NAME with Arrays

```

DEFINE DATA LOCAL
  1 #GROUP1
    2 #FIELD (A10/1:10)
  1 #GROUP2
    2 #FIELD (A10/1:10)
END-DEFINE
...
MOVE BY NAME #GROUP1 TO #GROUP2
...

```

In this example, the MOVE statement would internally be resolved as:

```

MOVE #GROUP1.#FIELD (*) TO #GROUP2.#FIELD (*)

```

If part of an indexed group is moved to another part of the same group, this may lead to unexpected results as shown in the example below.

```

DEFINE DATA LOCAL
  1 #GROUP1 (1:5)
    2 #FIELD (N1) INIT <1,2,3,4,5>
    2 REDEFINE #FIELD
      3 #FIELD (N1)
END-DEFINE
...
MOVE BY NAME #GROUP1 (2:4) TO #GROUP1 (1:3)
...

```

In this example, the MOVE statement would internally be resolved as:

## MOVE

---

```
MOVE #FIELDA (2:4) TO #FIELDA (1:3)
MOVE #FIELDB (2:4) TO #FIELDB (1:3)
```

First, the contents of the occurrences 2 to 4 of #FIELDA are moved to the occurrences 1 to 3 of #FIELDA; that is, the occurrences receive the following values:

Occurrence:	1.	2.	3.	4.	5.
Value before:	1	2	3	4	5
Value after:	2	3	4	4	5

Then the contents of the occurrences 2 to 4 of #FIELDB are moved to the occurrences 1 to 3 of #FIELDB; that is, the occurrences receive the following values:

Occurrence:	1.	2.	3.	4.	5.
Value before:	2	3	4	4	5
Value after:	3	4	4	4	5

### Example 4 - MOVE BY POSITION

```
DEFINE DATA LOCAL
  1 #GROUP1
    2 #FIELD1A (N5)
    2 #FIELD1B (A3/1:3)
    2 REDEFINE #FIELD1B
      3 #FIELD1BR (A9)
  1 #GROUP2
    2 #FIELD2A (N5)
    2 #FIELD2B (A3/1:3)
    2 REDEFINE #FIELD2B
      3 #FIELD2BR (A9)
END-DEFINE
...
MOVE BY POSITION #GROUP1 TO #GROUP2
...
```

In this example, the content of #FIELD1A is moved to #FIELD2A, and the content of #FIELD1B to #FIELD2B; the fields #FIELD1BR and #FIELD2BR are not affected.

**Example 5 - MOVE ALL**

```

** Example 'MOAEX1': MOVE ALL
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 FIRST-NAME
  2 NAME
  2 CITY
1 VEH-VIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
  2 MAKE
END-DEFINE
*
LIMIT 4
RD. READ EMPLOY-VIEW BY NAME
  SUSPEND IDENTICAL SUPPRESS
  /*
  FD. FIND VEH-VIEW WITH PERSONNEL-ID = PERSONNEL-ID (RD.)
    IF NO RECORDS FOUND
      MOVE ALL '*' TO FIRST-NAME (RD.)
      MOVE ALL '*' TO CITY (RD.)
      MOVE ALL '*' TO MAKE (FD.)
    END-NOREC
  /*
  DISPLAY NOTITLE (ES=OFF IS=ON ZP=ON AL=15)
    NAME (RD.) FIRST-NAME (RD.)
    CITY (RD.)
    MAKE (FD.) (IS=OFF)
  /*
  END-FIND
END-READ
END

```

**Output of Program MOAEX1:**

NAME	FIRST-NAME	CITY	MAKE
ABELLAN	*****	*****	*****
ACHIESON	ROBERT	DERBY	FORD
ADAM	*****	*****	*****
ADKINSON	JEFF	BROOKLYN	GENERAL MOTORS



# 90

## MOVE INDEXED

---

The `MOVE INDEXED` statement is supported for compatibility reasons only.

 **Caution:** In contrast to a `MOVE` statement with array operands, checks for out-of-bound index values are not possible when a `MOVE INDEXED` statement is executed. As a consequence, when executing an incorrect `MOVE INDEXED` statement, you may unintentionally destroy user data.

Therefore, it is strongly recommended that you replace `MOVE INDEXED` statements by `MOVE` statements.

See the statement [MOVE](#).



# 91 MULTIPLY

---

▪ MULTIPLY Usage .....	660
▪ Syntax 1 - MULTIPLY Statement without GIVING Clause .....	660
▪ Syntax 2 - MULTIPLY Statement with GIVING Clause .....	661
▪ Example .....	662

Related Statements: [ADD](#) | [COMPRESS](#) | [COMPUTE](#) | [DIVIDE](#) | [EXAMINE](#) | [MOVE](#) | [MOVE ALL](#) | [RESET](#) | [SEPARATE](#) | [SUBTRACT](#)

Belongs to Function Group: *Arithmetic and Data Movement Operations*

## MULTIPLY Usage

---

The MULTIPLY statement is used to multiply two operands. Depending on the syntax used, the result of the multiplication may be stored in *operand1* or *operand3*.

If a database field is used as the result field, the multiplication results in an update only to the internal value of the field as used within the program. The value for the field in the database remains unchanged.

For multiplications involving arrays, see also *Rules for Arithmetic Assignments, Arithmetic Operations with Arrays* (in the *Programming Guide*).

Two different structures are possible for this statement.

### Syntax 1 - MULTIPLY Statement without GIVING Clause

---

When Syntax 1 used, the result of the multiplication can be stored in *operand1*.

```
MULTIPLY [ROUNDED] operand1 BY { (arithmetic-expression)
                                operand2 }
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Operand Definition Table:

Operand	Possible Structure				Possible Formats											Referencing Permitted	Dynamic Definition		
<i>operand1</i>		S	A		M	N	P	I	F									yes	no
<i>operand2</i>	C	S	A		N	N	P	I	F									yes	no

Syntax Element Description:



Syntax Element	Description
<i>arithmetic-expression</i>	See <a href="#">Arithmetic Expression</a> in the COMPUTE statement.
<i>operand1</i> BY <i>operand2</i>	<p><b>Operands:</b></p> <p><i>operand1</i> is the multiplicand, <i>operand2</i> is the multiplier.</p> <p>The result is stored in <i>operand1</i>, hence the statement is equivalent to:</p> <pre><i>operand1</i> := <i>operand1</i> * <i>operand2</i></pre>
ROUNDED	<p><b>ROUNDED Option:</b></p> <p>If you specify the keyword ROUNDED, the value will be rounded before it is assigned to <i>operand1</i> or <i>operand3</i>.</p> <p>For information on rounding, see <i>Rules for Arithmetic Assignment, Field Truncation and Field Rounding</i> in the <i>Programming Guide</i>.</p>

## Syntax 2 - MULTIPLY Statement with GIVING Clause

When Syntax 2 is used, the result of the multiplication can be stored in *operand3*.

MULTIPLY [ROUNDED]	{ <i>arithmetic-expression</i> <i>operand1</i>	BY	{ <i>arithmetic-expression</i> <i>operand2</i>	GIVING <i>operand3</i>
-----------------------	------------------------------------------------------	----	------------------------------------------------------	---------------------------

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Operand Definition Table:

Operand	Possible Structure					Possible Formats										Referencing Permitted	Dynamic Definition			
<i>operand1</i>	C	S	A		M			N	P	I	F								yes	no
<i>operand2</i>	C	S	A		N			N	P	I	F								yes	no
<i>operand3</i>		S	A		M	A	U	N	P	I	F	B*	T						yes	yes

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

Syntax Element Description:

## MULTIPLY

Syntax Element	Description
<i>arithmetic-expression</i>	See <a href="#">Arithmetic Expression</a> in the COMPUTE statement.
<i>operand1</i> BY <i>operand2</i> GIVING <i>operand3</i>	<p><b>Operands:</b></p> <p><i>operand1</i> is the multiplicand, <i>operand2</i> is the multiplier. The result will be stored in <i>operand3</i>, hence the statement is equivalent to:</p> <pre><i>operand3</i> := <i>operand1</i> * <i>operand2</i></pre>
ROUNDED	<p><b>ROUNDED Option:</b></p> <p>If you specify the keyword ROUNDED, the value will be rounded before it is assigned to <i>operand1</i> or <i>operand3</i>.</p> <p>For information on rounding, see <i>Rules for Arithmetic Assignment, Field Truncation and Field Rounding</i> in the <i>Programming Guide</i>.</p>

## Example

```
** Example 'MULEX1': MULTIPLY
*****
DEFINE DATA LOCAL
1 #A      (N3) INIT <20>
1 #B      (N5)
1 #C      (N3.1)
1 #D      (N2)
1 #ARRAY1 (N5/1:4,1:4) INIT (2,*) <5>
1 #ARRAY2 (N5/1:4,1:4) INIT (4,*) <10>
END-DEFINE
*
MULTIPLY #A BY 3
WRITE NOTITLE 'MULTIPLY #A BY 3'          25X '=' #A
*
MULTIPLY #A BY 3 GIVING #B
WRITE 'MULTIPLY #A BY 3 GIVING #B'      15X '=' #B
*
MULTIPLY ROUNDED 3 BY 3.5 GIVING #C
WRITE 'MULTIPLY ROUNDED 3 BY 3.5 GIVING #C' 6X '=' #C
*
MULTIPLY 3 BY -4 GIVING #D
WRITE 'MULTIPLY 3 BY -4 GIVING #D'      14X '=' #D
*
MULTIPLY -3 BY -4 GIVING #D
WRITE 'MULTIPLY -3 BY -4 GIVING #D'     14X '=' #D
*
MULTIPLY 3 BY 0 GIVING #D
WRITE 'MULTIPLY 3 BY 0 GIVING #D'       14X '=' #D
*
```

```

WRITE / '=' #ARRAY1 (2,*) '=' #ARRAY2 (4,*)
MULTIPLY #ARRAY1 (2,*) BY #ARRAY2 (4,*)
WRITE / 'MULTIPLY #ARRAY1 (2,*) BY #ARRAY2 (4,*)'
      / '=' #ARRAY1 (2,*) '=' #ARRAY2 (4,*)
*
END

```

### Output of Program MULEX1:

```

MULTIPLY #A BY 3 #A: 60
MULTIPLY #A BY 3 GIVING #B #B: 180
MULTIPLY ROUNDED 3 BY 3.5 GIVING #C #C: 10.5
MULTIPLY 3 BY -4 GIVING #D #D: -12
MULTIPLY -3 BY -4 GIVING #D #D: 12
MULTIPLY 3 BY 0 GIVING #D #D: 0

#ARRAY1: 5 5 5 5 #ARRAY2: 10 10 10 10

MULTIPLY #ARRAY1 (2,*) BY #ARRAY2 (4,*)
#ARRAY1: 50 50 50 50 #ARRAY2: 10 10 10 10

```

---

# 92 NEWPAGE

---

■ NEWPAGE Usage .....	666
■ NEWPAGE Syntax Description .....	666
■ NEWPAGE Example .....	667



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [AT END OF PAGE](#) | [AT TOP OF PAGE](#) | [CLOSE PRINTER](#) | [DEFINE PRINTER](#) | [DISPLAY](#) | [EJECT](#) | [FORMAT](#) | [PRINT](#) | [SKIP](#) | [SUSPEND IDENTICAL SUPPRESS](#) | [WRITE](#) | [WRITE TITLE](#) | [WRITE TRAILER](#)

Belongs to Function Group: [Creation of Output Reports](#)

## NEWPAGE Usage

The NEWPAGE statement is used to cause an advance to a new page. NEWPAGE also causes any [AT END OF PAGE](#) and [WRITE TRAILER](#) statements to be executed. A default title containing the date, time of day, and page number will appear on each new page unless a [WRITE TITLE](#), [WRITE NOTITLE](#), or [DISPLAY NOTITLE](#) statement is specified to define specific title processing.



**Notes:**

1. The advance to a new page is not performed at the time when the NEWPAGE statement is executed. It is performed only when a subsequent statement which produces output is executed.
2. If the NEWPAGE statement is not used, page advance is controlled automatically based on the Natural profile/session parameter PS (Page Size for Natural Reports).

## NEWPAGE Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
operand1	C S	N P I	yes	no

Syntax Element Description:

Syntax Element	Description
<i>(rep)</i>	<p><b>Report Specification:</b></p> <p>The notation <i>(rep)</i> may be used to specify the identification of the report for which the NEWPAGE statement is applicable.</p> <p>A value in the range 0 - 31 or a logical name which has been assigned using the <b>DEFINE PRINTER</b> statement may be specified.</p> <p>If <i>(rep)</i> is not specified, the NEWPAGE statement will be applicable to the first report (Report 0).</p> <p>For information on how to control the format of an output report created with Natural, see <i>Report Format and Control</i> (in the <i>Programming Guide</i>).</p>
EVEN IF TOP OF PAGE	<p><b>EVEN IF TOP OF PAGE Option:</b></p> <p>This option is used to cause a new page (with corresponding <b>AT TOP OF PAGE</b> and page title processing) to be generated, even if a new page was initiated immediately before the NEWPAGE statement was encountered.</p>
WHEN LESS THAN <i>operand1</i> LINES LEFT	<p><b>WHEN LESS THAN ... LINES LEFT Option:</b></p> <p>This option is used to cause a new page to be generated when there are less than <i>operand1</i> lines left on the current page (current line count compared with value for the Natural profile/session parameter PS).</p>
WITH TITLE <i>title-definition</i>	<p><b>WITH TITLE Option:</b></p> <p>This option can be used to specify a title which is to be written to the new page generated.</p> <p>The <i>title-definition</i> is specified using the same syntax as described for the <b>WRITE TITLE</b> statement, except that the <b>SKIP</b> clause is not allowed in a NEWPAGE WITH TITLE <i>title-definition</i> statement.</p>

## NEWPAGE Example

```

** Example 'NWPEX1': NEWPAGE
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 NAME
  2 SALARY (1)
  2 CURR-CODE (1)
END-DEFINE
*
LIMIT 15
READ EMPLOY-VIEW BY CITY FROM 'DENVER'

```

```

DISPLAY CITY (IS=ON) NAME SALARY (1) CURR-CODE (1)
AT BREAK OF CITY
SKIP 1
/*
NEWPAGE WHEN LESS THAN 10 LINES LEFT
WRITE '*****'
/ 'SUMMARY FOR ' OLD(CITY)
/ '*****'
/ '*****'
/ 'SUM OF SALARIES:' SUM(SALARY(1))
/ 'AVG OF SALARIES:' AVER(SALARY(1))
/ '*****'
NEWPAGE
/*
END-BREAK
END-READ
END
    
```

**Output of Program NWPEX1 - Page 1:**

Page	1			05-01-18	10:01:45
	CITY	NAME	ANNUAL SALARY	CURRENCY CODE	
	-----				
	DENVER	TANIMOTO	33000	USD	
		MEYER	50000	USD	
	*****				
	SUMMARY FOR DENVER				
	*****				
	*****				
	SUM OF SALARIES: 83000				
	AVG OF SALARIES: 41500				
	*****				

**Output of Program NWPEX1 - Page 2:**

Page	2			05-01-18	10:01:45
	CITY	NAME	ANNUAL SALARY	CURRENCY CODE	
	-----				
	DERBY	DEAKIN	8750	UKL	
		GARFIELD	6750	UKL	
		MUNN	8800	UKL	
		MUNN	5650	UKL	
		GREBBY	9550	UKL	
		WHITT	8650	UKL	



PONSONBY	5500 UKL
MAGUIRE	4150 UKL
HEYWOOD	3900 UKL
BRYDEN	6750 UKL
SMITH	39000 UKL
CONQUEST	45000 UKL
ACHIESON	11300 UKL

\*\*\*\*\*  
SUMMARY FOR DERBY  
\*\*\*\*\*

**Output of Program NWPEX1 - Page 3:**

-----

DERBY	DEAKIN	8750 UKL
	GARFIELD	6750 UKL
	MUNN	8800 UKL
	MUNN	5650 UKL
	GREBBY	9550 UKL
	WHITT	8650 UKL
	PONSONBY	5500 UKL
	MAGUIRE	4150 UKL
	HEYWOOD	3900 UKL
	BRYDEN	6750 UKL
	SMITH	39000 UKL
	CONQUEST	45000 UKL
	ACHIESON	11300 UKL

\*\*\*\*\*  
SUMMARY FOR DERBY  
\*\*\*\*\*  
\*\*\*\*\*  
SUM OF SALARIES: 163750  
AVG OF SALARIES: 12596  
\*\*\*\*\*



# 93

## OBTAIN

---

- [OBTAIN Usage ..... 672](#)
- [OBTAIN Restriction ..... 672](#)
- [OBTAIN Syntax Description ..... 673](#)
- [OBTAIN Examples ..... 677](#)

```
OBTAIN operand1 ...
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Belongs to Function Group: [Reporting Mode Statements](#)

## OBTAIN Usage

---

The `OBTAIN` statement is used in reporting mode to cause one or more fields to be read from a file. The `OBTAIN` statement does not generate any executable code in the Natural object program. It is primarily used to read a range of values of a multiple-value field or a range of occurrences of a periodic group so that portions of these ranges may be subsequently referenced in the program.

An `OBTAIN` statement is *not* required for each database field to be referenced in the program since Natural automatically reads each database field referenced in a subsequent statement (for example, a `DISPLAY` or `COMPUTE` statement).

When multiple-value or periodic-group fields in the form of an array are referenced, the array must be defined with an `OBTAIN` statement to ensure that it is built for all occurrences of the fields. If individual multiple-value or periodic-group fields are referenced before the array is defined, the fields will not be placed within the array and will exist independent of the array. The fields will contain the same value as the corresponding occurrence within the array.

Individual occurrences of multiple-value or periodic-group fields or subarrays can be held within a previously defined array if the array dimensions of the second individual occurrence or array are contained within the initial array.

References to multiple-value or periodic-group fields with unique variable index cannot be contained in an array of values. If individual occurrences of an array are to be processed with a variable index, the index expression must be prefixed with the unique variable index to denote the individual array.

## OBTAIN Restriction

---

The `OBTAIN` statement is for reporting mode only.

## OBTAIN Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S A G	A U N P I F B D T L	yes	yes

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Fields to be Read:</b></p> <p>With <i>operand1</i> you specify the field(s) to be made available as a result of the OBTAIN statement.</p>

### Examples:

```
READ FINANCE OBTAIN CREDIT-CARD (1-10)
DISPLAY CREDIT-CARD (3-5) CREDIT-CARD (6-8)
SKIP 1 END
```

The above example results in the first 10 occurrences of the field CREDIT-CARD (which is contained in a periodic group) being read and occurrences 3-5 and 6-8 being displayed where the subsequent subarrays will reside in the initial array (1-10).

```
READ FINANCE
MOVE 'ONE' TO CREDIT-CARD (1)
DISPLAY CREDIT-CARD (1) CREDIT-CARD (1-5)
```

Output:

```

CREDIT-CARD      CREDIT-CARD
-----
ONE              DINERS CLUB
                AMERICAN EXPRESS

ONE              AVIS
                AMERICAN EXPRESS
```

## OBTAIN

---

```
ONE          HERTZ
             AMERICAN EXPRESS

ONE          UNITED AIR TRAVEL
```

The first reference to CREDIT-CARD (1) is not contained within the array. The array which is defined after the reference to the unique occurrence (1) cannot retroactively include a unique occurrence or an array which is shorter than the one being defined.

```
READ FINANCE
OBTAIN CREDIT-CARD (1-5)
MOVE 'ONE' TO CREDIT-CARD (1)
DISPLAY CREDIT-CARD (1) CREDIT-CARD (1-5)
```

### Output:

```
  CREDIT-CARD  CREDIT-CARD
-----
ONE           ONE
             AMERICAN EXPRESS

ONE           ONE
             AMERICAN EXPRESS

ONE           ONE
             AMERICAN EXPRESS

ONE           ONE
```

The individual reference to CREDIT-CARD (1) is contained within the array defined in the OBTAIN statement.

```
MOVE (1) TO INDEX
READ FINANCE
DISPLAY CREDIT-CARD (1-5) CREDIT-CARD (INDEX)
```

**Output:**

CREDIT-CARD	CREDIT-CARD
DINERS CLUB AMERICAN EXPRESS	DINERS CLUB
AVIS AMERICAN EXPRESS	AVIS
HERTZ AMERICAN EXPRESS	HERTZ
UNITED AIR TRAVEL	UNITED AIR TRAVEL

**The reference to CREDIT-CARD using the variable index notation is not contained within the array.**

```
RESET A(A20) B(A20) C(A20)
MOVE 2 TO I (N3)
MOVE 3 TO J (N3)
READ FINANCE
OBTAIN CREDIT-CARD (1:3) CREDIT-CARD (I:I+2) CREDIT-CARD (J:J+2)
FOR K (N3) = 1 TO 3
  MOVE CREDIT-CARD (1.K) TO A
  MOVE CREDIT-CARD (I.K) TO B
  MOVE CREDIT-CARD (J.K) TO C
  DISPLAY A B C
LOOP /* FOR
LOOP / * READ
END
```

**Output:**

## OBTAIN

---

A	B	C
CARD 01	CARD 02	CARD 03
CARD 02	CARD 03	CARD 04
CARD 03	CARD 04	CARD 05

The three arrays may be accessed individually by using the unique base index as qualifier for the index expression.

### Invalid Example 1

```
READ FINANCE
OBTAIN CREDIT-CARD (1-10)
FOR I 1 10
MOVE CREDIT-CARD (I) TO A(A20)
WRITE A
END
```

The above example will produce error message NAT1006 (value for variable index = 0) because, at the time the record is read (READ), the index I still contains the value 0.

In any case, the above example would not have printed the first 10 occurrences of CREDIT-CARD because the individual occurrence with the variable index cannot be contained in the array and the variable index (I) is only evaluated when the next record is read.

The following is the correct method of performing the above:

```
READ FINANCE
OBTAIN CREDIT-CARD (1-10)
FOR I 1 10
MOVE CREDIT-CARD (1,I) TO A (A20)
WRITE A
END
```

### Invalid Example 2

```
READ FINANCE
FOR I 1 10
WRITE CREDIT-CARD (I)
END
```

The above example will produce error message NAT1006 because the index I is zero when the record is read in the READ statement.

The following is the correct method of performing the above:



```

READ FINANCE
FOR I 1 10
GET SAME
WRITE CREDIT-CARD (0030/I)
END

```

The `GET SAME` statement is necessary to reread the record after the variable index has been updated in the `FOR` loop.

## OBTAIN Examples

- [Example 1 - OBTAIN Statement](#)
- [Example 2 - OBTAIN Statement with Multiple Ranges](#)

### Example 1 - OBTAIN Statement

```

** Example 'OBTEX1': OBTAIN
*****
RESET #INDEX (I1)
*
LIMIT 5
READ EMPLOYEES BY CITY
  OBTAIN SALARY (1:4)
  /*
  IF SALARY (4) GT 0 DO
    WRITE '=' NAME / 'SALARIES (1:4):' SALARY (1:4)
    FOR #INDEX 1 TO 4
      WRITE 'SALARY' #INDEX SALARY (1.#INDEX)
    LOOP
    SKIP 1
  DOEND
LOOP
*
END

```

### Output of Program OBTEX1:

```

Page      1                                05-02-08  13:37:48

NAME: SENKO
SALARIES (1:4):      31500      29900      28100      26600
SALARY   1      31500
SALARY   2      29900
SALARY   3      28100
SALARY   4      26600

NAME: HAMMOND

```

## OBTAIN

```
SALARIES (1:4):      22000      20200      18700      17500
SALARY      1      22000
SALARY      2      20200
SALARY      3      18700
SALARY      4      17500
```

### Example 2 - OBTAIN Statement with Multiple Ranges

```
** Example 'OBTEX2': OBTAIN (with multiple ranges)
*****
RESET #INDEX (I1) #K (I1)
*
#INDEX := 2
#K := 3
*
LIMIT 2
*
READ EMPLOYEES BY CITY
  OBTAIN SALARY (1:5)
    SALARY (#INDEX:#INDEX+3)
/*
  IF SALARY (5) GT 0 DO
    WRITE '=' NAME
    WRITE 'SALARIES (1-5):' SALARY (1:5) /
    WRITE 'SALARIES (2-5):' SALARY (#INDEX:#INDEX+3)
    WRITE 'SALARIES (2-5):' SALARY (#INDEX.1:4) /
    WRITE 'SALARY 3:' SALARY (3)
    WRITE 'SALARY 3:' SALARY (#K)
    WRITE 'SALARY 4:' SALARY (#INDEX.#K)
  DOEND
LOOP
```

### Output of Program OBTEX2:

```
Page      1                                     05-02-08  13:38:31

NAME: SENKO
SALARIES (1-5):      31500      29900      28100      26600      25200

SALARIES (2-5):      29900      28100      26600      25200
SALARIES (2-5):      29900      28100      26600      25200

SALARY 3:      28100
SALARY 3:      28100
SALARY 4:      26600
```

For further examples of using the OBTAIN statement, see *Referencing a Database Array in the Programming Guide*.

# 94 ON ERROR

---

▪ ON ERROR Usage .....	680
▪ ON ERROR Restriction .....	680
▪ ON ERROR Syntax Description .....	681
▪ ON ERROR Processing within Objects on Different Levels .....	681
▪ ON ERROR System Variables .....	682
▪ ON ERROR Example .....	682

## Structured Mode Syntax

```
ON ERROR
  statement ...
END-ERROR
```

## Reporting Mode Syntax

```
ON ERROR { statement ...
           DO statement ... DOEND }
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [DECIDE FOR](#) | [DECIDE ON](#) | [IF](#) | [IF SELECTION](#)

## ON ERROR Usage

---

The ON ERROR statement is used to intercept execution time errors which would otherwise result in a Natural error message, followed by termination of Natural program execution, and a return to command input mode.

When the ON ERROR statement block is entered for execution, the normal flow of program execution has been interrupted and cannot be resumed except for Natural error 3145 (record requested in hold), in which case a RETRY statement will cause processing to be resumed exactly where it was suspended.

This statement is non-procedural (that is, its execution depends on an event, not on where in a program it is located).

## ON ERROR Restriction

---

Only one ON ERROR statement is permitted in a Natural object.

## ON ERROR Syntax Description

Syntax Element	Description
<code>statement...</code>	<p><b>Defining the ON ERROR Processing:</b></p> <p>To define the processing that shall take place when an ON ERROR condition has been encountered, you can specify one or multiple statements.</p> <p><b>Exiting from an ON ERROR Block:</b></p> <p>An ON ERROR block may be exited by using a <a href="#">FETCH</a>, <a href="#">STOP</a>, <a href="#">TERMINATE</a>, <a href="#">RETRY</a>, <a href="#">ESCAPE ROUTINE</a> or <a href="#">ESCAPE MODULE</a> statement. If the block is not exited using one of these statements, standard error message processing is performed and program execution is terminated.</p>
END-ERROR	<p><b>End of ON ERROR Statement Block:</b></p> <p>In structured mode, the Natural reserved word END-ERROR must be used to end an ON ERROR statement block.</p> <p>In reporting mode, use the <a href="#">DO ... DOEND</a> statements to supply one or multiple statements, and to end the ON ERROR statement. If you specify only a single statement, you can omit the DO ... DOEND statements. With respect to good coding practice, this is not recommended.</p>
<code>statement ... DO statement ... DOEND</code>	

## ON ERROR Processing within Objects on Different Levels

In an object call hierarchy created by means of [CALLNAT](#), [PERFORM](#) or [FETCH RETURN](#) statements, each object may contain an ON ERROR statement.

When an error occurs, Natural will trace back the call hierarchy and select the first ON ERROR statement encountered in an object for execution.

For further information, see *Processing of Application Errors* in the *Programming Guide*.

## ON ERROR System Variables

The following Natural system variables can be used in conjunction with the ON ERROR statement (as shown in the [Example](#) below):

System Variable	Explanation
*ERROR-NR	Contains the number of the error detected by Natural.
*ERROR-LINE	Contains the line number of the statement which caused the error.
*PROGRAM	Contains the name of the Natural object that is currently being executed.

## ON ERROR Example

```

** Example 'ONEEX1': ON ERROR
**
**
CAUTION: Executing this example will modify the database records!
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 CITY
*
1 #NAME (A20)
1 #CITY (A20)
END-DEFINE
*
REPEAT
  INPUT 'ENTER NAME:' #NAME
  IF #NAME = ' '
    STOP
  END-IF
  FIND EMPLOY-VIEW WITH NAME = #NAME
  INPUT (AD=M) 'ENTER NEW VALUES:' ///
    'NAME:' NAME /
    'CITY:' CITY

  UPDATE
  END TRANSACTION
/*
ON ERROR
  IF *ERROR-NR = 3009
    WRITE 'LAST TRANSACTION NOT SUCCESSFUL'
      / 'HIT ENTER TO RESTART PROGRAM'
    FETCH 'ONEEX1'
  END-IF

```

```
WRITE 'ERROR' *ERROR-NR 'OCCURRED IN PROGRAM' *PROGRAM
      'AT LINE' *ERROR-LINE
FETCH 'MENU'
END-ERROR
/*
END-FIND
END-REPEAT
END
```





# 95 OPEN CONVERSATION

---

■ OPEN CONVERSATION Usage .....	686
■ OPEN CONVERSATION Syntax Description .....	686
■ Further Information and OPEN CONVERSATION Examples .....	687

```
OPEN CONVERSATION USING [SUBPROGRAMS] operand1 ...
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [CLOSE CONVERSATION](#) | [DEFINE DATA CONTEXT](#)

Belongs to Function Group: [Natural Remote Procedure Call](#)

## OPEN CONVERSATION Usage

---

The statement `OPEN CONVERSATION` is used in conjunction with the Natural RPC (Remote Procedure Call). It allows the RPC Client to open a conversation and specify the remote subprograms to be included in the conversation.

When the `OPEN CONVERSATION` statement is executed, it assigns a unique ID identifying the conversation to the system variable `*CONVID`.

## OPEN CONVERSATION Syntax Description

---

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C   S   A	A	yes	no

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Subprogram Names:</b></p> <p>As <i>operand1</i> you specify the names of the remote subprograms to be included in the conversation.</p> <p>The name of a subprogram can be specified either as a constant of 1 to 8 characters, or as an alphanumeric variable of length 1 to 8.</p>

## Further Information and OPEN CONVERSATION Examples

---

See the following sections in the *Natural RPC (Remote Procedure Call)* documentation:

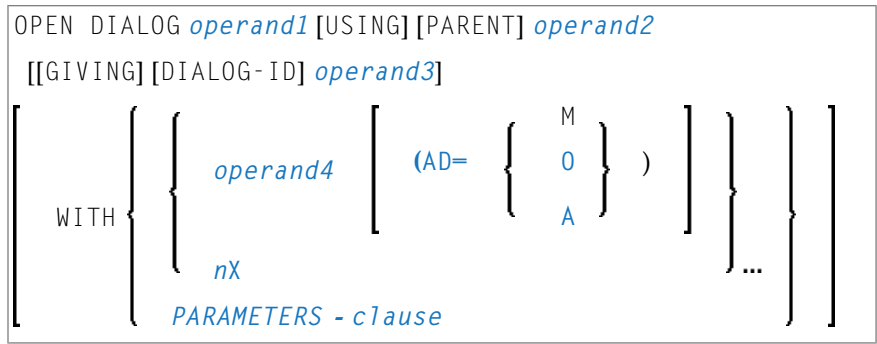
- *Natural RPC Operation in Conversational Mode*
- *Using a Conversational RPC*



# 96 OPEN DIALOG

---

▪ OPEN DIALOG Usage .....	690
▪ OPEN DIALOG Syntax Description .....	690



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statement: [CLOSE DIALOG](#) | [PROCESS GUI](#) | [SEND EVENT](#)

Belongs to Function Group: [Event-Driven Programming](#)

## OPEN DIALOG Usage

This statement is used to open a dialog dynamically.

## OPEN DIALOG Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S	A	yes	no
<i>operand2</i>	C S	G	no	no
<i>operand3</i>	S	I	yes	no
<i>operand4</i>	C S A	A U N P I F B D T L C G O	yes	no

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Dialog Name:</b></p> <p><i>operand1</i> is the name of the dialog to be opened. <i>operand1</i> must be a constant if the <i>PARAMETERs - clause</i> is used.</p>
<i>operand2</i>	<p><b>Handle Name:</b></p> <p><i>operand2</i> is the handle name of the parent.</p>

Syntax Element	Description						
<i>operand3</i>	<p><b>Dialog ID:</b></p> <p><i>operand3</i> is a unique identifier returned from the creation of the dialog. It must be defined with format/length I4.</p>						
<i>operand4</i>	<p><b>Passing Parameters to the Dialog:</b></p> <p>When a dialog is opened, parameters may be passed to this dialog.</p> <p>As <i>operand4</i> you specify the parameters which are passed to the dialog.</p>						
<i>PARAMETERS-clause</i>	<p><b>Passing Parameters Selectively:</b></p> <p>With the <i>PARAMETERS-clause</i>, parameters may be passed selectively. For full details, see <a href="#">PARAMETERS Clause</a> below.</p> <p><b>Note:</b> You can only use the <i>PARAMETERS-clause</i> if <i>operand1</i> is a constant and the dialog is cataloged.</p>						
<i>nX</i>	<p><b>Specifying Parameters to be Skipped:</b></p> <p>With the notation <i>nX</i> you can specify that the next <i>n</i> parameters are to be skipped (for example, 1X to skip the next parameter, or 3X to skip the next three parameters); this means that for the next <i>n</i> parameters no values are passed to the dialog. A parameter that is to be skipped must be defined with the keyword <a href="#">OPTIONAL</a> in the dialog's <a href="#">DEFINE DATA PARAMETER</a> statement. <a href="#">OPTIONAL</a> means that a value can - but need not - be passed from the invoking object to such a parameter.</p>						
AD=	<p><b>Attribute Assignment:</b></p> <p>If <i>operand4</i> is a variable, you can mark it in one of the following ways:</p> <table border="1"> <tbody> <tr> <td>AD=0</td> <td>Non-modifiable, see session parameter AD=0.</td> </tr> <tr> <td>AD=M</td> <td>Modifiable, see session parameter AD=M.</td> </tr> <tr> <td>AD=A</td> <td>Input only, see session parameter AD=A.</td> </tr> </tbody> </table> <p><i>operand4</i> cannot be explicitly specified if <i>operand4</i> is a constant. AD=0 always applies to constants.</p>	AD=0	Non-modifiable, see session parameter AD=0.	AD=M	Modifiable, see session parameter AD=M.	AD=A	Input only, see session parameter AD=A.
AD=0	Non-modifiable, see session parameter AD=0.						
AD=M	Modifiable, see session parameter AD=M.						
AD=A	Input only, see session parameter AD=A.						

## PARAMETERS Clause

```
PARAMETERS {parameter-name = operand4}...
END-PARAMETERS
```

Syntax Element Description:

Syntax Element	Description
<i>parameter-name</i>	<b>Parameter Name:</b> The name of the parameter as defined in the parameter data area section of the dialog. <b>Note:</b> If the value of a parameter marked with AD=0 and passed “by reference” is changed in a dialog, this will lead to a runtime error.
<i>operand4</i>	<b>Parameters to be Passed:</b> As <i>operand4</i> you specify the parameters which are passed to the dialog.
END - PARAMETERS	<b>End of PARAMETERS Clause:</b> The Natural reserved word END - PARAMETERS must be used to end the PARAMETERS clause.



# 97      OPTIONS

---

▪ OPTIONS Usage .....	694
▪ Processing of Multiple OPTIONS Statements .....	694

OPTIONS *parameter* ...

## OPTIONS Usage

---

The `OPTIONS` statement can be used to specify compilation options as parameters for the current Natural object. These are the same options that can be specified within a Natural session with the `COMPOPT` system command.



**Note:** No z/OS-specific options are available. For compatibility reasons, for example, when programming a cross-platform application, such options are ignored during compile time.

## Processing of Multiple OPTIONS Statements

---

If multiple `OPTIONS` statements are specified within the same Natural object, the option settings take effect immediately. However, this is not the case with the options `PSIGNF`, `TSENL` and `GFID`. For these options, the option value specified with the *last* `OPTIONS` statement applies.

# XII

---

■ 98 PARSE JSON .....	697
■ 99 PARSE XML .....	709
■ 100 PASSW .....	725
■ 101 PERFORM .....	729
■ 102 PERFORM BREAK PROCESSING .....	737
■ 103 PRINT .....	741
■ 104 PROCESS .....	751
■ 105 PROCESS COMMAND .....	755
■ 106 PROCESS GUI .....	771
■ 107 PROCESS PAGE .....	775
■ 108 PROCESS REPORTER .....	789
■ 109 PROCESS SQL (SQL) .....	799
■ 110 PROPERTY .....	803

---

# 98

## PARSE JSON

---

■ PARSE JSON Usage .....	698
■ PARSE JSON Syntax Description .....	699
■ PARSE JSON Examples .....	702
■ PARSE JSON: Reason Codes for Error Message NAT8331 .....	707

```

PARSE JSON operand1 [ENCODED[IN] CODEPAGE operand2]
    [ INTO { PATH operand3 [WITH SEPARATOR [NAME [VALUE
              operand4          operand5] operand6] } ]
              NAME operand5 [VALUE operand6]
              VALUE operand6
    [ GIVING operand7 [SUBCODE operand8]]
    statement...
END-PARSE [(r)]                (structured mode only)
LOOP [(r)]                     (reporting mode only)

```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statement: [REQUEST DOCUMENT](#).

Belongs to Function Group: [Internet and Parsing](#).

## PARSE JSON Usage

The PARSE JSON statement allows you to parse JSON documents from a Natural program. See also *Statements for Internet Access and Parsing* in the *Programming Guide*.

It is recommended that you use dynamic variables when using the PARSE JSON statement, because it is not feasible to determine the length of a static variable. Using static variables might result in the truncation of the value intended for the variable.

For information on Unicode support, see PARSE JSON in the *Unicode and Code Page Support* documentation.

### Mark-Up

The markings below are used in path strings to represent the various data structures and their statuses in a JSON document:

Marking	JSON Data	Location in Path String
<	Start of an Object	At the beginning, at the end, or between field names
>	End of an Object	At the end
(	Start of an Array	At the beginning, at the end, or between field names
)	End of an Array	At the end

Marking	JSON Data	Location in Path String
/	Separator  <b>Note:</b> You can customize the separator marker using <i>operand2</i>	
\$	Parsed data - character data string	At the end

By using this additional markup in the path string, you can differentiate the elements of the JSON document in the output more easily.

### Related System Variables

The following Natural system variables are automatically created for each PARSE JSON statement that is executed:

- \*PARSE - TYPE
- \*PARSE - LEVEL
- \*PARSE - INDEX

The notation (*r*) after \*PARSE - TYPE, \*PARSE - LEVEL, and \*PARSE - INDEX is used to indicate the label or statement number of the statement in which the PARSE was issued. If (*r*) is not specified, the corresponding system variable represents the system variable of the JSON data currently processed in the active PARSE processing loop.

For more information on these system variables, see the *System Variables* documentation.

## PARSE JSON Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S	A U B	yes	no
<i>operand2</i>	C S	A	yes	no
<i>operand3</i>	S	A U B	yes	yes
<i>operand4</i>	C S	A U B	yes	no
<i>operand5</i>	S	A U B	yes	yes
<i>operand6</i>	S	A U B	yes	yes
<i>operand7</i>	S	I4	yes	yes
<i>operand8</i>	S	I4	yes	yes

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>JSON Document:</b>  <i>Operand1</i> represents the JSON document to be parsed. The JSON document might not be changed while being parsed. If you try to change the JSON document during parsing, the change does not take effect in the PARSE process.</p>
ENCODED [IN] CODEPAGE <i>operand2</i>	<p><b>ENCODED [IN] CODEPAGE:</b>  <i>Operand2</i> denotes the code page of the JSON document represented by <i>operand1</i></p>
PATH <i>operand3</i>	<p><b>Path:</b>  <i>Operand3</i> represents the PATH of a data in the JSON document.</p> <p>The PATH contains the NAME of the identified JSON part, the NAMES of all parents, as well as the type of the JSON part. Every name in the PATH is separated by <i>operand4</i> called Separator.</p> <p><b>Note:</b> The information given with PATH can be used to easily fill a tree view.</p> <p>See also <a href="#">Example 1 - Using the PATH Option.</a></p>
SEPARATOR <i>operand4</i>	<p><b>Separator:</b>  <i>Operand4</i> represents the Separator sign used to separate NAME and Mark-Up in the PATH (<i>operand3</i>). The default Separator sign used in the PATH (<i>operand3</i>) is a slash (/).</p> <p>See also <a href="#">Example 2 - Using the PATH with SEPARATOR Option.</a></p>
NAME <i>operand5</i>	<p><b>Data Element Name:</b>  <i>Operand5</i> represents the NAME of a data element in the JSON document.</p> <p>If NAME has no value, then the dynamic variable associated with it is set to *LENGTH( )=0, which is a static variable filled with a blank.</p> <p>See also <a href="#">Example 3 - Using the NAME Option.</a></p>
VALUE <i>operand6</i>	<p><b>Data Element Content:</b>  <i>Operand6</i> represents the content (VALUE) of a data element in the JSON document.</p> <p>If there is no value, a given dynamic variable associated with it is set to *LENGTH( )=0, which is a static variable filled with a blank.</p> <p>See also <a href="#">Example 4 - Using the VALUE Option.</a></p>
GIVING <i>operand7</i>	<p><b>GIVING:</b></p> <p>When the PARSE process encounters an error at runtime, <i>operand7</i> holds the 4-digit Natural error number.</p> <p><i>Operand7</i> is updated at the end of each iteration in a parse process.</p>



Syntax Element	Description
	<p>GIVING applies only to error code NAT8331. If the GIVING parameter is specified, <i>operand7</i> returns 0 in the absence of an error. However, if a PARSE error occurs, <i>operand7</i> returns an appropriate Natural error number.</p> <p>When an error occurs and the GIVING parameter is specified, the PARSE loop is terminated and control is passed back to the statement following END-PARSE.</p> <p>When GIVING is not set and an error occurs, a Natural error message is returned and program execution is suspended, unless the ON ERROR statement block is used.</p> <p>See also <a href="#">Example 5 - Using the GIVING and SUBCODE Clauses</a>.</p>
SUBCODE <i>operand8</i>	<p><b>SUBCODE:</b></p> <p>When the PARSE process encounters an error at runtime, <i>operand8</i> holds the 3-digit Reason Code associated with the error number in <i>operand7</i>.</p> <p><i>operand8</i> is updated at the end of each iteration in a parse process.</p> <p>If SUBCODE parameter is specified, <i>operand8</i> returns 0 in the absence of an error. However, if a PARSE error occurs, <i>operand8</i> returns an appropriate reason code.</p> <p>SUBCODE applies only to error code NAT8331. When the SUBCODE operand is provided along with GIVING and an error occurs, the PARSE loop is terminated and control is returned to the statement following END-PARSE.</p> <p><b>Note:</b> You can find the list of all reason codes for Natural error NAT8331 under <a href="#">JSON PARSE: Reason Codes for Error Message NAT8331</a>.</p> <p>See also <a href="#">Example 5 - Using the GIVING and SUBCODE Clauses</a>.</p>
END-PARSE ( <i>r</i> )	<p><b>End of PARSE JSON Statement:</b></p>
LOOP ( <i>r</i> )	<p>In structured mode, the Natural reserved keyword END-PARSE must be used to end the PARSE JSON statement.</p> <p>You can specify labels or line numbers with END-PARSE in structured mode.</p> <p>In reporting mode, the Natural statement LOOP is used to end the PARSE JSON statement.</p> <p>You can specify labels or line numbers with LOOP in reporting mode.</p>

## PARSE JSON Examples

---

- [Example 1 - Using the PATH Option](#)
- [Example 2 - Using the PATH with SEPARATOR Option](#)
- [Example 3 - Using the NAME Option](#)
- [Example 4 - Using the VALUE Option](#)
- [Example 5 - Using the GIVING and SUBCODE Clauses](#)

### Example 1 - Using the PATH Option

The following code:

```

** Example 'PAJSNEX1': PARSE JSON (with PATH and CODEPAGE)
**
** Note: Definition of variable MYJSON needs TQMARK set to OFF.
*****
OPTIONS TQMARK=OFF          /* Translate quotation mark
*
DEFINE DATA LOCAL
1 MYJSON      (A) DYNAMIC
1 MYCODEPAGE  (A) DYNAMIC
1 MYPATH      (A) DYNAMIC
END-DEFINE
*
COMPRESS '{'
      ' "employee": {'
      '   "@personnel-id": "30016315",'
      '   "full-name": {'
      '     "first-name": "RICHARD",'
      '     "name": "FORDHAM"'
      '   }'
      ' }'
      '}'
INTO MYJSON LEAVING NO
*
MYCODEPAGE := *CODEPAGE
*
PARSE JSON MYJSON ENCODED IN CODEPAGE MYCODEPAGE
      INTO PATH MYPATH
      PRINT MYPATH
END-PARSE
END

```

produces the following output:

```

<
</employee
</employee/<
</employee/<@personnel-id
</employee/<@personnel-id/$
</employee/</full-name
</employee/</full-name/<
</employee/</full-name/</first-name
</employee/</full-name/</first-name/$
</employee/</full-name/</name
</employee/</full-name/</name/$
</employee/</full-name/>
</employee/>
>

```

## Example 2 - Using the PATH with SEPARATOR Option

The following code:

```

** Example 'PAJSNEX2': PARSE JSON (with PATH and SEPARATOR)
**
** Note: Definition of variable MYJSON needs TQMARK set to OFF.
*****
OPTIONS TQMARK=OFF          /* Translate quotation mark
*
DEFINE DATA LOCAL
1 MYJSON      (A) DYNAMIC
1 MYCODEPAGE  (A) DYNAMIC
1 MYPATH      (A) DYNAMIC
1 MYSEPARATOR (A1)
END-DEFINE
*
COMPRESS '{'
      ' "employee": {'
      '   "@personnel-id": "30016315",'
      '   "full-name": {'
      '     "first-name": "RICHARD",'
      '     "name": "FORDHAM"'
      '   }'
      ' }'
      '}'
INTO MYJSON LEAVING NO
*
MYCODEPAGE := *CODEPAGE
MYSEPARATOR := '*'
*
PARSE JSON MYJSON ENCODED IN CODEPAGE MYCODEPAGE
          INTO PATH MYPATH WITH SEPARATOR MYSEPARATOR
      PRINT MYPATH
END-PARSE
END

```

produces the following output:

```
<
<*employee
<*employee*<
<*employee*<*@personnel-id
<*employee*<*@personnel-id*$
<*employee*<*full-name
<*employee*<*full-name*<
<*employee*<*full-name*<*first-name
<*employee*<*full-name*<*first-name*$
<*employee*<*full-name*<*name
<*employee*<*full-name*<*name*$
<*employee*<*full-name*>
<*employee*>
>
```

### Example 3 - Using the NAME Option

The following code:

```
** Example 'PAJSNEX3': PARSE JSON (with PATH and NAME)
**
** Note: Definition of variable MYJSON needs TQMARK set to OFF.
*****
OPTIONS TQMARK=OFF          /* Translate quotation mark
*
DEFINE DATA LOCAL
1 MYJSON      (A) DYNAMIC
1 MYPATH      (A) DYNAMIC
1 MYNAME      (A) DYNAMIC
END-DEFINE
*
COMPRESS '{'
      ' "employee": {'
      '   "@personnel-id": "30016315",'
      '   "full-name": {'
      '     "first-name": "RICHARD",'
      '     "name": "FORDHAM"'
      '   }'
      ' }'
      '}'
INTO MYJSON LEAVING NO
*
PARSE JSON MYJSON INTO PATH MYPATH NAME MYNAME
      DISPLAY (AL=39) MYPATH MYNAME
END-PARSE
END ↵
```

produces the following output:

MYPATH	MYNAME
<	
</employee	employee
</employee/<	employee
</employee/</@personnel-id	@personnel-id
</employee/</@personnel-id/\$	
</employee/</full-name	full-name
</employee/</full-name/<	full-name
</employee/</full-name/</first-name	first-name
</employee/</full-name/</first-name/\$	
</employee/</full-name/</name	name
</employee/</full-name/</name/\$	
</employee/</full-name/>	
</employee/>	
>	

### Example 4 - Using the VALUE Option

The following code:

```

** Example 'PAJSNEX4': PARSE JSON (with PATH and VALUE)
**
** Note: Definition of variable MYJSON needs TQMARK set to OFF.
*****
OPTIONS TQMARK=OFF          /* Translate quotation mark
*
DEFINE DATA LOCAL
1 MYJSON      (A) DYNAMIC
1 MYPATH      (A) DYNAMIC
1 MYVALUE     (A) DYNAMIC
END-DEFINE
*
COMPRESS '{'
      ' "employee": {'
      '   "@personnel-id": "30016315",'
      '   "full-name": {'
      '     "first-name": "RICHARD",'
      '     "name": "FORDHAM"'
      '   }'
      ' }'
      '}'
INTO MYJSON LEAVING NO
*
PARSE JSON MYJSON INTO PATH MYPATH VALUE MYVALUE
      DISPLAY (AL=39) MYPATH MYVALUE
END-PARSE
END

```

produces the following output:

```

                                MYPATH                                MYVALUE
-----
<
</employee
</employee/<
</employee/</@personnel-id
</employee/</@personnel-id/$          30016315
</employee/</full-name
</employee/</full-name/<
</employee/</full-name/</first-name
</employee/</full-name/</first-name/$  RICHARD
</employee/</full-name/</name
</employee/</full-name/</name/$      FORDHAM
</employee/</full-name/>
</employee/>
>

```

**Example 5 - Using the GIVING and SUBCODE Clauses**

The following program produces a runtime error:

```

** Example 'PAJSNEX5': PARSE JSON (with GIVING and SUBCODE)
**
** Note: Definition of variable MYJSON needs TQMARK set to OFF.
*****
OPTIONS TQMARK=OFF           /* Translate quotation mark
*
DEFINE DATA LOCAL
1 MYJSON      (A) DYNAMIC
1 MYPATH      (A) DYNAMIC
1 MYNAME      (A) DYNAMIC
1 MYVALUE     (A) DYNAMIC
1 MYGIVING    (I4)
1 MYSUBCODE   (I4)
END-DEFINE
*
* Produce Natural runtime error with incorrect JSON document
*
COMPRESS '{'
      ' "employee": {'
      '   "@personnel-id": "30016315",'
      '   "full-name": {'
      '     "first-name": "RICHARD",'
      '     "FORDHAM"' /* here the key 'name' is missing
      '   }'
      ' }'
      '}'
INTO MYJSON LEAVING NO
*
PARSE JSON MYJSON INTO PATH MYPATH NAME MYNAME VALUE MYVALUE

```

```

                GIVING MYGIVING SUBCODE MYSUBCODE
        WRITE (AL=39) MYPATH
END-PARSE
*
IF MYGIVING NE 0
    WRITE / 'Error Number:' MYGIVING 'Subcode:' MYSUBCODE
END-IF
END
    
```

output of the given program:

```

<
</employee
</employee/<
</employee/</@personnel-id
</employee/</@personnel-id/$
</employee/</full-name
</employee/</full-name/<
</employee/</full-name/</first-name
</employee/</full-name/</first-name/$
</employee/</full-name/</FORDHAM

Error Number:          8331 Subcode:          5
    
```

## PARSE JSON: Reason Codes for Error Message NAT8331

If the JSON parsing process terminates with error message NAT8331, the JSON input document is syntactically invalid. The reason codes returned, along with NAT8331, represent the following meanings:

Reason Code	Explanation
001	An internal error has occurred, and the PARSE process cannot proceed.
002	There is a generic syntax error.
003	VALUE is missing (or) JSON document is BLANK.
004	KEY is missing.
005	COLON is missing.
006	Either a COMMA (or) close of array/object is missing.
007	String not properly closed.
008	Invalid/unknown escape sequence (in a string).
009	Invalid UTF-8 (in a string).
010	The JSON document is empty.
211	The document root must not follow by other values.
212	Invalid escape character in string.

Reason Code	Explanation
213	Invalid encoding in string.
214	Number too big to be stored in double.
215	Missing fraction part in number.
216	Missing exponent in number.

**Reason Codes for Error Message NAT8331**



# 99

## PARSE XML

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- PARSE XML Usage ..... 710
- PARSE XML Syntax Description ..... 711
- PARSE XML Examples ..... 715
- PARSE XML: Reason Codes for Error Message NAT8311 ..... 720

```

PARSE XML operand1
    [ INTO { PATH operand2 [NAME operand3] [VALUE operand4]
              NAME operand3 [VALUE operand4]
              VALUE operand4 } ]
    [[NORMALIZE] NAMESPACE operand5 PREFIX operand6]
    [ GIVING operand7 [SUBCODE operand8]]
    statement...
END-PARSE [(r)]                (structured mode only)
LOOP [(r)]                     (reporting mode only)

```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statement: [REQUEST DOCUMENT](#)

Belongs to Function Group: [Internet and Parsing](#)

## PARSE XML Usage

The PARSE XML statement allows you to parse XML documents from a Natural program. See also *Statements for Internet Access and Parsing* in the *Programming Guide*.

It is recommended that you use dynamic variables when using the PARSE XML statement, because it is impossible to determine the length of a static variable. Using static variables could in turn lead to the truncation of the value that is to be written into the variable.

For information on Unicode support, see PARSE XML in the *Unicode and Code Page Support* documentation.

### Mark-Up

The following are markings used in path strings to represent the different data types in an XML document (on ASCII-based systems):

Marking	XML Data	Location in Path String
?	Processing instruction (except for <?XML...?>)	end
!	Comment	end
C	CDATA section	end
@	Attribute (on z/OS: \$ or @, depending on session code page and terminal emulation)	before the attribute name
/	Closing tag and/or parent name separator in a path	end or between parent names
\$	Parsed data - character data string	end

By using this additional markup in the path string, one can more easily identify the different elements of the XML document in the output document.

### Global Namespace

To specify the global namespace, use a colon (:) as prefix and an empty URI.

### Related System Variables

The following Natural system variables are automatically created for each PARSE XML statement issued:

- \*PARSE-TYPE
- \*PARSE-LEVEL
- \*PARSE-ROW
- \*PARSE-COL
- \*PARSE-NAMESPACE-URI

The notation (*r*) after \*PARSE-TYPE, \*PARSE-LEVEL, \*PARSE-ROW, \*PARSE-COL and \*PARSE-NAMESPACE-URI is used to indicate the label or statement number of the statement in which the PARSE was issued. If (*r*) is not specified, the corresponding system variable represents the system variable of the XML data currently being processed in the active PARSE processing loop.

For more information on these system variables, see the *System Variables* documentation.

## PARSE XML Syntax Description

Operand Definition Table:

Operand	Possible Structure				Possible Formats												Referencing Permitted	Dynamic Definition	
<i>operand1</i>	C	S			A	U	B											yes	no
<i>operand2</i>		S			A	U	B											yes	yes
<i>operand3</i>		S			A	U	B											yes	yes
<i>operand4</i>		S			A	U	B											yes	yes
<i>operand5</i>		S	A		A	U	B											yes	yes
<i>operand6</i>		S	A		A	U	B											yes	yes
<i>operand7</i>													I4					yes	yes
<i>operand8</i>													I4					yes	yes

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>XML Document:</b>  <i>operand1</i> represents the XML document in question. The XML document may not be changed while it is being parsed. If you try to change the XML document during parsing (by writing into it, for example), an error message will be displayed.</p>
PATH <i>operand2</i>	<p><b>Path:</b>  <i>operand2</i> represents the PATH of the data in the XML document.</p> <p>The PATH contains the name of the identified XML part, the names of all parents, as well as the type of the XML part.</p> <p><b>Note:</b> The information given with PATH can be used to easily fill a tree view.</p> <p>See also <a href="#">Example 1 - Using the PATH Option</a>.</p>
NAME <i>operand3</i>	<p><b>Data Element Name:</b>  <i>operand3</i> represents the NAME of a data element in the XML document.</p> <p>If NAME has no value, then the dynamic variable associated with it will be set to *LENGTH( )=0, which is a static variable filled with a blank.</p> <p>See also <a href="#">Example 2 - Using the NAME Option</a>.</p>
VALUE <i>operand4</i>	<p><b>Data Element Content:</b>  <i>operand4</i> represents the content (VALUE) of a data element in the XML document.</p> <p>If there is no value, a given dynamic variable will be set to *LENGTH( )=0, which is a static variable filled with a blank.</p> <p>See also <a href="#">Example 3 - Using the VALUE Option</a>.</p>
<i>operand5</i> and <i>operand6</i>  NORMALIZE NAMESPACE  PREFIX	<p><b>Namespace URI and Prefix:</b></p> <p>The NAMESPACE URI or Uniform Resource Identifier (<i>operand5</i>) and the namespace PREFIX (<i>operand6</i>) are copied during runtime. Therefore, modifying the namespace mapping arrays inside the PARSE XML loop will not affect the parser.</p> <p><i>operand5</i> and <i>operand6</i> are one-dimensional arrays with an equal number of occurrences.</p> <p>Namespace normalization is a feature of the PARSE statement. XML is capable of defining namespaces for the element names:</p>

Syntax Element	Description
	<pre data-bbox="451 239 1101 270">&lt;mys:myentity xmlns:myns="http://myuri" /&gt;</pre> <p data-bbox="451 302 1013 333">The NAMESPACE definition consists of two parts:</p> <ul data-bbox="451 363 1114 438" style="list-style-type: none"> <li>■ a namespace PREFIX (which is, in this case, <code>myns</code>) and</li> <li>■ a URI (<code>myuri</code>) to define the namespace.</li> </ul> <p data-bbox="451 470 1472 636">The namespace PREFIX is part of the element name. This means, that for the PARSE statement, and especially for <i>operand2</i>, the generated PATH strings depend on the namespace PREFIX. If the path inside a Natural program is used to indicate specific tags, then this will fail if an XML document uses the correct NAMESPACE (URI), but with a different PREFIX.</p> <p data-bbox="451 667 1472 804">With namespace normalization, all namespace PREFIXes can be set to defaults which have been defined in the NAMESPACE clause. The first entry will be the one used if a URI is specified more than once. If more than one PREFIX is used in the XML document, then only the first one will be taken into account for the output. The rest will be ignored.</p> <p data-bbox="451 835 1435 867">The NAMESPACE clause contains pairs of namespace URIs and prefixes. For example:</p> <pre data-bbox="451 909 1308 968">uri(1) := 'http://namespaces.softwareag.com/natural/demo' pre(1) := 'nat:'</pre> <p data-bbox="451 999 1472 1129">If NAMESPACE is defined inside an XML document, the parser checks to see if that namespace (URI) exists in the normalization table. The prefix of the normalization table is used for all output data from the PARSE statement, instead of the namespace defined in the XML document.</p> <p data-bbox="451 1161 553 1192">See also:</p> <ul data-bbox="451 1224 1300 1304" style="list-style-type: none"> <li>■ <a href="#">Example 4 - Using the NAMESPACE Clause</a></li> <li>■ <a href="#">Example 5 - Using the NAMESPACE Clause with NORMALIZATION</a></li> </ul> <p data-bbox="451 1335 995 1367"><b>Additional Information Concerning PREFIX:</b></p> <p data-bbox="451 1398 1118 1430">In addition, the following applies to the prefix definition:</p> <ul data-bbox="451 1461 1472 1812" style="list-style-type: none"> <li>■ The prefix definition in the namespace normalization array always has to end in a colon (:), since this is the string that will be replaced.</li> <li>■ A PREFIX or a URI may only occur once in a namespace normalization array.</li> <li>■ If a PREFIX or the NAMESPACE URI contains trailing blanks (e.g. when using a static variable), the trailing blanks will be removed before the external parser is called.</li> <li>■ If the PREFIX definition at the namespace normalization only contains a colon (:), the NAMESPACE PREFIX will be reduced to a colon (:).</li> <li>■ If the PREFIX definition at the namespace normalization is empty, then the NAMESPACE PREFIX will be deleted.</li> </ul>

Syntax Element	Description
GIVING <i>operand7</i>	<p><b>GIVING:</b></p> <p>When the PARSE process encounters an error at runtime, <i>operand7</i> holds the 4-digit Natural error number.</p> <p><i>Operand7</i> is updated at the end of each iteration in a parse process.</p> <p>GIVING applies only to error code NAT8311. If the GIVING parameter is specified, <i>operand7</i> returns 0 in the absence of an error. However, if a PARSE error occurs, <i>operand7</i> returns an appropriate Natural error number.</p> <p>When an error occurs and the GIVING parameter is specified, the PARSE loop is terminated and control is passed back to the statement following END-PARSE.</p> <p>When GIVING is not set and an error occurs, a Natural error message is returned and program execution is suspended, unless the ON ERROR statement block is used.</p> <p>See also <a href="#">Example 6 - Using the GIVING and SUBCODE Clauses</a>.</p>
SUBCODE <i>operand8</i>	<p><b>SUBCODE:</b></p> <p>When the PARSE process encounters an error at runtime, <i>operand8</i> holds the 3-digit Reason Code associated with the error number in <i>operand7</i>.</p> <p><i>Operand8</i> is updated at the end of each iteration in a parse process.</p> <p>If SUBCODE parameter is specified, <i>operand8</i> returns 0 in the absence of an error. However, if a PARSE error occurs, <i>operand8</i> returns an appropriate reason code.</p> <p>SUBCODE applies only to error code NAT8311. When the SUBCODE operand is provided along with GIVING and an error occurs, the PARSE loop is terminated and control is returned to the statement following END-PARSE.</p> <p><b>Note:</b> You can find the list of all reason codes for Natural error NAT8311 related to PARSE XML under <a href="#">PARSE XML: Reason Codes for Error Message NAT8311</a>.</p> <p>See also <a href="#">Example 6 - Using the GIVING and SUBCODE Clauses</a>.</p>
END-PARSE ( <i>r</i> )	<p><b>End of PARSE XML Statement:</b></p> <p>In structured mode, the Natural reserved keyword END-PARSE must be used to end the PARSE XML statement.</p> <p>You can specify labels or line numbers with END-PARSE in structured mode.</p> <p>In reporting mode, the Natural statement LOOP is used to end the PARSE XML statement.</p> <p>You can specify labels or line numbers with LOOP in reporting mode.</p>
LOOP ( <i>r</i> )	

## PARSE XML Examples

- [Example 1 - Using the PATH Option](#)
- [Example 2 - Using the NAME Option](#)
- [Example 3 - Using the VALUE Option](#)
- [Example 4 - Using the NAMESPACE Clause](#)
- [Example 5 - Using the NAMESPACE Clause with NORMALIZATION](#)
- [Example 6 - Using the GIVING and SUBCODE Clauses](#)

### Example 1 - Using the PATH Option

The following code:

```

** Example 'PAXMLEX1': PARSE XML (with PATH and CODEPAGE)
**
*****
DEFINE DATA LOCAL
1 MYXML      (A) DYNAMIC
1 MYPATH     (A) DYNAMIC
END-DEFINE
*
COMPRESS '<?xml version="1.0" ?>'
         '<employee personnel-id="30016315" >'
         '<full-name>'
         '<!--this is just a comment-->'
         '<first-name>RICHARD</first-name>'
         '<name>FORDHAM</name>'
         '</full-name>'
         '</employee>'
INTO MYXML LEAVING NO
*
PARSE XML MYXML INTO PATH MYPATH
      PRINT MYPATH
END-PARSE
END ↵

```

produces the following output:

```

employee
employee/@personnel-id
employee/full-name
employee/full-name/!
employee/full-name/first-name
employee/full-name/first-name/$
employee/full-name/first-name//
employee/full-name/name
employee/full-name/name/$

```

```
employee/full-name/name//
employee/full-name//
employee//
```

**Example 2 - Using the NAME Option**

The following code:

```
** Example 'PAXMLEX2': PARSE XML (with PATH and NAME)
**
*****
DEFINE DATA LOCAL
1 MYXML      (A) DYNAMIC
1 MYPATH     (A) DYNAMIC
1 MYNAME     (A) DYNAMIC
END-DEFINE
*
COMPRESS '<?xml version="1.0" ?>'
        '<employee personnel-id="30016315" >'
        '<full-name>'
        '<!--this is just a comment-->'
        '<first-name>RICHARD</first-name>'
        '<name>FORDHAM</name>'
        '</full-name>'
        '</employee>'
INTO MYXML LEAVING NO
*
PARSE XML MYXML INTO PATH MYPATH NAME MYNAME
        DISPLAY (AL=39) MYPATH MYNAME
END-PARSE
END
```

produces the following output:

MYPATH	MYNAME
employee	employee
employee/@personnel-id	personnel-id
employee/full-name	full-name
employee/full-name/!	
employee/full-name/first-name	first-name
employee/full-name/first-name/\$	
employee/full-name/first-name//	first-name
employee/full-name/name	name
employee/full-name/name/\$	
employee/full-name/name//	name
employee/full-name//	full-name
employee//	employee



### Example 3 - Using the VALUE Option

The following code:

```

** Example 'PAXMLEX3': PARSE XML (with PATH and VALUE)
**
*****
DEFINE DATA LOCAL
1 MYXML      (A) DYNAMIC
1 MYPATH     (A) DYNAMIC
1 MYVALUE    (A) DYNAMIC
END-DEFINE
*
COMPRESS '<?xml version="1.0" ?>'
        '<employee personnel-id="30016315" >'
        '<full-name>'
        '<!--this is just a comment-->'
        '<first-name>RICHARD</first-name>'
        '<name>FORDHAM</name>'
        '</full-name>'
        '</employee>'
INTO MYXML LEAVING NO
*
PARSE XML MYXML INTO PATH MYPATH VALUE MYVALUE
        DISPLAY (AL=39) MYPATH MYVALUE
END-PARSE
END

```

produces the following output:

MYPATH	MYVALUE
employee	
employee/@personnel-id	30016315
employee/full-name	
employee/full-name/!	this is just a comment
employee/full-name/first-name	
employee/full-name/first-name/\$	RICHARD
employee/full-name/first-name//	
employee/full-name/name	
employee/full-name/name/\$	FORDHAM
employee/full-name/name//	
employee/full-name//	
employee//	

### Example 4 - Using the NAMESPACE Clause

The following XML code:

```
myxml := '<?xml version="1.0" encoding="ISO-8859-1" ?>' -
        '<nat:employee nat:personnel-id="30016315"' -
        ' xmlns:nat="http://namespaces.softwareag.com/natural/demo">' -
        '<nat:full-Name>' -
        '<nat:first-name>RICHARD</nat:first-name>' -
        '<nat:name>FORDHAM</nat:name>' -
        '</nat:full-Name>' -
        '</nat:employee>'
```

processed by the following Natural code:

```
PARSE XML myxml INTO PATH mypath
PRINT mypath
END-PARSE
```

produces the following output:

```
nat:employee
nat:employee/@nat:personnel-id
nat:employee/@xmlns:nat
nat:employee/nat:full-Name
nat:employee/nat:full-Name/nat:first-name
nat:employee/nat:full-Name/nat:first-name/$
nat:employee/nat:full-Name/nat:first-name//
nat:employee/nat:full-Name/nat:name
nat:employee/nat:full-Name/nat:name/$
nat:employee/nat:full-Name/nat:name//
nat:employee/nat:full-Name//
nat:employee//
```

### Example 5 - Using the NAMESPACE Clause with NORMALIZATION

Using [NORMALIZE NAMESPACE](#), the same XML document as in Example 4 with a different NAMESPACE PREFIX produces the same output.

XML code:

```
myxml := '<?xml version="1.0" encoding="ISO-8859-1" ?>' -
        '<natural:employee natural:personnel-id="30016315"' -
        ' xmlns:natural="http://namespaces.softwareag.com/natural/demo">' -
        '<natural:full-Name>' -
        '<natural:first-name>RICHARD</natural:first-name>' -
        '<natural:name>FORDHAM</natural:name>' -
        '</natural:full-Name>' -
        '</natural:employee>'
```

Natural code:

```
uri(1) := 'http://namespaces.softwareag.com/natural/demo'
pre(1) := 'nat:'
*
PARSE XML myxml INTO PATH mypath NORMALIZE NAMESPACE uri(*) PREFIX pre(*)
  PRINT mypath
END-PARSE
```

Output of the program:

```
nat:employee
nat:employee/@nat:personnel-id
nat:employee/@xmlns:nat
nat:employee/nat:full-Name
nat:employee/nat:full-Name/nat:first-name
nat:employee/nat:full-Name/nat:first-name/$
nat:employee/nat:full-Name/nat:first-name//
nat:employee/nat:full-Name/nat:name
nat:employee/nat:full-Name/nat:name/$
nat:employee/nat:full-Name/nat:name//
nat:employee/nat:full-Name//
nat:employee//
```

**Example 6 - Using the GIVING and SUBCODE Clauses**

The following program produces a runtime error:

```
** Example 'PAXMLEX4': PARSE XML (with GIVING and SUBCODE)
**
*****
DEFINE DATA LOCAL
1 MYXML      (A) DYNAMIC
1 MYPATH     (A) DYNAMIC
1 MYNAME     (A) DYNAMIC
1 MYVALUE    (A) DYNAMIC
1 MYGIVING   (I4)
1 MYSUBCODE  (I4)
END-DEFINE
*
* Produce Natural runtime error with incorrect XML document
*
COMPRESS '<?xml version="1.0" ?>'
        '<employee personnel-id="30016315" >'
        '<full-name>'
        '<!--this is just a comment-->'
        '<first-name>RICHARD</first>' /* here the key 'first' is wrong
        '<name>FORDHAM</name>'
        '</full-name>'
        '</employee>'
```

```

INTO MYXML LEAVING NO
*
PARSE XML MYXML INTO PATH MYPATH NAME MYNAME VALUE MYVALUE
      GIVING MYGIVING SUBCODE MYSUBCODE
      WRITE (AL=39) MYPATH
END-PARSE
*
IF MYGIVING NE 0
  WRITE / 'Error Number:' MYGIVING 'Subcode:' MYSUBCODE
END-IF
END

```

produces the following output:

```

employee
employee/@personnel-id
employee/full-name
employee/full-name/!
employee/full-name/first-name

Error Number:      8311 Subcode:      225

```

## PARSE XML: Reason Codes for Error Message NAT8311

---

If the XML parsing process terminates with error message NAT8311, the XML input document is syntactically invalid. The reason codes returned, along with NAT8311, represent the following meanings:

Reason Code	Explanation
201	Entity expansion limit exceeded during XML parsing.
202	Comment or CDATA section is expected.
203	Attribute name is expected.
204	Notation name is expected.
205	Illegal repetition of elements in mixed content model.
206	Default attribute declaration is expected.
207	Equal sign is expected.
208	Element name is expected.
209	Comment must start with <! - - .
210	Invalid document structure.
211	Version, encoding, or standalone declaration is expected .
212	Invalid XML version declaration.
213	Unsupported XML version.

Reason Code	Explanation
214	Unterminated XML declaration.
215	Invalid XML encoding declaration.
216	Invalid standalone declaration.
217	Unterminated comment.
218	Processing instruction name is expected.
219	Unterminated processing instruction.
220	Invalid character.
221	Unterminated start tag.
222	Attribute value is expected.
223	Unterminated end tag.
224	Type mismatch for attribute of element is expected.
225	End of tag is expected.
226	Tag name, comment, PI, or other markup expected.
227	Invalid content after the end tag of a root element.
228	Comment is expected.
229	Comment or processing instruction is expected.
230	Whitespace is expected.
231	Root element in DOCTYPE declaration is expected.
232	Quoted string is expected.
233	Public ID is expected.
234	Invalid character in public ID.
235	Unterminated DOCTYPE declaration.
236	Invalid character in internal subset.
237	Unexpected whitespace.
238	Invalid character in attribute value.
239	Markup declaration is expected.
240	TEXT declaration is illegal at this point.
241	Conditional section in internal subset.
242	Parameter entity name is expected.
243	Unterminated entity declaration.
244	Invalid character reference.
245	Unterminated character reference.
246	Entity name for reference expected.
247	Entity not found.
248	Unparsed entity reference is invalid at this point.
249	Unterminated entity reference.

Reason Code	Explanation
250	Recursive entity expansion.
251	Partial markup in entity value.
252	Unterminated element declaration.
253	Content specification for element is expected.
254	'*' is expected.
255	Mixed content model not terminated properly.
256	System or public ID is expected.
257	Unterminated notation declaration.
258	',' , ' ', or ')' is expected.
259	' ' or ')' is expected.
260	',' , ' ', or ')' is expected in content model of element.
261	Enumeration value for attribute is expected.
262	' ' or ')' is expected.
263	Unterminated entity literal.
264	Unmatched end tag detected.
265	'(' is expected.
266	Attribute is already specified for element.
267	'<' character cannot be used in attribute value. You must use < instead.
268	Leading surrogate character is not followed by a legal second character.
269	']]>' sequence to end conditional section is expected.
270	INCLUDE or IGNORE at this point is expected.
271	'[' following INCLUDE or IGNORE is expected.
272	Unexpected end of entity.
273	Parameter entity propagated out of internal or external subset.
274	Unmatched ']' character detected.
275	Parameter entity references are not allowed inside markup in internal subset.
276	Entity propagated out of the content section into miscellaneous.
277	Expected &# to be followed by a numeric character value.
278	'[' expected.
279	']]>' sequence is not allowed in character data.
280	'--' sequence is illegal in comment.
281	Unterminated CDATA section.
282	NCDATA expected.
283	NCDATA is illegal for parameter entities.
284	Hex radix character references must use 'x', not 'X'.
285	Declaration already seen.

---

Reason Code	Explanation
286	XML declarations must be in this order: version, encoding, standalone.
287	External entity cannot be referred to from attribute value.
288	Illegal Xerces Condition.
289	Conflict in namespace definition and namespace mapping table.
290	Syntax Error.

**Reason Codes for Error Message NAT8311**





# 100 PASSW

---

■ PASSW Usage .....	726
■ PASSW Syntax Description .....	726

```
PASSW=operand1
```

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [HISTOGRAM](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION](#) | [LIMIT](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: *Database Access and Update*

## PASSW Usage

---

The `PASSW` statement is used to specify a default password for access to Adabas or VSAM files which have been password-protected.

 **Note:** This password can be overwritten using the `PASSWORD` clause of the database access statements [FIND](#), [GET](#), [HISTOGRAM](#), [READ](#), [STORE](#).

### Natural Security Considerations

In the security profile of a library, you can specify a default Adabas password (as described in the *Natural Security* documentation); this password applies to all database access statements for which neither an individual password is specified nor a `PASSW` statement applies. It applies within the library in whose security profile it is specified, and also remains in effect in other libraries you subsequently log on to and in whose security profiles no password is specified.

## PASSW Syntax Description

---

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S	A	yes	no

Syntax Element Description:

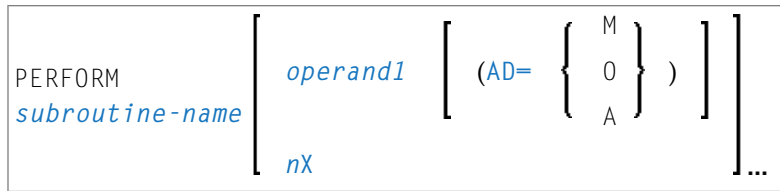
Syntax Element	Description
<i>operand1</i>	<p><b>Password:</b></p> <p>The password (<i>operand1</i>) may be specified as an alphanumeric constant or the content of an alphanumeric variable. It may consist of up to 8 characters, and must not contain special characters or embedded blanks. If the password is specified as a constant, it must be enclosed in apostrophes.</p> <p>The password specified with the <code>PASSW</code> statement applies to all database access statements (<code>FIND</code>, <code>GET</code>, <code>HISTOGRAM</code>, <code>READ</code>, <code>STORE</code>) for which no individual password is specified. It remains in effect until another password is specified in the execution of a subsequent <code>PASSW</code> statement or the Natural session is terminated.</p> <p>A password specified with a specific database access statement applies only to that statement, not to any subsequent statement.</p>



# 101      PERFORM

---

■ PERFORM Usage .....	730
■ PERFORM Syntax Description .....	730
■ PERFORM Examples .....	733



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [CALL](#) | [CALL FILE](#) | [CALL LOOP](#) | [CALLNAT](#) | [DEFINE SUBROUTINE](#) | [ESCAPE](#) | [FETCH](#)

Belongs to Function Group: [Invoking Programs and Routines](#)

## PERFORM Usage

---

The PERFORM statement is used to invoke a Natural [subroutine](#).

### Nested PERFORM Statements

The invoked subroutine may contain a PERFORM statement to invoke another subroutine (the number of nested levels is limited by the size of the required memory).

A subroutine may invoke itself (recursive subroutine). If database operations are contained within an external subroutine that is invoked recursively, Natural will ensure that the database operations are logically separated.

### Parameter Transfer with Dynamic Variables

See the statement [CALLNAT](#).

## PERFORM Syntax Description

---

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S A G	A U N P I F B D T L C G O	yes	yes

Syntax Element Description:

Syntax Element	Description
<i>subroutine-name</i>	<p><b>Subroutine to be Invoked:</b></p> <p>For a subroutine name (maximum 32 characters), the same naming conventions apply as for user-defined variables.</p> <p>The subroutine name is independent of the name of the module in which the subroutine is defined (it may but need not be the same).</p> <p>The subroutine to be invoked must be defined with a <code>DEFINE SUBROUTINE</code> statement. It may be an inline or external subroutine (see <a href="#">DEFINE SUBROUTINE</a> statement).</p> <p>Within one object, no more than 50 external subroutines may be referenced.</p> <p><b>Data Available in a Subroutine</b></p> <ul style="list-style-type: none"> <li>■ <b>Inline Subroutines</b> No explicit parameters can be passed from the invoking object to an inline subroutine. An inline subroutine has access to the currently established global data area as well as the local data area defined within the same object module.</li> <li>■ <b>External Subroutines</b> An external subroutine has access to the currently established global data area. Moreover, parameters can be passed with the <code>PERFORM</code> statement from the invoking object to the external subroutine (see <i>operand1</i>); thus, you may reduce the size of the global data area.</li> </ul>
<i>operand1</i>	<p><b>Parameters to be Passed:</b></p> <p>When an external subroutine is invoked with the <code>PERFORM</code> statement, one or more parameters (<i>operand1</i>) can be passed with the <code>PERFORM</code> statement from the invoking object to the external subroutine. For an inline subroutine, <i>operand1</i> cannot be specified.</p> <p>If parameters are passed, the structure of the parameter list must be defined in a <a href="#">DEFINE DATA</a> statement.</p> <p>By default, the parameters are passed “by reference”, that is, the data are transferred via address parameters, the parameter values themselves are not moved. However, it is also possible to pass parameters “by value”, that is, pass the actual parameter values. To do so, you define these fields in the <a href="#">DEFINE DATA PARAMETER</a> statement of the subroutine with the option <code>BY VALUE</code> or <code>BY VALUE RESULT</code>.</p> <ul style="list-style-type: none"> <li>■ If parameters are passed “by reference” the following applies: The sequence, format and length of the parameters in the invoking object must match exactly the sequence, format and length of the <a href="#">DEFINE DATA PARAMETER</a> structure of the invoked subroutine. The names of the variables in the invoking object and the subroutine may be different.</li> <li>■ If parameters are passed “by value” the following applies: The sequence of the parameters in the invoking object must match exactly the sequence in the <a href="#">DEFINE DATA PARAMETER</a> structure of the invoked subroutine. Formats and lengths of the</li> </ul>

Syntax Element	Description						
	<p>variables in the invoking object and the subroutine may be different; however, they have to be data transfer compatible. The names of the variables in the invoking object and the subroutine may be different. If parameter values that have been modified in the subroutine are to be passed back to the invoking object, you have to define these fields with <code>BY VALUE RESULT</code>. With <code>BY VALUE</code> (without <code>RESULT</code>) it is not possible to pass modified parameter values back to the invoking object (regardless of the <code>AD</code> specification; see also <a href="#">below</a>).</p> <p><b>Note:</b> With <code>BY VALUE</code>, an internal copy of the parameter values is created. The subroutine accesses this copy and can modify it, but this will not affect the original parameter values in the invoking object. With <code>BY VALUE RESULT</code>, an internal copy is likewise created; however, after termination of the subroutine, the original parameter values are overwritten by the (modified) values of the copy.</p> <p>For both ways of passing parameters, the following applies:</p> <ul style="list-style-type: none"> <li>■ In the parameter data area of the invoked subroutine, a redefinition of groups is only permitted within a <code>REDEFINE</code> block.</li> <li>■ If an array is passed, its number of dimensions and occurrences in the subroutine's parameter data area must be same as in the <code>PERFORM</code> parameter list.</li> </ul> <p><b>Note:</b> If multiple occurrences of an array that is defined as part of an indexed group are passed with the <code>PERFORM</code> statement, the corresponding fields in the subroutine's parameter data area must not be redefined, as this would lead to the wrong addresses being passed.</p> <p>Numeric constant parameters are internally represented in packed form (format P). For further information see the <i>Programming Guide &gt; Numeric Constants</i>.</p>						
AD=	<p><b>Attributes:</b></p> <p>If <i>operand1</i> is a variable, you can mark it in one of the following ways:</p> <table border="1" data-bbox="384 1312 1373 1612"> <tbody> <tr> <td data-bbox="384 1312 743 1461">AD=0</td> <td data-bbox="743 1312 1373 1461">                     Non-modifiable, see session parameter AD=0.   <b>Note:</b> Internally, AD=0 is processed in the same way as <code>BY VALUE</code> (see <a href="#">Note</a> under <i>operand1</i>).                 </td> </tr> <tr> <td data-bbox="384 1461 743 1570">AD=M</td> <td data-bbox="743 1461 1373 1570">                     Modifiable, see session parameter AD=M.                       This is the default setting.                 </td> </tr> <tr> <td data-bbox="384 1570 743 1612">AD=A</td> <td data-bbox="743 1570 1373 1612">                     Input only, see session parameter AD=A.                 </td> </tr> </tbody> </table> <p>If <i>operand1</i> is a constant, <code>AD</code> cannot be explicitly specified. For constants, AD=0 always applies.</p>	AD=0	Non-modifiable, see session parameter AD=0.  <b>Note:</b> Internally, AD=0 is processed in the same way as <code>BY VALUE</code> (see <a href="#">Note</a> under <i>operand1</i> ).	AD=M	Modifiable, see session parameter AD=M.  This is the default setting.	AD=A	Input only, see session parameter AD=A.
AD=0	Non-modifiable, see session parameter AD=0.  <b>Note:</b> Internally, AD=0 is processed in the same way as <code>BY VALUE</code> (see <a href="#">Note</a> under <i>operand1</i> ).						
AD=M	Modifiable, see session parameter AD=M.  This is the default setting.						
AD=A	Input only, see session parameter AD=A.						
nX	<p><b>Parameters to be Skipped:</b></p> <p>With the notation <i>nX</i> you can specify that the next <i>n</i> parameters are to be skipped (for example, <code>1X</code> to skip the next parameter, or <code>3X</code> to skip the next three parameters); this means that for the next <i>n</i> parameters no values are passed to the external subroutine.</p>						



Syntax Element	Description
	A parameter that is to be skipped must be defined with the keyword <code>OPTIONAL</code> in the subroutine's <code>DEFINE DATA PARAMETER</code> statement. <code>OPTIONAL</code> means that a value can - but need not - be passed from the invoking object to such a parameter.

## PERFORM Examples

- [Example 1 - PERFORM as Inline Subroutine](#)
- [Example 2 - PERFORM as External Subroutine](#)

### Example 1 - PERFORM as Inline Subroutine

```

** Example 'PEREX1': PERFORM (as inline subroutine)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 ADDRESS-LINE (A20/2)
  2 PHONE
*
1 #ARRAY (A75/1:4)
1 REDEFINE #ARRAY
  2 #ALINE (A25/1:4,1:3)
1 #X (N2) INIT <1>
1 #Y (N2) INIT <1>
END-DEFINE
*
LIMIT 5
FIND EMPLOY-VIEW WITH CITY = 'BALTIMORE'
  MOVE NAME TO #ALINE (#X,#Y)
  MOVE ADDRESS-LINE(1) TO #ALINE (#X+1,#Y)
  MOVE ADDRESS-LINE(2) TO #ALINE (#X+2,#Y)
  MOVE PHONE TO #ALINE (#X+3,#Y)
  IF #Y = 3
    RESET INITIAL #Y
    /*
    PERFORM PRINT
    /*
  ELSE
    ADD 1 TO #Y
  END-IF
AT END OF DATA
  /*
  PERFORM PRINT
  /*
END-ENDDATA
END-FIND

```

## PERFORM

---

```
*
DEFINE SUBROUTINE PRINT
  WRITE NOTITLE (AD=OI) #ARRAY(*)
  RESET #ARRAY(*)
  SKIP 1
END-SUBROUTINE
*
END
```

### Output of Program PEREX1:

```
JENSON                LAWLER                FORREST
2120 HASSELL          4588 CANDLEBERRY AVE 37 TENNYSON DRIVE
  #206                BALTIMORE             BALTIMORE
998-5038              629-0403             881-3609

ALEXANDER             NEEDHAM
409 SENECA DRIVE      12609 BUILDERS LANE
BALTIMORE             BALTIMORE
345-3690              641-9789
```

### Example 2 - PERFORM as External Subroutine

#### Program containing PERFORM statement:

```
** Example 'PEREX2': PERFORM (as external subroutine)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 ADDRESS-LINE (A20/2)
  2 PHONE
*
1 #ALINE (A25/1:4,1:3)
1 #X (N2)          INIT <1>
1 #Y (N2)          INIT <1>
END-DEFINE
*
LIMIT 5
*
FIND EMPLOY-VIEW WITH CITY = 'BALTIMORE'
  MOVE NAME          TO #ALINE (#X,#Y)
  MOVE ADDRESS-LINE(1) TO #ALINE (#X+1,#Y)
  MOVE ADDRESS-LINE(2) TO #ALINE (#X+2,#Y)
  MOVE PHONE         TO #ALINE (#X+3,#Y)
  IF #Y = 3
    RESET INITIAL #Y
  /*
  PERFORM PEREX2E #ALINE(*,*)
  /*
ELSE
```

```

    ADD 1 TO #Y
END-IF
AT END OF DATA
/*
    PERFORM PEREX2E #ALINE(*,*)
/*
END-ENDDATA
END-FIND
*
END

```

**External subroutine PEREX3 with parameters called by program PEREX2:**

```

** Example 'PEREX3': SUBROUTINE (external subroutine with parameters)
*****
DEFINE DATA
PARAMETER
1 #ALINE (A25/1:4,1:3)
END-DEFINE
*
DEFINE SUBROUTINE PEREX2E
    WRITE NOTITLE (AD=OI) #ALINE(*,*)
    RESET #ALINE(*,*)
    SKIP 1
END-SUBROUTINE
*
END

```

**Output of Program PEREX2:**

JENSON 2120 HASSELL #206 998-5038	LAWLER 4588 CANDLEBERRY AVE BALTIMORE 629-0403	FORREST 37 TENNYSON DRIVE BALTIMORE 881-3609
ALEXANDER 409 SENECA DRIVE BALTIMORE 345-3690	NEEDHAM 12609 BUILDERS LANE BALTIMORE 641-9789	



# 102

## PERFORM BREAK PROCESSING

---

- PERFORM BREAK PROCESSING Usage ..... 738
- PERFORM BREAK PROCESSING Syntax Description ..... 738
- PERFORM BREAK PROCESSING Example ..... 739

```
PERFORM BREAK [PROCESSING] [(r)]
  AT BREAK statement ...
```

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

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION DATA](#) | [HISTOGRAM](#) | [LIMIT](#) | [PASSW](#) | [READ](#) | [RETRY](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: *Database Access and Update*

## PERFORM BREAK PROCESSING Usage

---

The `PERFORM BREAK PROCESSING` statement is used to establish break processing in loops created by `FOR`, `REPEAT`, `CALL LOOP` and `CALL FILE` statements where no automatic break processing is established, or whenever a user-initiated break processing is desired. Unlike automatic break processing which is executed immediately after the record is read, the `PERFORM BREAK PROCESSING` statement is executed when it is encountered in the normal flow of the program.

This statement causes a check for a break processing condition (based on the value of a control field) and also results in the evaluation of Natural system functions. This check and system function evaluation are performed each time the statement is encountered for execution. This statement may be executed depending on a condition specified in an `IF` statement.

## PERFORM BREAK PROCESSING Syntax Description

---

Syntax Element	Description
(r)	<p><b>Statement Reference Notation:</b></p> <p>By default, the final <code>PERFORM BREAK</code> condition is true at the end of execution of the program, subprogram or subroutine.</p> <p>The notation (r) may be used to relate the final processing of a <code>PERFORM BREAK</code> to a specific loop. In this case the <code>PERFORM BREAK</code> is executed in the loop end handling of this loop; after the final automatic <code>BREAK</code> processing and before the <code>AT END OF DATA</code> statements are executed.</p>
AT BREAK <i>statement</i> ...	See the syntax of the <code>AT BREAK</code> statement.

## PERFORM BREAK PROCESSING Example

```

** Example 'PBPEX1S': PERFORM BREAK PROCESSING (structured mode)
*****
DEFINE DATA LOCAL
1 #INDEX (N2)
1 #LINE (N2) INIT <1>
END-DEFINE
*
FOR #INDEX 1 TO 18
  PERFORM BREAK PROCESSING
  /*
  AT BREAK OF #INDEX /1/
    WRITE NOTITLE / 'PLEASE COMPLETE LINES 1-9 ABOVE' /
    RESET INITIAL #LINE
  END-BREAK
  /*
  WRITE NOTITLE '_' (64) '=' #LINE
  ADD 1 TO #LINE
END-FOR
*
END

```

### Output of Program PBPEX1S:

```

#LINE: 1
#LINE: 2
#LINE: 3
#LINE: 4
#LINE: 5
#LINE: 6
#LINE: 7
#LINE: 8
#LINE: 9

PLEASE COMPLETE LINES 1-9 ABOVE

#LINE: 1
#LINE: 2
#LINE: 3
#LINE: 4
#LINE: 5
#LINE: 6
#LINE: 7
#LINE: 8
#LINE: 9

PLEASE COMPLETE LINES 1-9 ABOVE

```

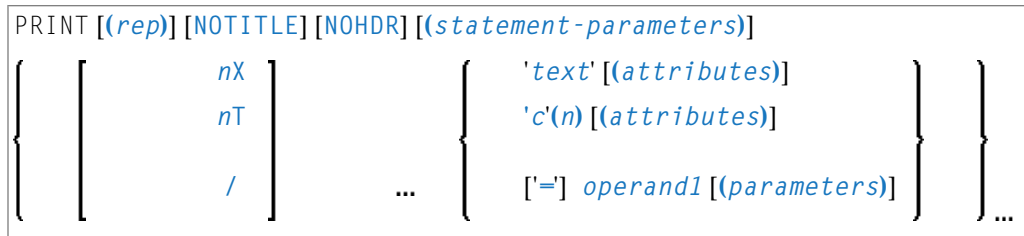
Equivalent reporting-mode example: [PBPEX1R](#).



# 103 PRINT

---

▪ PRINT Usage .....	742
▪ PRINT Syntax Description .....	743
▪ PRINT Example .....	748



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [AT END OF PAGE](#) | [AT TOP OF PAGE](#) | [CLOSE PRINTER](#) | [DEFINE PRINTER](#) | [DISPLAY](#) | [EJECT](#) | [FORMAT](#) | [NEWPAGE](#) | [SKIP](#) | [SUSPEND IDENTICAL SUPPRESS](#) | [WRITE](#) | [WRITE TITLE](#) | [WRITE TRAILER](#)

Belongs to Function Group: [Creation of Output Reports](#)

## PRINT Usage

---

The PRINT statement is used to produce output in free format.

The PRINT statement differs from the WRITE statement in the following aspects:

- The output for each operand is written according to the value content rather than the length of the operand. Leading zeros for numeric values and trailing blanks for alphanumeric values are suppressed. The session parameter AD defines whether numeric values are printed left or right justified. With AD=L, the trailing blanks of a numeric value are suppressed. With AD=R, the leading blanks of a numeric value are printed.
- If the resulting output exceeds the current line size (LS parameter), the output is continued on the next line as follows: An alphanumeric constant or the content of an alphanumeric variable (without edit mask) is split at the rightmost blank or character which is neither a letter nor a numeric character contained on the current line. The first part of the split value is output to the current line, and the second part is written to the next line. Leading blanks in the second part are removed. As a consequence, empty lines are suppressed.

For all other operands, the entire value is written to the next line.

## PRINT Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S A G N	A U N P I F B D T L G O	yes	no

Syntax Element Description:

Syntax Element	Description
( <i>rep</i> )	<p><b>Report Specification:</b></p> <p>The notation (<i>rep</i>) may be used to specify the identification of the report for which the PRINT statement is applicable.</p> <p>A value in the range 0 - 31 or a logical name which has been assigned using the <code>DEFINE PRINTER</code> statement may be specified.</p> <p>If (<i>rep</i>) is not specified, the PRINT statement will apply to the first report (Report 0).</p> <p>If this printer file is defined to Natural as PC, the report will be downloaded to the PC, see <a href="#">Example 2</a>.</p> <p>For information on how to control the format of an output report created with Natural, see <i>Report Format and Control</i> (in the <i>Programming Guide</i>).</p>
NOTITLE	<p><b>Default Page Title Suppression:</b></p> <p>Natural generates a single title line for each page resulting from a PRINT statement. This title contains the page number, the time of day, and the date. Time of day is set at the beginning of the session (TP mode) or at the beginning of the job (batch mode). This default title line may be overridden by using a <code>WRITE TITLE</code> statement, or it may be suppressed by specifying the NOTITLE clause in the PRINT statement. Examples:</p> <ul style="list-style-type: none"> <li>■ Default title will be produced:           <div style="border: 1px solid gray; background-color: #f0f0f0; padding: 2px; margin: 5px 0;">PRINT NAME</div> </li> <li>■ User title will be produced:</li> </ul>

Syntax Element	Description
	<pre data-bbox="488 241 1013 273">PRINT NAME WRITE TITLE 'user-title'</pre> <ul style="list-style-type: none"> <li data-bbox="457 310 789 342">■ No title will be produced:</li> </ul> <pre data-bbox="488 388 760 415">PRINT NOTITLE NAME</pre> <p data-bbox="457 472 1328 541">If the NOTITLE option is used, it applies to all <a href="#">DISPLAY</a>, PRINT and <a href="#">WRITE</a> statements within the same object which write data to the same report.</p>
NOHDR	<p data-bbox="457 550 821 581"><b>Column Header Suppression:</b></p> <p data-bbox="457 613 1378 783">The PRINT statement itself does not produce any column headers. However, if you use the PRINT statement in conjunction with a <a href="#">DISPLAY</a> statement, you can use the NOHDR option of the PRINT statement to suppress the column headers generated by the DISPLAY statement. The NOHDR option only takes effect if the execution of the PRINT statement causes a new page to be output.</p> <p data-bbox="457 814 1378 884">Without the NOHDR option, the column headers (if any) of the DISPLAY statement would be output on this new page; with NOHDR they will not.</p>
<i>statement-parameters</i>	<p data-bbox="457 892 954 924"><b>Parameter Definition at Statement Level:</b></p> <p data-bbox="457 955 1378 1056">One or more parameters, enclosed within parentheses, may be specified at statement level, that is, immediately after the PRINT statement or an element being displayed.</p> <p data-bbox="457 1087 1378 1257">Each parameter specified in this manner will override any previous parameter specified in a GLOBALS command, <a href="#">SET GLOBALS</a> (in Reporting Mode only) or <a href="#">FORMAT</a> statement. If more than one parameter is specified, the parameters must be separated from one another by one or more blanks. A parameter entry must not be split between two statement lines.</p> <p data-bbox="457 1289 1378 1419">The parameter settings applied here will only be regarded for variable fields, but they have no effect on text-constants. If you would like to set field attributes for a text-constant, they have to be set explicitly for this element, see <a href="#">Parameter Definition at Element (Field) Level</a>.</p> <p data-bbox="457 1451 561 1482">See also:</p> <ul style="list-style-type: none"> <li data-bbox="457 1514 708 1545">■ <a href="#">List of Parameters</a></li> <li data-bbox="457 1556 1295 1587">■ <a href="#">Example of Parameter Usage at Statement and Element (Field) Level</a></li> </ul>
<i>nX, nT, /</i>	<p data-bbox="457 1627 1019 1659"><b>Field Positioning, Text, Attribute Assignment:</b></p> <p data-bbox="457 1690 1127 1722">See <a href="#">Field Positioning, Text, Attribute Assignment</a> below.</p>

## List of Parameters

Parameters that can be specified with the PRINT statement		Specification (S = at statement level, E = at element level)
AD	Attribute Definition	SE
AL	Alphanumeric Length for Output	SE
CD	Color Definition	SE
CV	Control Variable	SE
DF	Date Format	SE
DL	Display Length for Output	SE
DY	Dynamic Attributes	SE
EM	Edit Mask	SE
EMU	Unicode Edit Mask	E
FL	Floating Point Mantissa Length	SE
MC	Multiple-Value Field Count	S
MP	Maximum Number of Pages of a Report	S
NL	Numeric Length for Output	SE
PC	Periodic Group Count	S
PM	Print Mode	SE
SG	Sign Position	SE
ZP	Zero Printing	SE

The individual session parameters are described in the *Parameter Reference*.

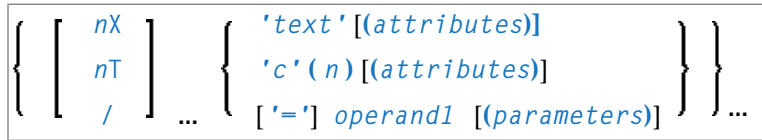
### Example of Parameter Usage at Statement and Element (Field) Level

```

DEFINE DATA LOCAL
1 VARI (A4)      INIT <'1234'>          /*      Output
END-DEFINE      /*      Produced
*              /*      -----
PRINT          'Text'          VARI      /*      Text 1234
PRINT (AD=U)   'Text'          VARI      /*      Text  1234
PRINT          'Text' (AD=U)    VARI (AD=U) /*      Text 1234
PRINT          'Text' (AD=U)    VARI      /*      Text 1234
END

```

### Field Positioning, Text, Attribute Assignment



### Field Positioning Notations

Syntax Element	Description
<i>nX</i>	<p><b>Column Spacing:</b> This notation inserts <i>n</i> spaces between columns.</p> <pre>PRINT NAME 5X SALARY</pre>
<i>nT</i>	<p><b>Tab Setting:</b> The <i>nT</i> notation causes positioning (tabulation) to print position <i>n</i>. Backward positioning results in a line advance.</p> <p>In the following example, NAME is printed beginning in position 25, and SALARY is printed beginning in position 50:</p> <pre>PRINT 25T NAME 50T SALARY</pre>
/	<p><b>Line Advance - Slash Notation:</b> When placed between fields or text elements, a slash (/) causes positioning to the beginning of the next print line.</p> <pre>PRINT NAME / SALARY</pre>

### Text/Attribute Assignment

Syntax Element	Description
'text'	<p><b>Text Assignment:</b> The character string enclosed by single quotes is displayed.</p>

Syntax Element	Description
	PRINT 'EMPLOYEE' NAME 'MARITAL/STATUS' MAR-STAT
'c' (n)	<p><b>Character Repetition:</b></p> <p>The character <i>c</i> enclosed by single quotes is displayed <i>n</i> times immediately before the field value.</p> <p>PRINT '*' (5) '=' NAME</p>
'='	<p><b>Field Content Positioned behind Field Heading:</b></p> <p>When placed before a field, the equal sign '=' results in the display of the field heading (as defined in the <a href="#">DEFINE DATA</a> statement or in the DDM) followed by the field contents.</p> <p>PRINT '=' NAME</p>
<i>operand1</i>	<p><b>Field to be Printed:</b></p> <p>As <i>operand1</i> you specify the field to be printed.</p>
<i>parameters</i>	<p><b>Parameter Definition at Element (Field) Level:</b></p> <p>One or more parameters (see <a href="#">table</a> above), enclosed within parentheses, may be specified immediately after <i>operand1</i>.</p> <p>Each parameter specified in this manner will override any previous parameter specified <a href="#">at statement level</a> or in a GLOBALS command, <a href="#">SET GLOBALS</a> (in Reporting Mode only) or <a href="#">FORMAT</a> statement.</p> <p>If more than one parameter is specified, one or more blanks must be placed between each entry. An entry must not be split between two statement lines.</p> <p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">Statement Parameters</a></li> <li>■ <a href="#">Example of Parameter Usage at Statement and Element (Field) Level</a></li> </ul>

## Output Attributes

*attributes* indicates the output attributes to be used for text display. Attributes can be:

<pre> { AD=<i>ad-value</i> ...   CD=<i>cd-value</i>   PM=<i>pm-value</i> ... } ... </pre>
<pre> { <i>ad-value</i>   <i>cd-value</i> } ... </pre>

Where:

*ad-value*, *cd-value* and *pm-value* denote the possible values of the corresponding session parameters AD, CD and PM described in the relevant sections of the *Parameter Reference* documentation.

The compiler actually accepts more than one attribute value for an output field. For example, you can specify: AD=BDI. In such a case, however, only the last value applies. In the given example, only the value I becomes effective and the output field is displayed intensified.

For an alphanumeric/Unicode constant (Natural data format A or U), you can specify *ad-value* and/or *cd-value* without preceding CD= or AD=, respectively. The single value entered is then checked against all possible CD values first. For example: a value of IRE will be interpreted as intensified/red but not as intensified/right-justified/mandatory. You cannot combine a single *cd-value* or *ad-value* with a value preceded by CD= or AD=.

## PRINT Example

---

- [Example 1 - PRINT Statement](#)
- [Example 2 - PRINT Statement with Report to be Downloaded to the PC](#)

### Example 1 - PRINT Statement

```

** Example 'PRTEX1': PRINT
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 CITY
  2 JOB-TITLE
  2 ADDRESS-LINE (2)
END-DEFINE
*
LIMIT 1
READ EMPLOY-VIEW BY CITY
/*
  WRITE NOTITLE 'EXAMPLE 1:'
    // 'RESULT OF WRITE STATEMENT:'

```



```

WRITE      /  NAME  ',' FIRST-NAME ':' JOB-TITLE '*' (30)
WRITE      /  'RESULT OF PRINT STATEMENT:'
PRINT      /  NAME  ',' FIRST-NAME ':' JOB-TITLE '*' (30)
/*
WRITE      // 'EXAMPLE 2:'
           // 'RESULT OF WRITE STATEMENT:'
WRITE      /  NAME 60X ADDRESS-LINE (1:2)
WRITE      /  'RESULT OF PRINT STATEMENT:'
PRINT      /  NAME 60X ADDRESS-LINE (1:2)
/*
END-READ
END

```

### Output of Program PRTXEX1:

EXAMPLE 1:

RESULT OF WRITE STATEMENT:

```

SENKO           , WILLIE           : PROGRAMMER
*****

```

RESULT OF PRINT STATEMENT:

```

SENKO , WILLIE : PROGRAMMER *****

```

EXAMPLE 2:

RESULT OF WRITE STATEMENT:

```

SENKO
2200 COLUMBIA PIKE   #914

```

RESULT OF PRINT STATEMENT:

```

SENKO                                     2200 COLUMBIA
PIKE #914

```

### Example 2 - PRINT Statement with Report to be Downloaded to the PC

```

** Example 'PCPIEX1': PRINT to PC
**
** NOTE: Example requires that Natural Connection is installed.
*****
DEFINE DATA LOCAL
01 PERS VIEW OF EMPLOYEES
   02 PERSONNEL-ID
   02 NAME
   02 CITY
END-DEFINE

```

## PRINT

---

```
*  
FIND PERS WITH CITY = 'NEW YORK'          /* Data selection  
  PRINT (7) 5T CITY 20T NAME 40T PERSONNEL-ID /* (7) designates  
                                              /* the output file  
                                              /* (here the PC).  
  
END-FIND  
END
```

# 104      PROCESS

---

■ PROCESS Usage .....	752
■ PROCESS Restriction .....	752
■ PROCESS Syntax Description .....	752

```
PROCESS view-name USING {operand1=operand2}, ... [GIVING operand3...]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

## PROCESS Usage

---

The PROCESS statement is used in conjunction with Entire System Server and Natural Messaging.

Entire System Server allows you to use various operating system facilities such as reading and writing files, VTOC and catalog management, JES queues, etc. See the section *Getting Started* in the *Entire System Server User's Guide* for further information on the PROCESS statement and its individual clauses.

Natural Messaging is a Natural add-on for z/OS that supports communication with IBM MQ. It allows you to easily access message queues using the PROCESS and FIND statements. For further information, see *Database Management System Interfaces > Natural Messaging* in the Natural for z/OS documentation.

## PROCESS Restriction

---

This statement is only available with Entire System Server and Natural Messaging.

When the ERROR-CODE or ERROR-TEXT field is included in the view as part of local data, the default Natural system error messages are suppressed. Instead:

- ERROR-CODE will contain the error code, and
- ERROR-TEXT will contain a descriptive message explaining the exact cause of the error.

This allows the calling Natural program to handle errors programmatically, without triggering a system-level abend or Natural error message.

## PROCESS Syntax Description

---

Operand Definition Table:

Operand	Possible Structure				Possible Formats								Referencing Permitted	Dynamic Definition		
<i>operand1</i>	C	S			A		N	P		B					yes	no
<i>operand2</i>	C	S			A	U	N	P		B					yes	no
<i>operand3</i>		S			A		N	P		B					yes	no

## Syntax Element Description:

Syntax Element	Description
<i>view-name</i>	<p><b>View Name:</b></p> <p>Name of the view used.</p>
USING	<p><b>USING Clause:</b></p> <p>The USING clause is used to pass parameters. This is done by assigning a value (<i>operand2</i>) to a field (<i>operand1</i>) in a view.</p> <p><b>Note:</b> Multiple specifications of <i>operand1=operand2</i> must be separated either by the input delimiter character (as specified with the session parameter ID) or by a comma.</p>
GIVING	<p><b>GIVING Clause:</b></p> <p>The GIVING clause is used to specify the fields (<i>operand3</i>) for which values are to be returned. Each field must be defined in a view.</p>



# 105

## PROCESS COMMAND

---

- PROCESS COMMAND Usage ..... 757
- PROCESS COMMAND Syntax Description ..... 758
- PROCESS COMMAND Examples ..... 768

**CHECK | EXEC | TEXT | HELP Syntax:**

```
PROCESS COMMAND ACTION
{ CHECK } USING PROCESSOR-NAME=operand1
{ EXEC }   COMMAND-LINE (index[:index])=operand2
{ TEXT }   GIVING RESULT-FIELD (index[:index]) (see Syntax Note)
{ HELP }   RETURN-CODE
           [NATURAL-ERROR]
```

**GET Syntax:**

```
PROCESS COMMAND ACTION
GET USING PROCESSOR-NAME=operand1
         GETSET-FIELD-NAME=operand3
         GIVING GETSET-FIELD-VALUE (see Syntax Note)
         [NATURAL-ERROR]
```

**SET Syntax:**

```
PROCESS COMMAND ACTION
SET USING PROCESSOR-NAME=operand1
         GETSET-FIELD-NAME=operand3
         GETSET-FIELD-VALUE=operand4
         [GIVING NATURAL-ERROR] (see Syntax Note)
```

**CLOSE Syntax:**

```
PROCESS COMMAND ACTION
CLOSE [GIVING NATURAL-ERROR] (see Syntax Note)
```

**Syntax Note:**

The **GIVING** option is only required in the reporting mode and if no **VIEW OF COMMAND** has been defined in the **DEFINE DATA** statement.

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Belongs to Function Group: [Invoking Programs and Routines](#)




## PROCESS COMMAND Usage

Once a Natural Command Processor has been created using the Natural utility `SYSNCP`, it can be invoked from a Natural program using the `PROCESS COMMAND` statement.

For details on how to create a Natural Command Processor, refer to the *SYSNCP Utility* documentation.

### DDM Used for Command Processing


 **Important:** The word `COMMAND` in the `PROCESS COMMAND` statement is in fact the name of a view. The name of the view that is used need not necessarily be `COMMAND`; however, we recommend the use of `COMMAND` because there exists a DDM (data definition module) that is also called `COMMAND`. This DDM must be referenced within the `DEFINE DATA` statement, for example `COMMAND VIEW OF COMMAND`.

The DDM `COMMAND` has been created specifically for use in conjunction with the `PROCESS COMMAND` statement:

```
DB:      1 File:      1 - COMMAND                      Default Sequence: ?
```

TYL	DB	NAME	F	LENG	S	D	REMARKS
1	AA	PROCESSOR-NAME	A	8	N	D DE	USING
M 1	AB	COMMAND-LINE	A	80	N	D MU/DE	USING
1	AF	GETSET-FIELD-NAME	A	32	N	D DE	USING
1	BA	NATURAL-ERROR	N	4.0	N		GIVING
1	BB	RETURN-CODE	A	4	N		GIVING
M 1	BC	RESULT-FIELD	A	80	N	MU	GIVING
1	BD	GETSET-FIELD-VALUE	A	32	N	D	USING; GIVING
***** DDM OUTPUT TERMINATED *****							

The fields contained in the DDM correspond to the fields used in the `PROCESS COMMAND` statement. They are explained in [Syntax Element Description](#).

 **Note:** To avoid possible compilation or runtime errors, make sure that the DDM named `COMMAND` is cataloged as type C (field `DDM Type` on the `SYSDDM` Menu) before you use it. (If you re-catalog the DDM, any `DBID/FNR` specification in the `SYSDDM` utility will be ignored.)

### Security Considerations

With Natural Security, it is possible to restrict the usage of certain keywords and/or functions which are defined in a Command Processor. Keywords and/or functions can be allowed/disallowed for a specific user or group of users. See the *Natural Security* documentation for details.

## PROCESS COMMAND Syntax Description

Operand Definition Table:

Operand	Possible Structure				Possible Formats												Referencing Permitted	Dynamic Definition	
<i>operand1</i>	C	S			A													no	no
<i>operand2</i>	C	S	A	G	A	N												no	no
<i>operand3</i>	C	S			A	N												no	no
<i>operand4</i>	C	S			A	N	P	I										no	no

Syntax Element Description:

Syntax Element	Description
CHECK	<p><b>CHECK Action:</b> CHECK is used as a precautionary measure to determine if a command is executable with the statement PROCESS COMMAND EXEC. It works as follows: for the given Command Processor name, a runtime check is performed in two steps:</p> <ul style="list-style-type: none"> <li>■ It is checked whether the Command Processor exists in the current library or one of its steplibs;</li> <li>■ The content of the command line COMMAND-LINE (1) is analyzed to determine whether it is acceptable.</li> </ul> <p>In addition, the runtime action definitions R, M and 1-9 are written into RESULT-FIELD (1:9).</p> <p>If the field NATURAL-ERROR is specified in the view or in the GIVING option, it returns the error code. If this field is not available and the command analysis fails, a Natural system error occurs.</p> <p><b>Note:</b> No CHECK is required if you want to perform an EXEC action. The CHECK is included in an EXEC operation.</p>
EXEC	<p><b>EXEC Action:</b> EXEC works exactly the same as CHECK with the addition that the runtime actions are executed as specified in the runtime action editor.</p> <p>Only COMMAND-LINE (1) is needed. You can use up to 9 occurrences of RESULT-FIELD (however, for optimum performance, you should not use more occurrences than you really need).</p> <p><b>Note:</b> EXEC is the only action which can be used to leave the currently active program. This is the case when the runtime action definition contains a FETCH or STOP statement.</p>

Syntax Element	Description
	See also <a href="#">Example 1 - PROCESS COMMAND ACTION EXEC.</a>
TEXT	<p><b>TEXT Action:</b></p> <p>TEXT delivers general information about the Command Processor and text associated with a keyword or function.</p> <p>For further information, see the following sections under <a href="#">Input Values for TEXT Actions</a>:</p> <ul style="list-style-type: none"> <li>■ <a href="#">TEXT for General Information</a></li> <li>■ <a href="#">TEXT for Keyword Information</a></li> <li>■ <a href="#">TEXT for Function Information</a></li> </ul> <p><b>Note:</b> To access texts for keywords and functions, you must have specified Y in the field Catalog user texts on the Processor Header Maintenance 3 screen of the SYSNCP utility, see the section <a href="#">Miscellaneous Options - Header 3</a>.</p>
HELP	<p><b>HELP Action:</b></p> <p>HELP returns a list of all valid keywords, synonyms, and functions for the purpose of, for example, the creation of online help windows. This list is contained in the field(s) of <a href="#">RESULT - FIELD</a>. The type of help returned is dependent on the content of the command lines.</p> <ul style="list-style-type: none"> <li>■ COMMAND - LINE (1) must contain the search criteria.</li> <li>■ COMMAND - LINE (2), if specified, must contain the start value or a search value.</li> <li>■ COMMAND - LINE (3), if specified, must contain a start value.</li> </ul> <p>For further information, see the following sections under <a href="#">Input Values for HELP Actions</a>:</p> <ul style="list-style-type: none"> <li>■ <a href="#">HELP for Keywords</a></li> <li>■ <a href="#">HELP for Synonyms</a></li> <li>■ <a href="#">HELP for Global Functions</a></li> <li>■ <a href="#">HELP for Local Functions</a></li> <li>■ <a href="#">HELP for IKN</a></li> <li>■ <a href="#">HELP for IFN</a></li> </ul> <p><b>Note:</b> For optimum performance, the number of occurrences of the field <a href="#">RESULT - FIELD</a> should not exceed the number of lines to be displayed on the screen. At least one occurrence must be used.</p>
GET	<p><b>GET Action:</b></p> <p>GET reads internal Command Processor information and current Command Processor settings from the dynamically allocated NCPWORK buffer.</p>
SET	<p><b>SET Action:</b></p> <p>SET modifies internal Command Processor settings in the NCPWORK buffer.</p>

Syntax Element	Description
CLOSE	<p><b>CLOSE Action:</b> CLOSE terminates the use of the Command Processor and releases the Command Processor buffer.</p> <p>When the Command Processor is used during a session and is not released with CLOSE, then there exists a buffer named NCPWORK in your thread. The runtime part of the Command Processor requires this buffer; it can be released using the statement PROCESS COMMAND ACTION CLOSE.</p> <p>If any PROCESS COMMAND statement follows this statement, then the Command Processor buffer will be opened again.</p> <p>See also <a href="#">Example 2 - PROCESS COMMAND ACTION CLOSE</a>.</p>
GIVING	<p><b>GIVING Option:</b></p> <p>This option is only required in reporting mode and if no VIEW OF COMMAND has been defined in the DEFINE DATA statement.</p> <p>The GIVING option is not available in structured mode, because there exists an implicit GIVING option made up of all fields specified in the DEFINE DATA statement, which are usually referenced in the GIVING option for the reporting mode.</p> <p>This means that in structured mode all field defined in the GIVING option must be defined in the DEFINE DATA statement.</p> <p><b>Note:</b> Specified in the GIVING option are fields to be filled by the Command Processor as a result of the processing of any action.</p>
PROCESSOR-NAME	<p>The name of the Command Processor to be used for processing.</p> <p>The Command Processor specified must be cataloged.</p>
COMMAND-LINE	<p>The command line to be processed by a CHECK or an EXEC action, or the keyword/command for which user text or help text is to be returned to the program by a TEXT or HELP action. Note that this field can contain more than one occurrence.</p>
RESULT-FIELD	<p>Contains information resulting from the use of options that can be specified within a runtime action defined for a Command Processor function (see Runtime Actions in the Natural SYSNCP utility). Note that this field can contain more than one occurrence.</p>
RETURN-CODE	<p>The return code of an operation resulting from an EXEC or a CHECK action as specified within a Runtime Actions definition (see the Natural SYSNCP utility).</p>
NATURAL-ERROR	<p>The Natural error returned for a PROCESS COMMAND action.</p> <p>We recommend that you use this field in the DEFINE DATA statement as it returns the Natural error code for the Command Processor. When the field is absent, Natural runtime error processing is triggered if an error occurs.</p>

Syntax Element	Description
GETSET-FIELD-NAME	The name of the constant or variable that is read when a GET action is performed or that is written with a SET action.  For a list of possible values for GETSET-FIELD-NAME, see <a href="#">Input Values for GETSET-FIELD-NAME</a> .
GETSET-FIELD-VALUE	The value of the constant or variable specified in the field GETSET-FIELD-NAME which is read when a GET action is performed or which written with a SET action.

This section covers the following topics:

- [Input Values for GETSET-FIELD-NAME](#)
- [Input Values for TEXT Actions](#)
- [Input Values for HELP Actions](#)

### Input Values for GETSET-FIELD-NAME

The following values can be used for the GETSET-FIELD-NAME field (A32):

Field Name	Format	G/S*	Content
NAME	A8	G	Name of current Command Processor.
LIBRARY	A8	G	Loaded from library.
FNR	N10	G	Loaded from file.
DBID	N10	G	Loaded from database.
TIMESTAMP	A8	G	Time stamp of the current Command Processor.
COUNTER	N10	G	Access counter.
BUFFER-LENGTH	N10	G	Bytes allocated for NCPWORK.
C-DELIMITER	A1	G/S	Multiple command delimiter.
DATA-DELIMITER	A1	G	Delimiter to precede data.
PF-KEY	A1	G/S	PF key may be command (Y/N).
UPPER-CASE	A1	G	Keywords in upper case (Y/N).
UQ-KEYWORDS	A1	G	Keywords unique (Y/N).
IMPLICIT-KEYWORD	A1	G/S	Identifier for implicit keyword entry.
MIN-LEN	N10	G	Minimum length of keywords.
MAX-LEN	N10	G	Maximum length of keywords.
KEYWORD-SEQ	A8	G/S	Keyword sequence.
ALT-KEYWORD-SEQ	A8	G/S	Alternative keyword sequence.
USER-SEQUENCE	A1	G	User may override KEYWORD-SEQ (Y/N).
CURR-LOCATION	N10	G/S	Current location (IFN).
CURR-IKN1	N10	G/S	IKN1 of current location.
CURR-IKN2	N10	G/S	IKN2 of current location.

PROCESS COMMAND

Field Name	Format	G/S*	Content
CURR-IKN3	N10	G/S	IKN3 of current location.
CHECK-LOCATION	N10	G	Last checked location (IFN).
CHECK-IKN1	N10	G	IKN1 of CHECK-LOCATION.
CHECK-IKN2	N10	G	IKN2 of CHECK-LOCATION.
CHECK-IKN3	N10	G	IKN3 of CHECK-LOCATION.
TOP-IKN1	N10	G	IKN1 of topmost keyword.
TOP-IKN2	N10	G	IKN2 of topmost keyword.
TOP-IKN3	N10	G	IKN3 of topmost keyword.
KEY1-TOTAL	N10	G	Number of keywords of type 1.
KEY2-TOTAL	N10	G	Number of keywords of type 2.
KEY3-TOTAL	N10	G	Number of keywords of type 3.
FUNCTIONS-TOTAL	N10	G	Number of cataloged functions.
LOCAL-GLOBAL-SEQ	A8	G/S	Local/global function validation.
ERROR-HANDLER	A8	G/S	General error program.
SECURITY	A1	G	Natural Security installed (Y/N).
SEC-PREFETCH	A1	G	Natural Security data are to be read (Y/N) or have been read (D = done).
PREFIX1	A1	G	Corresponds to the field Prefix Character 1 on the Processor Header Maintenance 2 screen of the SYSNCP utility, see the section <i>Keyword Editor Options - Header 2</i> .
PREFIX2	A1	G	Corresponds to the field Prefix Character 2 on the Processor Header Maintenance 2 screen.
HEX1	A1	G	Corresponds to the field Hex. Replacement 1 on the Processor Header Maintenance 2 screen.
HEX2	A1	G	Corresponds to the field Hex. Replacement 2 on the Processor Header Maintenance 2 screen.
DYNAMIC	A32	G	Dynamic part (:n:) of last error message.
LAST	-	G	Last command placed on top of stack as data.
LAST-ALL	-	G	Last commands placed on top of stack as data.
LAST-COM	-	G	Last command moved to *COM.
MULTI	-	G	Places the last of multiple commands as data on top of the stack.
MULTI-COM	-	G	Places the last of multiple commands in the system variable *COM.

\*G = Field name can be used with the [GET action](#).

\*S = Field name can be used with the [SET action](#).

## Input Values for TEXT Actions

The following input values are provided to return different information from a TEXT action:

### TEXT for General Information

For general information, COMMAND-LINE (\*); that is, all command lines, must be blank. Up to nine fields of RESULT-FIELD are returned containing the following information:

RESULT-FIELD	Format	Contents
1	Text (A40)	Header 1 for User Text
2	Text (A40)	Header 2 for User Text
3	Text (A16)	"First Entry used as" text
4	Text (A16)	"Second Entry used as" text
5	Text (A16)	"Third Entry used as" text
6	Numeric (N3)	Number of Entry 1 Keywords
7	Numeric (N3)	Number of Entry 2 Keywords
8	Numeric (N3)	Number of Entry 3 Keywords
9	Numeric (N7)	Number of Cataloged Functions

### TEXT for Keyword Information

For keyword information, COMMAND-LINE (1) must contain the corresponding keyword; COMMAND-LINE (2) can optionally contain the keyword type (1, 2, 3 or P); COMMAND-LINE (3:6) must be empty.

RESULT-FIELD	Contents	Format
1	Keyword comment text	Text (A40)
2	Keyword in full length	Text (A16)
3	Keyword in unique short form	Text (A16)
4	"Keyword used as" entry	Text (A16)
5	Internal keyword number (IKN)	Numeric (N4)
6	Minimum length of keyword	Numeric (N2)
7	Maximum length of keyword	Numeric (N2)
8	Keyword type (1, 2, 3, 1S, 2S, 3S, P)	Text (A2)

### TEXT for Function Information

For function information, COMMAND-LINE (1:3) must contain the keywords which specify the wanted location. COMMAND-LINE (4:6) contains the keywords which specify the wanted function. For example, if information about the global command ADD USER is to be returned, the command lines 1, 2, 3, and 6 must be blank; the command line 4 must contain the text string ADD, and the command line 5 must contain the text string USER.

RESULT-FIELD	Format	Contents
1	Text (A40)	Text as defined with the option T in runtime action definition.
2	Numeric (N10)	Internal function number (IFN) of the specified location.
3	Numeric (N10)	Internal function number (IFN) of the specified function.

### Input Values for HELP Actions

The following input values are provided to return different information from a HELP action:

#### HELP for Keywords

This action returns an alphabetically sorted list of keywords and/or synonyms with their internal keyword numbers (IKN).

Command Line	Contents	
1	Must begin with indicator K.	
	<b>The types of keywords to be returned:</b>	
	*	Keywords of all types
	1	Keywords with type 1
	2	Keywords with type 2
	3	Keywords with type 3
	P	Keywords with type P (parameter)
	<b>Options:</b>	
	I	Return IKN in addition to keywords.
	T	Show keyword partially in upper case (to show possible abbreviation).
	S	Return synonyms in addition to keywords.
	X	Return only synonyms of specified keywords.
	A	Internal keywords are also returned.
+	Search does not include start value.	
2	Start value for the keyword search (optional).	
	By default, the search begins with the start value. However, if you specify the plus (+) option, the search does not include the start value itself, but begins with the next higher value.	

The field **RESULT-FIELD (1:n)** returns the specified list.



**Examples:**

Command Line 1: K\*X Returns all synonyms of all keyword types.

Command Line 1: K123S Returns all keywords of type 1, 2 and 3 including ← synonyms.

**HELP for Synonyms**

For a given IKN, this action returns the original keyword and all synonyms.

Command Line	Contents
1	Must begin with the indicator S.
	<b>Option:</b>
	T Shows keyword partially in upper case (to show possible abbreviation).
2	Internal Keyword Number (IKN) of the keyword in format N4.

The field **RESULT-FIELD (1)** returns the original keyword. The fields **RESULT-FIELD (2:n)** return associated synonyms for this keyword.

Example:

Input:	Output:
Command Line 1: S	Result-Field 1: Edit
Command Line 2: 1003	Result-Field 2: Maintain
	Result-Field 3: Modify

**HELP for Global Functions**

This action returns a list of all global functions.

Command Line	Contents
1	Must begin with the indicator G.
	<b>Options:</b>
	I Internal Function Number (IFN) is also returned.
	T Shows keyword partially in upper case (to show possible abbreviation).
	S The keywords returned in <b>RESULT-FIELD</b> will be aligned in columns.
	A Internal keywords are also returned.
1 Only functions containing the given keyword of type 1 are to be returned.	

Command Line	Contents	
	2	Only functions containing the given keyword of type 2 are to be returned.
	3	Only functions containing the given keyword of type 3 are to be returned.
	+	Search does not include start value.
2	Start value for global function search. Keywords must be given in sequence 123.  By default, the search begins with the start value. However, if you specify the plus (+) option, the search does not include the start value itself, but begins with the next higher value.	
3	Must be blank.	
4	To search only for global functions with a specific keyword, you specify the keyword here.  If you specify a keyword, you also have to specify the keyword type (1, 2 or 3) as option (see above).	

The field **RESULT-FIELD (1:n)** returns the specified list.

Example:

Input:		Output:	
Command Line 1:	G	Result-Field 1:	ADD CUSTOMER
Command Line 2:	ADD	Result-Field 2:	ADD FILE
		Result-Field 3:	ADD USER

### HELP for Local Functions

This action returns a list of all local functions for a specified location.

Command Line	Contents	
1	Must begin with the indicator L.	
	<b>Options:</b>	
	I	Internal Function Number (IFN) is also returned.
	T	Shows keyword partially in upper case (to show possible abbreviation).
	S	The keywords returned in <b>RESULT-FIELD</b> will be aligned in columns.
	A	Internal keywords are also returned.
	1	Only functions containing given keyword of type 1 are to be returned.
	2	Only functions containing given keyword of type 2 are to be returned.

Command Line	Contents	
	3	Only functions containing given keyword of type 3 are to be returned.
	C	Only those functions are returned which are defined for the current location (command line 3 is ignored).
	F	Invoke "recursive" listing of local functions; that is, all local commands that lead to the current/specified location will be returned.
2	Start value for local function search (optional). Keywords must be given in sequence 123.	
3	The location for which the list is to be returned. Keywords must be given in sequence 123. If no location is specified, the current location of the Command Processor will be used.	
4	Keyword restriction (optional): If you specify a keyword, or an IKN with the format N4, only functions with this keyword will be returned.	

The field **RESULT-FIELD (1:n)** returns the specified list.

#### HELP for IKN

For any given internal keyword numbers (IKN), this action returns the original keyword.

Command Line	Contents	
1	Must start with IKN.	
	<b>Options:</b>	
	A	The internal keyword will be shown.
	T	Shows keyword partially in upper case (to show possible abbreviation).
2	The IKN to be translated, in format N4.	

The field **RESULT-FIELD (1)** returns the keyword.

Example:

Input:	Output:
Command Line 1: IKN	Result-Field 1: CUSTOMER
Command Line 2: 0000002002	

**HELP for IFN**

For any given internal function numbers (IFN), this action returns the keywords of a function.

Command Line	Contents	
1	Must start with IFN.	
	<b>Option:</b>	
	A	Functions with internal keywords will not be suppressed.
2	The IFN to be translated, in format N10.	
3	<b>Further options:</b>	
	S	Keywords belonging to the IFN will be returned in <a href="#">RESULT-FIELD (1:3)</a> .
	T	Shows keywords partially in upper case (to show possible abbreviations).
	L	IFN will be returned if IFN is used as a location.
	C	IFN will be returned if IFN is used as a command.

The field [RESULT-FIELD\(1\)](#) returns the function; if option S is used, the function is returned in [RESULT-FIELD \(1:3\)](#).

Example:

Input:	Output:
Command Line 1: IFN	Result-Field 1: DISPLAY INVOICE
Command Line 2: 0001048578	

**PROCESS COMMAND Examples**

In addition to the example programs shown in this section, you can find example programs in the SYSNCP system library. These programs all begin with EXAM.

You can test all available PROCESS COMMAND actions by executing the EXAM program in SYSNCP. You can then choose an action from a menu.

- [Example 1 - PROCESS COMMAND ACTION EXEC](#)

- Example 2 - PROCESS COMMAND ACTION CLOSE

### Example 1 - PROCESS COMMAND ACTION EXEC

```

/* EXAM-EXS - Example for PROCESS COMMAND ACTION EXEC (Structured Mode)
/*****
DEFINE DATA LOCAL
  01 COMMAND VIEW OF COMMAND
    02 PROCESSOR-NAME
    02 COMMAND-LINE (1)
    02 NATURAL-ERROR
    02 RETURN-CODE
    02 RESULT-FIELD (1)
  01 MSG (A65) INIT <'Please enter a command.'>
END-DEFINE
/*
REPEAT
  INPUT (AD=MIT' ' IP=OFF) WITH TEXT MSG
    'Example for PROCESS COMMAND ACTION EXEC (Structured Mode)' (I)
  / 'Command ==>' COMMAND-LINE (1) (AL=64)
  /*****
PROCESS COMMAND ACTION EXEC
  USING
    PROCESSOR-NAME = 'DEMO'
    COMMAND-LINE (1) = COMMAND-LINE (1)
  /*****
  COMPRESS 'NATURAL-ERROR =' NATURAL-ERROR TO MSG
END-REPEAT
END

```

### Example 2 - PROCESS COMMAND ACTION CLOSE

```

/* EXAM-CLS - Example for PROCESS COMMAND ACTION CLOSE (Structured Mode)
/*****
DEFINE DATA LOCAL
  01 COMMAND VIEW OF COMMAND
END-DEFINE
/*
PROCESS COMMAND ACTION CLOSE
/*
DEFINE WINDOW CLS
INPUT WINDOW = 'CLS'
  'NCPWORK has just been released.'
/*
END

```



# 106

## PROCESS GUI

---

- PROCESS GUI Usage ..... 772
- PROCESS GUI Syntax Description ..... 772

```
PROCESS GUI ACTION action-name WITH { { operand1 } ... } [GIVING operand2]
                                { nX }
                                { PARAMETERS-clause }
```

Related Statement: [OPEN DIALOG](#) | [CLOSE DIALOG](#) | [SEND EVENT](#)

Belongs to Function Group: [Event-Driven Programming](#)

## PROCESS GUI Usage

The `PROCESS GUI` statement is used to perform an action. An action in this context is a procedure frequently needed in event-driven applications.

## PROCESS GUI Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1*</i>	C S A	A U N P I F B D T L G	yes	no
<i>operand2</i>	S	N P I	yes	no

\* The structure and format actually possible depend on the action to be performed.

Syntax Element Description:

Syntax Element	Description
<i>action-name</i>	<b>Action to be Invoked:</b> As <i>action-name</i> , you specify the name of the action to be invoked.
<i>operand1</i>	<b>Passing Parameters to the Action:</b> As <i>operand1</i> , you specify the parameter(s) to be passed to the action. The parameters are passed in the sequence in which they are specified.
<i>PARAMETERS</i>	See <a href="#">Passing Parameters by Name</a> below.
<i>nX</i>	<b>Parameters to be Skipped:</b> With the notation <i>nX</i> you can specify that the next <i>n</i> parameters are to be skipped (for example, <i>1X</i> to skip the next parameter, or <i>3X</i> to skip the next three parameters); this means that for the next <i>n</i> parameters no values are passed to the action. This is only possible for actions which are applied to ActiveX controls.



Syntax Element	Description
	A parameter that is to be skipped must be defined as “optional” in the ActiveX control's method. If a parameter is defined as “optional”, this means that a value can - but need not - be passed from the invoking object to such a parameter.
GIVING <i>operand2</i>	<p><b>Field for Response Code:</b></p> <p>As <i>operand2</i>, you can specify a field to receive the response code from the invoked action after the action has been performed.</p>

### Passing Parameters by Name:

For the action `ADD`, you can also pass parameters by name (instead of position); to do so, you use the `PARAMETERS-clause`:

```
PARAMETERS {parameter-name=operand1} ...
END-PARAMETERS
```

This clause can only be used for the action `ADD`, not for any other action.

If the action has optional parameters (that is, parameters that need not to be specified), you can use the notation `nX` as a placeholder for `n` not specified parameters. Currently, the only actions that can have optional parameters are the methods and the parameterized properties of ActiveX controls.



# 107

## PROCESS PAGE

---

- PROCESS PAGE Usage ..... 776
- Syntax 1 - PROCESS PAGE ..... 776
- Syntax 2 - PROCESS PAGE USING ..... 779
- Syntax 3 - PROCESS PAGE UPDATE ..... 782
- Syntax 4 - PROCESS PAGE MODAL ..... 785
- PROCESS PAGE Examples ..... 787

## PROCESS PAGE Usage

The `PROCESS PAGE` statement constitutes a general interface description to an external rendering engine, such as Natural for Ajax, thus linking the Natural internal data representation with an external data representation. Via this link, data and events, but no rendering information, are sent to and returned from an external, browser-based application.

For further information, refer to the *Natural for Ajax* documentation. The latest Natural for Ajax documentation is always available at <https://empower.softwareag.com/>.

### Syntax 1 - PROCESS PAGE

```
PROCESS PAGE [(parameter)] operand1
[WITH PARAMETERS
  {[NAME] operand3 [VALUE] operand4 [(parameters)}] ...
END-PARAMETERS]
[GIVING operand11]
```

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

Belongs to Function Group: *Screen Generation for Interactive Processing*

#### Syntax Description - Syntax 1

Syntax 1 of the `PROCESS PAGE` statement is normally only used inside a Natural adapter. An adapter is a Natural object that forms the interface between Natural application code and web page. It is automatically created/updated by Natural for Ajax when the layout is saved.

Operand Definition Table:

Operand	Possible Structure		Possible Formats										Referencing Permitted	Dynamic Definition						
<i>operand1</i>	C	S					A	U											yes	no
<i>operand2</i>		S	A														C	no	no	
<i>operand3</i>	C	S					A	U										yes	no	
<i>operand4</i>	C	S	A				A	U	N	P	I	F	B	D	T	L			yes	yes
<i>operand5</i>		S	A														C	no	no	
<i>operand11</i>		S									I4							yes	yes	

## Syntax Element Description:

Syntax Element	Description				
<i>parameter</i>	<p><b>Attribute Control Variable(s):</b> The parameter <i>CV</i>, enclosed within parentheses, may be specified to reference one or more attribute control variables as specified in <i>operand2</i>:</p> <p>(<i>CV=operand2</i>)</p> <p>See also <i>Logical Condition Criteria, MODIFIED Option - Check whether Field Content has been Modified</i> in the <i>Programming Guide</i>.</p>				
<i>operand1</i>	<p><b>External Page Layout Name:</b> <i>operand1</i> contains the name of the external page layout.</p>				
<i>operand2</i>	<p><b>Name of Attribute Control Variable(s):</b> <i>operand2</i> contains the name of the attribute control variable, must be of format C and must be either a scalar or a single array occurrence.</p>				
<i>operand3</i>	<p><b>Name(s) of external Data Field(s):</b> <i>operand3</i> contains the name(s) of the external data field(s) <i>operand4</i> will be transferred to/from.</p>				
<i>operand4</i>	<p><b>Name(s) of Natural Data Field(s):</b> <i>operand4</i> contains the name(s) of the Natural data field(s) which will be transferred.</p>				
<i>parameters</i>	<p><b>Parameters:</b> One or more parameters, enclosed within parentheses, may be specified immediately after <i>operand4</i>:</p> <table border="1"> <tbody> <tr> <td>EM or EMU</td> <td> <p>Edit mask used during data transfer.</p> <p>For further information, see the session parameter EM in the <i>Parameter Reference</i>.</p> <p>For details on Unicode edit masks, see the session parameter EMU in the <i>Parameter Reference</i>.</p> </td> </tr> <tr> <td>CV</td> <td> <p>The parameter <i>CV</i>, enclosed within parentheses, may be specified immediately after <i>operand4</i> to reference one or more attribute control variables as specified in <i>operand5</i>:</p> <p>(<i>CV=operand5</i>)</p> <p>See also <i>Logical Condition Criteria, MODIFIED Option - Check whether Field Content has been Modified</i> in the <i>Programming Guide</i>.</p> </td> </tr> </tbody> </table>	EM or EMU	<p>Edit mask used during data transfer.</p> <p>For further information, see the session parameter EM in the <i>Parameter Reference</i>.</p> <p>For details on Unicode edit masks, see the session parameter EMU in the <i>Parameter Reference</i>.</p>	CV	<p>The parameter <i>CV</i>, enclosed within parentheses, may be specified immediately after <i>operand4</i> to reference one or more attribute control variables as specified in <i>operand5</i>:</p> <p>(<i>CV=operand5</i>)</p> <p>See also <i>Logical Condition Criteria, MODIFIED Option - Check whether Field Content has been Modified</i> in the <i>Programming Guide</i>.</p>
EM or EMU	<p>Edit mask used during data transfer.</p> <p>For further information, see the session parameter EM in the <i>Parameter Reference</i>.</p> <p>For details on Unicode edit masks, see the session parameter EMU in the <i>Parameter Reference</i>.</p>				
CV	<p>The parameter <i>CV</i>, enclosed within parentheses, may be specified immediately after <i>operand4</i> to reference one or more attribute control variables as specified in <i>operand5</i>:</p> <p>(<i>CV=operand5</i>)</p> <p>See also <i>Logical Condition Criteria, MODIFIED Option - Check whether Field Content has been Modified</i> in the <i>Programming Guide</i>.</p>				
<i>operand5</i>	<p><b>Name of Attribute Control Variable:</b> <i>operand5</i> contains the name of the attribute control variable. The variable must be of format C.</p> <p>If <i>operand4</i> is a scalar or a single array occurrence, <i>operand5</i> must be</p> <ul style="list-style-type: none"> <li>■ a scalar</li> </ul>				

Syntax Element	Description
	<ul style="list-style-type: none"> <li>■ or a single array occurrence.</li> </ul> <p>If <i>operand4</i> is the full range of an array of dimension 1, <i>operand5</i> must be</p> <ul style="list-style-type: none"> <li>■ a scalar</li> <li>■ or a single array occurrence</li> <li>■ or the full range of an array of dimension 1 with the same size.</li> </ul> <p>If <i>operand4</i> is the full range of an array of dimension 2, <i>operand5</i> must be</p> <ul style="list-style-type: none"> <li>■ a scalar</li> <li>■ or a single array occurrence</li> <li>■ or the full range of an array of dimension 2 with the same size in both dimensions</li> <li>■ or the full range of an array of dimension 1 with the same size that <i>operand4</i> has in dimension 1.</li> </ul> <p>If <i>operand4</i> is the full range of an array of dimension 3, <i>operand5</i> must be</p> <ul style="list-style-type: none"> <li>■ a scalar</li> <li>■ or a single array occurrence</li> <li>■ or the full range of an array of dimension 3 with the same size in all three dimensions</li> <li>■ or the full range of an array of dimension 2 with the same size that <i>operand4</i> has in dimension 1 and 2</li> <li>■ or the full range of an array of dimension 1 with the same size that <i>operand4</i> has in dimension 1.</li> </ul>
<p>GIVING <i>operand11</i></p>	<p><b>GIVING Clause:</b> <i>operand11</i> contains the Natural error if the request could not be performed.</p>

Example of an adapter which has been created by Natural for Ajax:

```

* PAGE1: PROTOTYPE      --- CREATED BY Natural for Ajax ---
* PROCESS PAGE USING 'XXXXXXX' WITH
* INFOPAGENAME RESULT YOURNAME
DEFINE DATA PARAMETER
1 INFOPAGENAME (U) DYNAMIC
1 RESULT (U) DYNAMIC
1 YOURNAME (U) DYNAMIC
END-DEFINE
*
PROCESS PAGE U'/njxdemos/helloworld' WITH
PARAMETERS
  NAME U'infopagename'
  VALUE INFOPAGENAME
  NAME U'result'
    
```

```

VALUE RESULT
NAME U'yourname'
VALUE YOURNAME
END-PARAMETERS
*
* TODO: Copy to your calling program and implement.
/*/*( DEFINE EVENT HANDLER
* DECIDE ON FIRST *PAGE-EVENT
* VALUE U'nat:page.end'
* /* Page closed.
* IGNORE
* VALUE U'onHelloWorld'
* /* TODO: Implement event code.
* PROCESS PAGE UPDATE FULL
* NONE VALUE
* /* Unhandled events.
* PROCESS PAGE UPDATE
* END-DECIDE
/*/*) END-HANDLER
*
END

```

## Syntax 2 - PROCESS PAGE USING

```

PROCESS PAGE USING operand6
[
    WITH {operand7} ... ]
    NO PARAMETER
]
GIVING operand11

```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Belongs to Function Group: [Screen Generation for Interactive Processing](#)

### Syntax Description - Syntax 2

This syntax is used to perform rich GUI input/output processing using an object of type adapter that has been generated from a page layout created with Natural for Ajax or a similar tool.

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand6</i>	C S	A	yes	no
<i>operand7</i>	S A G	A U N P I F B D T L	yes	yes
<i>operand11</i>	S	I4	yes	yes

Syntax Element Description:

Syntax Element	Description
USING <i>operand6</i>	<p><b>Adapter Name:</b></p> <p>Invokes an adapter definition which has been previously stored in a Natural system file. See also <i>Processing a Rich GUI Page - Adapter</i> in the <i>Programming Guide</i>.</p> <p>The adapter name (<i>operand6</i>) may be a 1 to 8 character alphanumeric constant or user-defined variable. If a variable is used, it must have been defined previously.</p> <p>The adapter name may contain an ampersand (&amp;); at execution time, this character will be replaced by the current value of the Natural system variable *LANGUAGE. This feature is provided for historical reasons. If you need multi-lingual adapters, use the capability of the external rendering system (for example, Natural for Ajax).</p> <p><b>Note:</b> New applications do not need the ampersand feature to be multilingual. Pages designed, for example, using Natural for Ajax, can hold multilingual information as part of the layout design. See <i>Multi Language Management</i> in the <i>Natural for Ajax</i> documentation.</p>
<i>operand7</i>	<p><b>Field Specification:</b></p> <p>A list of database fields and/or user-defined variables, all of which must have been defined previously. The fields must agree in number, sequence, format, length and (for arrays) number of occurrences with the fields in the referenced adapter; otherwise, an error occurs.</p> <p>When the content of a database field is modified as a result of <b>PROCESS PAGE</b> processing, only the value as contained in the data area is modified. In order to change the content of the database, appropriate database UPDATE/STORE statements must be used.</p> <p>See <i>PROCESS PAGE USING Fields Defined in the Program</i>.</p>
NO PARAMETER	<p><b>NO PARAMETER Option:</b></p> <p>See <i>PROCESS PAGE USING without Parameter List</i>.</p>
GIVING <i>operand11</i>	<p><b>GIVING Clause:</b></p> <p><i>operand11</i> contains the Natural error if the request could not be performed.</p> <p><b>Note:</b> The GIVING clause interrupts the common Natural error handling, if an error occurs while the adapter object is being activated or executed. Instead of back-tracking the Natural modules in order to find an ON ERROR clause, the Natural error code is passed to this variable and execution is continued with the next statement.</p>



## PROCESS PAGE USING without Parameter List

The following requirements must be met when `PROCESS PAGE USING` is used without parameter list:

- The adapter name (*operand6*) must be specified as an alphanumeric constant (up to 8 characters).
- The adapter used in this manner must have been created prior to the compilation of the program which references the adapter.
- The names of the fields to be processed are taken dynamically from the adapter source definition at compilation time. The field names used in both program and adapter must be identical.
- All fields to be referenced in the `PROCESS PAGE` statement must be accessible at that point.
- In structured mode, fields must have been defined previously (database fields must be properly referenced to processing loops or views).
- When the page layout is changed, the programs using the adapter need not be recataloged. However, when array structures or names, formats/lengths of fields are changed, or fields are added/deleted in the adapter, the programs using the adapter must be recataloged.
- The adapter source must be available at program compilation; otherwise, the `PROCESS PAGE USING` statement cannot be compiled.



**Note:** If you wish to compile the program even if the adapter is not yet available, specify `NO PARAMETER`. The `PROCESS PAGE USING` statement can then be compiled even if the adapter is not yet available.

## PROCESS PAGE USING Fields Defined in the Program

By specifying the names of the fields to be processed within the program (*operand7*), it is possible to have the names of the fields in the program differ from the names of the fields in the adapter.

The sequence of fields in the program must match the sequence in the adapter. If you use Natural maps as adapter objects, note that the map editor sorts the fields as specified in the map in alphabetical order by field name. For more information, see the map editor description in your *Editors* documentation.

A check is made at execution time to ensure that the format and length of the fields as specified in the program match the fields as specified in the adapter. If both layouts do not agree, an error message is produced.

## Syntax 3 - PROCESS PAGE UPDATE

---

```
PROCESS PAGE UPDATE  
[ FULL DATA ] [event-option] [GIVING operand11]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Belongs to Function Group: [Screen Generation for Interactive Processing](#)

### Syntax Description - Syntax 3

The PROCESS PAGE UPDATE statement is used to return to and re-execute a PROCESS PAGE statement. It is generally used to return from event processing, because the data input processing of the preceding PROCESS PAGE statement was incomplete.



**Note:** No INPUT, WRITE, PRINT or DISPLAY statements may be executed between a PROCESS PAGE statement and its corresponding PROCESS PAGE UPDATE statement.

The PROCESS PAGE UPDATE statement, when executed, repositions the program status regarding subroutine, special condition and loop processing as it existed when the PROCESS PAGE statement was executed (as long as the status of the PROCESS PAGE statement is still active). If the loop was initiated after the execution of the PROCESS PAGE statement and the PROCESS PAGE UPDATE statement is within this loop, the loop will be discontinued and then restarted after the PROCESS PAGE statement has been reprocessed as a consequence of the PROCESS PAGE UPDATE statement.

If a hierarchy of subroutines was invoked after the execution of the PROCESS PAGE statement, and the PROCESS PAGE UPDATE is performed within a subroutine, Natural will trace back all subroutines automatically and reposition the program status to that of the PROCESS PAGE statement.

It is not possible, however, to have a PROCESS PAGE statement positioned within a loop, a subroutine or a special condition block, and then execute the PROCESS PAGE UPDATE statement when the status under which the PROCESS PAGE statement was executed has already been terminated. An error message will be produced and program execution terminated when this error condition is detected.

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand11</i>	S	I4	yes	yes

## Syntax Element Description:

Syntax Element	Description
FULL	<p><b>FULL Option:</b></p> <p>If you specify the FULL option in a PROCESS PAGE UPDATE statement, the corresponding PROCESS PAGE statement will be re-executed fully:</p> <ul style="list-style-type: none"> <li>■ With an ordinary PROCESS PAGE UPDATE statement (without FULL option), the contents of variables that were changed between the PROCESS PAGE and PROCESS PAGE UPDATE statement will not be displayed; that is, all variables on the screen will show the contents they had when the PROCESS PAGE statement was originally executed.</li> <li>■ With a PROCESS PAGE UPDATE FULL statement, all changes that have been made after the initial execution of the PROCESS PAGE statement will be applied to the PROCESS PAGE statement when it is re-executed; that is, all variables on the screen contain the values they had when the PROCESS PAGE UPDATE statement was executed. The MODIFIED status of all control variables is reset.</li> </ul> <p>A characteristic of the PROCESS PAGE UPDATE FULL statement is that the status of attribute control variables is reset to NOT MODIFIED. This is not done with the ordinary PROCESS PAGE UPDATE statement. To check if an attribute control variable has been assigned the status MODIFIED, use the MODIFIED option.</p>
DATA	<p><b>DATA Option:</b></p> <p>The DATA option behaves like the FULL option, with the exception that the MODIFIED status of the control variables is <i>not</i> reset.</p>
<i>event-option</i>	<p><b>EVENT Option:</b></p> <p>See <a href="#">EVENT Option</a> below.</p>
GIVING ( <i>operand11</i> )	<p><b>GIVING Clause:</b></p> <p><i>operand11</i> contains the Natural error if the request could not be performed.</p>

## Example User Program Fragment:

```

PROCESS PAGE USING "HELLOW-A"
*
/*( DEFINE EVENT HANDLER
DECIDE ON FIRST *PAGE-EVENT
  VALUE U'nat:page.end'
  /* Page closed.
  IGNORE
  VALUE U'onHelloWorld'
  COMPRESS "HELLO WORLD" YOURNAME INTO RESULT
  PROCESS PAGE UPDATE FULL

```

```
NONE VALUE
/* Unhandled events.
PROCESS PAGE UPDATE
END-DECIDE
/*) END-HANDLER
```

### EVENT Option

```
AND SEND EVENT operand8
[WITH PARAMETERS
{[NAME] operand9 [VALUE] operand10 [ { (EMU=value) }
(EM=value) } ]}...
END-PARAMETERS]
```

With this option, you can advise the external I/O system to run specific functions. These functions are part of the external I/O system or implement special functions regarding the output processing as setting of focus, displaying message boxes, etc.

Operand Definition Table:

Operand	Possible Structure		Possible Formats										Referencing Permitted	Dynamic Definition				
<i>operand8</i>	C	S															yes	no
<i>operand9</i>	C	S															yes	no
<i>operand10</i>	C	S	A														yes	yes

Syntax Element Description:

Syntax Element	Description
AND SEND EVENT <i>operand8</i>	<b>Event Requested from the External I/O System:</b> Depending on the implementation of the external I/O system, events are available, refer to <i>Sending Events to the User Interface</i> in the <i>Natural for Ajax</i> documentation.
WITH PARAMETERS	<b>WITH PARAMETERS Clause:</b> With this clause, you can specify the following:
NAME <i>operand9</i>	<b>External Data Field Name:</b> <i>operand9</i> contains the external name of the data fields <i>operand10</i> will be transferred to/from.
VALUE <i>operand10</i>	<b>Natural Data Fields:</b> <i>operand10</i> contains the Natural data fields which will be transferred.

Syntax Element	Description
EMU= EM=	<p><b>Edit Mask:</b></p> <p>Edit mask used during data transfer.</p> <p>For details on edit masks, see the session parameter EM in the <i>Parameter Reference</i>.</p> <p>For details on Unicode edit masks, see the session parameter EMU in the <i>Parameter Reference</i>.</p>
END - PARAMETERS	<p><b>End of WITH PARAMETERS Clause:</b></p> <p>The Natural reserved word END - PARAMETERS must be used to end the WITH PARAMETERS clause.</p>

## Syntax 4 - PROCESS PAGE MODAL

```
PROCESS PAGE MODAL
  statement ...
END-PROCESS
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [PROCESS PAGE](#)

Belongs to Function Group:

### Screen Generation for Interactive Processing

#### Syntax Description - Syntax 4

The PROCESS PAGE MODAL statement is used to initiate a processing block and to control the lifetime of a modal rich GUI window.

Entering the PROCESS PAGE MODAL statement block causes the following actions to be performed:

- Data from Report 0, which is not displayed yet, will be displayed first;
- the system variable \*PAGE-LEVEL is incremented;
- the opening of a modal page is prepared. The physical opening of the modal page will be performed with the next PROCESS PAGE USING *operand6* WITH statement, where *operand6* is the name of the adapter to be used.

Leaving the PROCESS PAGE MODAL statement block causes the following actions to be performed:

- If a modal page has been opened for this level, the closing of the modal page is prepared. The physical closing of the modal page will be performed with the next `PROCESS PAGE UPDATE [FULL]` statement;
- the system variable `*PAGE-LEVEL` is decremented, and the system variable `*PAGE-EVENT` is set back to the value it had before the statement block was entered;
- a `nat:page.default` event will be raised in the program that opened the modal page.



**Note:** No `PRINT`, `WRITE`, `INPUT` or `DISPLAY` statements referring to Report 0 may be executed between a `PROCESS PAGE MODAL` statement and its corresponding `END-PROCESS` statement.

The `PROCESS PAGE MODAL` statement is not valid in batch mode.

Syntax Element Description:

Syntax Element	Description
<i>statement</i>	<p><b>Statement(s) to be Executed:</b></p> <p>In place of <i>statement</i>, you must supply one or several suitable statements, depending on the situation. If you do not want to supply a specific statement, you may insert the <code>IGNORE</code> statement.</p>
END-PROCESS	<p><b>End of PROCESS PAGE MODAL Statement:</b></p> <p>The Natural reserved word <code>END-PROCESS</code> must be used to end the <code>PROCESS PAGE MODAL</code> statement.</p>

Example:

```
* Name: First Demo/Open modal!
*
PROCESS PAGE USING "EMPTY-A"
*
/*( DEFINE EVENT HANDLER
DECIDE ON FIRST *PAGE-EVENT
  VALUE U'nat:page.end', U'onClose'
    /* Page closed.
    IGNORE
  VALUE U'onNextLevel'
    PROCESS PAGE MODAL
      FETCH RETURN "EMPTY-P"
    END-PROCESS
  PROCESS PAGE UPDATE
  NONE VALUE
  PROCESS PAGE UPDATE
END-DECIDE
/*) END-HANDLER
END
```

## PROCESS PAGE Examples

---

Further examples of using the `PROCESS PAGE` statement are contained in library `SYSEXNJX`.



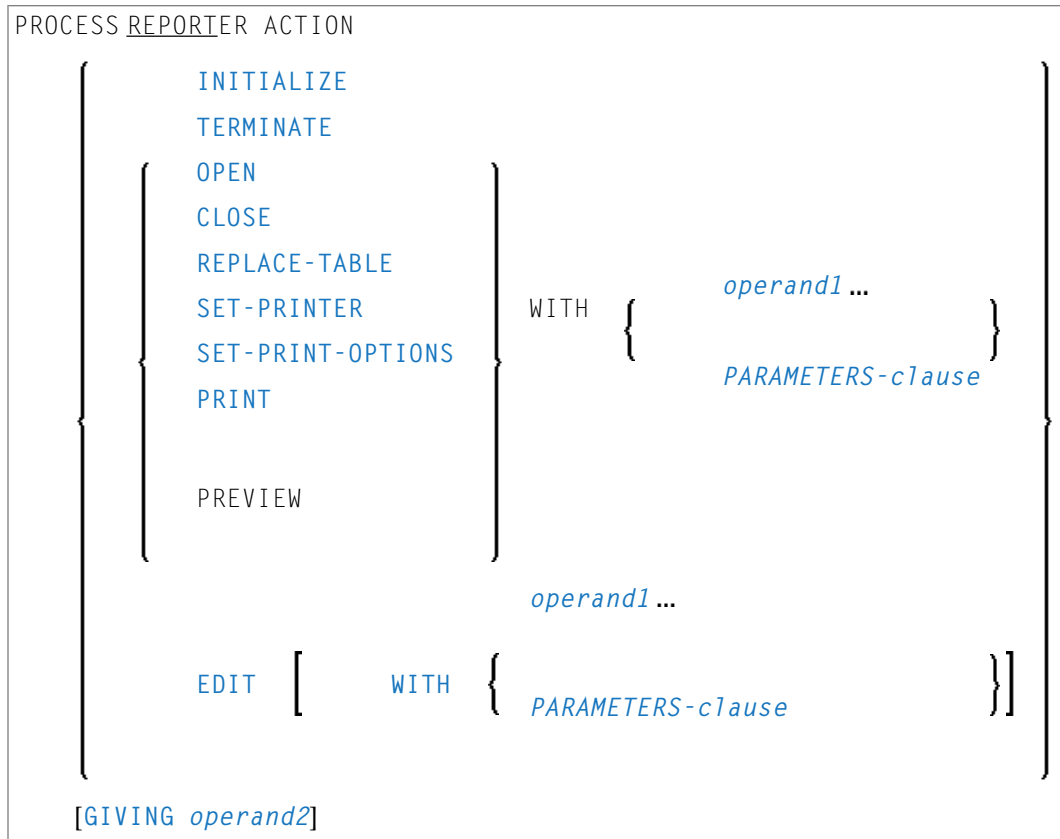


# 108

## PROCESS REPORTER

---

- PROCESS REPORTER Usage ..... 790
- PROCESS REPORTER Syntax Description ..... 791
- PROCESS REPORTER Examples ..... 796



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

## PROCESS REPORTER Usage

The `PROCESS REPORTER` statement is used to communicate with the Natural Reporter from within a program, instructing the reporter to perform a particular action.

For a description of the reporter, please refer to the Natural Reporter online help.



**Note:** For actions that apply to a specific report, you may abbreviate the second keyword to `REPORT`. This is only to enhance the readability of your programs; Natural does not distinguish between the written-out and abbreviated forms of the keyword.

## PROCESS REPORTER Syntax Description

Operand Definition Table:

Operand	Possible Structure		Possible Formats												Referencing Permitted	Dynamic Definition		
<i>operand1</i> *	C	S				A	N	P	I	F	B	D	T	L			yes	no
<i>operand2</i>		S					N	P	I								yes	no

\* The structure and format actually possible depend on the action to be performed.

Syntax Element Description:

Syntax Element	Description
ACTION	<b>Actions:</b> You can specify one of the following actions to be performed by the reporter:
INITIALIZE	<b>Initialize Reporter:</b> This action initializes and loads the reporter. This must always be the first action to be performed.
TERMINATE	<b>Terminate Reporter:</b> This action terminates and unloads the reporter. This must always be the last action to be performed.
OPEN	<b>Open Report:</b> This action opens a specified report, and returns a handle which can be used to identify the report for subsequent actions.
CLOSE	<b>Close Report:</b> This action closes a specified report, after which the report handle can no longer be used.
REPLACE-TABLE	<b>Replace Table:</b> This action replaces the path name of a table.
SET-PRINTER	<b>Select Printer:</b> This action selects a printer to be used for subsequent printing of all reports. The print method for the selected printer must be set to TTY in NATPARM.
SET-PRINT-OPTIONS	<b>Set Print Options:</b> This action is used to set print options for a specified report.
PRINT	<b>Print Report:</b>

Syntax Element	Description
	This action prints a specified report on the currently selected printer.
PREVIEW	<b>Preview Report:</b> This action previews a specified report, based on the currently selected printer.
EDIT	If no report is specified, this action shows the main reporter window. If a report is specified, this action shows the main reporter window together with the edit window for the specified report.
WITH	<b>WITH Clause:</b> As <i>operand1</i> , you specify the parameter(s) to be passed to the action.
<i>PARAMETERS-clause</i>	<b>PARAMETERS Clause:</b> Alternatively to the WITH clause, you can use the <i>PARAMETERS clause</i> described <a href="#">below</a> .
GIVING <i>operand2</i>	<b>GIVING Clause:</b> With the GIVING clause, you can retrieve the response code from the invoked action. As <i>operand2</i> , you specify the field to receive the response code. The response code is returned in format/length I4. Response code 0 indicates that the action was successful. Any other response code corresponds to a Natural system error number (NATnnnn).

### PARAMETERS Clause

```
PARAMETERS {parameter-name=operand1} ...
END-PARAMETERS
```

With this clause, you specify the parameter(s) by name (instead of by position):

- Parameters for OPEN Action
- Parameters for REPLACE-TABLE Action
- Parameter for SET-PRINTER Action
- Parameters for SET-PRINT-OPTIONS Action

- Parameters for CLOSE, PRINT, PREVIEW, EDIT Actions

### Parameters for OPEN Action

For this action, you specify as first parameter the name of the report to be opened (without *.rpt* extension or path specification), and as second parameter the field to receive the handle. The format/length of the first parameter must be compatible with A8, that of the second parameter with I4.

The report is searched for in the logon library's RES subdirectory first, then in the RES subdirectory of each steplib, then in the directory assigned to the environment variable NATGUI\_BMP.

Note that the report data is first searched for in the path specified when the report was created (if it exists), then in the directory in which the report was found.

If you use the *PARAMETERS-clause*, the *parameter-name* must be:

- REPORT-NAME for the report name
- REPORT-ID for the handle field

See also [Example 1 - Parameters for OPEN Action](#).

### Parameters for REPLACE-TABLE Action

For this action, you specify as first parameter the handle identifying the report to which the action is to be applied, as second parameter the work file number, and, optionally, as third parameter the table name. The format/length of the first two parameters must be compatible with I4, that of the third parameter with A8.

If you use the *PARAMETERS-clause*, the *parameter-names* must be REPORT-ID, WORK-FILE and TABLE-NAME respectively.

See also [Example 2 - Parameters for REPLACE-TABLE Action](#).

### Parameter for SET-PRINTER Action

For this action, you specify as *operand1* the logical device name (LPT1 to LPT31) of the printer to be selected. The format/length of *operand1* must be compatible with A8.

If you use the *PARAMETERS-clause*, the *parameter-name* must be DEVICE-NAME.


See also [Example 3 - Parameter for SET-PRINTER Action](#).

**Parameters for SET-PRINT-OPTIONS Action**

For this action, you specify as first parameter (No. 1 in the table below) the handle identifying the report to which the action is to be applied, followed by the printer options to be set - all of which are optional. If a parameter is omitted, the corresponding option remains unchanged.

Sequence No.	Parameter
1	<p>This parameter (which must be compatible with format/length I4) is the handle identifying the report to which the action is to be applied.</p> <p>The <i>parameter-name</i> must be REPORT-ID. *</p>
2	<p>This parameter (which must be compatible with format/length I2) is one of the paper-size constants defined in the local data area NGULKEY1. The possible values here are:</p> <ul style="list-style-type: none"> <li>■ CUSTOM-PAPER (use explicit paper width and height)</li> <li>■ LETTER (8.5 x 11 inches)</li> <li>■ LEGAL (8.5 x 14 inches)</li> <li>■ EXECUTIVE (7.25 x 10.5 inches)</li> <li>■ A4 (210 x 297 mm)</li> <li>■ COM-10-ENVELOPE (4.125 x 9.5 inches)</li> <li>■ DL-ENVELOPE (110 x 220 mm)</li> <li>■ C5-ENVELOPE (162 x 229 mm)</li> <li>■ B5-ENVELOPE (176 x 250 mm)</li> <li>■ MONARCH-ENVELOPE (3.875 x 7.5 inches)</li> </ul> <p>The <i>parameter-name</i> must be PAPER-SIZE. *</p>
3 and 4	<p>These parameters (which must be compatible with format/length I2) are the paper width and height respectively (in twips; 1 twip = 1/1440 inches). These parameters are only used with paper size CUSTOM-PAPER.</p> <p>If you use the <i>PARAMETERS-clause</i>, the <i>parameter-names</i> must be PAPER-WIDTH and PAPER-HEIGHT, respectively.</p>
5, 6, 7 and 8	<p>These parameters (which must be compatible with format/length I2) specify the left, top, right and bottom margins respectively (in twips).</p> <p>The <i>parameter-names</i> must be LEFT-MARGIN, TOP-MARGIN, RIGHT-MARGIN, BOTTOM-MARGIN, respectively.</p>
9	<p>This parameter (which must be of format L) is the paper orientation:</p> <ul style="list-style-type: none"> <li>■ TRUE = landscape</li> <li>■ FALSE = portrait</li> </ul> <p>This parameter is not used with paper size CUSTOM-PAPER.</p>

Sequence No.	Parameter
	The <i>parameter-name</i> must be LANDSCAPE.*
10	<p>This parameter (which must be of format L) is the fast (text only) print option:</p> <ul style="list-style-type: none"> <li>■ TRUE = suppression of graphics</li> <li>■ FALSE = no suppression</li> </ul> <p>The <i>parameter-name</i> must be FAST-PRINT.*</p>
11	<p>This parameter (which must be of format L) determines whether records that consist entirely of blanks are to be suppressed in the output:</p> <ul style="list-style-type: none"> <li>■ TRUE = suppression</li> <li>■ FALSE = no suppression</li> </ul> <p>The <i>parameter-name</i> must be SUPPRESS- BLANK- LINES.*</p>
12	<p>This parameter (which must be of format L) determines whether successive records with identical data are to be ignored:</p> <ul style="list-style-type: none"> <li>■ TRUE = ignore</li> <li>■ FALSE = do not ignore</li> </ul> <p>The <i>parameter-name</i> must be IGNORE- DUPLICATES.*</p>
13	<p>This parameter (which must be of format L) determines whether a printer selection dialog is to be displayed during printing:</p> <ul style="list-style-type: none"> <li>■ TRUE = display</li> <li>■ FALSE = no display</li> </ul> <p>The <i>parameter-name</i> must be SHOW-PRINT- DIALOG.*</p>
14	<p>This parameter (which must be compatible with format/length I2) is one of the paper-source constants defined in the local data area NGULKEY1. The possible values here are:</p> <ul style="list-style-type: none"> <li>■ AUTOMATIC = automatic feed</li> <li>■ MANUAL = manual feed</li> </ul> <p>The <i>parameter-name</i> must be PAPER- SOURCE.*</p>

 **Note:** \* If you use the *PARAMETERS-clause*.

See also [Example 4 - Parameters for SET-PRINT-OPTIONS Action](#).

### Parameters for CLOSE, PRINT, PREVIEW, EDIT Actions

For these actions, you specify as *operand1* the handle identifying the report to which the action is to be applied. The format/length of *operand1* must be compatible with I4.

If you use the *PARAMETERS-clause*, the *parameter-name* must be REPORT-ID.

See also [Example 5 - Parameters for CLOSE, PRINT, PREVIEW, EDIT Actions](#).

## PROCESS REPORTER Examples

---

- [Example 1 - Parameters for OPEN Action](#)
- [Example 2 - Parameters for REPLACE-TABLE Action](#)
- [Example 3 - Parameter for SET-PRINTER Action](#)
- [Example 4 - Parameters for SET-PRINT-OPTIONS Action](#)
- [Example 5 - Parameters for CLOSE, PRINT, PREVIEW, EDIT Actions](#)

### Example 1 - Parameters for OPEN Action

```
PROCESS REPORT ACTION OPEN WITH 'MYREPORT' #HANDLE
```

```
PROCESS REPORT ACTION OPEN WITH  
PARAMETERS  
  REPORT-NAME = 'MYREPORT'  
  REPORT-ID   = #HANDLE  
END-PARAMETERS
```

### Example 2 - Parameters for REPLACE-TABLE Action

```
PROCESS REPORT ACTION REPLACE-TABLE WITH  
PARAMETERS  
  REPORT-ID = #HANDLE  
  WORK-FILE = 5  
END-PARAMETERS
```



**Example 3 - Parameter for SET-PRINTER Action**

```
PROCESS REPORTER ACTION SET-PRINTER WITH 'LPT1'
```

**Example 4 - Parameters for SET-PRINT-OPTIONS Action**

```
DEFINE DATA LOCAL
  USING 'NGLUKEY1'
END-DEFINE
...
PROCESS REPORT ACTION SET-PRINT-OPTIONS WITH #HANDLE
  A4 0 0 0 0 0 0 FALSE FALSE FALSE FALSE FALSE AUTOMATIC
```

```
DEFINE DATA LOCAL
  USING 'NGLUKEY1'
END-DEFINE
...
PROCESS REPORT ACTION SET-PRINT-OPTIONS WITH PARAMETERS
  REPORT-ID = #HANDLE
  PAPER-SIZE = A4
  PAPER-WIDTH = 0
  PAPER-HEIGHT = 0
  LEFT-MARGIN = 0   TOP-MARGIN = 0
  RIGHT-MARGIN = 0  BOTTOM-MARGIN = 0
  LANDSCAPE = FALSE
  FAST-PRINT = FALSE
  SUPPRESS-BLANK-LINES = FALSE
  IGNORE-DUPLICATES = FALSE
  SHOW-PRINT-DIALOG = FALSE
  PAPER-SOURCE = AUTOMATIC
END-PARAMETERS
```

**Example 5 - Parameters for CLOSE, PRINT, PREVIEW, EDIT Actions**

```
PROCESS REPORT ACTION PRINT WITH #HANDLE
PROCESS REPORT ACTION PREVIEW WITH #HANDLE
PROCESS REPORT ACTION CLOSE WITH #HANDLE
PROCESS REPORT ACTION EDIT WITH #HANDLE
PROCESS REPORTER ACTION EDIT
```



# 109

## PROCESS SQL (SQL)

---

▪ PROCESS SQL Usage .....	800
▪ PROCESS SQL Syntax Description .....	800
▪ Entire Access Options .....	801
▪ PROCESS SQL Examples .....	802

```
PROCESS SQL dsm-name <<statement-string>>
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statement: [REQUEST DOCUMENT](#)

Belongs to Function Group: [Internet and Parsing](#)

## PROCESS SQL Usage

The `PROCESS SQL` statement is used to issue SQL statements to the underlying database.

## PROCESS SQL Syntax Description

Syntax Element	Description
<i>dsm-name</i>	<p><b>DDM Name:</b></p> <p>The name of a data definition module (DDM) must be specified to provide the “address” of the database which executes the stored procedure. For more information, see <a href="#">dsm-name</a>.</p>
<i>statement-string</i>	<p><b>Statement String:</b></p> <p>The statements which can be specified in the <i>statement-string</i> are the same statements which can be issued with the SQL statement <code>EXECUTE</code>; see also <a href="#">Flexible SQL</a>.</p> <p><b>Caution:</b> To avoid transaction synchronization problems between the Natural environment and the underlying database, the <code>COMMIT</code> and <code>ROLLBACK</code> statements must not be used within <code>PROCESS SQL</code>.</p> <p>The statement string can cover several statement lines without any continuation character to be specified. Comments at the end of a line as well as entire comment lines are possible.</p> <p>The statement string can also include parameters; see <a href="#">Parameters in Statement String</a> below.</p>

## Parameters in Statement String

```
[ :U ] :host-variable [INDICATOR:host-variable] [LINIDICATOR:host-variable]
:G ]
```

Unlike with the *Parameters* described in the section *Basic Syntactical Items*, the *host-variables* used in this context must be prefixed by a colon (:). In addition, they can be preceded by a further qualifier (:U or :G).

See further details on *host-variable*.

Syntax Element Description:

Syntax Element	Description
:U:host-variable	<p><b>"USING" Variable:</b></p> <p>The prefix :U qualifies the host variable as a so-called "USING" variable. Such a variable indicates that its value is to be <i>passed to</i> the database.</p> <p>:U is the default specification.</p>
:G:host-variable	<p><b>"GIVING" Variable:</b></p> <p>The prefix :G qualifies the host variable as a so-called "GIVING" variable. Such a variable indicates that it is to <i>receive a value from</i> the database.</p>

## Entire Access Options

With Entire Access, you can also specify the following as *statement-string*:

- SET SQLOPTION *option* = *value*
- SQLCONNECT *option* = *value*
- SQLDISCONNECT

These options are only possible with Entire Access, and are described in the section *Accessing Data in an SQL Database* (in the *Programming Guide*).

## PROCESS SQL Examples

---

### Example for Adabas D:

```
PROCESS SQL ADABAS_D_DDM << LOCK TABLE EMPLOYEES IN SHARE MODE >>
```

### Example of Calling a Procedure Stored in Adabas D:

The called procedure computes the sum of two numbers.

```
...  
COMPUTE #N1 = 1  
COMPUTE #N2 = 2  
COMPUTE #SUM = 0  
...  
PROCESS SQL ADABAS_D_DDM << DBPROCEDURE DEMO.SUM (:#N1, :#N2, :G:#SUM) >>  
...  
WRITE #N1 '+' #N2 ' =' #SUM  
...
```

# 110 PROPERTY

---

■ PROPERTY Usage .....	804
■ PROPERTY Syntax Description .....	804
■ PROPERTY Example .....	805

```

PROPERTY property-name
  OF [INTERFACE] interface-name
  IS operand
END-PROPERTY

```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [CREATE OBJECT](#) | [DEFINE CLASS](#) | [INTERFACE](#) | [METHOD](#) | [SEND METHOD](#)

Belongs to Function Group: [Component Based Programming](#)

## PROPERTY Usage

The `PROPERTY` statement assigns an object data variable operand as the implementation to a property, outside an interface definition.

It is used if the interface definition in question is included from a copycode and is to be implemented in a class-specific way.

It may only be used within the `DEFINE CLASS` statement and after the interface definitions.

The interface and property names specified must be defined in the `INTERFACE` clause of the `DEFINE CLASS` statement.

## PROPERTY Syntax Description

Syntax Element	Description
<i>property-name</i>	<b>Property Name:</b> This is the name assigned to the <a href="#">property</a> .
OF <i>interface-name</i>	<b>Interface Name:</b> This is the name assigned to the <a href="#">interface</a> .
IS <i>operand</i>	<b>IS Clause:</b> The <a href="#">operand</a> in the IS clause assigns an object data variable as the place to store the property value.
END-PROPERTY	<b>End of PROPERTY Statement:</b> The Natural reserved word END-PROPERTY must be used to end the PROPERTY statement.



## PROPERTY Example

---

The **example** contained in the documentation of the **METHOD** statement shows how the same interface is implemented differently in two classes, and how the **PROPERTY** statement and the **METHOD** statement are used to achieve this.



# XIII

---

▪ 111 READ .....	809
▪ 112 READ RESULT SET (SQL) .....	833
▪ 113 READ WORK FILE .....	837
▪ 114 READLOB .....	851
▪ 115 REDEFINE .....	859
▪ 116 REDUCE .....	863
▪ 117 REINPUT .....	869
▪ 118 REJECT .....	881
▪ 119 RELEASE .....	883
▪ 120 REPEAT .....	887
▪ 121 REQUEST DOCUMENT .....	893
▪ 122 RESET .....	907
▪ 123 RESIZE .....	911
▪ 124 ROLLBACK (SQL) .....	917
▪ 125 RETRY .....	919
▪ 126 RUN .....	923



# 111 READ

---

▪ READ Usage .....	810
▪ READ Syntax Description .....	811
▪ System Variables Available with READ .....	823
▪ READ Examples .....	823

```

{   READ   }  [ [ ALL ] ] [MULTI-FETCH-clause] [RECORDS] [IN] [FILE] view-name
  BROWSE }  [ (operand1) ]
[PASSWORD=operand2]
[CIPHER=operand3]
[WITH REPOSITION]
[sequence/range-specification]
[STARTING WITH ISN=operand4]
[[IN] SHARED HOLD [MODE=option]]
[SKIP [RECORDS] IN HOLD]
[WHERE logical-condition]
statement ...
END-READ [(r)] (structured mode only)
LOOP [(r)] (reporting mode only)

```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [GET TRANSACTION DATA](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [HISTOGRAM](#) | [GET](#) | [GET SAME](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READLOB](#) | [RETRY](#) | [STORE](#) | [UPDATE](#) | [UPDATELOB](#)

Belongs to Function Group: [Database Access and Update](#)

## READ Usage

The `READ` statement is used to read records from a database. The records can be retrieved in physical sequence, in Adabas ISN sequence, or in the value sequence of a descriptor (key) field. The `READ` statement causes a processing loop to be initiated.

See also the following sections in the *Programming Guide*:

- [READ Statement](#)
- [Loop Processing](#)
- [Referencing of Database Fields Using \(r\) Notation](#)

## READ Syntax Description

Operand Definition Table:

Operand	Possible Structure		Possible Formats										Referencing Permitted	Dynamic Definition					
<i>operand1</i>	C	S						N	P	I	B *							yes	no
<i>operand2</i>	C	S				A											yes	no	
<i>operand3</i>	C	S					N										yes	no	
<i>operand4</i>	C	S					N	P	I	B *							yes	no	

\* Format B of *operand1* and *operand4* may be used with a length of less than or equal to 4.

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Number of Records to be Read:</b></p> <p>The number of records to be read may be limited by specifying <i>operand1</i> (enclosed in parentheses, immediately after the keyword READ) - either as a numeric constant (in the range from 0 to 4294967295) or as the name of a numeric variable.</p> <p><b>Example:</b></p> <pre>READ (5) IN EMPLOYEES ...  MOVE 10 TO CNT(N2) READ (CNT) EMPLOYEES ...</pre> <p>For this statement, the specified limit has priority over a limit set with a <a href="#">LIMIT</a> statement.</p> <p>If a smaller limit is set with the profile or session parameter LT, the LT limit applies.</p> <p><b>Note:</b></p> <ol style="list-style-type: none"> <li>1. If you wish to read a 4-digit number of records, specify it with a leading zero: (0nnnn); because Natural interprets every 4-digit number enclosed in parentheses as a line-number reference to a statement.</li> <li>2. <i>operand1</i> is evaluated when the READ loop is entered. If the value of <i>operand1</i> is modified within the READ loop, this does not affect the number of records read.</li> </ol>

Syntax Element	Description
ALL	<p><b>ALL Option:</b></p> <p>To emphasize that <i>all</i> records are to be read, you can optionally specify the keyword ALL.</p> <p>The ALL option is used by default if <i>operand1</i> and ALL are omitted.</p>
<i>MULTI-FETCH-clause</i>	<p><b>MULTI-FETCH Clause:</b></p> <p>See <a href="#">MULTI-FETCH Clause</a> below.</p>
<i>view-name</i>	<p><b>View Name:</b></p> <p>As <i>view-name</i>, you specify the name of a view, which must have been defined either within a DEFINE DATA statement or outside the program in a global or local data area.</p> <p>In reporting mode, <i>view-name</i> is the name of a DDM if no DEFINE DATA LOCAL statement is used.</p>
PASSWORD= <i>operand2</i> CIPHER= <i>operand3</i>	<p><b>PASSWORD and CIPHER Clauses:</b></p> <p>These clauses are applicable only to Adabas databases. They cannot be used with Entire System Server.</p> <p>The PASSWORD clause is used to provide a password when retrieving data from a file which is password-protected.</p> <p>The CIPHER clause is used to provide a cipher key when retrieving data from a file which is enciphered.</p> <p>See the statements <a href="#">FIND</a> and <a href="#">PASSW</a> for further information.</p>
WITH REPOSITION	<p><b>WITH REPOSITION Option:</b></p> <p>This option is used to make the READ statement sensitive for repositioning events. See <a href="#">WITH REPOSITION Option</a>.</p>
<i>sequence/range-specification</i>	<p><b>Sequence/Range Specification:</b></p> <p>This option specifies the sequence and/or the range of retrieval. See <a href="#">Sequence/Range Specification</a>.</p>
STARTING WITH ISN= <i>operand4</i>	<p><b>STARTING WITH ISN Clause:</b></p> <p>This clause applies only to Adabas databases.</p> <p><b>Access to Adabas</b></p> <p>This clause can be used in conjunction with a READ statement in physical or in logical (ascending/descending) sequence. The value supplied (<i>operand4</i>, range from 0 to 4294967295) represents an Adabas ISN (internal sequence number) and is used to specify a definite record where to start the READ loop.</p>




Syntax Element	Description
	<p>■ <b>Logical Sequence</b></p> <p>Even if documented with an equal character (=), the READ statement does not return only those records with exactly the start value in the corresponding descriptor field, but starts a logical browse in ascending or descending order, beginning with the start value supplied. If some records have the same contents in the descriptor field, they will be returned in an ISN-sorted sequence.</p> <p>The STARTING WITH ISN clause is some kind of a “second level” selection criterion that applies only if the start value matches the descriptor value for the first record. All records with a descriptor value that is the same as the start value and an ISN that is “less equal” (“greater equal” for a descending READ) than the start ISN are ignored by Adabas. The first record returned in the READ loop is either</p> <ul style="list-style-type: none"> <li>■ the first record with descriptor = start value and an ISN “greater” (“less” for a descending READ) than the start ISN,</li> <li>■ or if such a record does not exist, the first record with a descriptor “greater” (“less” for a descending READ) than the start value.</li> </ul> <p>■ <b>Physical Sequence</b></p> <p>The records are returned in the order in which they are physically stored. If a STARTING WITH ISN clause is specified, Adabas ignores all records until the record with the ISN that is the same as the start ISN is reached. The first record returned is the next record following the ISN=start ISN record.</p> <p><b>Examples</b></p> <p>This clause may be used for repositioning within a READ loop whose processing has been interrupted, to easily determine the next record with which processing is to continue. This is particularly useful if the next record cannot be identified uniquely by any of its descriptor values. It can also be useful in a distributed client/server application where the reading of the records is performed by a server program while further processing of the records is performed by a client program, and the records are not processed all in one go, but in batches.</p> <p>For an example, see the program <a href="#">REASISND</a> below.</p>
[[IN] SHARED HOLD [MODE= <i>option</i> ]]	<p><b>SHARED HOLD Clause:</b></p> <p><b>Note:</b> This clause can be used only for access to Adabas.</p> <p>This clause can be used to place records being read in a “shared hold” state. A record can be put in shared hold by many users at the same time. As long as a record is in a shared hold state, it is protected from being updated, because it cannot be set into an exclusive hold by</p>

Syntax Element	Description		
	<p>parallel users. This ensures data consistency for the record data, as no one can update the record while it is being processed.</p> <p>Especially if the same record is fetched with multiple statements to read different MU/PE occurrences (<code>GET SAME</code> statement) or to browse over a LOB field in a piecemeal technique (<code>READLOB</code> statement), the shared hold state can guarantee data stability over this transaction without blocking the record for other users.</p> <p>Although such a hold state is an efficient way to protect read sequences, it is a basic and important matter when to release the record again from this “soft lock”. Since this question depends on individual application aspects, different options can be selected with the <code>MODE</code> subclause.</p>		
	MODE Option	Hold Period	Explanation
	C	Only at the moment of reading the record.	Ensures only that the record version being read has been committed by the last user who updated the record. This option does not really set a lock in hold state, but checks only that the record is not in exclusive hold by another user at time of read.
	Q	Until the next record in a sequence is read.	Releases the record from shared hold when <ul style="list-style-type: none"> <li>■ the next record is read in the loop sequence or</li> <li>■ the loop is terminated or</li> <li>■ an <code>END TRANSACTION</code> or <code>BACKOUT TRANSACTION</code> is executed.</li> </ul>
	S	Until the logical transaction is terminated.	Releases the record from shared hold when a logical transaction is terminated with an <code>END TRANSACTION</code> or


Syntax Element	Description	
		<a href="#">BACKOUT TRANSACTION</a> statement.
	<p>MODE=Q and MODE=S ensure that the record being read cannot be updated concurrently by other users until it has been released from hold again.</p> <p>If the MODE subclause is not specified, MODE=C is the default.</p> <p>See also <a href="#">Example 8 - SHARED HOLD Clause</a> below.</p>	
SKIP RECORDS IN HOLD	<p><b>SKIP RECORDS Clause:</b></p> <p><b>Note:</b> This clause can be used only for access to Adabas.</p> <p>Whenever a record is going to be read with hold, a Natural error NAT3145 (Adabas response code 145) might happen if the record is in hold by another user at this time. This occurs if a shared hold is requested and the record is in exclusive hold or if an exclusive hold is requested and the record is in either exclusive or shared hold.</p> <p>Although error NAT3145 is surely the right reaction to assure a “clean data processing”, sometimes it might be useful if a record in hold could be skipped. If it is alright that such a record will not be processed and the loop processing should continue, the SKIP RECORDS clause should be used.</p> <p>If the SKIP RECORDS clause is applied, Natural first tries to read the record with hold.</p> <p>If the record is already in hold and the Natural error NAT3145 would occur,</p> <ul style="list-style-type: none"> <li>■ no error processing is initiated;</li> <li>■ the record (currently in hold by another user) is instantly re-fetched without hold, but not processed in terms of the program logic;</li> <li>■ the record which comes next after the skipped record is read with hold and the processing continues.</li> </ul> <p>See also <a href="#">Example 9 - SKIP RECORDS Clause</a>.</p>	
WHERE <i>logical-condition</i>	<p><b>WHERE Clause:</b></p> <p>The WHERE clause may be used to specify an additional selection criterion (<i>logical-condition</i>) which is evaluated <i>after</i> a value has been read and <i>before</i> any processing is performed on the value (including the <a href="#">AT BREAK</a> evaluation).</p> <p>The syntax for a <i>logical-condition</i> is described in the section <i>Logical Condition Criteria</i> in the <i>Programming Guide</i>.</p>	

Syntax Element	Description
	If a <b>LIMIT</b> statement or a processing limit is specified in a <b>READ</b> statement containing a <b>WHERE</b> clause, records which are rejected as a result of the <b>WHERE</b> clause are not counted against the limit.
END-READ ( <i>r</i> )	<b>End of READ Statement:</b>  In structured mode, the Natural reserved keyword <b>END-READ</b> must be used to end the <b>READ</b> statement.  You can specify labels or line numbers with <b>END-READ</b> in structured mode.  In reporting mode, the Natural statement <b>LOOP</b> is used to end the <b>READ</b> statement.  You can specify labels or line numbers with <b>LOOP</b> in reporting mode.
LOOP ( <i>r</i> )	

### MULTI-FETCH Clause

 **Note:** This clause can only be used for Adabas databases.

```
MULTI-FETCH { ON
              OFF
              [OF] multi-fetch-factor }
```

 **Note:** [MULTI-FETCH OF *multi-fetch-factor*] is supported for database types ADA/ADA2. The default processing mode is applied; see profile parameter MFSET. The **MULTI-FETCH** clause is ignored in case Adabas LA or large objects fields are used or a view size greater than 64KB is defined.

For more information, see the section *MULTI-FETCH Clause (Adabas)* in the *Programming Guide*.

### WITH REPOSITION Option

 **Note:** This option can only be applied if the underlying database is Adabas.

With a **WITH REPOSITION** option, you can make a **READ** statement sensitive for repositioning events. This allows you to reposition to another start value within an active **READ** loop. Processing of the **READ** statement then continues with the new start value.

A repositioning event is triggered by one of two ways when you use a **READ** statement with the **WITH REPOSITION** option:

1. When an **ESCAPE TOP REPOSITION** statement is executed. At execution of an **ESCAPE TOP REPOSITION** statement, Natural makes an instant branch to the loop begin and performs a restart;

that is, the database repositions to a new record in the file according to the current content of the search value variable. At the same time, the loop-counter \*COUNTER is reset to zero.

2. When a READ loop tries to fetch the next record from the database and the value of the system variable \*COUNTER is 0.



**Note:** If \*COUNTER is set to 0 within the active READ loop, processing of the current record is continued; no instant branch to the loop begin is performed. You cannot trigger a reposition event in this fashion on Natural for Windows or Natural for Linux and Cloud. This functionality has only been retained for compatibility with earlier versions of Natural for z/OS. Therefore, it is not recommended that you use this process.

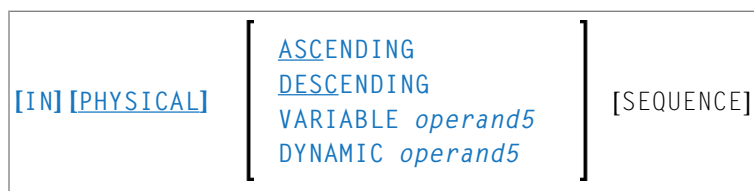
### Functional Considerations

- If the READ statement has a loop-limit (e.g. READ (10) EMPLOYEES WITH REPOSITION ..) and a restart event was triggered, the loop gets another 10 new records, no matter how many records were already processed until the repositioning takes place.
- If an ESCAPE TOP REPOSITION statement is executed, but the innermost loop is not capable of repositioning (since the WITH REPOSITION keyword is not set in the READ statement or the posted loop statement is anything else but a READ), a corresponding runtime error is issued.
- Since the ESCAPE TOP statement does not allow a reference, you can only initiate a reposition event if the innermost processing loop is a READ ..WITH REPOSITION statement.
- A reposition event does not trigger the execution of the AT START OF DATA section, nor does it trigger the re-evaluation of the loop-limit operand (if it is a variable).
- If the search value was not altered, the loop repositions to the same record like at initial loop start.

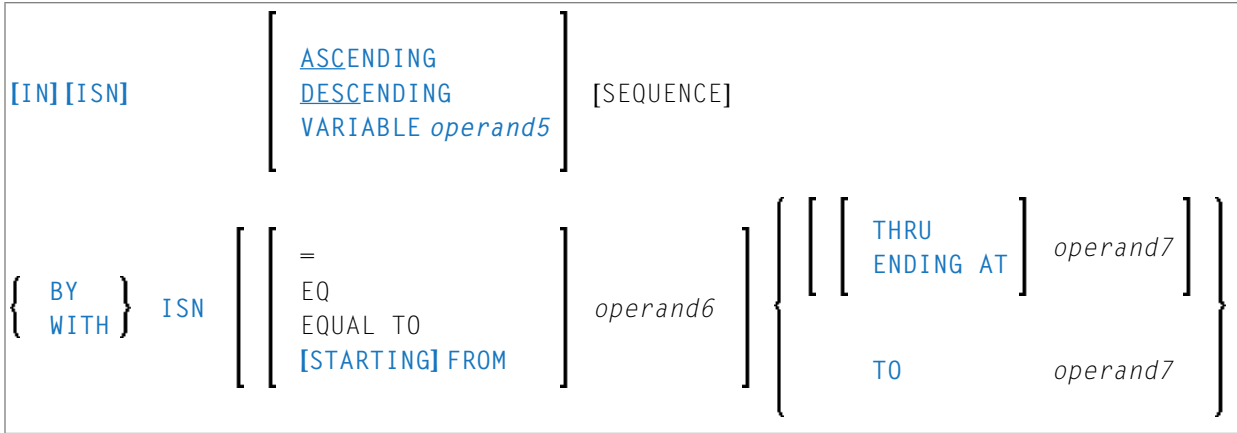
### Sequence/Range Specification

Three syntax options are available to specify the sequence and/or the range of retrieval.

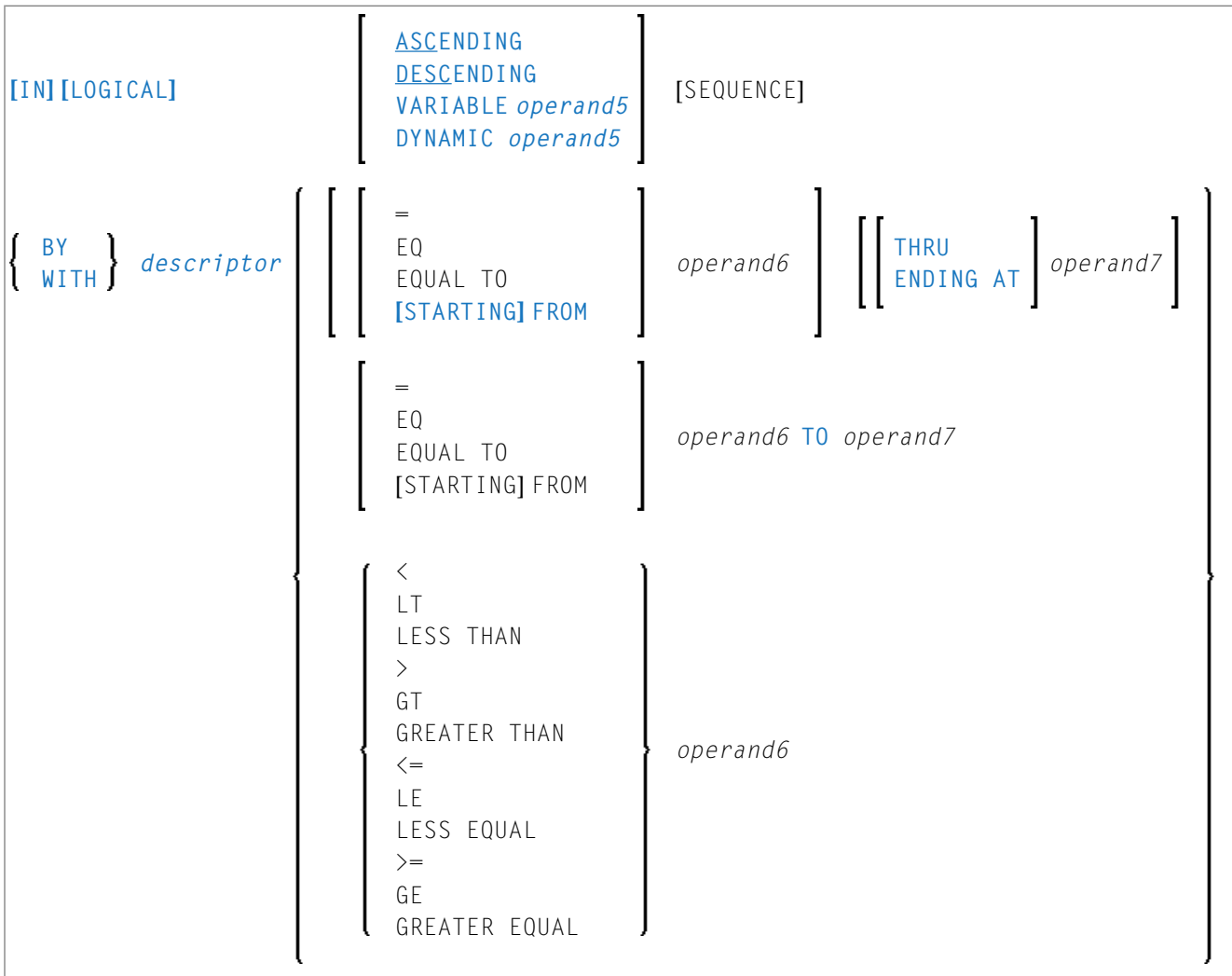
Syntax Option 1: READ PHYSICAL



Syntax Option 2: READ BY ISN



Syntax Option 3: READ BY DESCRIPTOR



Notes:

1. The syntax options [2] and [3] are not available with Entire System Server.
2. If the comparators of Diagram 3 are used, the options ENDING AT, THRU and TO may not be used. These comparators are also valid for the HISTOGRAM statement.

Operand Definition Table:

Operand	Possible Structure		Possible Formats											Referencing Permitted	Dynamic Definition			
<i>operand5</i>		S				A											yes	no
<i>operand6</i>	C	S				A	N	P	I	F	B*	D	T	L			yes	no
<i>operand7</i>	C	S				A	N	P	I	F	B*	D	T	L			yes	no

\* Format B of *operand6* and *operand7* may be used only with a length of less than or equal to 4.

Syntax Element Description:

Syntax Element	Description
READ IN PHYSICAL SEQUENCE	<p><b>Read in Physical Sequence:</b></p> <p>This option is used to read records in the order in which they are physically stored in a database.</p> <p>PHYSICAL is the default sequence.</p>
READ BY ISN	<p><b>Read by ISN:</b></p> <p>This option is used to read records in the order of Adabas ISNs (internal sequence numbers). Instead of using the keyword BY, you may specify the keyword WITH, which has the same effect.</p> <p>For READ BY ISN, <i>operand6</i> and <i>operand7</i> must be provided as a numeric constant or user-defined variable in the range from 0 to 4294967295.</p> <p>READ BY ISN can only be used for Adabas databases.</p> <p><b>Note:</b> For XML databases: READ BY ISN is used to read XML objects according to the order of Tamino object IDs.</p>
READ IN LOGICAL SEQUENCE	<p><b>Read in Logical Sequence:</b></p> <p>This option is used to read records in the order of the values of a descriptor (key) field.</p> <p>If you specify a descriptor, the records will be read in the value sequence of the descriptor. A descriptor, subdescriptor, superdescriptor or hyperdescriptor may be used for sequence control. A phonetic descriptor, a descriptor within a periodic group, or a superdescriptor which contains a periodic-group field cannot be used.</p> <p>If you do not specify a descriptor, the default descriptor as specified in the DDM (field Default Sequence) will be used.</p>

Syntax Element	Description
	<p>If the descriptor used for sequence control is defined with null-value suppression (Adabas only), any record which contains a null value for the descriptor will not be read.</p> <p>If the descriptor is a multiple-value field (Adabas only), the same record will be read multiple times depending on the number of values present.</p> <p><b>Note:</b> READ IN LOGICAL SEQUENCE is also discussed in the <i>Programming Guide</i>; see <i>Statements for Database Access, READ Statement</i>.</p>
ASCENDING   DESCENDING   VARIABLE   DYNAMIC   SEQUENCE	<p><b>Ascending/Descending Order:</b></p> <p>This clause only applies to Adabas, XML databases and SQL databases. In a READ PHYSICAL statement, it can only be applied to Db2 databases. In a READ BY ISN statement, it can only be applied to Adabas for Linux and Windows 7.2 (or higher) or Adabas for z/OS 8.6 (or higher).</p> <p>With this clause, you can determine whether the records are to be read in ascending or descending sequence.</p> <ul style="list-style-type: none"> <li>■ The default sequence is ascending (which may, but need not, be explicitly specified by using the keyword ASCENDING).</li> <li>■ If the records are to be read in descending sequence, you specify the keyword DESCENDING.</li> <li>■ If, instead of determining it in advance, you want to have the option of determining at runtime whether the records are to be read in ascending or descending sequence, you either specify the keyword VARIABLE or DYNAMIC, followed by a variable (<i>operand5</i>). <i>operand5</i> has to be of format/length A1 and can contain the value "'A'" (for "ascending") or "D" (for "descending").</li> <li>■ If the keyword VARIABLE is used, the reading direction (value of <i>operand5</i>) is evaluated at start of the READ processing loop and remains the same until the loop is terminated, regardless if the <i>operand5</i> field is altered in the READ loop or not.</li> <li>■ If the keyword DYNAMIC is used, the reading direction (value of <i>operand5</i>) is evaluated before every record fetch in the READ processing loop and may be changed from record to record. This allows to change the scroll sequence from ascending to descending (and vice versa) at any place in the READ loop. This option is not allowed in a READ BY ISN statement.</li> </ul> <p><b>Note:</b> For XML databases: DYNAMIC SEQUENCE is not available.</p>
STARTING FROM ... ENDING AT/TO	<p><b>STARTING FROM/ENDING AT Clauses:</b></p> <p>The STARTING FROM and ENDING AT clauses are used to limit reading to a set of records based on a user-specified range of values.</p> <p>The STARTING FROM clause (= or EQ or EQUAL TO or [STARTING] FROM) determines the starting value for the read operation. If a starting value is specified, reading will begin with the value specified. If the starting value does not exist in the file, the next higher (or lower for a DESCENDING read) value will be used. If no higher (or lower for DESCENDING) value exists, the loop will not be entered.</p>



Syntax Element	Description
	<p>In order to limit the records to an end value, you may specify an <code>ENDING AT</code> clause with the terms <code>THRU</code>, <code>ENDING AT</code>, or <code>TO</code> that imply an inclusive range. Whenever the read descriptor field exceeds the end value specified, an automatic loop termination is performed. Although the basic functionality of the <code>TO</code>, <code>THRU</code> and <code>ENDING AT</code> keywords looks quite similar, internally they differ in how they work.</p>
<p><code>THRU/ENDING AT</code></p>	<p><b>THRU/ENDING AT Option:</b></p> <p>If <code>THRU</code> or <code>ENDING AT</code> is used, only the start value is supplied to the database, but the end value check is performed by the Natural runtime system, after the record is returned by the database. If the read direction is <code>ASCENDING</code>, you have to supply the lower value as the start value and the higher value as the end value, since the start value represents the value (and record) returned first in the <code>READ</code> loop. However, if you invoke a backwards read (<code>DESCENDING</code>), the higher value has to appear in the start value and the lower value in the end value.</p> <p><b>When used in READ BY DESCRIPTOR</b></p> <p>Internally, to determine the end of the range to be read, Natural reads one record beyond the end value. If you have left the <code>READ</code> loop because the end value has been reached, be aware that this last record is in fact not the last record within the demanded range, but the first record beyond that range (except if the file does not contain a further record after the last result record).</p> <p><b>When used in READ BY ISN</b></p> <p>When the "ISN provided as end value" exists, Natural exits the <code>READ</code> loop once this ISN number has been reached. In this case, the last record in the data view is the end value record. When the "ISN provided as end value" does not exist, Natural reads one record beyond the end value. This is the next higher ISN in case of an <code>ASCENDING</code> read or the next lower ISN in case of a <code>DESCENDING</code> read (except if the file does not contain a further record after the last result record).</p> <p>The <code>THRU</code> and <code>ENDING AT</code> clauses can be used for all databases which support the <code>READ</code> or <code>HISTOGRAM</code> statements.</p>
<p><code>TO</code></p>	<p><b>TO Option:</b></p> <p>If the keyword <code>TO</code> is used, both the start value and the end value are sent to the database, and Natural does not perform checks for value ranges. If the end value is exceeded, the database reacts the same as when "end-of-file" is reached, and the database loop is exited. In case of an end value stop, the record in the data view is the last record found in the specified value range.</p> <p><b>When used in READ BY DESCRIPTOR</b></p> <p>No matter if reading in direction <code>ASCENDING</code> or <code>DESCENDING</code>, put the lower value in the start value and the higher value in the end value.</p> <p><b>When used in READ BY ISN</b></p>

Syntax Element	Description
	Same as with THRU, put the ISN of the record you want to receive first in the start value and the ISN of the record you want to receive last in the end value. In a READ BY ISN statement the TO option can only be applied to Adabas for Linux and Windows 7.3 (or higher) or Adabas for z/OS 8.6 (or higher).

**Notes on Functional Differences between THRU/ENDING AT and TO used in READ BY DESCRIPTOR**

The following list describes the functional differences between the usage of the THRU/ENDING AT and TO options.

THRU/ENDING AT	TO
When the READ loop terminates because the end value has been reached, the view contains the first record "out-of-range".	When the READ loop terminates because the end value has been reached, the view contains the last record of the specified range.
If an end value variable is modified during the READ loop, the new value will be used for end value check on next record being read.	The end value variable will only be evaluated at READ loop start. All further modifications during the READ loop have no effect.
An incorrect range (for example, READ .. = 'B' THRU 'A') does not cause a database error, but just returns no record.	An incorrect range results in a database error (for example, Adabas RC=61), because a value range must not be supplied in descending order.
If a READ .. DESCENDING is used with the start and end values, the start value is used to position in the file, whereas the end value is used by Natural to check for "end-of-range". Therefore the start value is higher than (or equal to) the end value.	Since both values are passed to the database, they have to appear in ascending order. In other words, the start value is lower than (or equal to) the end value, no matter if you are reading in ascending or descending order.
In order to check for range overflow, the descriptor value has to appear in the underlying database view; that is, it must be returned in the record buffer.	The descriptor is not required in the record fields returned.
The end value check for an Adabas multi-value field (MU-field) or a sub-/super-/hyper-descriptor is not possible and leads to syntax error NAT0160 at program compilation.	You may specify an end value for MU-fields and sub-/super-/hyper-descriptors.
Can be used for all databases.	Can be used for all databases.



**Note:** The result of READ/HISTOGRAM THRU/ENDING AT might differ from the result of READ/HISTOGRAM TO if Natural and the accessed database reside on different platforms with different collating sequences.

## System Variables Available with READ

The Natural system variables \*ISN and \*COUNTER are available with the READ statement.

The format/length of these system variables is P10. This format/length cannot be changed.

The usage of the system variables is illustrated below.

System Variable	Explanation
*ISN	The system variable *ISN contains the Adabas ISN of the record currently being processed.
*COUNTER	The system variable *COUNTER contains the number of times the processing loop has been entered.

## READ Examples

- [Example 1 - READ Statement](#)
- [Example 2 - READ WITH REPOSITION](#)
- [Example 3 - Combining READ and FIND Statements](#)
- [Example 4 - DESCENDING Option](#)
- [Example 5 - VARIABLE Option](#)
- [Example 6 - DYNAMIC Option](#)
- [Example 7 - STARTING WITH ISN Clause](#)
- [Example 8 - SHARED HOLD Clause](#)
- [Example 9 - SKIP RECORDS Clause](#)
- [Example 10 - READ DESCENDING BY ISN](#)

### Example 1 - READ Statement

```

** Example 'REAEX1S': READ (structured mode)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
1 VEHIC-VIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
  2 MAKE
END-DEFINE
*
LIMIT 3
*
WRITE 'READ IN PHYSICAL SEQUENCE'
READ EMPLOY-VIEW IN PHYSICAL SEQUENCE

```

## READ

```
    DISPLAY NOTITLE PERSONNEL-ID NAME *ISN *COUNTER
END-READ
*
WRITE / 'READ IN ISN SEQUENCE'
READ EMPLOY-VIEW BY ISN STARTING FROM 1 ENDING AT 3
    DISPLAY          PERSONNEL-ID NAME *ISN *COUNTER
END-READ
*
WRITE / 'READ IN NAME SEQUENCE'
READ EMPLOY-VIEW BY NAME
    DISPLAY          PERSONNEL-ID NAME *ISN *COUNTER
END-READ
*
WRITE / 'READ IN NAME SEQUENCE STARTING FROM 'M''
READ EMPLOY-VIEW BY NAME STARTING FROM 'M'
    DISPLAY          PERSONNEL-ID NAME *ISN *COUNTER
END-READ
*
END
```

### Output of Program REAEX1S:

PERSONNEL ID	NAME	ISN	CNT
-----			
READ IN PHYSICAL SEQUENCE			
50005800	ADAM	1	1
50005600	MORENO	2	2
50005500	BLOND	3	3
READ IN ISN SEQUENCE			
50005800	ADAM	1	1
50005600	MORENO	2	2
50005500	BLOND	3	3
READ IN NAME SEQUENCE			
60008339	ABELLAN	478	1
30000231	ACHIESON	878	2
50005800	ADAM	1	3
READ IN NAME SEQUENCE STARTING FROM 'M'			
30008125	MACDONALD	923	1
20028700	MACKARNESS	765	2
40000045	MADSEN	508	3

Equivalent reporting-mode example: [REAEX1R](#).

**Example 2 - READ WITH REPOSITION**

```

DEFINE DATA LOCAL
1 MYVIEW VIEW OF ...
  2 NAME
1 #STARTVAL (A20) INIT <'A'>
1 #ATTR      (C)
END-DEFINE
...
SET KEY PF3
...
READ MYVIEW WITH REPOSITION BY NAME = #STARTVAL
INPUT (IP=OFF AD=0) 'NAME:' NAME /
  'Enter new start value for repositioning:' #STARTVAL (AD=MT CV=#ATTR) /
  'Press PF3 to stop'
IF *PF-KEY = 'PF3'
  THEN STOP
END-IF
IF #ATTR MODIFIED
  THEN ESCAPE TOP REPOSITION
END-IF
END-READ
...

```

```

DEFINE DATA LOCAL
1 MYVIEW VIEW OF ...
  2 NAME
1 #STARTVAL (A20) INIT <'A'>
1 #ATTR      (C)
END-DEFINE
...
SET KEY PF3
...
READ MYVIEW WITH REPOSITION BY NAME = #STARTVAL
INPUT (IP=OFF AD=0) 'NAME:' NAME /
  'Enter new start value for repositioning:' #STARTVAL (AD=MT CV=#ATTR) /
  'Press PF3 to stop'
IF *PF-KEY = 'PF3'
  THEN STOP
END-IF
IF #ATTR MODIFIED
  THEN RESET *COUNTER
END-IF
END-READ
...

```

### Example 3 - Combining READ and FIND Statements

The following program reads records from the EMPLOYEES file in logical sequential order based on the values of the descriptor NAME. A FIND statement is then issued to the VEHICLES file using the personnel number from the EMPLOYEES file as search criterion. The resulting report shows the name (read from the EMPLOYEES file) of each person read and the model of automobile (read from the VEHICLES file) owned by this person. Multiple lines with the same name are produced if the person owns more than one automobile.

```

** Example 'REAEX2': READ and FIND combination
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 FIRST-NAME
  2 NAME
  2 CITY
1 VEH-VIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
  2 MAKE
END-DEFINE
*
LIMIT 10
*
RD. READ EMPLOY-VIEW BY NAME STARTING FROM 'JONES'
  SUSPEND IDENTICAL SUPPRESS
  FD. FIND VEH-VIEW WITH PERSONNEL-ID = PERSONNEL-ID (RD.)
    IF NO RECORDS FOUND
      ENTER
    END-NOREC
    DISPLAY NOTITLE (ES=OFF IS=ON ZP=ON AL=15)
      PERSONNEL-ID (RD.)
      FIRST-NAME (RD.)
      MAKE (FD.) (IS=OFF)

  END-FIND
END-READ
END

```

### Output of Program REAEX2:

PERSONNEL ID	FIRST-NAME	MAKE
20007500	VIRGINIA	CHRYSLER
20008400	MARSHA	CHRYSLER
		CHRYSLER
20021100	ROBERT	GENERAL MOTORS
20000800	LILLY	FORD

20001100	EDWARD	MG
20002000	MARTHA	GENERAL MOTORS
20003400	LAUREL	GENERAL MOTORS
30034045	KEVIN	DATSUN
30034233	GREGORY	FORD
11400319	MANFRED	

#### Example 4 - DESCENDING Option

```
** Example 'READSCND': READ (with DESCENDING SEQUENCE)
*****
DEFINE DATA LOCAL
1 EMPL VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 BIRTH
END-DEFINE
*
READ (10) EMPL IN DESCENDING SEQUENCE BY NAME FROM 'ZZZ'
  DISPLAY *ISN NAME FIRST-NAME BIRTH (EM=YYYY-MM-DD)
END-READ
END
```

#### Example 5 - VARIABLE Option

```
** Example 'REAVSEQ': READ (with VARIABLE SEQUENCE)
*****
DEFINE DATA LOCAL
1 EMPL VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 BIRTH
*
1 #DIR          (A1)
1 #STARTVALUE (A20)
END-DEFINE
*
SET KEY PF7 PF8
*
INPUT 'Select READ direction'
  // 'Press' 08T 'PF7' (I)          21T 'to read backward'
  /         08T 'PF8' (I) 'or' 'ENTER' (I) 21T 'to read forward'
*
IF *PF-KEY = 'PF7'
  MOVE 'D' TO #DIR
  MOVE 'ZZZ' TO #STARTVALUE
ELSE
  MOVE 'A' TO #DIR
  MOVE 'A' TO #STARTVALUE
```

```

END-IF
*
READ (10) EMPL IN VARIABLE #DIR SEQUENCE
        BY NAME FROM #STARTVALUE
        DISPLAY *ISN NAME FIRST-NAME BIRTH (EM=YYYY-MM-DD)
END-READ
END

```

### Example 6 - DYNAMIC Option

```

DEFINE DATA LOCAL
1 #DIRECTION (A1) INIT <'A'> /* 'A' = ASCENDING
1 #EMPVIEW VIEW OF EMPLOYEES
2 NAME
...
END-DEFINE
...
READ #EMPVIEW IN DYNAMIC #DIRECTION SEQUENCE BY NAME = 'SMITH'
    INPUT (AD=0) NAME
        / 'Press PF7 to scroll in DESCENDING sequence'
        / 'Press PF8 to scroll in ASCENDING sequence'
    ..
    IF *PF-KEY = 'PF7' THEN MOVE 'D' TO #DIRECTION END-IF
    IF *PF-KEY = 'PF8' THEN MOVE 'A' TO #DIRECTION END-IF
END-READ
...

```

### Example 7 - STARTING WITH ISN Clause

```

** Example 'REASISND': READ (with STARTING WITH ISN)
*****
DEFINE DATA LOCAL
1 EMPL VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 BIRTH
*
1 #DIR      (A1)
1 #STARTVAL (A20)
1 #STARTISN (N8)
END-DEFINE
*
SET KEY PF3 PF7 PF8
*
MOVE 'ADKINSON' TO #STARTVAL
*
READ (9) EMPL BY NAME = #STARTVAL
    WRITE *ISN NAME FIRST-NAME BIRTH (EM=YYYY-MM-DD) *COUNTER
    IF *COUNTER = 5 THEN
        MOVE NAME TO #STARTVAL

```



```

    MOVE *ISN TO #STARTISN
  END-IF
END-READ
*
#DIR := 'A'
*
REPEAT
  READ EMPL IN VARIABLE #DIR BY NAME = #STARTVAL
    STARTING WITH ISN = #STARTISN
  MOVE NAME TO #STARTVAL
  MOVE *ISN TO #STARTISN
  INPUT NO ERASE (IP=OFF AD=0)
    15/01 *ISN NAME FIRST-NAME BIRTH (EM=YYYY-MM-DD)
    // 'Direction:' #DIR
    // 'Press PF3 to stop'
    / ' PF7 to go step back'
    / ' PF8 to go step forward'
    / ' ENTER to continue in that direction'
  /*
  IF *PF-KEY = 'PF7' AND #DIR = 'A'
    MOVE 'D' TO #DIR
    ESCAPE BOTTOM
  END-IF
  IF *PF-KEY = 'PF8' AND #DIR = 'D'
    MOVE 'A' TO #DIR
    ESCAPE BOTTOM
  END-IF
  IF *PF-KEY = 'PF3'
    STOP
  END-IF
END-READ
/*
IF *COUNTER(0290) = 0
  STOP
END-IF
END-REPEAT
END

```

### Example 8 - SHARED HOLD Clause

```

READ EMPL-VIEW WITH NAME = ...
  IN SHARED HOLD MODE=Q /* Record in shared hold until next record is read.
  ...
  GET EMPL-VIEW *ISN /* The record remains unchanged!
  ...
END-READ

```

**Example 9 - SKIP RECORDS Clause**

```

READ EMPL-VIEW WITH NAME = ... /* Records found are put in hold while reading.
    SKIP RECORDS IN HOLD      /* Records already held by other users are skipped
    ...                        /* to prevent error NAT3145.
    UPDATE
    END TRANSACTION
END-READ

```

**Example 10 - READ DESCENDING BY ISN**

```

** Example 'READVISN': READ with DESCENDING/VARIABLE BY ISN
**
** Note: The ASCENDING and DESCENDING order for READ BY ISN can only be
**       applied to ADABAS 7.2 (or higher) on Linux and Windows.
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
*
1 #DIR-ASCENDING (A1) CONST<'A'>
1 #DIR-DESCENDING (A1) CONST<'D'>
*
END-DEFINE
*
WRITE 'READ with ASCENDING BY ISN = 500'
READ (5) EMPLOY-VIEW ASCENDING BY ISN = 500
  DISPLAY NOTITLE *ISN NAME FIRST-NAME
END-READ
*
WRITE / 'READ with DESCENDING BY ISN = 500'
READ (5) EMPLOY-VIEW DESCENDING BY ISN = 500
  DISPLAY          *ISN NAME FIRST-NAME
END-READ
*
WRITE / 'READ with VARIABLE ascending BY ISN = 500'
READ (5) EMPLOY-VIEW VARIABLE #DIR-ASCENDING BY ISN = 500
  DISPLAY          *ISN NAME FIRST-NAME
END-READ
*
WRITE / 'READ with VARIABLE descending BY ISN = 500'
READ (5) EMPLOY-VIEW VARIABLE #DIR-DESCENDING BY ISN = 500
  DISPLAY          *ISN NAME FIRST-NAME
END-READ
END

```

**Output of Program READVISN:**

ISN	NAME	FIRST-NAME
-----		
READ with ASCENDING BY ISN = 500		
500	JENSEN	HANS
501	JENSEN	CLAUS
502	SOERENSEN	KARL
503	ERIKSSEN	JONAS
504	ANDERSEN	ANITA
READ with DESCENDING BY ISN = 500		
500	JENSEN	HANS
499	MARTINEZ	MANUEL
498	OSEA	ROBERTO
497	FERNANDEZ	CARMEN
496	DE LA IGLESIA	JORGE
READ with VARIABLE ascending BY ISN = 500		
500	JENSEN	HANS
501	JENSEN	CLAUS
502	SOERENSEN	KARL
503	ERIKSSEN	JONAS
504	ANDERSEN	ANITA
READ with VARIABLE descending BY ISN = 500		
500	JENSEN	HANS
499	MARTINEZ	MANUEL
498	OSEA	ROBERTO
497	FERNANDEZ	CARMEN
496	DE LA IGLESIA	JORGE



# 112

## READ RESULT SET (SQL)

---

- READ RESULT SET Usage ..... 834
- READ RESULT SET Syntax Description ..... 834

Common Set Syntax:

```

READ [(limit)] RESULT SET {          VIEW view-name
result-set INTO                  parameter [,
                                  parameter]... } FROM ddm-name

  [GIVING [:] sql-code]
END-RESULT [(r)]                  (structured mode only)
LOOP [(r)]                         (reporting mode only)
    
```

Extended Set Syntax:

```

READ [(limit)] RESULT SET {          VIEW view-name
result-set INTO                  parameter [,
                                  parameter]... } FROM ddm-name

  [WITH INSENSITIVE SCROLL [:] scroll-hv]
  [GIVING [:] sql-code]
END-RESULT [(r)]                  (structured mode only)
LOOP [(r)]                         (reporting mode only)
    
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Belongs to Function Group: [Database Access and Update](#)

## READ RESULT SET Usage

---

The SQL statement `READ RESULT SET` can only be used in conjunction with a `CALLDBPROC` statement. It is used to read a result set which was created by a stored procedure that was invoked by a previous `CALLDBPROC` statement.

## READ RESULT SET Syntax Description

---

Syntax Element	Description
<i>limit</i>	<p><b>Limit Option:</b></p> <p>You can limit the number of rows to be read. You can specify the limit either as a numeric constant (0 - 4294967295) or as a variable of format N, P or I.</p>
<i>result-set</i>	<p><b>Result Set:</b></p> <p>As <i>result-set</i> you specify a result-set locator variable filled by a preceding <code>CALLDBPROC</code> statement. <i>result-set</i> has to be a variable of format/length I4.</p>

Syntax Element	Description
	<b>Note:</b> If a syncpoint operation takes place between the CALLDBPROC statement and the READ RESULT SET statement, the result sets can no longer be accessed by the READ RESULT SET statement.
INTO	<b>INTO Clause:</b>  The INTO clause is used to specify the target fields in the program which are to be filled with the result set.  The INTO clause can specify either single parameters or one or more views as defined in the DEFINE DATA statement.
VIEW <i>view-name</i>	<b>VIEW Clause:</b>  <i>view-name</i> specifies a view whose fields receive the columns of the result set created by the stored procedure invoked via the CALLDBPROC statement.  The number of columns of the result set must correspond to the number of fields defined in the view (not counting group fields, redefining fields and indicator fields).
<i>parameter</i>	<b>Parameter:</b>  Each <i>parameter</i> specifies a field which receives a column of the result set created by the stored procedure invoked via the CALLDBPROC statement.
FROM <i>dsm-name</i>	<b>DDM Name:</b>  As <i>dsm-name</i> you specify the name of the data definition module (DDM) which is used to “address” the database executing the stored procedure.  For further information, see <i>dsm-name</i> .
WITH INSENSITIVE SCROLL [:] <i>scroll_hv</i>	<b>WITH INSENSITIVE SCROLL Clause:</b>  This clause belongs to the <a href="#">SQL Extended Set</a> .  This clause is not currently supported. When used, it will cause a compiler error.
GIVING <i>sqlcode</i>	<b>GIVING <i>sqlcode</i> Clause:</b>  This clause may be used to obtain the SQLCODE of the SQL “fetch” operation used to process the result set.  If this clause is specified and the SQLCODE of the SQL operation is not 0, no Natural error message will be issued. In this case, the action to be taken in reaction to the SQLCODE value has to be coded in the invoking Natural object.  The <i>sqlcode</i> field has to be a variable of format/length I4.  If the GIVING <i>sqlcode</i> clause is omitted, a Natural error message will be issued if the SQLCODE is not 0.
END-RESULT ( <i>r</i> )	<b>End of READ RESULT SET Statement:</b>

Syntax Element	Description
LOOP ( <i>r</i> )	<p>In structured mode, the Natural reserved keyword <b>END-RESULT</b> must be used to end the <b>READ RESULT SET</b> statement.</p> <p>You can specify labels or line numbers with <b>END-RESULT</b> in structured mode.</p> <p>In reporting mode, the Natural statement <b>LOOP</b> must be used to end the <b>READ RESULT SET</b> statement.</p> <p>You can specify labels or line numbers with <b>LOOP</b> in reporting mode.</p>



# 113

## READ WORK FILE

---

▪ READ WORK FILE Usage .....	838
▪ Syntax 1 - READ WORK FILE with Processing Loop .....	838
▪ Syntax 2 - READ WORK FILE without Processing Loop .....	839
▪ READ WORK FILE Syntax Description .....	839
▪ Field Lengths .....	842
▪ Variable Index Range .....	843
▪ Handling of Large and Dynamic Variables .....	843
▪ Handling of X-Arrays .....	844
▪ READ WORK FILE Examples .....	845

Related Statements: [CLOSE WORK FILE](#) | [DEFINE WORK FILE](#) | [WRITE WORK FILE](#)

Belongs to Function Group: *Control of Work Files / PC Files*

## READ WORK FILE Usage

The `READ WORK FILE` statement is used to read data from a non-Adabas physical sequential work file. The data is read sequentially from the work file. How it is read is independent of how it was written to the work file.

`READ WORK FILE` initiates and executes a processing loop for reading of all records on the work file. Automatic break processing may be performed within a `READ WORK FILE` loop.



**Notes:**

1. When an end-of-file condition occurs during the execution of a `READ WORK FILE` statement, Natural automatically closes the work file.
2. For Entire Connection: If an Entire Connection work file is read, no I/O statement may be placed within the `READ WORK FILE` processing loop.
3. For Unicode and code page support, see *Work Files and Print Files on Windows and Linux Platforms* in the *Unicode and Code Page Support* documentation.

If an ASCII work file is read, it is possible that an empty record is returned as the last record after the last physical record. This is due to the fact that Natural does not read individual records, but reads larger blocks of the work file in order to optimize file-access performance.

## Syntax 1 - READ WORK FILE with Processing Loop

```

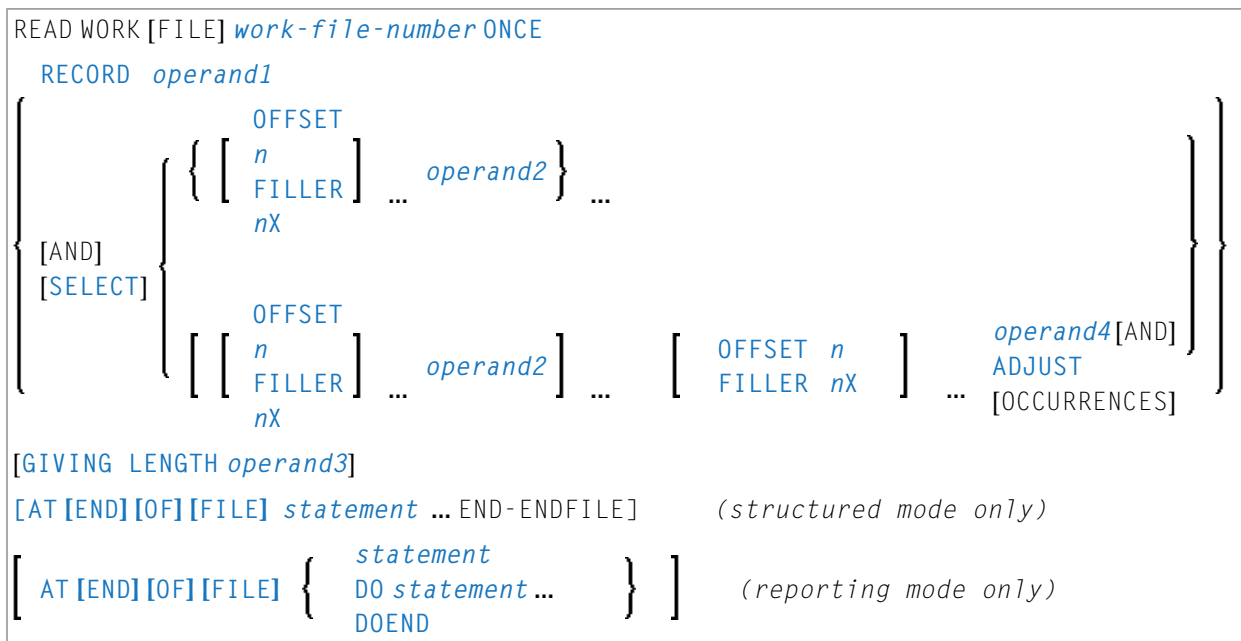
READ WORK [FILE] work-file-number
{
  RECORD operand1
  {
    { [ OFFSET n ]
      [ FILLER nX ] ... operand2 } ...
    [ [ AND ]
      [ SELECT ]
      { [ [ OFFSET n ]
        [ FILLER nX ] ... operand2 ] ...
        [ [ OFFSET n ]
          [ FILLER nX ] ... operand4 [ AND ]
            ADJUST [ OCCURRENCES ] } }
  }
  [ GIVING LENGTH operand3 ]
  statement ...

```

END-WORK [(r)]	(structured mode only)
LOOP [(r)]	(reporting mode only)

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

## Syntax 2 - READ WORK FILE without Processing Loop



For an explanation of the symbols used in the syntax diagrams, see [Syntax Symbols](#).

## READ WORK FILE Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
operand1	S A G	A U N P I F B D T L C	yes	yes
operand2	S A G	A U N P I F B D T L C	yes	yes
operand3	S	I	yes	yes
operand4	A	A U N P I F B D T L C	no	no

See also [Field Lengths](#).

Syntax Element Description:

Syntax Element	Description
<i>work-file-number</i>	<p><b>Work File Number:</b> The work file number (as defined to Natural) to be used.</p> <p>The work file number is either</p> <ul style="list-style-type: none"> <li>■ a numeric constant in the value range 1:32 or</li> <li>■ a numeric variable of type (B/N/P/I) defined with a <code>CONST</code> clause which assigning a value in range (1:32). Variable is a scalar (non-array) without precision digits for type (N/P), length in between 1-4 for type (B), and no redefinition field.</li> </ul>
ONCE	<p><b>ONCE Option:</b></p> <p>ONCE is used to indicate that only one record is to be read. No processing loop is initiated (and therefore the loop-closing keyword <code>END-WORK</code> or <code>LOOP</code> must not be specified). If ONCE is specified, the <code>AT END OF FILE</code> clause should also be used.</p> <p>If a <code>READ WORK FILE</code> statement specified with the ONCE option is controlled by a user-initiated processing loop, an end-of-file condition may be detected on the work file before the loop ends. All fields read from the work file still contain the values from the last record read. The work file is then repositioned to the first record which will be read upon the next execution of <code>READ WORK FILE ONCE</code>.</p>
RECORD <i>operand1</i> FILLER <i>nX</i>	<p><b>RECORD Option:</b></p> <p>In reporting mode, an operand list (<i>operand1</i>) corresponding to the layout of the record must be provided. Specify <code>FILLER nX</code> if the total length of the operands is less than the work file record length.</p> <p>In structured mode, or if the record to be used is defined using a <code>DEFINE DATA</code> statement, only one field (or group) may be specified, and <code>FILLER</code> is not permitted. The field (or group) must be long enough to receive the entire work file record.</p> <p>No checking and no conversion is performed by Natural on the data contained in the record. It is the user's responsibility to describe the record layout correctly in order to avoid program abends caused by non-numeric data in numeric fields. Because no checking is performed by Natural, this option is the fastest way to process records from a sequential file. The record area defined by <i>operand1</i> is filled with blanks before the record is read. Thus, an end-of-file condition will return a cleared area. Short records will have blanks appended.</p> <p>See <a href="#">Overview of RECORD Option Usage</a> below.</p>
SELECT	<p><b>SELECT Option (Default):</b></p> <p>If SELECT is specified, only the fields specified in the operand list ( <i>operand2</i>) will be made available. The position of the field in the input record may be indicated with an <code>OFFSET</code> and/or <code>FILLER</code> specification.</p>

Syntax Element	Description
	<p>OFFSET <i>n</i></p> <p>OFFSET 0 indicates the first byte of the record.</p> <p>FILLER <i>nX</i></p> <p>Indicates that <i>n</i> bytes are to be skipped in the input record.</p> <p>Natural will assign the selected values to the individual fields and check that numeric fields as selected from the record actually contain valid numeric data according to their definition. Because checking of selected fields is performed by Natural, this option results in more overhead for the processing of a sequential file.</p> <p>If a record does not fill all fields specified in the SELECT option, the following applies:</p> <ul style="list-style-type: none"> <li>■ For a field which is only partially filled, the section which has not been filled is reset to blanks or zeros.</li> <li>■ Fields which are not filled at all still have the contents they had before.</li> </ul> <p>If the file type CSV is read, the OFFSET option is ignored.</p>
<i>operand4</i> AND ADJUST OCCURRENCES	<p><b>ADJUST Clause:</b></p> <p>Specify a one-dimensional X-array with complete range (*). The X-array is expanded or reduced to the number of occurrences needed to receive all data read. See <a href="#">Handling of X-Arrays</a> below.</p> <p><b>Note:</b> This feature is not supported by Entire Connection.</p>
GIVING LENGTH <i>operand3</i>	<p><b>GIVING LENGTH Clause</b></p> <p>This clause can be used to retrieve the actual length of the record being read. The length (number of bytes) is returned in <i>operand3</i>.</p> <p><i>operand3</i> must be defined with format/length I4.</p> <p>If the work file is defined as TYPE UNFORMATTED, the length returned indicates the number of bytes read from the byte-stream, including bytes skipped using the FILLER operand.</p> <p>If the GIVING LENGTH clause is used with work file type CSV, the operand specified with GIVING LENGTH returns the number of fields in the record (not the length of the record).</p>
AT END OF FILE	<p><b>AT END OF FILE Clause</b></p> <p>This clause can only be used in conjunction with the ONCE option. If the ONCE option is used, this clause is specified to indicate the action to be taken when an end-of-file condition is detected.</p> <p>If the ONCE option is not used, an end-of-file condition is handled like a normal processing loop termination.</p>

Syntax Element	Description
END-WORK (r)	<p><b>End of READ WORK FILE Statement:</b></p> <p>In structured mode with processing loop, the Natural reserved word END-WORK must be used to end the READ WORK FILE statement.</p> <p>You can specify labels or line numbers with END-WORK in structured mode.</p>
LOOP (r)	<p><b>End of READ WORK FILE Statement:</b></p> <p>In reporting mode with processing loop, the Natural statement LOOP must be used to end the READ WORK FILE statement.</p> <p>You can specify labels or line numbers with LOOP in reporting mode.</p> <p>You can specify labels or line numbers with END-WORK in structured mode.</p>

**Overview of RECORD Option Usage**

RECORD option is used with	rejected at compile time	rejected at runtime	RECORD option is ignored, processing switches to SELECT mode
work file type ENTIRECONNECTION		x	
dynamic variables	x		
work file type CSV			x
work file type PORTABLE			x
work file types ASCII, ASCII-COMPRESSED, CSV, UNFORMATTED, code page is specified in Configuration Utility (conversion is necessary) or at least one Unicode field is specified (operand of format U, conversion is necessary)			x

**Field Lengths**

The field lengths in the *Operand Definition Table* are determined as follows:

Format	Length
A, B, I, F	The number of bytes in the input record is the same as the internal length definition.
N	The number of bytes in the input record is the sum of internal positions before and after the decimal point. The decimal point and sign do not occupy a byte position in the input record.
P, D, T	The number of bytes in the input record is the sum of positions before and after the decimal point plus 1 for the sign, divided by 2 rounded upwards.
L	1 byte is used. For C format fields, 2 bytes are used.

### Examples of Field Lengths:

Field Definition	Input Record
#FIELD1 (A10)	10 bytes
#FIELD2 (B15)	15 bytes
#FIELD3 (N1.3)	4 bytes
#FIELD4 (N0.7)	7 bytes
#FIELD5 (P1.2)	2 bytes
#FIELD6 (P6.0)	4 bytes

See also *Format and Length of User-Defined Variables* in the *Programming Guide*.

## Variable Index Range

When reading an array from a work file, you can specify a variable index range for the array. For example:

```
READ WORK FILE work-file-number #ARRAY (I:J)
```

## Handling of Large and Dynamic Variables

Work File Type	Handling
ASCII ASCII-COMPRESSED	<p>The work file types ASCII, ASCII-COMPRESSED can handle dynamic and large variables with a maximum field/record length of 32766 bytes.</p> <p>Reading a dynamic variable from an ASCII or ASCII-COMPRESSED work file puts the rest of the work file record into the variable. Thus, for work files with these types, the dynamic variable is resized in each execution of the READ WORK FILE statement to match the exact length of the remaining part of the record.</p>

Work File Type	Handling
SAG (binary)	The work file type SAG (binary) cannot handle dynamic variables and will produce an error. It can, however, handle large variables with a maximum field/record length of 32766 bytes.
ENTIRECONNECTION	The work file type ENTIRECONNECTION cannot handle dynamic variables. It can, however, handle large variables with a maximum field/record length of 107341824 bytes.  The RECORD option is not allowed if any dynamic variables are used.
PORTABLE UNFORMATTED	Large and dynamic variables can be written into work files or read from work files using the two work file types PORTABLE and UNFORMATTED. For these types, there is no size restriction for dynamic variables. However, large variables may not exceed a maximum field/record length of 32766 bytes.  Reading a dynamic variable from a PORTABLE work file leads to resizing to the stored length.
CSV	The maximum field/record length is 32766 bytes for dynamic and large variables. Dynamic variables are supported. X-arrays are not allowed and will result in an error message.

## Handling of X-Arrays

When the ADJUST clause is *not* used, X-arrays are treated the same as regular arrays; that is, their existing occurrences are filled.

When the ADJUST clause is used, a one-dimensional X-array specified with complete range (\*) is processed as shown in the table:

Work File Type	Handling
ASCII ASCII-COMPRESSED SAG (binary) CSV	A one-dimensional X-array specified with complete range (*) is expanded to receive all data from the rest of the record.
UNFORMATTED	A one-dimensional X-array specified with complete range (*) is expanded to receive all data from the rest of the file.
PORTABLE ENTIRECONNECTION	X-arrays are not supported.



## READ WORK FILE Examples

- Example 1 - READ WORK FILE
- Example 2 - READ WORK FILE ASCII with Dynamic Variable
- Example 3 - READ WORK FILE Unformatted with Dynamic Variable
- Example 4 - READ WORK FILE ASCII with X-array and ADJUST its Occurrences
- Example 5 - READ WORK FILE Unformatted with X-array and ADJUST its Occurrences
- Example 6 - READ WORK FILE with Numeric CONST Variable as Work File Number

### Example 1 - READ WORK FILE

```

** Example 'RWFEX1': READ WORK FILE
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
*
1 #RECORD
  2 #PERS-ID (A8)
  2 #NAME    (A20)
END-DEFINE
*
FIND EMPLOY-VIEW WITH CITY = 'STUTTGART'
  WRITE WORK FILE 1
    PERSONNEL-ID NAME
END-FIND
*
* ...
*
READ WORK FILE 1 RECORD #RECORD
  DISPLAY NOTITLE #PERS-ID #NAME
END-WORK
*
END

```

### Output of Program RWFEX1:

```

#PERS-ID      #NAME
-----
11100328 BERGHAUS
11100329 BARTHEL
11300313 AECKERLE
11300316 KANTE
11500304 KLUGE
11500308 DIETRICH

```

## READ WORK FILE

---

```
11500318 GASSNER
11500343 ROEHM
11600303 BERGER
11600320 BLAETTEL
11500336 JASPER
11100330 BUSH
11500328 EGGERT
```

### Example 2 - READ WORK FILE ASCII with Dynamic Variable

```
** Example 'RWFEX2': READ WORK FILE - ASCII with dynamic variable
*****
DEFINE DATA LOCAL
  1 #DYNA (A) DYNAMIC
END-DEFINE
*
DEFINE WORK FILE 1 TYPE 'ASCII'
*
WRITE WORK FILE 1 VARIABLE 'text1 text2 text3 '
WRITE WORK FILE 1 VARIABLE 'text4 text5'
*
READ WORK FILE 1 AND SELECT #DYNA
  DISPLAY *LENGTH(#DYNA) #DYNA (AL=40)
  /*
  /* Length: 18  Dyn.Var: 'text1 text2 text3'
  /* Length: 11  Dyn.Var: 'text4 text5'
END-WORK
*
END
```

### Output of Program RWFEX2:

```
Page      1                               11-07-15  09:21:09

LENGTH                #DYNA
-----
      18 text1 text2 text3
      11 text4 text5
```

**Example 3 - READ WORK FILE Unformatted with Dynamic Variable**

```

** Example 'RWFEX3': READ WORK FILE - Unformatted with dynamic variable
*****
DEFINE DATA LOCAL
  1 #DYNA (A) DYNAMIC
END-DEFINE
*
DEFINE WORK FILE 1 TYPE 'UNFORMATTED'
*
WRITE WORK FILE 1 VARIABLE 'text1 text2 text3 '
WRITE WORK FILE 1 VARIABLE 'text4 text5'
*
DEFINE WORK FILE 1 TYPE 'UNFORMATTED'
*
READ WORK FILE 1 AND SELECT #DYNA
  DISPLAY *LENGTH(#DYNA) #DYNA (AL=40)
  /*
  /* Length: 29  Dyn.Var: 'text1 text2 text3 text4 text5'
END-WORK
*
END

```

**Output of Program RWFEX3:**

```

Page      1                               11-07-15  09:31:04
  LENGTH                                #DYNA
-----
      29 text1 text2 text3 text4 text5

```

**Example 4 - READ WORK FILE ASCII with X-array and ADJUST its Occurrences**

```

** Example 'RWFEX4': READ WORK FILE - ASCII with X-array
**                                     and ADJUST its occurrences
*****
DEFINE DATA LOCAL
  1 #ARR (A6/1:*)
  1 #OCC (I4)
END-DEFINE
*
DEFINE WORK FILE 1 TYPE 'ASCII'
*
WRITE WORK FILE 1 VARIABLE 'text1 text2 text3 '
WRITE WORK FILE 1 VARIABLE 'text4 text5'
*
READ WORK FILE 1 AND SELECT #ARR(*) AND ADJUST OCCURRENCES
  #OCC := *OCCURRENCE(#ARR)
  DISPLAY #OCC #ARR(1:#OCC)

```

```

/*
/* Occurrences: 3 Array(*): 'text1', 'text2', 'text3'
/* Occurrences: 2 Array(*): 'text4', 'text5'
END-WORK
*
END

```

**Output of Program RWFEX4:**

```

Page      1                                     11-07-15  09:36:13

  #OCC      #ARR
  -----
          3 text1
            text2
            text3
          2 text4
            text5

```

**Example 5 - READ WORK FILE Unformatted with X-array and ADJUST its Occurrences**

```

** Example 'RWFEX5': READ WORK FILE - Unformatted with X-array
**                                     and ADJUST its occurrences
*****
DEFINE DATA LOCAL
  1 #ARR (A6/1:*)
  1 #OCC (I4)
END-DEFINE
*
DEFINE WORK FILE 1 TYPE 'UNFORMATTED'
*
WRITE WORK FILE 1 VARIABLE 'text1 text2 text3 '
WRITE WORK FILE 1 VARIABLE 'text4 text5'
*
DEFINE WORK FILE 1 TYPE 'UNFORMATTED'
*
READ WORK FILE 1 AND SELECT #ARR(*) AND ADJUST OCCURRENCES
  #OCC := *OCCURRENCE(#ARR)
  DISPLAY #OCC #ARR(1:#OCC)
/*
/*Occurrences: 5 Array(*): 'text1', 'text2', 'text3', 'text4', 'text5'
END-WORK
*
END

```

**Output of Program RWFEX5:**

```

Page      1                                     11-07-15  09:41:25
-----
#OCC      #ARR
-----
          5 text1
           text2
           text3
           text4
           text5

```

**Example 6 - READ WORK FILE with Numeric CONST Variable as Work File Number**

```

** Example 'RWFEX6': READ WORK FILE - with numeric CONST variable as
**                                     work file number
** see similar example RWFEX5 with numeric constant
*****
DEFINE DATA LOCAL
  1 #ARR      (A6/1:*)
  1 #OCC      (I4)
  1 #WF-1     (N4) CONST<1>
END-DEFINE
*
DEFINE WORK FILE #WF-1 TYPE 'UNFORMATTED'
*
WRITE WORK FILE #WF-1 VARIABLE 'text1 text2 text3 '
WRITE WORK FILE #WF-1 VARIABLE 'text4 text5'
*
DEFINE WORK FILE #WF-1 TYPE 'UNFORMATTED'
*
READ WORK FILE #WF-1 AND SELECT #ARR(*) AND ADJUST OCCURRENCES
#OCC := *OCCURRENCE(#ARR)
DISPLAY #OCC #ARR(1:#OCC)
/*
/*Occurrences: 5 Array(*): 'text1', 'text2', 'text3', 'text4', 'text5'
END-WORK
*
END

```

**Output of Program RWFEX6:**

```
Page      1                                     21-12-20  17:42:43
#OCC      #ARR
-----
          5 text1
           text2
           text3
           text4
           text5
```

# 114

## READLOB

---

▪ READLOB Usage .....	852
▪ READLOB Restrictions .....	852
▪ READLOB Syntax Description .....	853
▪ System Variables Available with READLOB .....	855
▪ READLOB Functional Considerations .....	856
▪ READLOB Examples .....	856

```
READLOB      [ { ALL  
              (operand1) } ] [IN] [FILE] view-name  
[PASSWORD=operand2]  
[CIPHER=operand3]  
[[WITH] ISN [=] operand4]  
[[STARTING] [AT] OFFSET [=] operand5]  
statement ...  
END-READLOB [(r)] (structured mode only)  
LOOP [(r)]      (reporting mode only)
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [READ](#) | [FIND](#) | [GET](#) | [UPDATELOB](#)

Belongs to Function Group: [Database Access and Update](#)

## READLOB Usage

---

The READLOB statement is used on a single record, where the defined LOB field (Large Object field) is read in fixed length segments during the loop processing. It is only applicable to read this LOB field.

At loop beginning, the offset inside the LOB field is set from where to get the first data. On the next loop iteration, the segment following the last segment is returned. If the LOB data end is reached, the loop terminates.

This statement causes a processing loop to be initiated. See also *Loop Processing* in the *Programming Guide*.

## READLOB Restrictions

---

The READLOB statement can only be used for access to Adabas databases.



## READLOB Syntax Description

Operand Definition Table:

Operand	Possible Structure		Possible Formats												Referencing Permitted	Dynamic Definition			
<i>operand1</i>	C	S																yes	no
<i>operand2</i>	C	S				A												yes	no
<i>operand3</i>	C	S					N											yes	no
<i>operand4</i>	C	S						N	P	I	B*							yes	no
<i>operand5</i>	C	S							N	P	I	B*						yes	no

\* Format B of *operand1*, *operand4* and *operand5* may be used with a length of less than or equal to 4.

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Number of LOB Segments to Be Read:</b></p> <p>The number of loop executions to be performed may be limited by specifying <i>operand1</i> (enclosed in parentheses, immediately after the keyword READLOB) - either as a numeric constant (0 - 4294967295) or as the name of a numeric variable.</p> <p>Example:</p> <pre>READLOB (5) IN FILE VIEW01 ...</pre> <pre>#CNT := 10 READLOB (#CNT) IN FILE VIEW01 ...</pre> <p>For this statement, the specified limit has priority over a limit set with a <b>LIMIT</b> statement. If a smaller limit is set with the profile or session parameter LT, the LT limit applies.</p> <p><b>Note:</b> <i>operand1</i> is evaluated when the READLOB is started. If the value of <i>operand1</i> is modified within the READLOB loop, this does not affect the number of loop iterations.</p>
ALL	<p><b>ALL Option:</b></p> <p>To emphasize that the LOB data is to be read until its end, you can optionally specify the keyword ALL.</p> <p>The ALL option is used by default if <i>operand1</i> and ALL are omitted.</p>

Syntax Element	Description
<i>view-name</i>	<p><b>View Name:</b></p> <p>As <i>view-name</i>, you specify the name of a view, which must have been defined either within a <code>DEFINE DATA</code> statement or outside the program in a global or local data area.</p> <ul style="list-style-type: none"> <li>■ The view has to contain just a single-valued LOB field, additional fields are not allowed.</li> <li>■ If the LOB is a MU or PE field, a unique occurrence must be specified; a range notation is not allowed.</li> <li>■ The LOB field must be defined in the DDM with a fixed (non-dynamic) length (which represents the segment length of the LOB field).</li> </ul>
<code>PASSWORD=operand2</code> <code>CIPHER=operand3</code>	<p><b>PASSWORD and CIPHER Clauses:</b></p> <p>The <code>PASSWORD</code> clause is used to provide a password when retrieving data from a file which is password-protected.</p> <p>The <code>CIPHER</code> clause is used to provide a cipher key when retrieving data from a file which is enciphered.</p> <p>See the statements <a href="#">FIND</a> and <a href="#">PASSW</a> for further information.</p>
<code>WITH ISN=operand4</code>	<p><b>WITH ISN Option:</b></p> <p>This option is used to specify the ISN of the record which is accessed by the <code>READLOB</code> statement. During the complete loop execution, only this record is fetched.</p> <p><i>operand4</i> must be provided either in the form of a numeric constant or as a user-defined variable, or via the Natural system variable <code>*ISN</code>. The field is not modified by the <code>READLOB</code> execution.</p> <p><b>Note:</b> <i>operand4</i> is evaluated when the <code>READLOB</code> is started. If the value of <i>operand4</i> is modified within the <code>READLOB</code> loop, this does not affect the record being fetched.</p> <p>If this option is omitted, the <code>*ISN</code> field of the last active database statement is used by default.</p>
<code>STARTING AT</code> <code>OFFSET=operand5</code>	<p><b>STARTING AT OFFSET Clause:</b></p> <p>Provides the start offset within the LOB field, where the first segment read begins. The first byte of the LOB field is offset zero (0).</p> <p><i>operand5</i> must be provided either in the form of a numeric constant or as a user-defined variable, without precision digits. The field is not modified by the <code>READLOB</code> execution.</p> <p>If this clause is omitted, start offset (0) is assumed, which causes the LOB field to be read from the beginning.</p>

Syntax Element	Description
	See also *NUMBER during the processing described in <a href="#">System Variables Available with READLOB</a> below.
END-READLOB (r)	<b>End of READLOB Statement:</b>  In structured mode, the Natural reserved keyword END-READLOB must be used to end the READLOB statement.  You can specify labels or line numbers with END-READLOB in structured mode.  In reporting mode, the Natural statement LOOP is used to end the READLOB statement.  You can specify labels or line numbers with LOOP in reporting mode.
LOOP (r)	

## System Variables Available with READLOB

The Natural system variables \*ISN, \*COUNTER and \*NUMBER are provided with the READLOB statement.

The format/length of these system variables is P10. This format/length cannot be changed.

The purpose of the Natural system variables, when used with the READLOB statement, is explained below:

System Variable	Explanation	
*ISN	Contains the Adabas ISN of the record currently being processed. Since a READLOB statement always makes access to the same record, the *ISN value returned is the same over all loop iterations.	
*COUNTER	Contains the number of times the processing loop has been passed through.	
*NUMBER	Before the call:	It specifies the byte offset in the LOB field from which the segment is to be read. Value zero (0) represents the leftmost byte in the LOB field.  This does not apply for the first loop iteration. In this case the read offset is determined by the <a href="#">STARTING AT OFFSET</a> clause.
	After the call:	If data was found (that is, the offset was less than the LOB field length), it receives the offset plus the segment length. This may lead to a *NUMBER value which is higher than the length of the entire LOB field.  If no data was found (that is, the offset was higher or equal to the LOB field length), the value of *NUMBER remains unchanged.

System Variable	Explanation
	If a consecutive read over a LOB field is requested, the *NUMBER value must not be modified within the READLOB, as it contains the offset to exactly continue with the next segment in the subsequent loop iteration. However, if a continuation at another place within the LOB field is desired (re-position), you may change the *NUMBER value to this offset. If *NUMBER is reset, this leads to the next segment coming from the LOB start. If *NUMBER is incremented by ( <i>n</i> ), this number of bytes will be skipped in the LOB field processing.

## READLOB Functional Considerations

- The READLOB statement always reads the record without hold. In order to guarantee stability on the LOB data (that is, to prevent an update by other users) while the READLOB browses over the LOB field, the record can be set into hold with the database statement providing the ISN; either
  - into an *exclusive hold*, due to an UPDATE or DELETE referring to an outer READ or FIND statement or
  - into a *shared hold* with an explicit IN SHARED HOLD option applied in a READ or FIND statement. If the additional subparameter MODE=Q is used, the record is automatically released from hold if the next record is fetched in the read sequence.
- Since the READLOB statement always reads the record without hold, an UPDATE, DELETE or GET SAME statement must not refer to a READLOB statement.

## READLOB Examples

- [Example 1 - Get Record Number from READ Loop](#)
- [Example 2 - Get Record Number by User-defined Value](#)
- [Example 3 - Get Record Number from READ Loop \(with Exclusive Hold\)](#)

### Example 1 - Get Record Number from READ Loop

```

DEFINE DATA LOCAL
1 VIEW01 VIEW OF ..
  2 NAME
  2 L@LOBFIELD
1 VIEW02 VIEW OF ..
  2 LOBFIELD_SEGMENT          /* LOB field defined in DDM with (A1000).
END-DEFINE
*
READ VIEW01 BY NAME = 'SMITH'          /* Outer statement reads all demanded record
                                       /* fields, except the LOB field.
      IN SHARED HOLD MODE=Q           /* Set record into shared hold to enforce LOB

```

```

                                /* data stability during READLOB.
DISPLAY NAME 'Total-length LOB-field' L@LOBFIELD
READLOB VIEW02                    /* Record number used from active record of
                                /* READ statement.
                                /* LOB is read in segments with length 1000.
    STARTING AT OFFSET = 2000     /* Start to read the LOB field at byte 2000.
WRITE 'Loop counter:' *COUNTER 10X ' Next offset:' *NUMBER
PRINT VIEW02.LOBFIELD_SEGMENT
END-READLOB
END-READ
END

```

### Example 2 - Get Record Number by User-defined Value

```

DEFINE DATA LOCAL
1 #ISN (I4)
1 #CNT (I4)
1 #OFF (I4)
1 VIEW02 VIEW OF ..
  2 LOBFIELD_SEGMENT           /* LOB field defined in DDM with (A1000).
END-DEFINE
*
INPUT (AD=T)
 / ' Read record (ISN):' #ISN
 / 'Number of segments:' #CNT
 / ' Start at offset:' #OFF
*
READLOB (#CNT) VIEW02          /* Read max. (#CNT) segments with length 1000.
  WITH ISN = #ISN              /* Record number provided by user.
                                /* Record is not in hold.
    STARTING AT OFFSET = #OFF  /* Start to read the LOB field at byte (#OFF).
WRITE 'Loop counter:' *COUNTER 10X ' Next offset:' *NUMBER
PRINT VIEW02.LOBFIELD_SEGMENT
END-READLOB
END

```

### Example 3 - Get Record Number from READ Loop (with Exclusive Hold)

```

DEFINE DATA LOCAL
1 VIEW01 VIEW OF ..
  2 NAME
1 VIEW02 VIEW OF ..
  2 LOBFIELD_SEGMENT           /* LOB field defined in DDM with (A1000).
END-DEFINE
*
R1. READ VIEW01 BY NAME = 'SMITH' /* Outer statement reads all demanded
                                /* record fields, except the LOB field.
    DISPLAY NAME
    READLOB VIEW02              /* Record number from active record of READ.
                                /* LOB is read in segments with length 1000.

```

```
    STARTING AT OFFSET = 2000 /* Start to read LOB field at byte 2000.
WRITE 'Loop counter:' *COUNTER 10X ' Next offset:' *NUMBER
PRINT VIEW02.LOBFIELD_SEGMENT
END-READLOB
...
UPDATE (R1.)           /* Set record into exclusive hold that
                       /* enforces LOB data stability during READLOB.
END OF TRANSACTION
END-READ
END
```

# 115 REDEFINE

---

▪ REDEFINE Usage .....	860
▪ REDEFINE Restriction .....	860
▪ REDEFINE Syntax Description .....	860
▪ REDEFINE Examples .....	861

```
REDEFINE { operand1 ( { nX
                    { operand2 }... ) } ... }
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Belongs to Function Group: [Reporting Mode Statements](#)

## REDEFINE Usage

---

The REDEFINE statement is used to redefine a field. The resulting definition may consist of one or more user-defined variables.

With one REDEFINE statement, several fields may be redefined.

## REDEFINE Restriction

---

The REDEFINE statement is only valid in reporting mode. To redefine a field in structured mode, use the REDEFINE clause of the DEFINE DATA statement.

## REDEFINE Syntax Description

---

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S A G	A U N P I F B D T L C	yes	no
<i>operand2</i>	S A G	A N P I F B D T L C	yes	yes

Syntax Element Description:

Syntax Element	Description
REDEFINE <i>operand1</i> <i>operand2</i>	<p><b>Method of Redefinition:</b></p> <p>The byte positions of <i>operand1</i> are redefined from left to right regardless of format.</p> <p>The format of <i>operand2</i> can be different from the format of <i>operand1</i>. However, the data at the byte positions of <i>operand2</i> should match the format specification of <i>operand2</i> to avoid strange results in the output report. For example, if an alphanumeric field is redefined as numeric and does not contain numeric data</p>



Syntax Element	Description
	<p>according to the format specification, an abnormal termination may result when it is used.</p> <p><b>Further Redefinition:</b></p> <p>Fields defined using a REDEFINE statement may be subsequently redefined with another REDEFINE statement.</p>
<i>nX</i>	<p><b>Filler Notation:</b></p> <p>The <i>nX</i> notation is used to denote filler bytes within the field/variable being redefined. Any trailing <i>nX</i> notation is optional.</p>

## REDEFINE Examples

- [Example 1](#)
- [Example 2](#)
- [Example 3](#)
- [Example 4](#)

### Example 1

The user-defined variable #A (format/length A10) contains the value 123ABCDEFG.

```
REDEFINE #A (#A1(N3) #A2(A7))
```

The value in #A1 is 123. The value in #A2 is ABCDEFG.

### Example 2

The user-defined variable #B (format/length A10) contains the value (shown in hexadecimal format) 12345CC1C2C3C4C5C6C7.

```
REDEFINE #B (#B1(P4) #B2(A7))
```

The value in #B1 is 12345C (in hexadecimal format).

The value in #B2 is C1C2C3C4C5C6C7 (in hexadecimal format).

## REDEFINE

```
REDEFINE #B (#BB1(B2)8X) or REDEFINE #B(#BB1(B2))
```

The value in #BB1 is 1234 (in hexadecimal format).

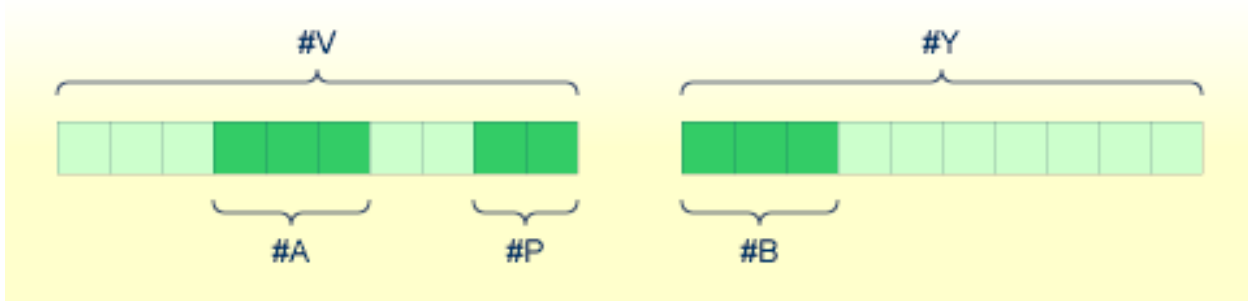


**Note:** For packed data (Format P), the number of decimal positions required must be specified. The following formula can be used to determine the number of bytes that the packed number occupies:

Number of bytes = (number of decimal positions + 1) / 2, rounded upwards to full bytes.

### Example 3

```
COMPUTE #V (N8.2) = #Y (N10) = ...  
REDEFINE #V (3X #A(N3) 2X #P (N2)) #Y (#B(N3) 7X)
```



### Example 4

This example redefines the value of the system variable \*DATN, which is in the form YYYYMMDD, and displays the result as three separate fields in the order day/month/year:

```
MOVE *DATN TO #DATINT (N8)  
REDEFINE #DATINT (#YEAR (N4) #MONTH (N2) #DAY (N2))  
DISPLAY NOTITLE #DATINT #DAY #MONTH #YEAR  
END
```

### Output:

```
#DATINT #DAY #MONTH #YEAR  
-----  
20140326 26 3 2014
```

# 116 REDUCE

---

■ REDUCE Usage .....	864
■ REDUCE Syntax Description .....	864

```
REDUCE { dynamic-clause } [GIVING operand5]  
       { array-clause }
```

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

Related statements: [EXPAND](#) | [RESIZE](#)

Belongs to Function Group: *Memory Management Control for Dynamic Variables or X-Arrays*.

## REDUCE Usage

---

The REDUCE statement is used to reduce:

- the allocated length of a dynamic variable (*dynamic-clause*), or
- the number of occurrences of X-arrays (*array-clause*).

For further information, see also the following sections in the *Programming Guide*:

- *Using Dynamic Variables*
- *Allocating/Freeing Memory Space for a Dynamic Variable*
- *X-Arrays*
- *Storage Management of X-Group Arrays*

## REDUCE Syntax Description

---

Operand Definition Table:

Operand	Possible Structure		Possible Formats												Referencing Permitted	Dynamic Definition			
<i>operand1</i>		S A	A	U					B								no	no	
<i>operand2</i>	C	S							I								no	no	
<i>operand3</i>			A	G	A	U	N	P	I	F	B	D	T	L	C	G	O	yes	no
<i>operand4</i>	C	S							N	P	I						no	no	
<i>operand5</i>		S							I4								no	yes	

Syntax Element Description:

Syntax Element	Description
<i>dynamic-clause</i>	<p><b>Dynamic Clause:</b></p> <p>The REDUCE DYNAMIC VARIABLE statement reduces the allocated length of a dynamic variable (<i>operand1</i>) to the length specified (<i>operand2</i>).</p> <p>For further information, see <a href="#">Dynamic Clause</a> below.</p>
<i>operand1</i>	<p><b>Dynamic Variable:</b></p> <p><i>operand1</i> is the dynamic variable for which the length is to be reduced.</p>
<i>operand2</i>	<p><b>Target Length of Dynamic Variable:</b></p> <p><i>operand2</i> is used to specify the length to which the dynamic variable is to be reduced.</p> <p>The value specified must be a non-negative integer constant or a variable of type Integer 4 (I4).</p>
<i>array-clause</i>	<p><b>Array Clause:</b></p> <p>The REDUCE ARRAY statement reduces the number of occurrences of the X-array (<i>operand3</i>) to the upper and lower bound specified with (<i>dim[ , dim[ , dim]]</i>).</p> <p>For further information, see <a href="#">Array Clause</a> below.</p>
<i>operand3</i>	<p><b>X-Array:</b></p> <p><i>operand3</i> is the X-array. The occurrences of the X-array can be reduced.</p> <p>The index notation of the array is optional. As index notation only the complete range notation * is allowed for each dimension.</p>
dim <i>operand4</i>	<p><b>Dimension:</b></p> <p>The lower and upper bound notation (<i>operand4</i> or asterisk) to which the X-array should be reduced is specified here. If the current value of the upper or lower bound should be used, an asterisk (*) must be specified instead of <i>operand4</i>.</p> <p>For further information, see <a href="#">Dimension</a> below.</p>
GIVING <i>operand5</i>	<p><b>GIVING Clause:</b></p> <p>If the GIVING clause is not specified, Natural runtime error processing is triggered if an error occurs.</p> <p>If the GIVING clause is specified, <i>operand5</i> contains the Natural message number if an error occurred, or zero upon success.</p>

### Dynamic Clause

```
[SIZE OF] DYNAMIC [VARIABLE] operand1 TO operand2
```

The REDUCE DYNAMIC VARIABLE statement reduces the allocated length of a dynamic variable (*operand1*) to the length specified (*operand2*). The allocated memory of the dynamic variable which is beyond the given length is released immediately, i.e., when the statement is executed.

If the currently allocated length (\*LENGTH) of the dynamic variable is greater than the given length, \*LENGTH is set to the given length and the content of the variable is truncated (but not modified). If the given length is larger than the currently allocated length of the dynamic variable, the statement will be ignored.

### Array Clause

```
[OCCURRENCES OF] ARRAY operand3 TO { 0  
                                  (dim[,dim[,dim]]) }
```

If REDUCE TO 0 (zero) is specified, all occurrences of the X-array are released. In other words, the whole array is reduced.

The REDUCE ARRAY statement reduces the number of occurrences of the X-array (*operand3*) to the upper and lower bound specified with TO (*dim[,dim[,dim]]*).

An upper or lower bound used in a REDUCE statement must be exactly the same as the corresponding upper or lower bound defined for the array.

### Example:

```
DEFINE DATA LOCAL
1 #a(I4/1:*)
1 #g(1:*)
  2 #ga(I4/1:*)

1 #i(i4)
END-DEFINE
...

*/ reducing #a (1:10)

REDUCE ARRAY #a TO (1:10)          /* #a is reduced
REDUCE ARRAY #a TO (*:10)         /* to 10 occurrences.

*/ reducing #ga (1:10,1:20)
```

```

REDUCE ARRAY #g TO (1:10) /* 1st dimension is set to (1:10)
REDUCE ARRAY #ga TO (*:*,1:20) /* 1st dimension is dependent and
/* therefore kept with (*:*)
/* 2nd dimension is set to (1:20)

REDUCE ARRAY #a TO (5:10) /* This is rejected because the lower index
/* must be 1 or *
REDUCE ARRAY #a TO (#i:10) /* This is rejected because the lower index
/* must be 1 or *

REDUCE ARRAY #ga TO (1:10,1:20) /* (1:10) for the 1st dimension is rejected
/* because the dimension is dependent and
/* must be specified with (*:*)

```

For further information, see

- *Storage Management of X-Arrays*
- *Storage Management of X-Group Arrays*

## Dimension

Each of the dimensions (*dim*) specified in the *Array Clause* is defined using the following syntax:

$$\left\{ \begin{array}{c} * \\ \left\{ \begin{array}{c} * \\ \text{operand4} \end{array} \right\} : \left\{ \begin{array}{c} * \\ \text{operand4} \end{array} \right\} \end{array} \right\}$$

The lower and upper bound notation (*operand4* or asterisk) to which the X-array should be reduced is specified here. If the current value of the upper or lower bound should be used, an asterisk (\*) may be specified in place of *operand4*. In place of \*:\*, you may also specify a single asterisk.

The number of dimensions (*dim*) must exactly match the defined number of dimensions of the X-array (1, 2 or 3).

When using the REDUCE statement, it is only possible to decrease the number of occurrences. If the requested number is larger than the currently allocated number of occurrences, it will simply be ignored.





# 117 REINPUT

---

■ REINPUT Usage .....	870
■ REINPUT Syntax Description .....	871
■ REINPUT Examples .....	877

```

REINPUT  [FULL] [(statement-parameters)] { USING HELP
                                             WITH-TEXT-option }
                                             [MARK-option]
                                             [ALARM-option]

```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [DEFINE WINDOW](#) | [INPUT](#) | [SET WINDOW](#)

Belongs to Function Group: [Screen Generation for Interactive Processing](#)

## REINPUT Usage

The REINPUT statement is used to return to and re-execute an INPUT statement. It is generally used to display a message indicating that the data input as a result of the previous INPUT statement were invalid. See [Example 1](#).

No WRITE or DISPLAY statements may be executed between an INPUT statement and its corresponding REINPUT statement. The REINPUT statement is not valid in batch mode.

The REINPUT statement, when executed, repositions the program status regarding subroutine, special condition and loop processing as it existed when the INPUT statement was executed (as long as the status of the INPUT statement is still active). If the loop was initiated after the execution of the INPUT statement and the REINPUT statement is within this loop, the loop will be discontinued and then restarted after the INPUT statement has been reprocessed as a result of REINPUT.

If a hierarchy of subroutines was invoked after the execution of the INPUT statement, and the REINPUT is performed within a subroutine, Natural will trace back all subroutines automatically and reposition the program status to that of the INPUT statement.

It is not possible, however, to have an INPUT statement positioned within a loop, a subroutine or a special condition block, and then execute the REINPUT statement when the status under which the INPUT statement was executed has already been terminated. An error message will be produced and program execution terminated when this error condition is detected.



**Note:** The execution of a REINPUT statement (without FULL option) does not reset the MODIFIED status of an attribute control variable used in the corresponding INPUT statement. To check if an attribute control variable has been assigned the status MODIFIED, use the MODIFIED option.

## REINPUT Syntax Description

Syntax Element	Description						
REINPUT FULL	<p><b>FULL Option:</b></p> <p>If you specify the FULL option in a REINPUT statement, the corresponding INPUT statement will be re-executed fully:</p> <ul style="list-style-type: none"> <li>■ With an ordinary REINPUT statement (without FULL option), the contents of variables that were changed between the INPUT and REINPUT statement will not be displayed; that is, all variables on the screen will show the contents they had when the INPUT statement was originally executed.</li> <li>■ With a REINPUT FULL statement, all changes that have been made after the initial execution of the INPUT statement will be applied to the INPUT statement when it is re-executed; that is, all variables on the screen contain the values they had when the REINPUT statement was executed.</li> </ul> <p><b>Note:</b> The contents of input-only fields (AD=A) will be deleted again by REINPUT FULL.</p> <p>Another characteristic of the REINPUT FULL statement is that the status of attribute control variables is reset to NOT MODIFIED. This is not done with the ordinary REINPUT statement. To check if an attribute control variable has been assigned the status MODIFIED, use the <i>MODIFIED option</i>.</p> <p>See also <a href="#">Example 3 - REINPUT FULL WITH MARK POSITION</a>.</p>						
<i>statement-parameters</i>	<p><b>Parameters:</b></p> <p>Parameters specified in a REINPUT statement will be applied to all fields specified in the statement.</p> <p>Any parameter specified at element (field) level (see <a href="#">MARK Option</a>) will override any corresponding parameter at statement level.</p> <table border="1"> <thead> <tr> <th>Parameters that can be specified with the REINPUT statement:</th> <th>Specification (S = at statement level, E = at element level)</th> </tr> </thead> <tbody> <tr> <td>AD - Attribute Definition *</td> <td>SE</td> </tr> <tr> <td>CD - Color Definition</td> <td>S</td> </tr> </tbody> </table> <p>* If AD=P is specified at statement level, all fields - except those used in the <a href="#">MARK option</a> - are protected.</p> <p>The individual session parameters are described in the <i>Parameter Reference</i>.</p>	Parameters that can be specified with the REINPUT statement:	Specification (S = at statement level, E = at element level)	AD - Attribute Definition *	SE	CD - Color Definition	S
Parameters that can be specified with the REINPUT statement:	Specification (S = at statement level, E = at element level)						
AD - Attribute Definition *	SE						
CD - Color Definition	S						
USING HELP	<p><b>USING HELP Option:</b></p> <p>This option causes the helproutine defined for the INPUT map to be invoked.</p>						

Syntax Element	Description
	<p>USING HELP used in combination with the <a href="#">MARK</a> option causes the helproutine defined for the first field specified in the MARK option to be invoked. If no helproutine is defined for that field, the helproutine for the map will be invoked.</p> <p>Example:</p> <pre>REINPUT USING HELP MARK 3</pre> <p>As a result, the helproutine defined for the third field in the INPUT map will be invoked.</p>
<i>WITH-TEXT-option</i>	<p><b>WITH TEXT Option:</b></p> <p>The WITH TEXT option is used to provide text which is to be displayed in the message line.</p> <p>See <a href="#">WITH TEXT Option</a> below.</p>
<i>MARK-option</i>	<p><b>MARK Option</b></p> <p>With the MARK option, you can mark a specific field, that is, specify a field in which the cursor is to be placed when the REINPUT statement is executed. See <a href="#">MARK Option</a> below.</p>
<i>ALARM-option</i>	<p><b>ALARM Option:</b></p> <p>This option causes the sound alarm feature of the terminal to be activated when the REINPUT statement is executed.</p> <p>See <a href="#">ALARM Option</a> below.</p>

### WITH TEXT Option

WITH TEXT is used to provide text which is to be displayed in the message line. This is usually a message indicating what action should be taken to process the screen or to correct an error.

$[\text{WITH}] [\text{TEXT}] \left\{ \begin{array}{l} *operand1 \\ operand2 \end{array} \right\} [(\text{attributes})] [,operand3]...7$
-----------------------------------------------------------------------------------------------------------------------------------------

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S	N P I B*	yes	no
<i>operand2</i>	C S	A U	yes	no
<i>operand3</i>	C S	A U N P I F B D T L	yes	no

\* Format B of *operand1* may be used only with a length of less than or equal to 4.

## Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Message Text from Natural Message File:</b></p> <p><i>operand1</i> represents the number of a message text that is to be retrieved from a Natural message file.</p> <p>You can retrieve either user-defined messages or Natural system messages:</p> <ul style="list-style-type: none"> <li>■ If you specify a positive value of up to four digits (for example: 954), you will retrieve user-defined messages.</li> <li>■ If you specify a negative value of up to four digits (for example: -954), you will retrieve Natural system messages.</li> </ul> <p>See also <a href="#">Example 4 - WITH TEXT Options</a>.</p> <p>Natural message files are created and maintained with the SYSERR utility as described in the relevant documentation.</p>
<i>operand2</i>	<p><b>Message Text:</b></p> <p><i>operand2</i> represents the message to be placed in the message line.</p> <p>See also <a href="#">Example 4 - WITH TEXT Options</a>.</p>
<i>attributes</i>	<p><b>Output Attributes:</b></p> <p>It is possible to assign various output attributes for <i>operand1/operand2</i>. These attributes and the syntax that may be used are described in the section <a href="#">Output Attributes</a> below.</p>
<i>operand3</i>	<p><b>Dynamic Replacement of Message Text:</b></p> <p><i>operand3</i> represents a numeric or text constant or the name of a variable.</p> <p>The values provided are used to replace parts of a message text that are either specified with <a href="#">operand1</a> or <a href="#">operand2</a>.</p> <p>The notation : <i>n</i>: is used within the message text as a reference to <i>operand3</i> contents, where <i>n</i> represents the occurrence (1 - 7) of <i>operand3</i>.</p> <p>See also <a href="#">Example 4 - WITH TEXT Options</a>.</p> <p><b>Note:</b> Multiple specifications of <i>operand3</i> must be separated from each other by a comma. If the comma is used as a decimal character (as defined with the session parameter DC) and numeric constants are specified as <i>operand3</i>, put blanks before and after the comma so that it cannot be misinterpreted as a decimal character. Alternatively, multiple specifications of <i>operand3</i> can be separated by the input delimiter character (as defined with the session parameter ID); however, this is not possible in the case of ID=/ (slash).</p> <p>Leading zeros or trailing blanks will be removed from the field value before it is displayed in a message.</p>


### Output Attributes

*attributes* indicates the output attributes to be used for text display. Attributes may be:

```
{ AD=ad-value ... }
{ CD=cd-value ... }
{ CV=variable } ...
```

For the possible session parameter values, refer to the corresponding sections in the *Parameter Reference* documentation:

- *AD - Attribute Definition*, section *Field Representation*
- *CD - Color Definition*
- *CV - Attribute Control Variable*

 **Note:** The compiler actually accepts more than one attribute value for an output field. For example, you may specify: AD=BDI. In such a case, however, only the last value applies. In the given example, only the value I will become effective and the output field will be displayed intensified.

### MARK Option

With the MARK option, you can mark a specific field, that is, specify a field in which the cursor is to be placed when the REINPUT statement is executed. You can also mark a specific position within a field. Moreover, you can make fields input-protected, and change their display and color attributes.

```
MARK [POSITION operand4 [IN]] [FIELD] { { operand5 } [(attributes)] } ...
```

Operand Definition Table:

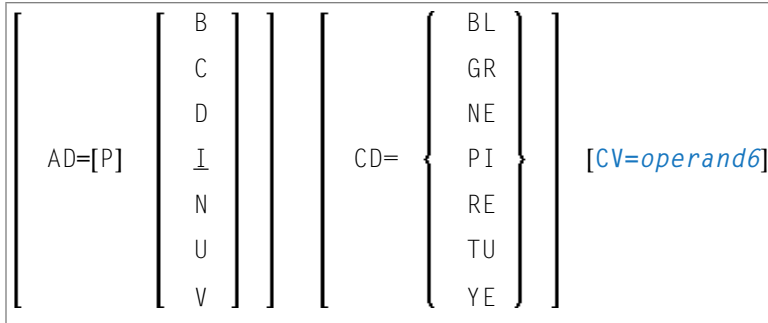
Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand4</i>	C S	N P I	yes	no
<i>operand5</i>	C S A	N P I	yes	no

Syntax Element Description:

Syntax Element	Description
<i>operand5</i> <i>*fieldname</i>	<p><b>Field to be Marked:</b></p> <p>All AD=A or AD=M (that is, non-protected) fields specified in an <b>INPUT</b> statement are sequentially numbered (beginning with 1) by Natural. <i>operand5</i> represents the number of the field in which the cursor is to be positioned.</p> <p>The <i>*fieldname</i> notation is used to position to a field (as used in the <b>INPUT</b> statement) using the name of the field as a reference.</p> <p>If the corresponding <b>INPUT</b> field is an array, a unique index or an index range may be used to reference one or more occurrences of the array.</p> <pre>INPUT #ARRAY (A1/1:5) ... REINPUT (AD=P) 'TEXT' MARK *#ARRAY (2:3)</pre> <p>If <i>operand5</i> is also an array, the values in <i>operand5</i> are used as field numbers for the <b>INPUT</b> array.</p> <pre>RESET #X(N2/1:2) INPUT #ARRAY ... ... REINPUT (AD=P) 'TEXT' MARK #X (1:2)</pre>
MARK POSITION	<p><b>MARK POSITION Option:</b></p> <p>With this option, you can have the cursor placed at a specific position - as specified with <i>operand4</i> - within a field.</p> <p>See also <a href="#">Example 3 - REINPUT FULL WITH MARK POSITION</a>.</p>
<i>operand4</i>	<p><b>Cursor Position:</b></p> <p><i>operand4</i> specifies the cursor position.</p> <p><i>operand4</i> must not contain decimal digits.</p>
<i>attributes</i>	<p><b>Attribute Assignments:</b></p> <p>See <a href="#">Attribute Assignments</a> below.</p>

### Attribute Assignments

With explicit attributes, you can define the display presentation and color of the **WITH TEXT** message and also the layout of the **MARK** field (which is positioned by the **REINPUT** statement).



Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand6</i>	S	C	no	no

With the attribute AD=P, you can make an input field (AD=A or AD=M) input-protected.

 **Note:** You cannot use an attribute to make output-only fields (AD=0) available for input.

For information on the attributes AD, CD and CV, refer to the *Parameter Reference*.

The attributes for the WITH TEXT and MARK fields need not be specified in a fixed manner, but can also be assigned dynamically by means of a control variable, which is referenced in a (CV=*operand6*) clause. See [Example 5 - REINPUT with Attribute Assignment Using a Control Variable](#).

If both an AD and a CV option are specified for the same field, the attributes from the AD option are completely ignored, except (AD=P) which remains in effect.

If a CD and a CV option are specified for the same field, the color from the CV option is used. If the CV variable contains no color specification, the color from the CD option is applied to that field.

If AD=P is specified at statement level, all fields except those specified in the MARK option are input-protected. See also [Example 2 - REINPUT with Attribute Assignment](#).

### ALARM Option

```
[AND] [SOUND] ALARM
```

This option causes the sound alarm feature of the terminal to be activated when the REINPUT statement is executed. The appropriate hardware must be available to be able to use this feature.



## REINPUT Examples

- [Example 1 - REINPUT Statement](#)
- [Example 2 - REINPUT with Attribute Assignment](#)
- [Example 3 - REINPUT FULL with MARK POSITION](#)
- [Example 4 - WITH TEXT Options](#)
- [Example 5 - REINPUT with Attribute Assignment Using a Control Variable](#)

### Example 1 - REINPUT Statement

```

** Example 'REIEX1': REINPUT
*****
DEFINE DATA LOCAL
1 #FUNCTION (A1)
1 #PARAM (A1)
END-DEFINE
*
INPUT #FUNCTION #PARAM
*
DECIDE FOR FIRST CONDITION
  WHEN #FUNCTION = 'A' AND #PARAM = 'X'
    REINPUT 'Function A with parameter X selected.'
    MARK *#PARAM
  WHEN #FUNCTION = 'C' THRU 'D'
    REINPUT 'Function C or D selected.'
  WHEN #FUNCTION = 'X'
    STOP
  WHEN NONE
    REINPUT 'Please enter a valid function.'
    MARK *#FUNCTION
END-DECIDE
*
END

```

### Output of Program REIEX1:

```
#FUNCTION A #PARAM Y
```

**And after pressing ENTER:**

```
PLEASE ENTER A VALID FUNCTION
#FUNCTION A #PARM Y
```

**Example 2 - REINPUT with Attribute Assignment**

```
** Example 'REIEX2': REINPUT (with attributes)
*****
DEFINE DATA LOCAL
1 #A (A20)
1 #B (N7.2)
1 #C (A5)
1 #D (N3)
END-DEFINE
*
INPUT (AD=A) #A #B #C #D
*
IF #A = ' ' OR #B = 0
  REINPUT (AD=P) 'RETYPE VALUES'
          MARK *#A (AD=I CD=RE) /* put cursor on first field
          *#B (AD=U CD=PI) /* and change colors
END-IF
*
END
```

**Example 3 - REINPUT FULL with MARK POSITION**

```
** Example 'REIEX3': REINPUT (with FULL and POSITION option)
*****
DEFINE DATA LOCAL
1 #A (A20)
1 #B (N7.2)
1 #C (A5)
1 #D (N3)
END-DEFINE
*
INPUT (AD=M) #A #B #C #D
*
IF #A = ' '
  COMPUTE #B = #B + #D
  RESET #D
END-IF
*
IF #A = SCAN 'TEST' OR = ' '
  REINPUT FULL 'RETYPE VALUES' MARK POSITION 5 IN *#A
END-IF
*
END
```

**Output of Program REIEX3:**

```
RETYPE VALUES
#A          #B          0.00 #C          #D          0
```

**Example 4 - WITH TEXT Options**

```
** Example 'REIEX4': REINPUT (with TEXT option)
*****
DEFINE DATA LOCAL
01 #NAME (A8)
01 #TEXT (A20)
END-DEFINE
*
*
INPUT WITH TEXT 'Enter a program name.' 'Program name:' #NAME
*
IF #NAME = ' '
  REINPUT WITH TEXT 'Input missing. Enter a name.'
END-IF
*
IF #NAME NE MASK (A)
  MOVE 'Invalid input.' TO #TEXT
  REINPUT WITH TEXT ':1: Name must start with a letter.',#TEXT
ELSE
  /* Using Natural error message 7600 for demonstration
  COMPRESS *INIT-USER 'on' *DAT4I INTO #TEXT
  INPUT WITH TEXT *-7600,#NAME,#TEXT 'Input accepted.'
END-IF
END
```

**Example 5 - REINPUT with Attribute Assignment Using a Control Variable**

```
DEFINE DATA LOCAL
1 #HELLO (A5) INIT <'HELLO'>
1 #VAR (A20) INIT <'Enter "HELLO"'>
1 #CV (C)
END-DEFINE
*
INPUT (IP=OFF) #HELLO (AD=M)
*
IF #HELLO NE 'HELLO' THEN
  MOVE (AD=U CD=RE) TO #CV
  REINPUT FULL WITH TEXT #VAR (CD=YE)
  MARK *#HELLO (CV=#CV)
END-IF
END
```



# 118 REJECT

---

For more information about this statement, see the statement [ACCEPT/REJECT](#).

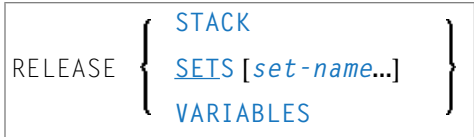


# 119

## RELEASE

---

■ RELEASE Usage .....	884
■ RELEASE Syntax Description .....	884
■ RELEASE Example .....	885



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [STACK](#) | [FIND with RETAIN option](#) | [DEFINE DATA GLOBAL](#)

## RELEASE Usage

---

The RELEASE statement is used to:

- delete the entire contents of the Natural stack;
- release sets of ISNs retained via a FIND statement that contained a RETAIN clause (applicable to Adabas databases only);
- reset global and application-independent variables.

## RELEASE Syntax Description

---

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>set-name</i>	C S	A	no	no

Syntax Element Description:

Syntax Element	Description
RELEASE STACK	<b>RELEASE STACK Option:</b> Causes all data/commands currently in the Natural stack to be deleted.
RELEASE SETS	<b>RELEASE SETS Option:</b> Is applicable to Adabas databases only.  If only RELEASE SETS, without a <i>set-name</i> , is specified, all ISN sets retained with a FIND statement with a RETAIN clause will be released.
RELEASE SETS <i>set-name</i>	Causes a specific single ISN set to be released.



Syntax Element	Description
	<pre>RELEASE SET 'CITY-SET'  MOVE 'CITY-SET' TO #SET(A32) RELEASE SET #SET</pre>
RELEASE VARIABLES	<p><b>RELEASE VARIABLES Option:</b></p> <p>Causes all variables defined in the current global data area (GDA) to be reset to their initial values. Also, it eliminates all application-independent variables (AIVs), thus making them no longer available.</p> <p>The RELEASE VARIABLES statement does not perform the reset/eliminate operations directly after execution. Instead, a signal is set first which triggers these operations when all Natural objects currently running have finished processing.</p>

## RELEASE Example

```
** Example 'RELEX1': FIND (with RETAIN clause and RELEASE statement)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 BIRTH
  2 NAME
*
1 #BIRTH (D)
END-DEFINE
*
MOVE EDITED '19400101' TO #BIRTH (EM=YYYYMMDD)
*
FIND NUMBER EMPLOY-VIEW WITH BIRTH GT #BIRTH
  RETAIN AS 'AGESET1'
IF *NUMBER = 0
  STOP
END-IF
*
FIND EMPLOY-VIEW WITH 'AGESET1' AND CITY = 'NEW YORK'
  DISPLAY NOTITLE NAME CITY BIRTH (EM=YYYY-MM-DD)
END-FIND
*
RELEASE SET 'AGESET1'
*
END
```

**Output of Program RELEX1:**

NAME	CITY	DATE	OF BIRTH
RUBIN	NEW YORK	1945-10-27	
WALLACE	NEW YORK	1945-08-04	

# 120 REPEAT

---

■ REPEAT Usage .....	888
■ REPEAT Syntax Description .....	888
■ REPEAT Examples .....	889

Related Statements: [FOR](#) | [ESCAPE](#)

Belongs to Function Group: *Loop Execution*

## REPEAT Usage

---

The `REPEAT` statement is used to initiate a processing loop.

See also *Loop Processing* in the *Programming Guide*.

## REPEAT Syntax Description

---

Two different structures are possible for this statement.

- **Syntax 1** - Statements are executed one or more times
- **Syntax 2** - Statements are executed zero or more times

The placement of the logical condition (either at the beginning or at the end of the loop) determines when it is to be evaluated.

For further information on logical conditions, see the section *Logical Condition Criteria* in the *Programming Guide*.

For an explanation of the symbols used in the syntax diagrams, see [Syntax Symbols](#).

Syntax 1:

<code>REPEAT</code>	
<code>  statement ...</code>	<code>[ { UNTIL } logical-condition ]</code> <code>                  [ { WHILE } ]</code>
<code>END-REPEAT [(r)]</code>	<i>(structured mode only)</i>
<code>LOOP [(r)]</code>	<i>(reporting mode only)</i>

Syntax 2:

REPEAT	
[ { UNTIL } { WHILE } ]	<i>logical-condition</i> ] <i>statement...</i>
END-REPEAT [(r)]	(structured mode only)
LOOP [(r)]	(reporting mode only)

Syntax Element Description:

Syntax Element	Description
UNTIL	<p><b>UNTIL Option:</b></p> <p>The processing loop will be continued until the logical condition becomes true.</p>
WHILE	<p><b>WHILE Option:</b></p> <p>The processing loop will be continued as long as the logical condition is true.</p>
<i>logical-condition</i>	<p><b>Logical Condition:</b></p> <p>If a logical condition is specified, the condition determines when the execution of the loop is to be terminated.</p> <p>If no logical condition is specified, the loop must be exited by an <a href="#">ESCAPE</a>, <a href="#">STOP</a> or <a href="#">TERMINATE</a> statement specified within the loop.</p> <p>The syntax for a logical condition is described in the section <i>Logical Condition Criteria</i> in the Programming Guide.</p>
END-REPEAT (r)	<p><b>End of REPEAT Statement:</b></p> <p>In structured mode, the Natural reserved word <b>END-REPEAT</b> must be used to end the REPEAT statement.</p> <p>You can specify labels or line numbers with <b>END-REPEAT</b> in structured mode.</p>
LOOP (r)	<p>In reporting mode, the Natural statement <b>LOOP</b> is used to end the REPEAT statement.</p> <p>You can specify labels or line numbers with <b>LOOP</b> in reporting mode.</p>

## REPEAT Examples

- [Example 1 - REPEAT](#)

- [Example 2 - Using WHILE and UNTIL Options](#)

**Example 1 - REPEAT**

```

** Example 'RPTTEX1S': REPEAT (structured mode)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
*
1 #PERS-NR (A8)
END-DEFINE
*
REPEAT
  INPUT 'ENTER A PERSONNEL NUMBER:' #PERS-NR
  IF #PERS-NR = ' '
    ESCAPE BOTTOM
  END-IF
  /*
  FIND EMPLOY-VIEW WITH PERSONNEL-ID = #PERS-NR
  IF NO RECORD FOUND
    REINPUT 'NO RECORD FOUND'
  END-NOREC
  DISPLAY NOTITLE NAME
  END-FIND
END-REPEAT
*
END

```

**Output of Program RPTTEX1S:**

```
ENTER A PERSONNEL NUMBER: 11500304
```

**After entering and confirming personnel number:**

```

      NAME
-----
KLUGE

```

Equivalent reporting-mode example: [RPTTEX1R](#).

## Example 2 - Using WHILE and UNTIL Options

```
** Example 'RPTX2S': REPEAT (with WHILE and UNTIL option)
*****
DEFINE DATA LOCAL
1 #X (I1) INIT <0>
1 #Y (I1) INIT <0>
END-DEFINE
*
REPEAT WHILE #X <= 5
  ADD 1 TO #X
  WRITE NOTITLE '=' #X
END-REPEAT
*
SKIP 3
REPEAT
  ADD 1 TO #Y
  WRITE '=' #Y
  UNTIL #Y = 6
END-REPEAT
*
END
```

### Output of Program RPTX2S:

```
#X: 1
#X: 2
#X: 3
#X: 4
#X: 5
#X: 6

#Y: 1
#Y: 2
#Y: 3
#Y: 4
#Y: 5
#Y: 6
```

Equivalent reporting-mode example: [RPTX2R](#).





# 121 REQUEST DOCUMENT

---

▪ REQUEST DOCUMENT Usage .....	894
▪ REQUEST DOCUMENT Syntax Description .....	895
▪ Automatically Generated Headers .....	900
▪ URL Encoding for Special Characters .....	901
▪ HTTP Responses Redirected and Denied .....	903
▪ REQUEST DOCUMENT Examples .....	904

```
REQUEST DOCUMENT FROM url
[ WITH [with-clause] ]
[ RETURN [return-clause] ]
RESPONSE http-response-code
[GIVING natural-error-number]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [PARSE JSON](#) and [PARSE XML](#)

Belongs to Function Group: [Internet and Parsing](#)

## REQUEST DOCUMENT Usage

---

The `REQUEST DOCUMENT` statement is used to retrieve and upload documents on the internet as described in `REQUEST DOCUMENT` in *Statements for Internet Access and Parsing* in the *Programming Guide*.

For information on Unicode support, see `REQUEST DOCUMENT` in the *Unicode and Code Page Support* documentation.

See also the description of the Natural profile and session parameter `RQTOUT`, which specifies the timeouts used for HTTP requests issued internally by the `REQUEST DOCUMENT` statement.

### Restrictions for Cookies

Under the HTTP Protocol, a server uses cookies to maintain state information on the client workstation.

`REQUEST DOCUMENT` is implemented using internet option settings. This means that, depending on the security settings, cookies will be used.

If the internet option setting `Disabled` is set, no cookies will be sent, even if a cookie header (*header-name-out/header-value-out*) is sent.

For server environments, do not use the internet option setting `Prompt`. This setting leads to a “hanging” server, because no client will be able to answer the prompt.

Cookies are handled automatically by the Windows API. This means that, if cookies are enabled in the browser, all incoming cookies will be saved and sent automatically with the next request.

## REQUEST DOCUMENT Syntax Description

Operand Definition Table:

Operand	Possible Structure				Possible Formats												Referencing Permitted	Dynamic Definition
<i>url</i>	C	S			A												yes	no
<i>http-response-code</i>		S												I4			yes	yes
<i>natural-error-number</i>		S												I4			yes	no

Syntax Element Description:

Syntax Element	Description
<i>url</i>	<p><b>Location of Document:</b></p> <p><i>url</i> is the URL to access a document.</p>
<i>with-clause</i>	<p><b>WITH Clause:</b></p> <p>See <i>with-clause</i>.</p>
<i>return-clause</i>	<p><b>RETURN Clause:</b></p> <p>See <i>return-clause</i>.</p>
<i>http-response-code</i>	<p><b>RESPONSE:</b></p> <p><i>http-response-code</i> is the HTTP response status code returned for the request, for example: 200 (request completed).</p> <p>See also <i>HTTP Responses Redirected and Denied</i>.</p> <p>For a list of possible HTTP status codes, refer to the RFC 2616 memorandum published by the World Wide Web Consortium (W3C).</p>
<i>natural-error-number</i>	<p><b>GIVING Option:</b></p> <p><i>natural-error-number</i> contains the 4-digit Natural error number if the request could not be performed.</p>

**with-clause**

```
[USER user-id
[PASSWORD user-password]
[HEADER {[NAME] header-name-out [VALUE] header-value-out ...]
[DATA {ALL outbound-document [ENCODED [[IN] CODEPAGE code-page-out]]
  I{[NAME] variable-name-out [VALUE] variable-value-out ...}]
```

The *with-clause* is used to specify optional user/password, header and data details for the request.

An empty *with-clause* (that is, no value specified after WITH) is ignored.

Operand Definition Table:

Operand	Possible Structure		Possible Formats										Referencing Permitted	Dynamic Definition				
<i>user-id</i>	C	S					A										yes	no
<i>user-password</i>	C	S					A										yes	no
<i>header-name-out</i>	C	S					A										yes	no
<i>header-value-out</i>	C	S					A	N	P	I	F	D	T	L			yes	no
<i>outbound-document</i>	C	S					A	U	N	P	I	F	B	D	T	L	yes	no
<i>code-page-out</i>	C	S					A										yes	no
<i>variable-name-out</i>	C	S					A										yes	no
<i>variable-value-out</i>	C	S					A	N	P	I	F	D	T	L			yes	no

Syntax Element Description:

Syntax Element	Description
<i>user-id</i>	<b>USER:</b> <i>user-id</i> is the ID of the user that will be used for the request.
<i>user-password</i>	<b>PASSWORD:</b> <i>user-password</i> is the password of the user that will be used for the request.
<i>header-name-out</i> <i>header-value-out</i>	<b>HEADER NAME/VALUE Option:</b> <i>header-name-out</i> and <i>header-value-out</i> can only be used in conjunction with each other: <ul style="list-style-type: none"> <li>■ <i>header-name-out</i> is the name of a header variable sent with this request.</li> <li>■ <i>header-value-out</i> is the value of a header variable sent with this request.</li> </ul> <i>header-name-out</i> :

Syntax Element	Description
	<p>Header names must not contain a carriage return (CR), a line feed (LF) or a colon (:). This will not be checked by the REQUEST DOCUMENT statement. For valid header names, see the HTTP specifications. For compatibility with the web interface, header names can be written with underscore (_) instead of a dash (-). (Internally, the underscore is replaced by a dash).</p> <p><i>header-value-out</i>:</p> <p>Header values are not allowed to contain CR/LF. This will not be checked by the REQUEST DOCUMENT statement. For valid header values and formats, see the HTTP specifications.</p> <p>See also <a href="#">Automatically Generated Headers</a>.</p>
<i>outbound-document</i>	<p><b>DATA ALL Option:</b></p> <p><i>outbound-document</i> is a complete document that is to be sent. This value is needed for the HTTP REQUEST-METHOD PUT (see <a href="#">Automatically Generated Headers</a>).</p>
<i>code-page-out</i>	<p><b>DATA ALL ENCODED Option:</b></p> <p>Data transfer with the REQUEST DOCUMENT statement normally does not involve any code page conversion. If you want to encode outgoing data in a specific code page, use the CODEPAGE option:</p> <p><i>outbound-document</i> will be encoded from the default code page (value of the system variable *CODEPAGE) to the code page given in <i>code-page-out</i>.</p> <p><b>Encoding and Charset Attributes:</b></p> <p>If the outbound document contains an encoding (XML) or a charset (HTML) attribute, we recommend that the value of the ENCODED option maps the attribute value of the document.</p> <p>Example: If an outbound XML document contains the attribute <code>encoding="UTF-8"</code>, code the REQUEST DOCUMENT statement with the option <code>DATA ALL #DOCUMENT ENCODED CODEPAGE 'UTF-8'</code>.</p>
<i>variable-name-out</i> <i>variable-value-out</i>	<p><b>DATA NAME/VALUE Option:</b></p> <p><i>variable-name-out</i> and <i>variable-value-out</i> request only specific DATA variable information instead of the complete document. They can only be used in conjunction with each other:</p> <ul style="list-style-type: none"> <li>■ <i>variable-name-out</i> is the name of a DATA variable to be sent with this request.</li> <li>■ <i>variable-value-out</i> is the value of a DATA variable to be sent with this request. This value is needed for the HTTP REQUEST-METHOD POST (URL encoding necessary, especially ampersand (&amp;), equal sign (=), percent sign (%) characters).</li> </ul> <p><b>Restriction:</b></p>

Syntax Element	Description
	If <i>variable-name-out</i> and <i>variable-value-out</i> are given and the communication is http:// or https://, by default, the REQUEST-METHOD POST (see <a href="#">Automatically Generated Headers</a> ) with content type application/x-www-form-urlencoded is used. During the request, <i>variable-name-out</i> and <i>variable-value-out</i> will be separated by equal sign (=) and ampersand (&) characters. Therefore, the operands are not allowed to contain equal sign (=), ampersand (&) and, because of URL encoding, percent sign (%) characters. These characters are considered reserved and need to be encoded as indicated in <a href="#">Reserved Characters</a> .

**return-clause**

```
[HEADER [ALL header-all-in] [[NAME] header-name-in [VALUE] header-value-in ...]]
[PAGE inbound-document [ENCODED [[FOR TYPES mime-type ...] [IN] CODEPAGE code-page-in]]]
```

Operand Definition Table:

Operand	Possible Structure			Possible Formats										Referencing Permitted	Dynamic Definition		
<i>header-all-in</i>		S		A												yes	yes
<i>header-name-in</i>	C	S		A												yes	no
<i>header-value-in</i>		S	A *	A	N	P	I	F	B	D	T	L				yes	yes
<i>inbound-document</i>		S		A	U				B							yes	yes
<i>mime-type</i>	C	S		A												yes	no
<i>code-page-in</i>	C	S		A												yes	no

This clause can be used to specify return information for the headers and/or the document.

Syntax Element Description:

Syntax Element	Description
<i>header-all-in</i>	<b>HEADER ALL Option:</b>  <i>header-all-in</i> contains all header data delivered with the HTTP response.  The first line contains the status information and all following lines contain the headers as pairs of name and value. The names always end in a colon (: ) and the values end in a line feed (LF). Internally, all carriage returns/line feeds (CR/LF) are transformed into line feeds (LF).
<i>header-name-in</i> <i>header-value-in</i>	<b>HEADER NAME/VALUE Option:</b>  <i>header-name-in</i> and <i>header-value-in</i> return only specific header information. They can only be used in conjunction with each other:

Syntax Element	Description
	<ul style="list-style-type: none"> <li>■ <i>header-name-in</i> is the name for the header information returned by the HTTP request.  For compatibility with the web interface, header names can be written with underscore (_) instead of dash (-) characters.  Internally, the underscore is replaced by a dash. If <i>header-name-in</i> is a blank string, the status information is returned, for example:  <pre>HTTP/1.0 200 OK</pre></li> <li>■ <i>header-value-in</i> is the scalar or array value required to receive the header data returned by the HTTP request.  An array definition is required if more than one occurrence of the same header is expected, for example, multiple Set-Cookie headers.  Only one dimension of a multi-dimensional array may contain an index range (see <a href="#">Example 9</a>).  An X-array must be materialized before you can use it.  If the number of array occurrences exceeds the number of headers, the unused occurrences are reset. If the number of headers exceeds the number of array occurrences, the remaining header values are ignored.  For an example of an array definition, see <a href="#">Example 9 - RETURN HEADER NAME VALUE with Array Definition</a>.</li> </ul>
<i>inbound-document</i>	<p><b>PAGE Option:</b></p> <p><i>inbound-document</i> is the document returned for this request. No encoding at all of the returned page will be done; that is, the page will remain encoded as delivered from the HTTP server.</p>
<i>code-page-in</i>	<p><b>PAGE ENCODED Option:</b></p> <p>Data transfer with the REQUEST DOCUMENT statement normally does not involve any code page conversion. If you want to encode incoming data in a specific code page, use the ENCODED option:</p> <p>If necessary, <i>inbound-document</i> will be encoded in the default code page (value of system variable *CODEPAGE) of the Natural session.</p> <p>If the value of <i>code-page-in</i> is blank, no conversion occurs. <i>inbound-document</i> is then encoded in the default code page (profile parameter CP in the Configuration Utility).</p> <p><b>Note:</b> “Returned MIME type contains an encoding” means that the HTTP server returns a content-type header with a charset= clause, for example: charset=ISO-8859-1.</p>

Syntax Element	Description
<i>mime-type</i>	<p><b>PAGE ENCODED FOR TYPES Option:</b></p> <p>As a response of an HTTP/HTTPS request, incoming data may contain binary data (for example, image/gif) or character data (for example, text/html). Together with the response, the REQUEST DOCUMENT statement receives a parameter which specifies the type of content of the requested document (MIME type, also known as internet media type). This parameter may contain information about the code page in which the document is encoded. <i>mime-type</i> is the list of MIME types for which an encoding of the returned document in <i>inbound-document</i> will be performed.</p> <p>If the returned MIME type contains an encoding, <i>inbound-document</i> will be encoded from this code page to the default code page (A/B) or (U).</p> <p>If the returned MIME type does not contain an encoding, then <i>inbound-document</i> will be encoded from the code page defined with <i>code-page-in</i> to the default code page (value of the system variable *CODEPAGE) (A/B) or (U).</p> <p>If the returned MIME type does not contain an encoding, then an additional check is performed if the returned MIME type matches one of the types given with <i>mime-type</i>. If a match is found, <i>inbound-document</i> will be encoded from the code page defined with <i>code-page-in</i> to the default code page (A/B) or (U).</p>

## Automatically Generated Headers

For an HTTP request, some headers are required, for example: REQUEST-METHOD or content type. These headers will be automatically generated depending on the parameters given with the REQUEST DOCUMENT statement.



**Note:** It is possible to overwrite the automatically generated headers. Natural will not check them for errors. Unexpected errors may occur.

- [HTTP REQUEST-METHOD](#)
- [Content Type](#)

### HTTP REQUEST-METHOD

The REQUEST DOCUMENT statement supports the following HTTP REQUEST-METHODs: HEAD, POST, GET and PUT.

The following table shows the HTTP REQUEST-METHOD generated depending on the given operands:



	WITH HEADER	WITH DATA	RETURN HEADER	RETURN PAGE
<b>HEAD</b>	o	-	x	-
<b>POST</b>	o	x	o	x
<b>GET</b>	o	-	o	x
<b>PUT</b>	o	DATA ALL *	o	o

In addition to the standard REQUEST-METHODS mentioned above, the method DELETE can be specified in a REQUEST-METHOD header.

### Explanation:

- o Optional. Operand can be optionally specified.
- Operand cannot be specified.
- x Operand is always specified.
- \* Only applies to DATA ALL and not DATA NAME VALUE.

### Content Type

The REQUEST-METHOD POST requires a content-type header for the HTTP request. If no content type is explicitly specified, Natural inserts the following default content-type header into the request:

```
application/x-www-form-urlencoded
```

## URL Encoding for Special Characters

When sending POST data with the content type `application/x-www-form-urlencoded`, certain characters must be represented by means of URL encoding, which means substituting the character with *hexadecimal-character-code*. Some basic details are given here:

- [Non-ASCII Characters](#)
- [Unsafe Characters](#)
- [Reserved Characters](#)

For full details of when and why URL encoding is necessary, refer to the memorandums RFC 1630, RFC 1738 and RFC 1808 published by the World Wide Web Consortium (W3C).

## Non-ASCII Characters

All non-ASCII characters (that is, valid ISO 8859/1 characters that are not also ASCII characters) must be URL encoded, for example, the file `köln.html` would appear in an URL as `k%F6ln.html`.

## Unsafe Characters

URL encode the following unsafe characters when you request web pages to avoid server failures:

Unsafe Character	URL Encoding
the tab character	%09
the space character	%20
[	%5B
\	%5C
]	%5D
^	%5E
`	%60
{	%7B
	%7C
}	%7D
~	%7E

## Reserved Characters

Some characters have special meanings in URLs, such as the colon (:) that separates the URL scheme from the rest of the URL, the double slash (//) that indicates that the URL conforms to the Common Internet Scheme syntax and the percent sign (%). Generally, when these characters appear as parts of file names, they must be URL encoded to distinguish them from their special meaning in URLs (this is a simplification, refer to the RFCs mentioned earlier for full details).

Reserved characters are:

Reserved Character	URL Encoding
"	%22
#	%23
%	%25
&	%26
+	%2B
,	%2C
/	%2F

Reserved Character	URL Encoding
:	%3A
<	%3C
=	%3D
>	%3E
?	%3F
@	%40

## HTTP Responses Redirected and Denied

---

For a list of HTTP status codes, refer to the RFC 2616 memorandum published by the World Wide Web Consortium (W3C).

The following special considerations apply to the HTTP responses for redirected and denied requests:

- [Response 301 - 303 \(Redirected\)](#)
- [Response 401 \(Denied/Unauthorized\)](#)

### Response 301 - 303 (Redirected)

The HTTP response codes 301, 302 and 303 mean that the URL where the requested document resides has changed and that the request was therefore redirected to another URL. As a response, the return header with the name `LOCATION` will be displayed. This header contains the URL where the requested page has moved to. A new `REQUEST DOCUMENT` request can be used to retrieve the page moved.

HTTP browsers redirect automatically to the new URL, but the `REQUEST DOCUMENT` statement does not handle redirection automatically.

### Response 401 (Denied/Unauthorized)

The HTTP response code 401 means that the requested page can only be accessed if a valid user ID and password are provided with the request. As a response, the return header with the name `WWW-AUTHENTICATE` will be delivered with the `REALM` needed for this request.

HTTP browsers normally display a dialog with user ID and password, but with the `REQUEST DOCUMENT` statement, no dialog is displayed.

## REQUEST DOCUMENT Examples

---

- [Example 1 - General Request](#)
- [Example 2 - Simple GET Request \(no data\)](#)
- [Example 3 - Simple HEAD Request \(no return page\)](#)
- [Example 4 - Simple POST Request \(default REQUEST-METHOD\)](#)
- [Example 5 - Simple PUT Request \(with DATA ALL\)](#)
- [Example 9 - RETURN HEADER NAME VALUE with Array Definition](#)



**Note:** There is an example dialog V5 - RDOC for this statement in the example library SYSEXV.

### Example 1 - General Request

```
REQUEST DOCUMENT FROM "http://bo1sap1:5555/invoke/sap.demo/handle_RFC_XML_POST"  
WITH  
  USER #User PASSWORD #Password  
  DATA  
  NAME 'XMLData'          VALUE #Queryxml  
  NAME 'repServerName' VALUE 'NT2'  
RETURN  
  PAGE #Resultxml  
RESPONSE #rc
```

### Example 2 - Simple GET Request (no data)

```
REQUEST DOCUMENT FROM "http://pcnatweb:8080"  
RETURN  
  PAGE #Resultxml  
RESPONSE #rc
```

### Example 3 - Simple HEAD Request (no return page)

```
REQUEST DOCUMENT FROM "http://pcnatweb"  
RESPONSE #rc
```

**Example 4 - Simple POST Request (default REQUEST-METHOD)**

```

REQUEST DOCUMENT FROM "http://pcnatweb/cgi-bin/nwwcgi.exe/sysweb/nat-env"
WITH
  DATA
  NAME 'XMLData'      VALUE #Queryxml
  NAME 'repServerName' VALUE 'NT2'
RETURN
  PAGE #Resultxml
RESPONSE #rc

```

**Example 5 - Simple PUT Request (with DATA ALL)**

```

REQUEST DOCUMENT FROM "http://pcnatweb/test.txt"
WITH
  DATA ALL      #document
RETURN
  PAGE #Resultxml
RESPONSE #rc

```

**Example 9 - RETURN HEADER NAME VALUE with Array Definition**

```

DEFINE DATA
LOCAL
1 #FROM      (A) DYNAMIC
1 #HEADER    (A) DYNAMIC
1 #PAGE      (A) DYNAMIC
1 #COOKIES  (A20/1:3,1:4,2:5)
1 #RC       (I4)
END-DEFINE
ASSIGN #FROM = 'http://www.myserver.com'
REQUEST DOCUMENT FROM #FROM
RETURN
  HEADER NAME 'Set-Cookie' VALUE #COOKIES(1,2:3,3)
  PAGE #PAGE
  RESPONSE #RC
PRINT #COOKIES(*,*,*)
END

```

In the example program above, *invalid* array definitions (with multiple dimensions) would be:

## REQUEST DOCUMENT

---

```
RETURN HEADER NAME 'Set-Cookie' VALUE #COOKIES(1:3,2:3,3)  
RETURN HEADER NAME 'Set-Cookie' VALUE #COOKIES(*,2,*)
```

# 122      RESET

---

■ RESET Usage .....	908
■ RESET Syntax Description .....	908
■ RESET Example .....	909

```
RESET [INITIAL] operand1 ...
```

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

Related Statements: [ADD](#) | [COMPRESS](#) | [COMPUTE](#) | [DIVIDE](#) | [EXAMINE](#) | [MOVE](#) | [MOVE ALL](#) | [MULTIPLY](#) | [SEPARATE](#) | [SUBTRACT](#)

Belongs to Function Group: *Arithmetic and Data Movement Operations*

## RESET Usage

---

The RESET statement is used to reset the value of a field:

- RESET (without INITIAL) sets the content of each specified field to its **default initial value** depending on its format.
- **RESET INITIAL** sets each specified field to the initial value as defined for the field in the **DEFINE DATA** statement. For a field declared without **INIT** clause in the **DEFINE DATA** statement, RESET INITIAL has the same effect as RESET (without INITIAL).



**Notes:**

1. A field declared with a **CONSTANT** clause in the **DEFINE DATA** statement may not be referenced in a RESET statement, since its content cannot be changed.
2. In reporting mode, the RESET statement may also be used to define a variable, provided that the program contains no **DEFINE DATA LOCAL** statement.

## RESET Syntax Description

---

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S A G M	A U N P I F B D T L C G O	yes	yes

Syntax Element Description:



Syntax Element	Description
RESET <i>operand1</i>	<p><b>Reset to Null Value:</b></p> <p>RESET (without INITIAL) sets the content of each specified field (<i>operand1</i>) to its <b>default initial value</b>.</p> <p>If <i>operand1</i> is a dynamic variable, it will be reset to a null value with the length the variable currently has at the time the RESET statement is executed. The current length of a dynamic variable can be ascertained by using the system variable *LENGTH.</p> <p>For general information on dynamic variables, see the section <i>Using Dynamic and Large Variables</i>.</p>
RESET INITIAL <i>operand1</i>	<p><b>Reset to Initial Value:</b></p> <p>RESET INITIAL sets each specified field (<i>operand1</i>) to the initial value as defined for the field in the DEFINE DATA statement.</p> <ul style="list-style-type: none"> <li>■ If you specify no INIT value in the DEFINE DATA statement, a field will be initialized with a <b>default initial value</b> depending on its format.</li> <li>■ If a dynamic variable is used, *LENGTH is set to zero if no initial value is defined.</li> <li>■ If you apply RESET INITIAL to an array, it must be applied to the entire array (as defined in the DEFINE DATA statement); a RESET INITIAL of individual array occurrences is not possible.</li> <li>■ If an X-array is used, *OCCURRENCE is set to zero.</li> <li>■ RESET INITIAL of fields resulting from a redefinition is not possible either.</li> <li>■ RESET INITIAL is applied to a dynamic variable.</li> <li>■ RESET INITIAL cannot be applied to database fields.</li> </ul>

## RESET Example

```

** Example 'RSTEX1': RESET (with/without INITIAL)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
1 #BINARY (B4) INIT <1>
1 #INTEGER (I4) INIT <5>
1 #NUMERIC (N2) INIT <25>
END-DEFINE
*
LIMIT 1
READ EMPLOY-VIEW
/*
WRITE NOTITLE 'VALUES BEFORE RESET STATEMENT:'

```

## RESET

---

```
WRITE / '=' NAME '=' #BINARY '=' #INTEGER '=' #NUMERIC
/*
RESET NAME #BINARY #INTEGER #NUMERIC
/*
WRITE /// 'VALUES AFTER RESET STATEMENT:'
WRITE / '=' NAME '=' #BINARY '=' #INTEGER '=' #NUMERIC
/*
RESET INITIAL #BINARY #INTEGER #NUMERIC
/*
WRITE /// 'VALUES AFTER RESET INITIAL STATEMENT:'
WRITE / '=' NAME '=' #BINARY '=' #INTEGER '=' #NUMERIC
/*
END-READ
END
```

### Output of Program RSTEX1:

VALUES BEFORE RESET STATEMENT:

```
NAME: ADAM           #BINARY: 00000001 #INTEGER:           5 #NUMERIC:
25
```

VALUES AFTER RESET STATEMENT:

```
NAME:                #BINARY: 00000000 #INTEGER:           0 #NUMERIC:
0
```

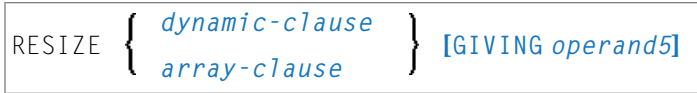
VALUES AFTER RESET INITIAL STATEMENT:

```
NAME:                #BINARY: 00000001 #INTEGER:           5 #NUMERIC:
25
```

# 123 RESIZE

---

- RESIZE Usage ..... 912
- RESIZE Syntax Description ..... 912



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [EXPAND](#) | [REDUCE](#)

Belongs to Function Group: [Memory Management Control for Dynamic Variables or X-Arrays](#).

## RESIZE Usage

---

The RESIZE statement is used to adjust:

- the size of a dynamic variable (*dynamic-clause*), or
- the number of occurrences of X-arrays (*array-clause*).

For further information, see also the following sections in the *Programming Guide*:

- [Using Dynamic Variables](#)
- [Allocating/Freeing Memory Space for a Dynamic Variable](#)
- [X-Arrays](#)
- [Storage Management of X-Group Arrays](#)

## RESIZE Syntax Description

---

Operand Definition Table:

Operand	Possible Structure			Possible Formats												Referencing Permitted	Dynamic Definition		
<i>operand1</i>	S	A		A	U					B							no	no	
<i>operand2</i>	C	S							I								no	no	
<i>operand3</i>			A	G	A	U	N	P	I	F	B	D	T	L	C	G	O	yes	no
<i>operand4</i>	C	S					N	P	I									no	no
<i>operand5</i>		S							I4									no	yes

Syntax Element Description:

Syntax Element	Description
<i>dynamic-clause</i>	<p><b>DYNAMIC Clause:</b></p> <p>The RESIZE DYNAMIC statement adjusts the allocated length of the currently allocated storage of a dynamic variable (<i>operand1</i>) to the value specified with <i>operand2</i>. For more information, see <a href="#">Dynamic Clause</a> below.</p>
<i>operand1</i>	<p><b>Dynamic Variable to be Adjusted:</b></p> <p><i>operand1</i> is the dynamic variable for which the length is to be adjusted.</p>
<i>operand2</i>	<p><b>New Length Specification:</b></p> <p><i>operand2</i> is used to specify the new length of the dynamic variable. The value specified must be a non-negative numeric integer constant or a variable of type Integer 4 (I4).</p>
<i>array-clause</i>	<p><b>ARRAY Clause:</b></p> <p>The RESIZE ARRAY statement adjusts the number of occurrences of the X-array (<i>operand3</i>) to the upper and lower bound specified with (<i>dim[ , dim[ , dim]]</i>). For more information, see <a href="#">Array Clause</a> below.</p>
<i>operand3</i>	<p><b>Name of X-array:</b></p> <p><i>operand3</i> is the X-array. The occurrences of the X-array can be expanded or reduced. The index notation of the array is optional. As index notation only the complete range notation * is allowed for each dimension.</p>
<i>dim</i> <i>operand4</i>	<p><b>X-array Lower and Upper Bound:</b></p> <p>The lower and upper bound notation (<i>operand4</i> or asterisk) to which the X-array should be expanded is specified here. If the current value of the upper or lower bound should be used, an asterisk (*) must be specified in place of <i>operand4</i>. For further information, see <a href="#">Dimension</a> below.</p>
GIVING <i>operand5</i>	<p><b>GIVING Clause:</b></p> <p>If the GIVING clause is not specified, Natural runtime error processing is triggered if an error occurs.</p> <p>If the GIVING clause is specified, <i>operand5</i> contains the Natural message number if an error occurred, or zero upon success.</p>

## Dynamic Clause

```
[SIZE OF] DYNAMIC [VARIABLE] operand1 TO operand2
```

The `RESIZE DYNAMIC` statement adjusts the allocated length of a dynamic variable (*operand1*) to the value specified with *operand2*.

When the `RESIZE` statement is used, the currently allocated storage size will be adjusted to the requested values, regardless whether it must be increased or decreased.

## Array Clause

```
[AND RESET] [OCCURRENCES OF] ARRAY operand3 TO (dim[,dim[,dim]])
```

The `RESIZE ARRAY` statement adjusts the number of occurrences of the X-array (*operand3*) to the upper and lower bound specified with (*dim*[,*dim*[,*dim*]]).

The `RESET` option resets all occurrences of the resized X-array to its default zero value. By default (no `RESET` option), the actual values are kept and the resized (new) occurrences are reset.

An upper or lower bound used in an `RESIZE` statement must be exactly the same as the corresponding upper or lower bound defined for the array.

### Example:

```
DEFINE DATA LOCAL
1 #a(I4/1:*)
1 #g(1:*)
  2 #ga(I4/1:*)

1 #i(i4)
END-DEFINE
...

*/ resizing #a (1:10)
RESIZE ARRAY #a TO (1:10)          /* #a is resized to
RESIZE ARRAY #a TO (*:10)          /* 10 occurrences.

/* resizing #ga (1:10,1:20)
RESIZE ARRAY #g TO (1:10)          /* 1st dimension is set to (1:10)
RESIZE ARRAY #ga TO (*:*,1:20)    /* 1st dimension is dependent and
                                  /* therefore kept with (*:*)
                                  /* 2nd dimension is set to (1:20)

RESIZE ARRAY #a TO (5:10)          /* This is rejected because the lower index
                                  /* must be 1 or *
RESIZE ARRAY #a TO (#i:10)         /* This is rejected because the lower index
```

```

/* must be 1 or *
RESIZE ARRAY #ga TO (1:10,1:20) /* (1:10) for the 1st dimension is rejected
/* because the dimension is dependent and
/* must be specified with (*:*)

```

For further information, see the following sections in the *Programming Guide*:

- *Storage Management of X-Arrays*
- *Storage Management of X-Group Arrays*

## Dimension

Each of the dimensions (*dim*) specified in the *Array Clause* is defined using the following syntax:

$$\left\{ \begin{array}{c} * \\ \left\{ \begin{array}{c} * \\ \text{operand4} \end{array} \right\} : \left\{ \begin{array}{c} * \\ \text{operand4} \end{array} \right\} \end{array} \right\}$$

The lower and upper bound notation (*operand4* or asterisk) to which the X-array should be expanded is specified here. If the current value of the upper or lower bound should be used, an asterisk (\*) may be specified in place of *operand4*. In place of \*:\*, you may also specify a single asterisk.

The number of dimensions (*dim*) must exactly match the defined number of dimensions of the X-array (1, 2 or 3).





# 124

## ROLLBACK (SQL)

---

- ROLLBACK Usage ..... 918
- Consideration for Non-Natural Programs ..... 918
- ROLLBACK Example ..... 918

ROLLBACK

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Belongs to Function Group: [Database Access and Update](#)

---

## ROLLBACK Usage

---

The SQL statement `ROLLBACK` corresponds to the Natural statement `BACKOUT TRANSACTION`. It undoes all database modifications made since the beginning of the last recovery unit. A recovery unit may start either after the beginning of a session or after the last `SYNCPOINT`, `COMMIT`, `END TRANSACTION` or `BACKOUT TRANSACTION` statement. This statement also releases all records held during the transaction.

If a program tries to backout updates which have already been committed by a terminal I/O, a corresponding Natural error message (NAT3711) is returned.



**Caution:** As all cursors are closed when a logical unit of work ends, a `ROLLBACK` statement must not be placed within a database modification loop; instead, it has to be placed outside such a loop or after the outermost loop of nested loops.

---

## Consideration for Non-Natural Programs

---

If an external program written in another standard programming language is called from a Natural program, this external program should not contain its own `ROLLBACK` statement if the Natural program issues database calls, too. The calling Natural program should issue the `ROLLBACK` statement on behalf of the external program.

---

## ROLLBACK Example

---

```
...  
DELETE FROM SQL-PERSONNEL WHERE NAME = 'SMITH'  
ROLLBACK  
...
```

# 125      RETRY

---

▪ RETRY Usage .....	920
▪ RETRY Restrictions .....	920
▪ RETRY Example .....	920

## RETRY

---

RETRY

**Related Statements:** [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION DATA](#) | [HISTOGRAM](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [STORE](#) | [UPDATE](#)

Belongs to Function Group: *Database Access and Update*

## RETRY Usage

---

The `RETRY` statement is used within an `ON ERROR` statement block (see [ON ERROR](#) statement). It is used to reattempt to obtain a record which is in hold status for another user.

When a record to be held is already in hold status for another user, Natural issues Error Message 3145. See also the session parameter `WH` (Wait for Record in Hold Status).

The `RETRY` statement must be placed in the object that causes the Error 3145.

For details on record hold logic, see the section *Record Hold Logic* in the *Programming Guide*.

## RETRY Restrictions

---

This statement can only be used to access Adabas databases.

## RETRY Example

---

```
** Example 'RTYEX1': RETRY
**
** CAUTION: Executing this example will modify the database records!
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
*
1 #RETRY (A1) INIT <' '>
END-DEFINE
*
FIND EMPLOY-VIEW WITH NAME = 'ALDEN'
/*
DELETE
END TRANSACTION
```

```
/*
ON ERROR
  IF *ERROR-NR = 3145
    INPUT NO ERASE 10/1
      'RECORD IS IN HOLD' /
      'DO YOU WISH TO RETRY?' /
      #RETRY '(Y)ES OR (N)O?'
    IF #RETRY = 'Y'
      RETRY
    ELSE
      STOP
    END-IF
  END-IF
END-ERROR
/*
AT END OF DATA
  WRITE NOTITLE *NUMBER 'RECORDS DELETED'
END-ENDDATA
END-FIND
*
END
```



# 126 RUN

---

- RUN Usage ..... 924
- RUN Syntax Description ..... 924
- Dynamic Source Text Creation/Execution ..... 925
- RUN Example ..... 926

```
RUN [REPEAT] operand1 [operand2 [(parameter)]] ... 40
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Belongs to Function Group: [Invoking Programs and Routines](#)

## RUN Usage

The RUN statement is used to read a Natural source program from the Natural system file and then execute it.

For Natural RPC: See *Notes on Natural Statements on the Server* in the *Natural RPC (Remote Procedure Call)* documentation.

## RUN Syntax Description

Operand Definition Table:

Operand	Possible Structure		Possible Formats				Referencing Permitted	Dynamic Definition
<i>operand1</i>	C	S			A		yes	no
<i>operand2</i>	C	S	A	G	A	U N P I F B D T L G	yes	no

Syntax Element Description:

Syntax Element	Description
REPEAT	<p><b>REPEAT Option:</b></p> <p>RUN REPEAT causes the program not to prompt the user for input until the program has finished executing even if multiple output screens (produced by INPUT statements) are produced.</p> <p>This feature may be used if the program is to display multiple screens of information without having the user respond to each screen.</p>
<i>operand1</i>	<p><b>Program Name:</b></p> <p>As <i>operand1</i> the name of the program can be specified as an alphanumeric constant or as the content of an alphanumeric variable. If a variable is used, it must be 8 characters in length.</p> <p>The program may be stored in the current library or in a concatenated library (default steplib is SYSTEM). If the program is not found, an error message is issued.</p>



Syntax Element	Description
	The program is read into the source program work area and overlays any current source program.
<i>operand2</i>	<p><b>Parameters:</b></p> <p>The RUN statement may also be used to pass parameters to the program to be run. A parameter may be defined with any format. The parameters are converted to a format suitable for a corresponding INPUT field. All parameters are placed on the top of the Natural stack.</p> <p>The parameters can be read using an INPUT statement. The first INPUT statement issued will result in the insertion of all parameters into the fields specified in the INPUT statement. The INPUT statement must have the sign specification (session parameter SG=ON) for parameter fields defined with numeric format.</p> <p>If more parameters are passed than are read by the next INPUT statement, the extra parameters are ignored. The number of parameters may be obtained with the system variable *DATA.</p> <p><b>Note:</b> If <i>operand2</i> is a time variable (format T), only the time component of the variable content is passed, but not the date component.</p>
<i>parameter</i>	<p><b>Date Format:</b></p> <p>If <i>operand2</i> is a date variable, you can specify the session parameter DF (described in the <i>Parameter Reference</i>) as <i>parameter</i> for this variable.</p>

## Dynamic Source Text Creation/Execution

The RUN statement may be used to dynamically compile and execute a program for which the source or parts thereof are created dynamically.

Dynamic source text creation is performed by placing source text into global variables and then referring to these variables by using an ampersand (&) instead of a plus sign (+) as the first character of the variable name in the source text. The content of the global variable will be interpreted as source text when the program is invoked using the RUN statement.

A global variable with index must not be used within a program that is invoked via a RUN statement.

It is not allowed to place a comment or an INCLUDE statement in a global variable.

## RUN Example

---

### Program containing RUN statement:

```

** Example 'RUNEX1': RUN (with dynamic source program creation)
*****
DEFINE DATA
GLOBAL
  USING RUNEXGDA
LOCAL
1 #NAME (A20)
1 #CITY (A20)
END-DEFINE
*
INPUT 'Please specify the search values:' //
      'Name:' #NAME /
      'City:' #CITY
*
RESET +CRITERIA      /* defined in GDA 'RUNEXGDA'
*
IF #NAME = ' ' AND #CITY = ' '
  REINPUT 'Enter at least 1 value'
END-IF
*
IF #NAME NE ' '
  COMPRESS 'NAME' ' '='' #NAME '''' INTO +CRITERIA LEAVING NO
END-IF
IF #CITY NE ' '
  IF +CRITERIA NE ' '
    COMPRESS +CRITERIA 'AND' INTO +CRITERIA
  END-IF
  COMPRESS +CRITERIA ' CITY =' ' ' #CITY '''' INTO +CRITERIA LEAVING NO
END-IF
*
RUN 'RUNEXFND'
*
END

```

### Program RUNEXFND executed by RUN statement:

```

** Example 'RUNEXFND': RUN (program executed with RUN in RUNEX1)
*****
DEFINE DATA
GLOBAL
  USING RUNEXGDA
LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 NAME
2 CITY

```

```

END-DEFINE
*
* &CRITERIA filled with "NAME = 'xxxxx' AND CITY = 'xxxx'"
*
FIND NUMBER EMPLOY-VIEW WITH &CRITERIA
    RETAIN AS 'EMP-SET'
DISPLAY *NUMBER
*
END
    
```

**Global Data Area RUNEXGDA:**

Global		RUNEXGDA	Library	SYSEXSYN	DBID	10	FNR	32
Command								
I	T	L	Name	F	Length	Miscellaneous		
All	--	----->						
		1	+CRITERIA	A	80			



# XIV

---

▪ 127 SELECT (SQL) .....	931
▪ 128 SEND EVENT .....	947
▪ 129 SEND METHOD .....	951
▪ 130 SEPARATE .....	963
▪ 131 SET CONTROL .....	977
▪ 132 SET GLOBALS .....	981
▪ 133 SET KEY .....	985
▪ 134 SET TIME .....	997
▪ 135 SET WINDOW .....	1001
▪ 136 SKIP .....	1003
▪ 137 SORT .....	1007
▪ 138 STACK .....	1019
▪ 139 STOP .....	1025



# 127

## SELECT (SQL)

---

▪ SELECT Usage .....	932
▪ Syntax 1 - Cursor-Oriented Selection .....	932
▪ Syntax 2 - Non-Cursor Selection .....	933
▪ SELECT Syntax Element Description .....	934
▪ Join Queries .....	946

For explanations of the symbols used in the syntax diagrams, see [Syntax Symbols](#).

Belongs to Function Group: [Database Access and Update](#)

## SELECT Usage

The `SELECT` statement supports both the **cursor-oriented selection** that is used to retrieve an arbitrary number of rows and the **non-cursor selection** (singleton `SELECT`) that retrieves at most one single row. With the `SELECT . . . END-SELECT` construction, Natural uses the same database loop processing as with the `FIND` statement.

Two different structures are possible.

## Syntax 1 - Cursor-Oriented Selection

Like the Natural `FIND` statement, the cursor-oriented `SELECT` statement is used to select a set of rows (records) from one or more Db2 tables, based on a search criterion. Since a database loop is initiated, the loop must be closed by a `LOOP` (reporting mode) or `END-SELECT` statement. With this construction, Natural uses the same loop processing as with the `FIND` statement.

In addition, no cursor management is required from the application program; it is automatically handled by Natural.

- [Syntax 1 - Common Set](#)
- [Syntax 1 - Extended Set](#)

### Syntax 1 - Common Set

```

SELECT selection into-clause table-expression
[ [ { UNION
    EXCEPT
    INTERSECT } [ ALL ] [ (SELECT selection
table-expression)
SELECT selection
table-expression ] ] ...
[ORDER BY criteria]
statement ...
{ END-SELECT [(r)]
  LOOP [(r)] }

```



## Syntax 1 - Extended Set

```

SELECT selection into-clause table-expression
[ [ { UNION
    EXCEPT
    INTERSECT } [ ALL ] [ (SELECT selection
    table-expression) ] [ SELECT selection
    table-expression ] ] ...
[ORDER BY criteria]
[OPTIMIZE FOR integer ROWS]
[WITH isolation-level]
[FETCH FIRST row-limit]
[WITH scroll-mode]
[IF NO RECORDS FOUND instruction]
statement ...
{ END-SELECT [(r)]
  LOOP [(r)] }

```

## Syntax 2 - Non-Cursor Selection

The SELECT SINGLE statement supports the functionality of a non-cursor selection (singleton SELECT); that is, a **select expression** that retrieves at most one row without using a cursor. It cannot be referenced by a **positioned UPDATE** or a **positioned DELETE** statement.

- [Syntax 2 - Common Set](#)
- [Syntax 2 - Extended Set](#)

### Syntax 2 - Common Set

```

SELECT SINGLE
selection into-clause table-expression
[IF NO RECORDS FOUND instruction]
statement ...
{ END-SELECT [(r)]
  LOOP [(r)] }

```

## Syntax 2 - Extended Set

```
SELECT SINGLE
selection into-clause table-expression
[WITH isolation-level]
[FETCH FIRST row-limit]
[IF NO RECORDS FOUND instruction]
statement ...
{   END-SELECT [(r)] }
  LOOP [(r)] }
```

---

## SELECT Syntax Element Description

This section alphabetically lists and explains the syntax items contained in the syntax diagrams of *Syntax 1 - Cursor-Oriented Selection* and *Syntax 2 - Non-Cursor Selection*:

- END-SELECT | LOOP (*r*)
- FETCH FIRST *row-limit*
- IF NO RECORDS FOUND *instruction*
- *into-clause*
- OPTIMIZE FOR integer ROWS
- ORDER BY *criteria*
- *selection*
- *statement*
- *table-expression*
- UNION | EXCEPT | INTERSECT Clause
- WITH *isolation-level*
- WITH *scroll-mode*

### END-SELECT | LOOP (*r*)

In structured mode, the Natural reserved keyword END-SELECT must be used to end the SELECT statement.

You can specify labels or line numbers with END-SELECT in structured mode.

In reporting mode, the LOOP statement must be used to end the SELECT statement.

You can specify labels or line numbers with LOOP in reporting mode.

**FETCH FIRST row-limit**

```
FETCH FIRST [ 1
              integer ] { ROW
                          ROWS } ONLY
```

The `FETCH FIRST` clause limits the number of rows to be fetched. It improves the performance of queries with potentially large result sets if only a limited number of rows is needed.

This clause is only valid against Db2 databases. When used against other databases, it will cause runtime errors.

**IF NO RECORDS FOUND instruction**

**Note:** This clause actually does not belong to Natural SQL; it represents Natural functionality which has been made available to SQL loop processing.

**Structured Mode Syntax**

```
IF NO [RECORDS] [FOUND]
{
    ENTER
    statement ...
}
END-NOREC
```

**Reporting Mode Syntax**

```
IF NO [RECORDS] [FOUND]
{
    ENTER
    statement
    DO statement ... DOEND
}
```

The `IF NO RECORDS FOUND` clause is used to initiate a processing loop if no records meet the selection criteria specified in the preceding `SELECT` statement.

If no records meet the specified selection criteria, the `IF NO RECORDS FOUND` clause causes the processing loop to be executed once with an “empty” record. If this is not desired, specify the statement `ESCAPE BOTTOM` within the `IF NO RECORDS FOUND` clause.

If one or more statements are specified with the `IF NO RECORDS FOUND` clause, the statements are executed immediately before the processing loop is entered. If no statements are to be executed before entering the loop, the keyword `ENTER` must be used.



**Note:** If the result set of the `SELECT` statement consists of a single row of `NULL` values, the `IF NO RECORDS FOUND` clause is not executed. This could occur if the selection list consists solely of one of the aggregate functions `SUM`, `AVG`, `MIN` or `MAX` on columns, and the set on

which these aggregate functions operate is empty. When you use these aggregate functions in the above-mentioned way, you should therefore check the values of the corresponding null-indicator fields instead of using an `IF NO RECORDS FOUND` clause.

### Database Values

Unless other value assignments are made in the statements accompanying an `IF NO RECORDS FOUND` clause, Natural resets to empty all database fields which reference the file specified in the current loop.

### Evaluation of System Functions

Natural system functions are evaluated once for the empty record that is created for processing as a result of the `IF NO RECORDS FOUND` clause.

### into-clause

```
INTO { parameter,...  
      VIEW { view-name [correlation-name ]},... }
```

The `INTO` keyword introduces an `INTO` clause. This clause is used to specify the target fields in the program which are to be filled with the result of the selection.

The `INTO` clause can specify either single *parameters* or one or more views as defined in the `DEFINE DATA` statement.

All target field values can come either from a single table or from more than one table as a result of a join operation (see also [Join Queries](#)).



**Note:** In standard SQL syntax, an `INTO` clause is only used in non-cursor select operations (singleton `SELECT`) and can be specified only if a single row is to be selected. In Natural, however, the `INTO` clause is used for both cursor-oriented and non-cursor select operations.

The *selection* can also merely consist of an asterisk (\*). In a standard [select expression](#), this is a shorthand for a list of all column names in the table(s) specified in the `FROM` clause. In the Natural `SELECT` statement, however, the same syntactical item `SELECT *` has a different semantic meaning: all the items listed in the `INTO` clause are also used in the selection. Their names must correspond to names of existing database columns.

Syntax Element Description:

Syntax Element	Description
<i>parameter</i>	If single parameters are specified as target fields, their number and formats must correspond to the number and formats of the <i>columns</i> and/or <i>scalar-expressions</i> specified in the corresponding selection as described above (for details, see <a href="#">Scalar Expressions</a> ). See <a href="#">Example 5</a> .
<i>view-name</i>	The name a Natural view as defined in the <code>DEFINE DATA</code> statement.  If one or more views are referenced in the <code>INTO</code> clause, the number of items specified in the <i>selection</i> must correspond to the number of fields defined in the view(s) (not counting group fields, redefining fields and indicator fields).  <b>Note:</b> Both the Natural target fields and the table columns must be defined in a Natural DDM. Their names, however, can be different, since assignment is made according to their sequence. See <a href="#">Example 5</a> .
<i>correlation-name</i>	If the <code>VIEW</code> clause is used within a <code>SELECT *</code> construction where multiple tables are to be joined, <i>correlation-names</i> are required if the specified view contains fields that reference columns which exist in more than one of these tables. In order to know which column to select, all these columns are qualified by the specified <i>correlation-name</i> at generation of the selection list. The <i>correlation-name</i> assigned to a view must correspond to one of the <i>correlation-names</i> used to qualify the tables to be joined. See also the section <a href="#">Join Queries</a> and <a href="#">Example 6</a> .

## Examples

### Example 1:

```

DEFINE DATA LOCAL
01 PERS VIEW OF SQL-PERSONNEL
  02 NAME
  02 AGE
END-DEFINE
...
SELECT *
  INTO NAME, AGE

```

### Example 2:

```

...
SELECT *
  INTO VIEW PERS

```

These examples are equivalent to the following ones:

### Example 3:

```
...  
SELECT NAME, AGE  
  INTO NAME, AGE
```

### Example 4:

```
...  
SELECT NAME, AGE  
  INTO VIEW PERS
```

### Example 5:

```
DEFINE DATA LOCAL  
01 PERS VIEW OF SQL-PERSONNEL  
  02 NAME  
  02 AGE  
END-DEFINE  
...  
SELECT FIRSTNAME, AGE  
  INTO VIEW PERS  
  FROM SQL-PERSONNEL  
...
```

The target fields **NAME** and **AGE**, which are part of a Natural view, receive the contents of the table columns **FIRSTNAME** and **AGE**.

### Example 6:

```
DEFINE DATA LOCAL  
01 PERS VIEW OF SQL-PERSONNEL  
  02 NAME  
  02 FIRST-NAME  
  02 AGE  
END-DEFINE  
...  
SELECT *  
  INTO VIEW PERS A  
  FROM SQL-PERSONNEL A, SQL-PERSONNEL B  
...
```

## OPTIMIZE FOR integer ROWS

```
OPTIMIZE FOR integer ROWS
```

This clause is only valid against Db2 databases. When used against other databases, it will cause runtime errors.

The `OPTIMIZE FOR integer ROWS` clause is used to inform Db2 in advance of the number (*integer*) of rows to be retrieved from the result table. Without this clause, Db2 assumes that all rows of the result table are to be retrieved and optimizes accordingly.

This optional clause is useful if you know how many rows are likely to be selected, because optimizing for *integer* rows can improve performance if the number of rows actually selected does not exceed the *integer* value (which can be in the range from 0 to 2147483647).

### Example

```
SELECT name INTO
#name FROM table WHERE AGE = 2 OPTIMIZE FOR 100 ROWS
```

## ORDER BY criteria

```
ORDER BY { { column-reference } [ ASC ] }
         { integer } [ DESC ] }
```

The `ORDER BY` clause arranges the result of a `SELECT` statement in a particular sequence.

Syntax Element Description:

Syntax Element	Description
<i>column-reference</i>	Each <code>ORDER BY</code> clause must specify a column of the result table. In most <code>ORDER BY</code> clauses a column can be identified either by <i>column-reference</i> (that is, by an optionally qualified column name) or by column number. In a query involving <code>UNION</code> , a column must be identified by column number. See also <a href="#">Column Reference</a> .
<i>integer</i>	In a query involving <code>UNION</code> , a column must be identified by column number. The column number is the ordinal left-to-right position of a column within the selection, which means it is an integer value. This feature makes it possible to order a result on the basis of a computed column which does not have a name.
ASC   DESC	Specifies the sort order: ascending (ASC) or descending (DESC). ASC is the default. See <a href="#">Example 2</a> .

### Examples

Example 1:

## SELECT (SQL)

---

```
DEFINE DATA LOCAL
1 #NAME          (A20)
1 #YEARS-TO-WORK (I2)
END-DEFINE
...
SELECT NAME , 65 - AGE
  INTO #NAME, #YEARS-TO-WORK
  FROM SQL-PERSONNEL
  ORDER BY 2
...
```

### Example 2:

```
DEFINE DATA LOCAL
1 PERS VIEW OF SQL-PERSONNEL
1 NAME
1 AGE
1 ADDRESS      (1:6)
END-DEFINE
...
SELECT NAME, AGE, ADDRESS
  INTO VIEW PERS
  FROM SQL-PERSONNEL
  WHERE AGE = 55
  ORDER BY NAME DESC
...
```

### selection

See [Selection](#) in *Select Expressions*.

### statement

The Natural statement(s) to be executed in the processing loop.

### table-expression

See [table-expression](#) in *Select Expressions*.



**UNION | EXCEPT | INTERSECT Clause**

```

{ UNION
  EXCEPT
  INTERSECT } [ DISTINCT ] [ ALL ] [ (SELECT selection table-expression) ] [ SELECT selection table-expression ] ...

```

UNION, EXCEPT and INTERSECT introduce a query that involves set operations.

Set operations combine the results of two or more *select-expressions*. The columns specified in the individual *select-expressions* must match in number, type and format.

The INTO clause must be specified with the first *select-expression* only.

Syntax Element Description:

Syntax Element	Description
UNION	Combines the results of two or more <i>select-expressions</i> .
EXCEPT	Specifies the difference set of the result sets of two <i>select-expressions</i> .
INTERSECT	Specifies the intersection of two result sets.
DISTINCT	Specifies that the result set does not contain redundant (duplicate) rows. DISTINCT is the default setting.
ALL	Specifies that the result set contains redundant (duplicate) rows. Redundant duplicate rows are eliminated from the result of a set operation unless the set operation explicitly includes the ALL qualifier.

**Example**

```

DEFINE DATA LOCAL
01 PERS VIEW OF SQL-PERSONNEL
  02 NAME
  02 AGE
  02 ADDRESS (1:6)
END-DEFINE
...
SELECT NAME, AGE, ADDRESS
  INTO VIEW PERS
  FROM SQL-PERSONNEL
  WHERE AGE > 55
UNION ALL
SELECT NAME, AGE, ADDRESS
  FROM SQL-EMPLOYEES
  WHERE PERSNR < 100
ORDER BY NAME
...

```

## SELECT (SQL)

```
END-SELECT
```

```
...
```

### WITH isolation-level

```
WITH { CS  
      RR  
      RR KEEP UPDATE LOCK  
      RS  
      RS KEEP UPDATE LOCKS  
      UR }
```

This clause allows you to specify an explicit isolation level with which the statement is to be executed.

This clause is only valid against Db2 databases. When used against other databases, it will cause runtime errors.

The following options are provided:

Option	Meaning
CS	Cursor Stability
RR	Repeatable Read
RR KEEP UPDATE LOCKS	Only applies to <i>Syntax 1 - Extended Set</i> and only if a <b>positioned UPDATE</b> or a <b>positioned DELETE</b> statement is processed with the SELECT statement. Repeatable Read and retaining update locks.
RS	Read Stability
RS KEEP UPDATE LOCKS	Only applies to <i>Syntax 1 - Extended Set</i> and only if a <b>positioned UPDATE</b> or a <b>positioned DELETE</b> statement is processed with the SELECT statement. Read Stability and retaining update locks.
UR	Uncommitted Read  UR can only be specified within a SELECT statement and when the table is read-only. The default isolation level is determined by the isolation of the package or plan into which the statement is bound. The default isolation level also depends on whether the result table is read-only or not. To find out the default isolation level, refer to the IBM literature.

**WITH scroll-mode**

WITH	{	ASENSITIVE SCROLL INSENSITIVE SCROLL SENSITIVE STATIC SCROLL SENSITIVE DYNAMIC SCROLL	}	[:] <i>scroll_hv</i> [GIVING [:] <i>sqlcode</i> ]
------	---	------------------------------------------------------------------------------------------------	---	---------------------------------------------------

Natural supports SQL scrollable cursors by using the clauses `WITH ASENSITIVE SCROLL`, `WITH SENSITIVE STATIC SCROLL`, and `SENSITIVE DYNAMIC SCROLL`. Scrollable cursors allow Natural applications to position randomly any row in a result set. With non-scrollable cursors, the data can only be read sequentially, from top to bottom.

RDBMS scrollable cursors are enabled with this clause. Scrollable cursors can be `ASENSITIVE`, `INSENSITIVE`, `SENSITIVE STATIC`, or `SENSITIVE DYNAMIC`.

Scrollable cursors allow the application to position any row in the cursor at any time as long as the cursor is open. Scrollable cursors are not supported for Sybase databases at all. Scrollable cursors are not supported for the MS SQL Server DBLIB interface, but only for the MS SQL Server ODBC interface.

The positioning is performed depending on the content of the *scroll\_hv*. The content is evaluated each time a `FETCH` against the database is executed.



**Note:** Not all SQL database systems support all options.

## Syntax Element Description:

Syntax Element	Description
ASENSITIVE SCROLL	<p>Specifies that the cursor is either <code>INSENSITIVE</code> or <code>SENSITIVE DYNAMIC</code>.</p> <p>This is determined by the database at open time of the cursor, depending on the read-only property of the cursor: If the cursor is read-only, the cursor will become <code>INSENSITIVE</code>. If the cursor is not read-only, the cursor will become <code>SENSITIVE DYNAMIC</code>. This is supported for Db2 databases.</p>
INSENSITIVE SCROLL	<p>Specifies that the cursor is insensitive for updates, deletes and inserts executed against the base table, after the cursor has been updated. <code>INSENSITIVE SCROLL</code> refers to a cursor that cannot be used in <b>Positioned UPDATE</b> or <b>Positioned DELETE</b> operations. This is supported for Oracle, Adabas D, MS SQL Server ODBC, MySQL, MariaDB, PostgreSQL, and Db2 databases. In addition, once opened, an <code>INSENSITIVE SCROLL</code> cursor does not reflect <code>UPDATE</code>, <code>DELETE</code> or <code>INSERT</code> operations against the base table after the cursor was opened.</p> <p>See also <a href="#">Note</a>.</p>
SENSITIVE STATIC SCROLL	<p>Specifies that the cursor is sensitive for updates and deletes against the base table, but not against inserts, after the cursor has been opened. <code>SENSITIVE STATIC SCROLL</code></p>

## SELECT (SQL)

Syntax Element	Description
	refers to a cursor that can be used for Positioned UPDATE or Positioned DELETE operations. This is supported for Adabas D, MS SQL Server ODBC and Db2 databases. In addition, a SENSITIVE STATIC SCROLL cursor reflects UPDATE and DELETE operations of base table rows. The cursor does not reflect INSERT operations.  See also <a href="#">Note</a> .
SENSITIVE DYNAMIC SCROLL	SENSITIVE DYNAMIC specifies that the cursor is sensitive for updates, deletes and inserts against the base table, after the cursor has been opened.  SENSITIVE DYNAMIC scrollable cursors reflect UPDATE and DELETE operations against the base table while the cursor is open. This is supported for Adabas D, MS SQL Server ODBC and Db2 databases.



**Note:** INSENSITIVE and SENSITIVE STATIC scrollable cursors use temporary result tables and require a TEMP database in Db2 (see the relevant Db2 literature by IBM).

### *scroll\_hv*

The variable *scroll\_hv* must be alphanumeric.

The variable *scroll\_hv* specifies which row of the result table will be fetched during one execution of the database processing loop. The content of *scroll\_hv* is evaluated each time the database processing loop cycle is executed.

<table border="1"> <tr> <td>INSENSITIVE</td> </tr> <tr> <td>SENSITIVE</td> </tr> </table>	INSENSITIVE	SENSITIVE	<table border="1"> <tr> <td>CURRENT</td> </tr> <tr> <td>FIRST</td> </tr> <tr> <td>LAST</td> </tr> <tr> <td>PRIOR</td> </tr> <tr> <td>NEXT</td> </tr> <tr> <td> <table border="1"> <tr> <td>ABSOLUTE</td> </tr> <tr> <td>RELATIVE</td> </tr> </table> </td> <td rowspan="2"> <table border="1"> <tr> <td>+</td> </tr> <tr> <td>-</td> </tr> </table> </td> <td rowspan="2">integer</td> </tr> </table>	CURRENT	FIRST	LAST	PRIOR	NEXT	<table border="1"> <tr> <td>ABSOLUTE</td> </tr> <tr> <td>RELATIVE</td> </tr> </table>	ABSOLUTE	RELATIVE	<table border="1"> <tr> <td>+</td> </tr> <tr> <td>-</td> </tr> </table>	+	-	integer
	INSENSITIVE														
SENSITIVE															
CURRENT															
FIRST															
LAST															
PRIOR															
NEXT															
<table border="1"> <tr> <td>ABSOLUTE</td> </tr> <tr> <td>RELATIVE</td> </tr> </table>	ABSOLUTE	RELATIVE	<table border="1"> <tr> <td>+</td> </tr> <tr> <td>-</td> </tr> </table>	+	-	integer									
ABSOLUTE															
RELATIVE															
+															
-															

### *scroll\_hv* Options

Option	Explanation
CURRENT	Fetches the current row (again).
FIRST	Fetches the first row.
LAST	Fetches the last row.
NEXT	Fetches the row after the current one. This is the default value.
PRIOR	Fetch the row before the current one.
+ - integer	Only applies in connection with ABSOLUTE or RELATIVE.  Specifies the position of the row to be fetched ABSOLUTE or RELATIVE.

Option	Explanation
	Enter a plus (+) or minus (-) sign followed by an integer. The default value is a plus (+).
ABSOLUTE	Only applies in connection with <code>+ -integer</code> . Uses <i>integer</i> as the absolute position within the result set from where the row is fetched.
RELATIVE	Only applies in connection with <code>+ -integer</code> . Uses <i>integer</i> as the relative position to the current position within the result set from where the row is fetched.

There are some restrictions for special RDBMS systems:

- Db2 does not support the keyword `CURRENT`.
- In a `SELECT FOR UPDATE` loop Db2 only supports `NEXT` as scrolling option.
- MS SQL Server (ODBC interface) does not support the keyword `CURRENT`.
- Adabas D does not support `RELATIVE` scrolling.

#### **GIVING [:] *sqlcode***

The specification of `GIVING [:] sqlcode` is optional. If specified, the Natural variable `[:]` *sqlcode* must be of format I4. The values for this variable are returned from the Db2 `SQLCODE` of the underlying `FETCH` operation. This allows the application to react to different statuses encountered while the scrollable cursor is open. The most important status codes indicated by `SQLCODE` are listed in the following table:

SQLCODE	Explanation
0	<code>FETCH</code> operation successful, data returned except for <code>FETCH</code> with option <code>BEFORE</code> or <code>AFTER</code> .
+100	Row not found, cursor still open, no data returned.
-1	General error while trying to <code>FETCH</code> a row

If you specify `GIVING [:] sqlcode`, the application must react to the different statuses. If an `SQLCODE +100` is entered five times successively and without terminal I/O, the Natural for Db2 runtime will issue Natural error NAT3296 in order to avoid application looping. The application can terminate the processing loop by executing an `ESCAPE` statement.

If you do not specify `GIVING [:] sqlcode`, except for `SQLCODE 0` and `SQLCODE +100`, each `SQLCODE` will generate Natural error NAT3700 and the processing loop will be terminated. `SQLCODE +100` (row not found) will terminate the processing loop.

See also the example program `DEM2SCRL` supplied in the Natural system library `SYSDB2`.

## Join Queries

---

A join is a query in which data is retrieved from more than one table. All the tables involved must be specified in the `FROM` clause.

A join always forms the Cartesian product of the tables listed in the `FROM` clause and later eliminates from this Cartesian product table all the rows that do not satisfy the join condition specified in the `WHERE` clause.

**Correlation names** can be used to save writing if table names are rather long. Correlation names must be used when a column specified in the selection list exists in more than one of the tables to be joined in order to know which of the identically named columns to select.

### Example

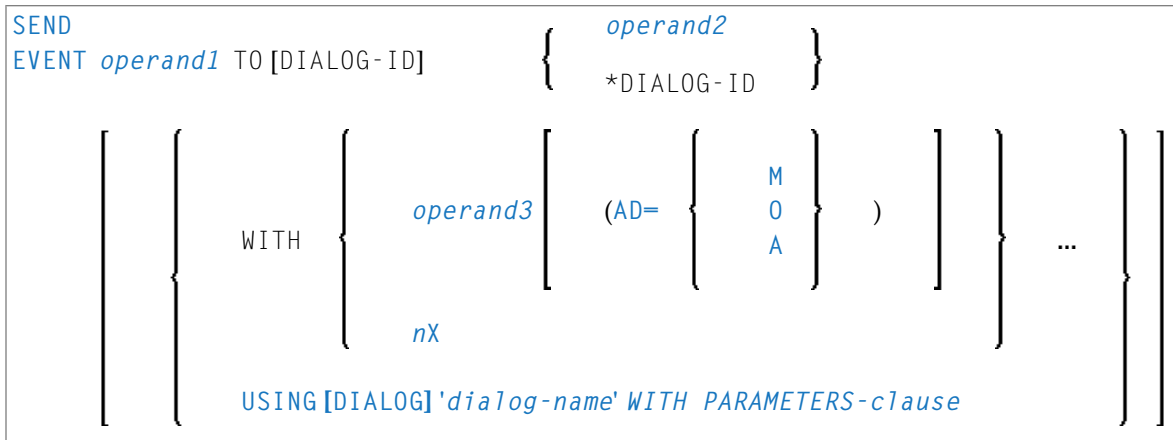
```
DEFINE DATA LOCAL
1 #NAME      (A20)
1 #MONEY     (I4)
END-DEFINE
...
SELECT NAME, ACCOUNT
  INTO #NAME, #MONEY
  FROM SQL-PERSONNEL P, SQL-FINANCE F
  WHERE P.PERSNR = F.PERSNR
        AND F.ACCOUNT > 10000
  ...
```

# 128

## SEND EVENT

---

- SEND EVENT Usage ..... 948
- SEND EVENT Syntax Description ..... 948



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statement: [OPEN DIALOG](#) | [CLOSE DIALOG](#) | [PROCESS GUI](#)

Belongs to Function Group: [Event-Driven Programming](#)

## SEND EVENT Usage

The `SEND EVENT` statement is used to trigger a user-defined event within a Natural application.

## SEND EVENT Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S	A	yes	no
<i>operand2</i>	S	I	yes	no
<i>operand3</i>	C S A	A N P I F B D T L C G O	yes	no

Syntax Element Description:



Syntax Element	Description						
<i>operand1</i>	<p><b>Event Name:</b></p> <p><i>operand1</i> is the name of the event to be sent.</p>						
<i>operand2</i>	<p><b>Dialog Identifier:</b></p> <p><i>operand2</i> is the identifier of the dialog receiving the user event. <i>operand2</i> must be defined with format/length I4.</p>						
<i>operand3</i>	<p><b>Parameters to be Passed:</b></p> <p>It is possible to pass parameters to the dialog.</p> <p>See <a href="#">WITH PARAMETERS Clause</a> below.</p>						
AD=	<p><b>Attribute Assignment:</b></p> <p>If <i>operand3</i> is a variable, you can mark it in one of the following ways:</p> <table border="1"> <tbody> <tr> <td>AD=0</td> <td>Non-modifiable, see session parameter AD=0.</td> </tr> <tr> <td>AD=M</td> <td>Modifiable, see session parameter AD=M. This is the default setting.</td> </tr> <tr> <td>AD=A</td> <td>Input only, see session parameter AD=A.</td> </tr> </tbody> </table> <p><i>operand3</i> cannot be explicitly specified if <i>operand3</i> is a constant. AD=0 always applies to constants.</p>	AD=0	Non-modifiable, see session parameter AD=0.	AD=M	Modifiable, see session parameter AD=M. This is the default setting.	AD=A	Input only, see session parameter AD=A.
AD=0	Non-modifiable, see session parameter AD=0.						
AD=M	Modifiable, see session parameter AD=M. This is the default setting.						
AD=A	Input only, see session parameter AD=A.						
<i>nX</i>	<p><b>Parameters to be Skipped:</b></p> <p>With the notation <i>nX</i> you can specify that the next <i>n</i> parameters are to be skipped (for example, 1X to skip the next parameter, or 3X to skip the next three parameters); this means that for the next <i>n</i> parameters no values are passed to the dialog.</p> <p>A parameter that is to be skipped must be defined with the keyword <a href="#">OPTIONAL</a> in the dialog's <a href="#">DEFINE DATA PARAMETER</a> statement. <a href="#">OPTIONAL</a> means that a value can - but need not - be passed from the invoking object to such a parameter.</p>						
USING DIALOG <i>dialog-name</i>	<p><b>Dialog Name:</b></p> <p>Name of the dialog receiving the user event.</p>						

### WITH PARAMETERS Clause

With this clause, parameters may be passed to the dialog selectively.



**Note:** You can only use this clause if the specified target dialog specified in *dialog-name* is cataloged.

## SEND EVENT

---

```
WITH PARAMETERS {parameter-name=operand3} ...  
END-PARAMETERS
```

### Syntax Element Description:

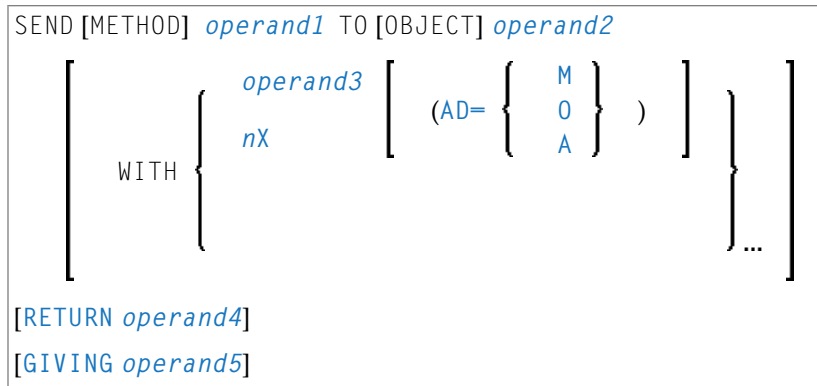
Syntax Element	Description
<i>parameter-name=operand3</i>	<b>Parameters:</b>  As <i>operand3</i> you specify the parameter(s) to be passed to the dialog.  <b>Note:</b> If the value of a parameter marked with AD=0 and passed "by reference" is changed in a dialog, this will lead to a runtime error.
END-PARAMETERS	<b>End of PARAMETERS Clause:</b>  The Natural reserved word END-PARAMETERS must be specified to end the WITH PARAMETERS clause.

# 129

## SEND METHOD

---

- SEND METHOD Usage ..... 952
- SEND METHOD Syntax Description ..... 952
- SEND METHOD Example ..... 955



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [CREATE OBJECT](#) | [DEFINE CLASS](#) | [INTERFACE](#) | [METHOD](#) | [PROPERTY](#)

Belongs to Function Group: [Component Based Programming](#)

## SEND METHOD Usage

The SEND METHOD statement is used to invoke a particular method of an object.

## SEND METHOD Syntax Description

Operand Definition Table:

Operand	Possible Structure		Possible Formats												Referencing Permitted	Dynamic Definition					
operand1	C	S				A														yes	no
operand2		S																	O	no	no
operand3	C	S	A	G		A	U	N	P	I	F	B	D	T	L	C	G	O		yes	no
operand4		S	A			A	U	N	P	I	F	B	D	T	L	C	G	O		yes	no
operand5		S			N					I										yes	no

The formats C and G can only be passed to methods of local classes.

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Method-Name:</b></p> <p><i>operand1</i> is the name of a method which is supported by the object specified in <i>operand2</i>.</p> <p>Since the method names can be identical in different interfaces of a class, the method name in <i>operand1</i> can also be qualified with the interface name to avoid ambiguity.</p> <p>In the following example, the object #03 has an interface <code>Iterate</code> with the method <code>Start</code>. The following statements apply:</p> <pre>* Specifying only the method name. SEND 'Start' TO #03 * Qualifying the method name with the interface name. SEND 'Iterate.Start' TO #03</pre> <p>If no interface name is specified, Natural searches the method name in all the interfaces of the class. If the method name is found in more than one interface, a runtime error occurs.</p>
<i>operand2</i>	<p><b>Object Handle:</b></p> <p>The handle of the object to which the method call is to be sent.</p> <p><i>operand2</i> must be defined as an object handle (HANDLE OF OBJECT). The object must already exist.</p> <p>To invoke a method of the current object inside a method, use the system variable *THIS-OBJECT.</p>
<i>operand3</i>	<p><b>Parameter(s) Specific to the Method:</b></p> <p>As <i>operand3</i> you can specify parameters specific to the method.</p> <p>In the following example, the object #03 has the method <code>PositionTo</code> with the parameter <code>Pos</code>. The method is called in the following way:</p> <pre>SEND 'PositionTo' TO #03 WITH Pos</pre> <p>Methods can have optional parameters. Optional parameters need not to be specified when the method is called. To omit an optional parameter, use the placeholder 1X. To omit <i>n</i> optional parameters, use the placeholder <i>nX</i>.</p> <p>In the following example, the method <code>SetAddress</code> of the object #04 has the parameters <code>FirstName</code>, <code>MiddleInitial</code>, <code>LastName</code>, <code>Street</code> and <code>City</code>, where <code>MiddleInitial</code>, <code>Street</code> and <code>City</code> are optional. The following statements apply:</p>

Syntax Element	Description						
	<p>* Specifying all parameters.  SEND 'SetAddress' TO #04 WITH FirstName MiddleInitial  LastName Street City</p> <p>* Omitting one optional parameter.  SEND 'SetAddress' TO #04 WITH FirstName 1X LastName Street City</p> <p>* Omitting all optional parameters.  SEND 'SetAddress' TO #04 WITH FirstName 1X LastName 2X</p> <p>Omitting a non-optional (mandatory) parameter results in a runtime error.</p>						
AD=	<p><b>Attribute Definition:</b>  If <i>operand3</i> is a variable, you can mark it in one of the following ways:</p> <table border="1"> <tr> <td>AD=0</td> <td>Non-modifiable, see session parameter AD=0.</td> </tr> <tr> <td>AD=M</td> <td>Modifiable, see session parameter AD=M.  This is the default setting.</td> </tr> <tr> <td>AD=A</td> <td>Input only, see session parameter AD=A.</td> </tr> </table> <p>If <i>operand3</i> is a constant, AD cannot be explicitly specified. For constants AD=0 always applies.</p>	AD=0	Non-modifiable, see session parameter AD=0.	AD=M	Modifiable, see session parameter AD=M.  This is the default setting.	AD=A	Input only, see session parameter AD=A.
AD=0	Non-modifiable, see session parameter AD=0.						
AD=M	Modifiable, see session parameter AD=M.  This is the default setting.						
AD=A	Input only, see session parameter AD=A.						
nX	<p><b>Parameter(s) to be Skipped:</b></p> <p>With the notation <i>nX</i> you can specify that the next <i>n</i> parameters are to be skipped (for example, 1X to skip the next parameter, or 3X to skip the next three parameters). This means that for the next <i>n</i> parameters no values are passed to the method.</p> <p>For a method implemented in Natural, a parameter that is to be skipped must be defined with the keyword <b>OPTIONAL</b> in the dialog's <b>DEFINE DATA PARAMETER</b> statement. <b>OPTIONAL</b> means that a value can - but need not - be passed from the invoking object to such a parameter.</p>						
RETURN <i>operand4</i>	<p><b>RETURN Clause:</b></p> <p>If the RETURN clause is omitted and the method has a return value, the return value is discarded.</p> <p>If the RETURN clause is specified, <i>operand4</i> contains the return value of the method. If the method execution fails, <i>operand4</i> is reset to its initial value.</p> <p><b>Note:</b> For classes written in Natural, the return value of a method is defined by entering one additional parameter in the parameter data area of the method and by marking it with <b>BY VALUE RESULT</b>. For more information, see the <b>PARAMETER</b> clause in the <b>INTERFACE</b> statement description. Therefore the parameter data area of a method that is written in Natural and that has a return value always contains one additional field next to the method parameters. This is to be considered when you call a method of a Natural written class and want to use the parameter data area of the method in the SEND statement.</p>						
GIVING <i>operand5</i>	<p><b>GIVING Clause:</b></p> <p>If the GIVING clause is not specified, the Natural run time error processing is triggered if an error occurs.</p>						

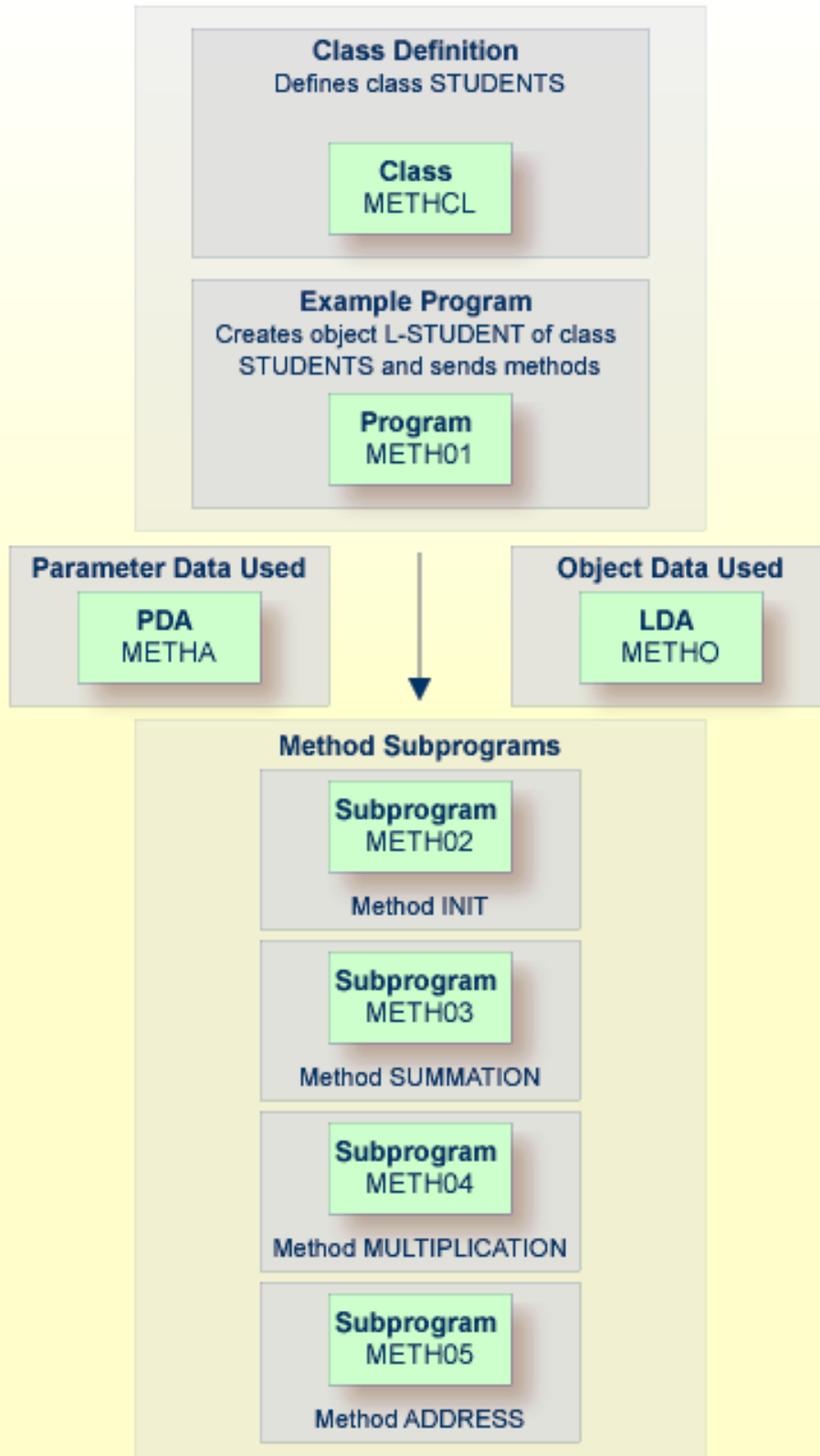
---

Syntax Element	Description
	If the GIVING clause is specified, <i>operand5</i> contains the Natural message number if an error occurred, or zero on success.

## SEND METHOD Example

---

The following diagram gives an overview of the Natural objects that are used in this example. The corresponding source code and the program output are shown below.





**Program METH01 - CREATE OBJECT and SEND METHOD Using a Class and Several Methods:**

```

** Example 'METH01': CREATE OBJECT and SEND METHOD
**                   using a class and several methods (see METH*)
*****
DEFINE DATA
LOCAL
  USING METHA
LOCAL
1 L-STUDENT HANDLE OF OBJECT
1 #NAME      (A20)
1 #STREET    (A20)
1 #CITY      (A20)
1 #SUM       (I4)
1 #MULTI     (I4)
END-DEFINE
*
* see class STUDENTS in METHCL
CREATE OBJECT L-STUDENT OF CLASS 'STUDENTS'
*
* see property in interface STUDENT-ARITHMETICS
* If the property name does not conform to Natural identifier syntax,
* it must be enclosed in angle brackets.
L-STUDENT.<<FULL-NAME>> := 'John Smith'
*
* see methods in interface STUDENT-ARITHMETICS
SEND METHOD 'INIT' TO L-STUDENT
  WITH #VAR1 #VAR2 #VAR3 #VAR4
*
SEND METHOD 'SUMMATION' TO L-STUDENT
  WITH #VAR1 #VAR2 #VAR3 #VAR4
*
SEND METHOD 'MULTIPLICATION' TO L-STUDENT
  WITH #VAR1 #VAR2 #VAR3 #VAR4
*
* see property in interface STUDENT-ADDRESS with
* same object data variable in interface STUDENT-ARITHMETICS
#NAME := L-STUDENT.<<STUDENT-NAME>>
*
* see properties in interface STUDENT-ARITHMETICS
#SUM := L-STUDENT.<<SUM>>
#MULTI := L-STUDENT.<<MULTI>>
*
* see method in interface STUDENT-ADDRESS
SEND METHOD 'ADDRESS' TO L-STUDENT
*
* see properties in interface STUDENT-ADDRESS
* use <<interface.property>> to define interface name as identifier
#STREET := L-STUDENT.<<STUDENT-ADDRESS.STREET>>
#CITY := L-STUDENT.<<STUDENT-ADDRESS.CITY>>
*

```

## SEND METHOD

---

```
*
WRITE 'Name  :' #NAME
WRITE 'Street:' #STREET
WRITE 'City  :' #CITY
WRITE ' '
WRITE 'The summation of      ' #VAR1 #VAR2 #VAR3 #VAR4
WRITE 'is' #SUM
WRITE 'The multiplication of' #VAR1 #VAR2 #VAR3 #VAR4
WRITE 'is' #MULTI
*
END
```

### Class Definition METHCL Used by METH01:

```
** Example 'METHCL': DEFINE CLASS (used by METH01)
*****
* Defining class STUDENTS for METH01
*
DEFINE CLASS STUDENTS
  OBJECT
    USING METHO                /* Object data for class STUDENTS
  /*
  INTERFACE STUDENT-ARITHMETICS
    PROPERTY FULL-NAME
      IS STUDENT-NAME
    END-PROPERTY
    PROPERTY SUM
      IS METHOD-SUM
    END-PROPERTY
    PROPERTY MULTI
      IS METHOD-MULTI
    END-PROPERTY
  *
  METHOD INIT
    IS METH02
    PARAMETER USING METHA
  END-METHOD
  METHOD SUMMATION
    IS METH03
    PARAMETER USING METHA
  END-METHOD
  METHOD MULTIPLICATION
    IS METH04
    PARAMETER USING METHA
  END-METHOD
  END-INTERFACE
  *
  INTERFACE STUDENT-ADDRESS
    PROPERTY STUDENT-NAME
    END-PROPERTY
    PROPERTY STREET
    END-PROPERTY
```

```

PROPERTY CITY
END-PROPERTY
*
METHOD ADDRESS
  IS METH05
END-METHOD
END-INTERFACE
END-CLASS
END

```

**Local Data Area METHO (object data) Used by Class METHCL and Subprograms METH02, METH03, METH04 and METH05:**

Local	METHO	Library	SYSEXSYN	DBID	10	FNR	32
Command							> +
I T L	Name		F Length	Miscellaneous			
All	----->						
1	ADDRESS-NAME		A	20			
1	STREET		A	30			
1	CITY		A	20			
1	METHOD-SUM		I	4			
1	METHOD-MULTI		I	4			

**Parameter Data Area METHA Used by Program METH01, Class METHCL and Subprograms METH02, METH03 and METH04:**

Parameter	METHA	Library	SYSEXSYN	DBID	10	FNR	32
Command							> +
I T L	Name		F Length	Miscellaneous			
All	----->						
1	#VAR1		I	4			
1	#VAR2		I	4			
1	#VAR3		I	4			
1	#VAR4		I	4			

**Subprogram METH02 - Method INIT Used by Program METH01:**

```

** Example 'METH02': Method INIT (used by METH01)
*****
DEFINE DATA
PARAMETER
  USING METHA
OBJECT
  USING METHO
END-DEFINE
*
* Method INIT of class STUDENTS
*
#VAR1 := 1
#VAR2 := 2
#VAR3 := 3

```

## SEND METHOD

---

```
#VAR4 := 4
*
END
```

### Subprogram METH03 - Method SUMMATION Used by Program METH01:

```
** Example 'METH03': Method SUMMATION (used by METH01)
*****
DEFINE DATA
PARAMETER
  USING METHA
OBJECT
  USING METHO
END-DEFINE
*
* Method SUMMATION of class STUDENTS
*
COMPUTE METHOD-SUM = #VAR1 + #VAR2 + #VAR3 + #VAR4
END
```

### Subprogram METH04 - Method MULTIPLICATION Used by Program METH01:

```
** Example 'METH04': Method MULTIPLICATION (used by METH01)
*****
DEFINE DATA
PARAMETER
  USING METHA
OBJECT
  USING METHO
END-DEFINE
*
* Method MULTIPLICATION of class STUDENTS
*
COMPUTE METHOD-MULTI = #VAR1 * #VAR2 * #VAR3 * #VAR4
END
```

### Subprogram METH05 - Method ADDRESS Used by Program METH01:

```
** Example 'METH05': Method ADDRESS (used by METH01)
*****
DEFINE DATA
OBJECT
  USING METHO
END-DEFINE
*
* Method ADDRESS of class STUDENTS
*
IF STUDENT-NAME = 'John Smith'
  STREET := 'Oxford street'
  CITY   := 'London'
```

```
END-IF  
END
```

**Output of Program METH01:**

```
Page      1                               2024-07-26 10:30:28  
  
Name   : John Smith  
Street: Oxford street  
City   : London  
  
The summation of      1      2      3      4  
is      10  
The multiplication of  1      2      3      4  
is      24
```

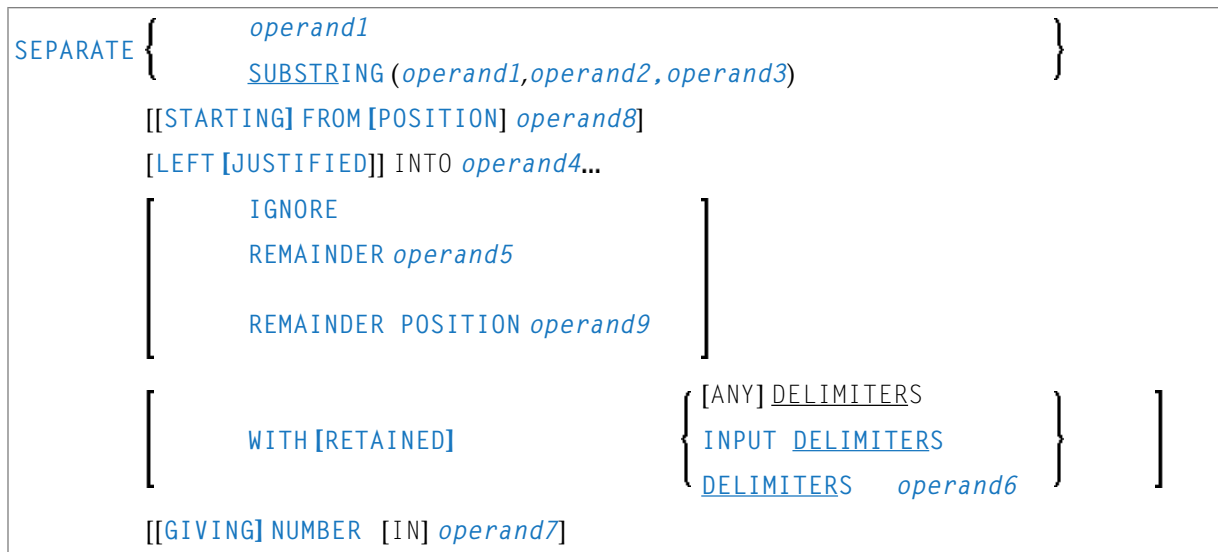


# 130 SEPARATE

---

▪ SEPARATE Usage .....	964
▪ SEPARATE Syntax Description .....	964
▪ Rules and Operational Considerations .....	967
▪ SEPARATE Examples .....	970

## SEPARATE



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [COMPRESS](#) | [COMPUTE](#) | [EXAMINE](#) | [MOVE](#) | [MOVE ALL](#) | [RESET](#)

Belongs to Function Group: [Arithmetic and Data Movement Operations](#)

## SEPARATE Usage

The SEPARATE statement is used to separate the content of an alphanumeric or binary operand into two or more alphanumeric or binary operands (or into multiple occurrences of an alphanumeric or binary array).

## SEPARATE Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S A	A U B	yes	no
<i>operand2</i>	C S	N P I B*	yes	no
<i>operand3</i>	C S	N P I B*	yes	no
<i>operand4</i>	S A G	A U B	yes	yes
<i>operand5</i>	S	A U B	yes	yes
<i>operand6</i>	C S	A U B	yes	no
<i>operand7</i>	S	N P I	yes	yes



Operand	Possible Structure		Possible Formats										Referencing Permitted	Dynamic Definition								
<i>operand8</i>	C	S						N	P	I											yes	no
<i>operand9</i>		S						N	P	I											yes	yes

\* Format B of *operand2* and *operand3* may be used only with a length of less than or equal to 4.

#### Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Source Operand:</b></p> <p><i>operand1</i> is the alphanumeric/binary constant or variable whose content is to be separated.</p> <p>Trailing blanks in <i>operand1</i> are removed before the value is processed (even if the blank is used as a delimiter character; see also the <a href="#">DELIMITERS</a> option).</p>
SUBSTRING	<p><b>SUBSTRING Option:</b></p> <p>Normally, the whole content of a field is separated, starting from the beginning of the field.</p> <p>The SUBSTRING option allows you to separate only a certain part of the field. After the field name (<i>operand1</i>) in the SUBSTRING clause you specify first the starting position (<i>operand2</i>) and then the length (<i>operand3</i>) of the field portion to be separated. For example, if a field #A contained CONTRAPTION, SUBSTRING(#A, 5, 3) would contain RAP.</p> <p><b>Note:</b> If you omit <i>operand2</i>, the starting position is assumed to be 1. If you omit <i>operand3</i>, the length is assumed to be from the starting position to the end of the field.</p>
STARTING FROM POSITION <i>operand8</i>	<p><b>STARTING FROM POSITION Option:</b></p> <p>This option determines the starting position for the source operand (<i>operand1</i>) to be separated.</p> <p>For details, see <a href="#">Defining Ranges for STARTING POSITION</a>.</p>
LEFT JUSTIFIED	<p><b>LEFT JUSTIFIED Option:</b></p> <p>This option causes leading blanks which may occur between the delimiter character and the next non-blank character to be removed from the target operand.</p>
<i>operand4</i>	<p><b>Target Operand:</b></p> <p><i>operand4</i> represents the target operands. If an array is specified as target operand, it is filled occurrence by occurrence with the separated values.</p> <p>The number of target operands corresponds to the number of delimiter characters (including trailing delimiter characters) in <i>operand1</i>, plus 1.</p>

Syntax Element	Description
	<p>If <i>operand4</i> is a dynamic variable, its length may be modified by the SEPARATE operation. The current length of a dynamic variable can be ascertained by using the system variable *LENGTH.</p> <p>For general information on dynamic variables, see the section <i>Using Dynamic and Large Variables</i>.</p>
IGNORE / REMAINDER <i>operand5</i>	<p><b>IGNORE / REMAINDER Options:</b></p> <p>If you do not specify enough target fields for the source value to be separated into, you will receive an appropriate error message.</p> <p>To avoid this, you have two options:</p> <ul style="list-style-type: none"> <li>■ <b>IGNORE Option:</b></li> </ul> <p>If you specify IGNORE, Natural will ignore it if there are not enough target operands to receive the source value.</p> <ul style="list-style-type: none"> <li>■ <b>REMAINDER Option:</b></li> </ul> <p>If you specify REMAINDER <i>operand5</i>, that section of the source value which could not be placed into target operands will be placed into <i>operand5</i>. You may then use the content of <i>operand5</i> for further processing, for example in a subsequent SEPARATE statement.</p> <p>REMAINDER can only be used for single-value source operands. For array source operands, use the <a href="#">REMAINDER POSITION</a> option.</p> <p>See also <a href="#">Rules and Operational Considerations</a> and <a href="#">Example 3</a>.</p>
REMAINDER POSITION <i>operand9</i>	<p><b>REMAINDER POSITION Option:</b></p> <p>The value returned by the REMAINDER POSITION clause corresponds to the position from which a REMAINDER data field is filled.</p> <p>For details, see <a href="#">Rules and Operational Considerations</a>.</p>
DELIMITERS	<p><b>DELIMITERS Option:</b></p> <p>See <a href="#">DELIMITERS Option</a> below.</p>
RETAINED	<p><b>RETAINED Option:</b></p> <p>Normally, the delimiter characters themselves are not moved into the target operands.</p> <p>When you specify RETAINED, however, each delimiter (that is, either default delimiters and blanks, or the delimiter specified with <i>operand6</i>) will also be placed into a target operand.</p> <p>Example:</p> <p>The following SEPARATE statement would place 150 into #B, + into #C, and 30 into #D:</p>

Syntax Element	Description
	<pre>... MOVE '150+30' TO #A SEPARATE #A INTO #B #C #D WITH RETAINED DELIMITER '+' ...</pre> <p>See also <a href="#">Example 3</a>.</p>
GIVING NUMBER <i>operand7</i>	<p><b>GIVING NUMBER Option:</b></p> <p>This option causes the number of filled target operands (including those filled with blanks) to be returned in <i>operand7</i>. The number actually obtained is the number of delimiters plus 1.</p> <p>If you use the <a href="#">IGNORE Option</a>, the maximum possible number returned in <i>operand7</i> will be the number of target operands (<i>operand4</i>).</p> <p>If you use the <a href="#">REMAINDER Option</a>, the maximum possible number returned in <i>operand7</i> will be the number of target operands (<i>operand4</i>) plus 1 (for <i>operand5</i>).</p>

### DELIMITERS Option:

Delimiter characters within *operand1* indicate the positions at which the value is to be separated.

Syntax Element Description:

Syntax Element	Description
WITH [ANY] DELIMITERS	If you omit the DELIMITERS option or specify WITH ANY DELIMITERS, a blank and any character which is neither a letter nor a numeric character will be treated as delimiter character.
WITH INPUT DELIMITERS	Indicates that the blank and the default input delimiter character (as specified with the session parameter ID) are to be used as delimiter character.
WITH DELIMITERS <i>operand6</i>	Indicates that each of the characters specified in <i>operand6</i> is to be treated as delimiter character.  If <i>operand6</i> contains trailing blanks, these will be ignored.

## Rules and Operational Considerations

- Processing of Source and Target Operands
- Defining Ranges for STARTING FROM POSITION
- Values Returned by REMAINDER POSITION
- Overlapping Fields: REMAINDER and REMAINDER POSITION

- [Delimiters in SEPARATE](#)

## Processing of Source and Target Operands

Trailing blanks are ignored in source operands (in single values and array occurrences as well) when the separation process starts. Trailing blanks only count when the `REMAINDER POSITION` value is calculated: see also [Values Returned by REMAINDER POSITION](#).

If the source operand (*operand1*) is an empty dynamic field (`*LENGTH=0`) or an X-array that is not expanded, the `SEPARATE` statement stops executing after resetting the following fields:

- all target operands (*operand4*);
- the field (*operand7*) returning the number of filled target operands;
- the `REMAINDER` data field (*operand5*);
- the `REMAINDER POSITION` field (*operand9*)

The same applies if the source operand contains only blanks.

## Defining Ranges for STARTING FROM POSITION

The value range allowed for the `STARTING FROM POSITION` clause *operand8* is `1:n` where *n* is the last byte of the source field.

If the source operand (*operand1*) is an array, all occurrences are counted, including trailing blanks. For a dynamic array, the length of each individual field is counted, up to the specified position.

Examples of *operand8*:

Position 63 in #A (A100)	is the 63rd char in #A.
Position 63 in #B (A20/1:10)	is the 3rd char in #B(4).
Position 63 in #C (A10/1:3,1:4)	is the 3rd char in #C(2,3).
Position 63 in #D (1:5) DYNAMIC with <code>*LENGTH(#D(*)) = (15,25,0,33,61)</code>	is the 23rd char in #D(4).

If you specify an invalid range (a negative or zero value, or a value greater than the actual field length), the return fields listed in [Processing of Source and Target Operands](#) are reset, but no runtime error occurs. Since the `STARTING FROM` value denotes a position (and not an offset), *operand8* requires a minimum value of 1 for the first execution.

## Values Returned by REMAINDER POSITION

The value returned by the `REMAINDER POSITION` clause corresponds to the position from which a `REMAINDER` data field is filled.

Example:

```
...
SEPARATE 'AB CD' INTO #A REMAINDER #R
...
```

The above statement returns `#A= 'AB'` and `#R= ' CD'` as the `REMAINDER` starts after the separator character (here: a blank), right after `AB`. With the `REMAINDER POSITION` option used instead, a value of 4 would be returned.

Although trailing blanks are ignored during the separation process, they are taken into account for the calculation of the `REMAINDER POSITION` value in occurrences of a source array.

If all source segments are processed and the end of the source field is reached, `REMAINDER POSITION` returns a value of zero indicating “no more data”.

See also [Example 6 - Using a Source Array with STARTING FROM and REMAINDER POSITION](#).

## Overlapping Fields: REMAINDER and REMAINDER POSITION

When the `SEPARATE` statement is executed, the source data (*operand1*) is usually copied and processed from a work field. Therefore, the `REMAINDER` result is independent of possibly overlapping source and result fields.

Such field backup copies are not produced if a `REMAINDER POSITION` clause is used. The complete separation process operates on the original source operand, regardless of whether you separate the source and target operands. Overlapping operands are neither rejected during compilation nor execution but can cause undesired results.

## Delimiters in SEPARATE

When you separate a single-value field, the field border always delimits the last word. The same applies to each occurrence of an array field.

If the `RETAINED DELIMITERS` option is used, delimiters are also placed into the target field. This only applies to delimiter characters within an array occurrence, and not to consecutive array occurrences that are automatically delimited (without delimiter character) when an occurrence ends.

See also [Example 4 - Using a Source Array of a Redefined String](#) and [Example 5 - Using a Source Array with RETAINED Delimiters](#).

## SEPARATE Examples

- [Example 1 - Various Samples](#)
- [Example 2 - Using an Array](#)
- [Example 3 - Using REMAINDER/RETAINED Options](#)
- [Example 4 - Using a Source Array of a Redefined String](#)
- [Example 5 - Using a Source Array with RETAINED Delimiters](#)
- [Example 6 - Using a Source Array with STARTING FROM and REMAINDER POSITION](#)

### Example 1 - Various Samples

```

** Example 'SEPEX1': SEPARATE
*****
DEFINE DATA LOCAL
1 #TEXT1 (A6) INIT <'AAABBB'>
1 #TEXT2 (A7) INIT <'AAA BBB'>
1 #TEXT3 (A7) INIT <'AAA-BBB'>
1 #TEXT4 (A7) INIT <'A.B/C,D'>
1 #FIELD1A (A6)
1 #FIELD1B (A6)
1 #FIELD2A (A3)
1 #FIELD2B (A3)
1 #FIELD3A (A3)
1 #FIELD3B (A3)
1 #FIELD4A (A3)
1 #FIELD4B (A3)
1 #FIELD4C (A3)
1 #FIELD4D (A3)
1 #NBT (N1)
1 #DEL (A5)
END-DEFINE
*
WRITE NOTITLE 'EXAMPLE A (SOURCE HAS NO BLANKS)'
SEPARATE #TEXT1 INTO #FIELD1A #FIELD1B GIVING NUMBER #NBT
WRITE / '=' #TEXT1 5X '=' #FIELD1A 4X '=' #FIELD1B 4X '=' #NBT
*
WRITE NOTITLE /// 'EXAMPLE B (SOURCE HAS EMBEDDED BLANK)'
SEPARATE #TEXT2 INTO #FIELD2A #FIELD2B GIVING NUMBER #NBT
WRITE / '=' #TEXT2 4X '=' #FIELD2A 7X '=' #FIELD2B 7X '=' #NBT
*
WRITE NOTITLE /// 'EXAMPLE C (USING DELIMITER '-'')'
SEPARATE #TEXT3 INTO #FIELD3A #FIELD3B WITH DELIMITER '-'
WRITE / '=' #TEXT3 4X '=' #FIELD3A 7X '=' #FIELD3B
*
MOVE ',/' TO #DEL
WRITE NOTITLE /// 'EXAMPLE D USING DELIMITER' '=' #DEL
*
SEPARATE #TEXT4 INTO #FIELD4A #FIELD4B

```

```

#FIELD4C #FIELD4D WITH DELIMITER #DEL
WRITE    /    '=' #TEXT4 4X '=' #FIELD4A 7X '=' #FIELD4B
        /
        19X '=' #FIELD4C 7X '=' #FIELD4D
*
END

```

### Output of Program SEPEX1:

EXAMPLE A (SOURCE HAS NO BLANKS)

```
#TEXT1: AAABBB      #FIELD1A: AAABBB      #FIELD1B:           #NBT: 1
```

EXAMPLE B (SOURCE HAS EMBEDDED BLANK)

```
#TEXT2: AAA BBB      #FIELD2A: AAA          #FIELD2B: BBB        #NBT: 2
```

EXAMPLE C (USING DELIMITER '-')

```
#TEXT3: AAA-BBB      #FIELD3A: AAA          #FIELD3B: BBB
```

EXAMPLE D USING DELIMITER #DEL: ,/

```
#TEXT4: A.B/C,D      #FIELD4A: A.B          #FIELD4B: C
                    #FIELD4C: D          #FIELD4D:
```

### Example 2 - Using an Array

```

** Example 'SEPEX2': SEPARATE (using array variable)
*****
DEFINE DATA LOCAL
1 #INPUT-LINE (A60) INIT <'VALUE1, VALUE2,VALUE3'>
1 #FIELD      (A20/1:5)
1 #NUMBER     (N2)
END-DEFINE
*
SEPARATE #INPUT-LINE LEFT JUSTIFIED INTO #FIELD (1:5)
        GIVING NUMBER IN #NUMBER
*
WRITE NOTITLE #INPUT-LINE //
              #FIELD (1) /
              #FIELD (2) /
              #FIELD (3) /
              #FIELD (4) /
              #FIELD (5) /
              #NUMBER

```

## SEPARATE

---

```
*  
END
```

### Output of Program SEPEX2:

```
VALUE1, VALUE2,VALUE3
```

```
VALUE1  
VALUE2  
VALUE3
```

```
3
```

### Example 3 - Using REMAINDER/RETAINED Options

```
** Example 'SEPEX3': SEPARATE (with REMAINDER, RETAIN option)  
*****  
DEFINE DATA LOCAL  
1 #INPUT-LINE (A60) INIT <'VAL1, VAL2, VAL3,VAL4'>  
1 #FIELD (A10/1:4)  
1 #REM (A30)  
END-DEFINE  
*  
WRITE TITLE LEFT 'INP:' #INPUT-LINE /  
           '#FIELD (1)' 13T '#FIELD (2)' 25T '#FIELD (3)'  
           37T '#FIELD (4)' 49T 'REMAINDER'  
/  '-----' 13T '-----' 25T '-----'  
37T '-----' 49T '-----'  
*  
SEPARATE #INPUT-LINE INTO #FIELD (1:2)  
           REMAINDER #REM WITH DELIMITERS ','  
WRITE #FIELD(1) 13T #FIELD(2) 25T #FIELD(3) 37T #FIELD(4) 49T #REM  
*  
RESET #FIELD(*) #REM  
SEPARATE #INPUT-LINE INTO #FIELD (1:2)  
           IGNORE WITH DELIMITERS ','  
WRITE #FIELD(1) 13T #FIELD(2) 25T #FIELD(3) 37T #FIELD(4) 49T #REM  
*  
RESET #FIELD(*) #REM  
SEPARATE #INPUT-LINE INTO #FIELD (1:4) IGNORE  
           WITH RETAINED DELIMITERS ','  
WRITE #FIELD(1) 13T #FIELD(2) 25T #FIELD(3) 37T #FIELD(4) 49T #REM  
*  
RESET #FIELD(*) #REM  
*  
SEPARATE SUBSTRING(#INPUT-LINE,1,50) INTO #FIELD (1:4)  
           IGNORE WITH DELIMITERS ','  
WRITE #FIELD(1) 13T #FIELD(2) 25T #FIELD(3) 37T #FIELD(4) 49T #REM  
*  
END
```



**Output of Program SEPEX3:**

```

INP: VAL1, VAL2, VAL3,VAL4
#FIELD (1) #FIELD (2) #FIELD (3) #FIELD (4) REMAINDER
-----
VAL1 VAL2 VAL3,VAL4
VAL1 VAL2
VAL1 , VAL2 ,
VAL1 VAL2 VAL3 VAL4

```

**Example 4 - Using a Source Array of a Redefined String**

```

** Example 'SEPEX4': SEPARATE with source array
*****
* This example shows different results when separating a scalar string
* or a string array redefining the scalar string.
*
*
*****
*
*
DEFINE DATA LOCAL
1 #TEXT (A24) INIT <'VAL1 VAL2 VAL3 VAL4 VAL5'>
1 REDEFINE #TEXT
2 #TEXTARRAY (A12/2)
1 #WORD1(A5/6)
1 #WORD2(A5/6)
END-DEFINE
*
SEPARATE #TEXT INTO #WORD1(*)
/* Redefinition may split original words into two parts
SEPARATE #TEXTARRAY(*) INTO #WORD2(*)
*
DISPLAY #TEXT #WORD1(*) #TEXTARRAY(*) #WORD2(*)
END

```

**Output of Program SEPEX4:**

```

#TEXT #WORD1 #TEXTARRAY #WORD2
-----
VAL1 VAL2 VAL3 VAL4 VAL5 VAL1 VAL1 VAL2 VA VAL1
VAL2 L3 VAL4 VAL5 VAL2
VAL3 VA
VAL4 L3
VAL5 VAL4
VAL5 VAL5

```

**Example 5 - Using a Source Array with RETAINED Delimiters**

```

** Example 'SEPEX5': SEPARATE with and without RETAINED DELIMITERS
*****
* This example shows different results with a source array
* when using the option RETAINED DELIMITERS or not.
*
*
*****
*
*
DEFINE DATA LOCAL
1 #TEXT(A20)          INIT <'VAL1,VAL2,VAL3,VAL4'>
1 #TEXTARRAY(A10/3) INIT <'VAL1,VAL2',
                        'VAL3',
                        'VAL4'>

1 #WORD1(A5/7)
1 #WORD2(A5/7)
END-DEFINE
*
SEPARATE #TEXT          INTO #WORD1(*)
SEPARATE #TEXTARRAY(*) INTO #WORD2(*)
DISPLAY #TEXT #WORD1(*) #TEXTARRAY(*) #WORD2(*)
*
SEPARATE #TEXT          INTO #WORD1(*) WITH RETAINED DELIMITERS
SEPARATE #TEXTARRAY(*) INTO #WORD2(*) WITH RETAINED DELIMITERS
DISPLAY #TEXT #WORD1(*) #TEXTARRAY(*) #WORD2(*)
*
END

```

**Output of Program SEPEX5:**

#TEXT	#WORD1	#TEXTARRAY	#WORD2
VAL1,VAL2,VAL3,VAL4	VAL1	VAL1,VAL2	VAL1
	VAL2	VAL3	VAL2
	VAL3	VAL4	VAL3
	VAL4		VAL4
VAL1,VAL2,VAL3,VAL4	VAL1	VAL1,VAL2	VAL1
	,	VAL3	,
	VAL2	VAL4	VAL2
	,		VAL3
	VAL3		VAL4
	,		
	VAL4		

**Example 6 - Using a Source Array with STARTING FROM and REMAINDER POSITION**

```

** Example 'SEPEX6': SEPARATE with STARTING FROM and REMAINDER POSITION
*****
* This example shows how the options STARTING FROM POSITION and
* REMAINDER POSITION work together in a processing loop when
* separating a source array.
*
*****
*
*
DEFINE DATA LOCAL
1 #TEXT (A15/1:3) INIT <'VAL1 VAL2',
                        'VAL3',
                        'VAL4 VAL5 VAL6'>
1 #WORD (A5/1:4)
1 #POS (I1) INIT <1>
END-DEFINE
*
WRITE '#TEXT(A15/1:3):      (1)          (2)          (3) '
/ 16T #TEXT(*)
/ 16T '----+----1----+ ----2----+----3 ----+----4----+'
// '#WORD (A5/1:4): (1) (2) (3) (4)      : #POS '
   '(within #TEXT(*))'
*
REPEAT
  SEPARATE #TEXT(*) STARTING FROM POSITION #POS
           INTO #WORD(*) REMAINDER POSITION #POS
  WRITE 16T #WORD(*) 44T ': ' #POS
  UNTIL #POS = 0
END-REPEAT
END

```

**Output of Program SEPEX6**

```

#TEXT(A15/1:3):      (1)          (2)          (3)
                   VAL1 VAL2      VAL3          VAL4 VAL5 VAL6
                   ----+----1----+ ----2----+----3 ----+----4----+
#WORD (A5/1:4): (1) (2) (3) (4)      : #POS (within #TEXT(*))
                   VAL1 VAL2 VAL3 VAL4      :      36
                   VAL5 VAL6                  :      0

```



# 131 SET CONTROL

---

■ SET CONTROL Usage .....	978
■ SET CONTROL Syntax Description .....	978
■ SET CONTROL Examples .....	978

```
SET CONTROL operand1 ...
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

## SET CONTROL Usage

---

The SET CONTROL statement is used to perform terminal commands from within a program.

## SET CONTROL Syntax Description

---

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S	A	yes	no

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><b>Terminal Commands to be Performed:</b></p> <p>The terminal commands are specified as <i>operand1</i> without the control character % (by default). They can be specified as a text constant or as the content of an alphanumeric variable.</p> <p>For further information on terminal commands, see the <i>Terminal Commands</i> documentation.</p>

## SET CONTROL Examples

---

- [Example 1 - Switching to Lower Case](#)

- [Example 2 - Activating Hardcopy Output Destination](#)

### Example 1 - Switching to Lower Case

```
...  
SET CONTROL 'L'  
...
```

Switches to lower case (equivalent to the terminal command %L).

### Example 2 - Activating Hardcopy Output Destination

```
...  
SET CONTROL 'HDEST'...
```

Activates hardcopy output to destination DEST (equivalent to the terminal command %H*destination*).





# 132 SET GLOBALS

---

- SET GLOBALS Usage ..... 982
- SET GLOBALS Syntax Description ..... 982
- SET GLOBALS Parameters ..... 983
- SET GLOBALS Example ..... 984

```
SET GLOBALS {parameter=value} ...
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

## SET GLOBALS Usage

---

The SET GLOBALS statement is used to set values for session parameters.

The parameters are evaluated either when the program that contains the SET GLOBALS statement is compiled, or when it is executed; this depends on the individual parameters.

The parameter settings specified with SET GLOBALS remain in effect until the end of the Natural session, unless they are overridden with a subsequent SET GLOBALS statement or GLOBALS system command. The statement SET GLOBALS and the system command GLOBALS offer the same parameters for modification. They can both be used in the same Natural session. Parameter values specified with a GLOBALS command remain in effect until they are overridden by a new GLOBALS command or SET GLOBALS statement, the session is terminated, or you log on to another library.

## SET GLOBALS Syntax Description

---

Syntax Element	Description
<i>parameter=value</i>	<b>Parameter Specification(s):</b>  In place of <i>parameter</i> , specify the name of the parameter to be set. For a list of possible parameters, see <a href="#">Parameters</a> below.  If you specify multiple parameters, you have to separate them from one another by one or more blanks. The parameters can be specified in any order; see also <a href="#">Example</a> .  In place of <i>value</i> , specify a valid parameter value. For information on valid parameter values, see the descriptions of the individual parameters listed below.

## SET GLOBALS Parameters

Parameters that can be specified with the SET GLOBALS statement		Evaluation (R = at runtime, C = at compilation)
CF	Character for Terminal Commands	R
CPCVERR	Code Page Conversion Error	R
DC	Character for Decimal Point Notation	R
DFOUT	Date Format for Output	R
DFSTACK	Date Format for Stack	R
DFTITLE	Date Format in Default Page Title	R
DU	Dump Generation	R
EJ	Page Eject	R
FCDP	Filler Character for Dynamically Protected Fields	R
FS	Format Specification	R
IA	INPUT Assign Character	R
ID	INPUT Delimiter Character	R
IM	INPUT Mode	R
LE	Limit Error Processing	C
LS	Line Size	RC
LT	Limit of Records Read	R
NC	Use of Natural System Commands	R
OPF	Overwriting of Protected Fields by Helproutines	R
PM	Print Mode	C
PS	Page Size	RC
REINP	Internal REINPUT for Invalid Data	R
SA	Sound Terminal Alarm	R
SF	Spacing Factor	C
WH	Wait for Record in Hold Status	R
ZD	Zero Division Check	R
ZP	Zero Printing	RC

The individual session parameters are described in the *Parameter Reference*.

## SET GLOBALS Example

---

In the example below, the `SET GLOBALS` statement is used to set the maximum number of characters permitted per line to 74 and to limit the number of database records that can be read in processing loops within a Natural program to 5000.

```
SET GLOBALS LS=74 LT=5000  
...
```

# 133 SET KEY

---

▪ SET KEY Usage .....	986
▪ SET KEY Syntax Description .....	986
▪ Making Keys Program-Sensitive and Deactivating Keys .....	987
▪ Assigning Commands/Programs .....	989
▪ Assigning Input DATA .....	989
▪ COMMAND OFF/ON .....	990
▪ Assigning HELP .....	990
▪ DYNAMIC Option .....	991
▪ DISABLED Option .....	991
▪ SET KEY Statements on Different Program Levels .....	992
▪ Assigning Names .....	994
▪ SET KEY Example .....	995

## SET KEY Usage

The `SET KEY` statement is used to assign functions to the following types of keys:

- video terminal PA (program attention) keys,
- PF (program function) keys,
- CLEAR key.

When a `SET KEY` statement is executed, Natural receives control of the keys during program execution and uses the values assigned to the keys.

The Natural system variable `*PF-KEY` identifies which key was pressed last.



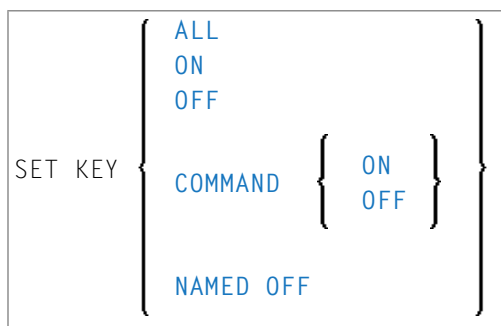
**Note:** If a user presses a key to which no function is assigned, either a warning message will be issued prompting the user to press a valid key, or the value `ENTR` will be placed into the Natural system variable `*PF-KEY`; that is, Natural will react as if the `ENTER` key had been pressed (this depends on the Natural profile parameter `IKEY` as set by the Natural administrator).

## SET KEY Syntax Description

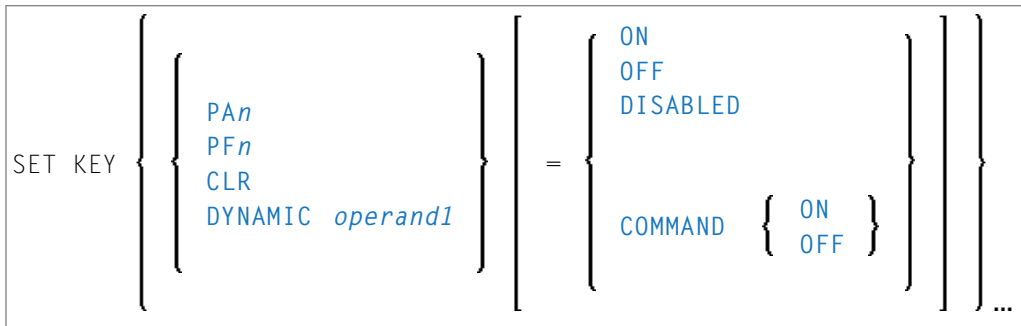
Several structures are possible for this statement.

For an explanation of the symbols used in the syntax diagrams, see [Syntax Symbols](#).

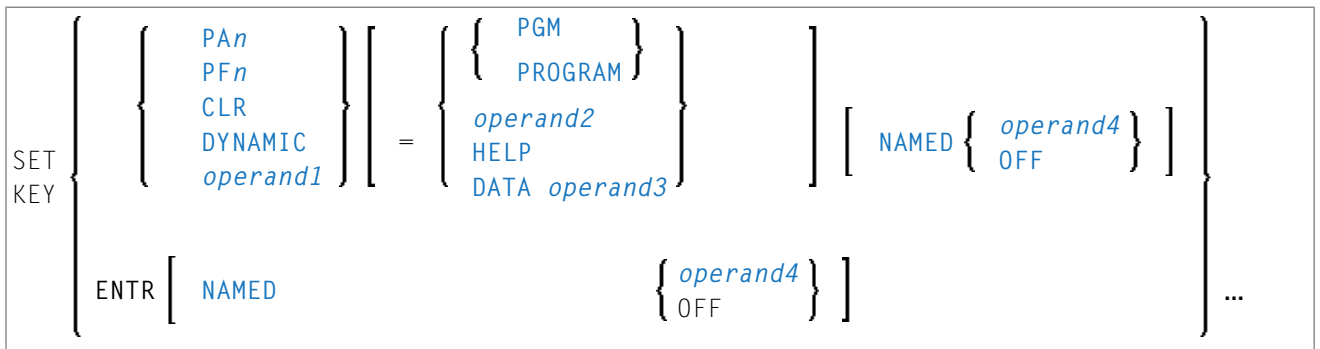
Syntax 1 - Affecting All Keys:



Syntax 2 - Affecting Individual Keys:



Syntax 3 - Affecting Individual Keys:




Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S	A	yes	no
<i>operand2</i>	C S	A U	yes	no
<i>operand3</i>	C S	A U	yes	no
<i>operand4</i>	C S	A U	yes	no

## Making Keys Program-Sensitive and Deactivating Keys

Making a key program-sensitive means that the key will be available for interrogation by the currently active program. If a key is made program-sensitive, pressing the key has the same effect as pressing ENTER. All data that have been entered on the screen are transferred to the program.

 **Note:** PA keys and the CLEAR key, when made program-sensitive, do not cause any data to be transferred from the screen.

The program-sensitivity remains in effect only for the execution of the current program. See also the section [SET KEY Statements on Different Program Levels](#).

Examples:

SET KEY ALL	This statement causes all keys to be made program-sensitive. All function assignments to any keys are overwritten.
SET KEY PF2 SET KEY PF2=PGM	Each of these statements causes PF2 to be made program-sensitive.
SET KEY OFF	This statement de-activates all key settings. The Natural system variable *PF-KEY contains ENTR after SET KEY OFF has been executed.
SET KEY ON	This statement re-activates the functions assigned to all keys that had an assignment and re-activates the program-sensitivity of keys that were made program-sensitive before they were de-activated.
SET KEY PF2=OFF	This statement de-activates PF2. After execution of SET KEY PF2=OFF, the Natural system variable *PF-KEY contains ENTR if it contained PF2 before.
SET KEY PF2=ON	This statement re-activates the function assigned to PF2 before it was de-activated or made program-sensitive. If no function had been assigned to PF2, it will be made program-sensitive again.

**Key Program-Sensitivity and Contents of \*PF-KEY**

The following example shows the relation between the program-sensitivity of a key and the contents of the system variable \*PF-KEY.

Assume that PF2 has been made program-sensitive by means of SET KEY PF2=PGM and an INPUT statement is executed afterwards. The table below shows how user actions and executed Natural statements influence the contents of \*PF-KEY.

Sequence	Natural Statement Executed / User Action	Contents of *PF-KEY
1	User presses PF2.	PF2
2	SET KEY OFF	ENTR
3	SET KEY ON	PF2
4	SET KEY PF2=OFF	ENTR
5	SET KEY PF2=ON	PF2
6	SET KEY PF3=OFF	PF2



## Assigning Commands/Programs

You can assign a command or program name to a key, and you can delete such an assignment. When the key is pressed, the current program is terminated and the command/program assigned to the key is invoked via the Natural stack. When assigning a command/program, you can also pass parameters to the command/program (see third example below).

You can also assign a terminal command to a key. When the key is pressed, the terminal command assigned to the key is executed.

When *operand2* is specified as a constant, it must be enclosed within apostrophes.

Examples:

SET KEY PF4='SAVE'	The command SAVE is assigned to PF4.
SET KEY PF4=#XYZ	The value contained in the variable #XYZ is assigned to PF4.
SET KEY PF6='LIST MAP *'	The command LIST, including the LIST parameters MAP and *, is assigned to PF6.
SET KEY PF2='%%'	The terminal command %% is assigned to PF2.
SET KEY PF9=' '	The command and name previously assigned to PF9 are deleted.

The assignment remains in effect until it is overwritten by another SET KEY statement, until the user logs on to another application, or until the end of the Natural session. See also the section [SET KEY Statements on Different Program Levels](#).



**Note:** Before a program invoked via a key is executed, Natural internally issues a BACKOUT TRANSACTION statement.

## Assigning Input DATA

You can assign a data string (*operand3*) to a key. When the key is pressed, the data string is placed into the input field in which the cursor is currently positioned, and the data are transferred to the executing program (as if ENTER had been pressed).

When *operand3* is specified as a constant, it must be enclosed within apostrophes.

Example:

```
SET KEY PF12=DATA 'YES'
```

For the validity of a DATA assignment, the same applies as for a command assignment, that is, it remains in effect until it is overwritten by another SET KEY statement, until the user logs on to another application, or until the end of the Natural session. See also the section [SET KEY Statements on Different Program Levels](#).

## COMMAND OFF/ON

---

With COMMAND OFF, you can temporarily de-activate any function (command, program, or data) assigned to a key. If the key had been program-sensitive before the function was assigned, COMMAND OFF will make it program-sensitive again.

With a subsequent COMMAND ON, you can re-activate the assigned function again.

Examples:

SET KEY PF4=COMMAND OFF	The function that has been assigned to PF4 is temporarily de-activated; if PF4 had been program-sensitive before the function was assigned, it is now made program-sensitive again.
SET KEY PF4=COMMAND ON	The function assigned to PF4 is re-activated again.
SET KEY COMMAND OFF	All functions assigned to all keys are temporarily de-activated; those keys which had been program-sensitive before functions were assigned to them, are now made program-sensitive again.
SET KEY COMMAND ON	All functions assigned to all keys are re-activated again.

With SET KEY PF $nn$ =' ' you can delete the function assigned to a key and at the same time deactivate the program sensitivity of the key.

## Assigning HELP

---

You can assign HELP to a key. When the key is pressed, the help routine assigned to the field in which the cursor is currently positioned will be invoked.

The effect is the same as when entering the help character in the field to invoke help. (The help character - default is a question mark (?) - is determined by the Natural profile parameter HI as set by the Natural administrator.)

Example:

```
SET KEY PF1=HELP
```

For the validity of a `HELP` assignment, the same applies as for program-sensitivity, that is, it remains in effect only for the execution of the current program. See also the section [SET KEY Statements on Different Program Levels](#).

## DYNAMIC Option

Instead of specifying a specific key with the `SET KEY` statement, you can use the `DYNAMIC` option with a variable ( *operand1* ), and assign a value (`PFn`, `PAn`, `CLR`) to this variable in the program. This allows you to specify a function and make it dependent on the program logic which key this function is assigned to.



**Note:** `SET KEY` cannot be used if *operand1* is a dynamic variable.

Example:

```
...
IF ...
    MOVE 'PF4' TO #KEY
ELSE
    MOVE 'PF7' TO #KEY
END-IF
...
SET KEY DYNAMIC #KEY = 'SAVE'
...
```

## DISABLED Option

Graphical user interface (GUI) elements, such as push buttons, menus, and bitmaps, are implemented as PF keys. With the `DISABLED` option, you can disable the use of a GUI element assigned to a PF key. Push buttons and menu items will then be displayed grey.

To cancel the effect of `SET KEY PFnn=DISABLED`, you use `SET KEY PFnn=ON`.

Example:

SET KEY PF10=DISABLED	Disables the use of the GUI element assigned to PF10.
-----------------------	-------------------------------------------------------

The DISABLED option can only be used within a processing rule.

## SET KEY Statements on Different Program Levels

---

When an application contains SET KEY statements at different levels, the following applies:

- When keys are made program-sensitive, the program-sensitivity also applies to all lower level (called) programs, unless these programs contain further SET KEY statements. When control is returned to a higher level program, the SET KEY assignments made at the higher level come into effect again.
- For keys which are defined as HELP keys, the same applies as for keys which are program-sensitive.
- When a function (program, command, terminal command, or data string) is assigned to a key, this assignment is valid at all higher and lower levels - regardless of the level at what the assignment is made - until another function is assigned to the key or it is made program-sensitive, or until the user logs on to another application or the Natural session is terminated.

## Example of SET KEY Statements on Different Program Levels

### Main Program

```

...
SET KEY PF1='HELLO'
      PF2=PGM
...
CALLNAT 'PGM2A'
...
CALLNAT 'PGM2B'
...

```

At the main program level, the above settings for PF1 and PF2 are in effect.

### Subprogram PGM2A

```

...
* No SET KEY statement
...

```

When subprogram PGM2A is active, the settings for PF1 and PF2 defined in the main program are in effect.

When control is returned from PGM2B to the main program, the setting for PF1 as defined in the main program is in effect. PF2 is program-sensitive again, and the setting for PF3 as defined in subprogram PGM2B is in effect.

### Subprogram PGM2B

```

...
SET KEY PF3='EDIT'
...
CALLNAT 'PGM3'
...

```

When subprogram PGM2B is active, the setting for PF1 as defined in the main program is in effect. PF2 is under control of the TP monitor (on mainframes only), and the setting for PF3 as defined in subprogram PGM2B is in effect.

### Subprogram PGM3

```

...
SET KEY PF1=PGM
SET KEY PF2=OFF
...

```

When subprogram PGM3 is active, the setting for PF1 as defined in subprogram PGM3 is in effect. PF2 is deactivated, and the setting for PF3 as defined in subprogram PGM2B is in effect.

## Assigning Names

With the `NAMED` clause, you can assign a name ( *operand4* ) to a key. The name will then be displayed in the PF-key lines on the screen; this allows the users to identify the functions assigned to the keys:

```

      ?  Help
      .  Exit
-----
Code ...: ?  Library ...: *_____
          Object ...: *_____
          DBID .....: 0__  FILENR ...: 0__

Command ==>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Last      Flip      Canc
    
```

The display of the PF-key lines is activated with the session parameter `KD` (see the *Parameter Reference*).

The maximum length of a name to be assigned to a key is 10 characters. In normal tabular PF-key line format, only the first 5 characters are displayed.

When *operand4* is specified as a constant, it must be enclosed within apostrophes (see examples below).

You cannot assign a name to a key without assigning a function to it or making it program-sensitive. To the `ENTER` key, however, you can only assign a name, but no function.

With `NAMED OFF`, you delete the name assigned to a program-sensitive key.

Examples:

SET KEY ENTR NAMED 'EXEC'	The name EXEC is assigned to the ENTER key.
SET KEY PF3 NAMED 'EXIT'	PF3 is made program-sensitive, and the name EXIT is assigned to PF3.
SET KEY PF3 NAMED OFF	PF3 is made program-sensitive, and the name that has been assigned to PF3 is deleted.
SET KEY NAMED OFF	All names that have been assigned to any program-sensitive keys are deleted.
SET KEY PF4='AP1' NAMED 'APPL1'	The program AP1 and the name APPL1 are assigned to PF4.

When you use normal tabular PF-key line format, the following applies:

- If you omit the `NAMED` clause when assigning a command/program to a key, the command/program name will be displayed in the PF-key line; if the command/program name is longer than 5 characters, `CMND` will be displayed.
- If you omit the `NAMED` clause when assigning input data to a key, `DATA` will be displayed in the PF-key line.
- If you assign (with the `NAMED` clause) a name in Unicode format to a PF-key, the name might not be correctly positioned under the respective headers. This problem, however, may occur only when you are using the *Natural Web I/O Interface* and only for "wide" characters. In this case, the sequential PF-key line format is recommended.

When you use sequential PF-key line format, only those keys to which names have been assigned will be displayed in the PF-key line; that is, if you omit the `NAMED` clause when assigning a command/program/data to a key, the key will not be displayed in the PF-key line.

## SET KEY Example

```

** Example 'SKYEX1': SET KEY
*****
DEFINE DATA LOCAL
1 #PF4 (A56)
END-DEFINE
*
MOVE 'LIST VIEW' TO #PF4
*
SET KEY PF1 PF2
SET KEY PF3 = 'MENU'
      PF4 = #PF4
      PF5 = 'LIST VIEW EMPLOYEES' NAMED 'Emp1'
*
FORMAT KD=ON
INPUT ///
      10X 'The following function keys are assigned:' //
      10X 'PF1: Function for PF1          ' /
      10X 'PF2: Function for PF2          ' /
      10X 'PF3: Return to MENU program' /
      10X 'PF4: LIST VIEW                  ' /
      10X 'PF5: LIST VIEW EMPLOYEES      ' ///
*
IF *PF-KEY = 'PF1'
  WRITE 'Function for PF1 executed.'
END-IF
IF *PF-KEY = 'PF2'
  WRITE 'Function for PF2 executed.'
END-IF
*
END

```

**Output of Program SKYEX1:**

The following function keys are assigned:

PF1: Function for PF1  
PF2: Function for PF2  
PF3: Return to MENU program  
PF4: LIST VIEW  
PF5: LIST VIEW EMPLOYEES



# 134 SET TIME

---

- SET TIME Usage ..... 998
- SET TIME Example ..... 998

```
{ SET TIME }  
{ SETTIME }
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

## SET TIME Usage

---

The SET TIME (or SETTIME) statement is used in conjunction with the Natural system variable \*TIMD to measure the time it takes to execute a specific section of a program.

The SET TIME statement is placed at a specific position in the program, and \*TIMD will contain the amount of time elapsed since the execution of the SET TIME statement.

\*TIMD must always contain a reference to the SET TIME statement, either by using the source-code line number of the SET TIME statement or by assigning a label to the SET TIME statement, which can then be used as a reference.

## SET TIME Example

---

```
** Example 'STIEX1': SETTIME  
*****  
DEFINE DATA LOCAL  
1 EMPLOY-VIEW VIEW OF EMPLOYEES  
  2 NAME  
END-DEFINE  
*  
ST. SETTIME  
WRITE 10X 'START TIME:' *TIME  
*  
READ (100) EMPLOY-VIEW BY NAME  
END-READ  
*  
WRITE NOTITLE 10X 'END TIME:  ' *TIME  
WRITE          10X 'ELAPSED TIME TO READ 100 RECORDS'  
                '(HH:MM:SS.T) :' *TIMD (ST.) (EM=99:99:99'.'9)  
*  
END
```

**Output of Program STIEX1:**

```
START TIME: 16:39:07.6  
END TIME: 16:39:07.7  
ELAPSED TIME TO READ 100 RECORDS (HH:MM:SS.T) : 00:00:00.1
```



# 135 SET WINDOW

---

▪ SET WINDOW Usage .....	1002
▪ SET WINDOW Syntax Description .....	1002
▪ SET WINDOW Example .....	1002

```
SET WINDOW { 'window-name'
             OFF }
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [DEFINE WINDOW](#) | [INPUT WINDOW='window-name'](#) | [REINPUT](#)

Belongs to Function Group: [Screen Generation for Interactive Processing](#)

## SET WINDOW Usage

---

The `SET WINDOW` statement is used to activate and de-activate a window.

Any `SET WINDOW 'window-name'` or `INPUT WINDOW='window-name'` statement de-activates the window which has currently been active and activates the window specified in the statement. This means that only one window can be active at a time.



**Note:** If you use `SET WINDOW` to activate a window which is defined with `SIZE AUTO`, the data on the screen *before* the window is activated determine the size of the window.

## SET WINDOW Syntax Description

---

Syntax Element	Description
<code>SET WINDOW 'window-name'</code>	Activates the specified window, which means that all subsequent statements refer to that window until either the window is de-activated or another window is activated. The specified window must have been defined with a <a href="#">DEFINE WINDOW</a> statement.
<code>SET WINDOW OFF</code>	De-activates the currently active window.

## SET WINDOW Example

---

See [DEFINE WINDOW](#) statement.

# 136 SKIP

---

■ SKIP Usage .....	1004
■ SKIP Syntax Description .....	1004
■ SKIP Example .....	1005

```
SKIP [(rep)] operand1 [LINES]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [AT END OF PAGE](#) | [AT TOP OF PAGE](#) | [CLOSE PRINTER](#) | [DEFINE PRINTER](#) | [DISPLAY](#) | [EJECT](#) | [FORMAT](#) | [NEWPAGE](#) | [PRINT](#) | [SUSPEND IDENTICAL SUPPRESS](#) | [WRITE](#) | [WRITE TITLE](#) | [WRITE TRAILER](#)

Belongs to Function Group: *Creation of Output Reports*

## SKIP Usage

The SKIP statement is used to generate one or more blank lines in an output report.

See also *Page Titles, Page Breaks, Blank Lines* in the *Programming Guide*.

### Processing

If the execution of a SKIP statement would cause the page size to be exceeded, exceeding lines will be ignored (except in an [AT TOP OF PAGE](#) statement).

A SKIP statement is only executed if something has already been output on the page (output from an [AT TOP OF PAGE](#) statement is not taken into account here).

## SKIP Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S	N P I	yes	no

Syntax Element Description:

Syntax Element	Description
<i>(rep)</i>	<p><b>Report Specification:</b></p> <p>The notation (<i>rep</i>) may be used to specify the identification of the report for which the SKIP statement is applicable.</p> <p>A value in the range 0 - 31 or a logical name which has been assigned using the <a href="#">DEFINE PRINTER</a> statement may be specified.</p>



Syntax Element	Description
	<p>If (<i>rep</i>) is not specified, the SKIP statement will apply to the first report (Report 0).</p> <p>For information on how to control the format of an output report created with Natural, see <i>Report Format and Control</i> in the <i>Programming Guide</i>.</p>
<i>operand1</i>	<p><b>Number of Lines to be Skipped:</b></p> <p><i>operand1</i> represents the number (1 - 250) of blank lines to be generated. This number may be specified as a numeric constant or as the content of a numerical variable.</p> <p>If <i>operand1</i> exceeds the page size of the report, the SKIP statement will result in a newpage condition.</p>

## SKIP Example

```

** Example 'SKPEX1': SKIP
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 COUNTRY
  2 NAME
END-DEFINE
*
LIMIT 7
READ EMPL-VIEW BY CITY STARTING FROM 'W'
  AT BREAK OF CITY
    SKIP 2
  END-BREAK
  DISPLAY NOTITLE CITY (IS=ON) COUNTRY (IS=ON) NAME
/*
END-READ
END

```

### Output of Program SKPEX1:

CITY	COUNTRY	NAME
WASHINGTON	USA	REINSTEDT PERRY
WEITERSTADT	D	BUNGERT UNGER DECKER

WEST BRIDGFORD      UK      ENTWHISTLE

WEST MIFFLIN      USA      WATSON

# 137 SORT

---

▪ SORT Usage .....	1008
▪ SORT Restrictions .....	1009
▪ SORT Syntax Description .....	1009
▪ Three-Phase SORT Processing .....	1012
▪ SORT Example .....	1013

## Structured Mode Syntax

```

END-ALL
[AND]
SORT      [ THEM          ] [BY] { operand1 [ ASCENDING ] } ... 10
          [ RECORDS      ]
          USING-clause
          [GIVE-clause]
          statement ...
END-SORT  [(r)]

```

\* If a statement label is specified, it must be placed *before* the keyword SORT, but *after* END-ALL (and AND).

## Reporting Mode Syntax

```

SORT [ THEM          ] [BY] { operand1 [ ASCENDING ] } ... 10
     [ RECORDS      ]
     [USING-clause]
     [GIVE-clause]
     statement ...
LOOP  [(r)]

```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statement: [FIND with SORTED BY option](#)

Belongs to Function Group: [Loop Execution](#)

## SORT Usage

The SORT statement is used to perform a sort operation, sorting the records from all processing loops that are active when the SORT statement is executed.



**Note:** Natural creates a temporary work file during the sort operation. If you specify the TMPSORTUNIQ profile parameter (see the *Parameter Reference* documentation), Natural generates a unique name for the temporary sort work file.

## SORT Restrictions

- The SORT statement must be contained in the same object as the processing loops whose records it sorts.
- Nested SORT statements are not allowed.
- The total length of a record to be sorted must not exceed 10240 bytes.
- The number of sort criteria must not exceed 10.

## SORT Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S	A N P I F B D T	no	no

Syntax Element Description:

Syntax Element	Description
END-ALL	<p><b>Closing All Currently Active Loops:</b></p> <p>In structured mode, the SORT statement must be preceded by END-ALL, which serves to close all active processing loops. The SORT statement itself initiates a new processing loop, which must be closed with END-SORT.</p> <p><b>Note:</b> For reporting mode: The SORT statement closes all active processing loops and initiates a new processing loop.</p>
<i>operand1</i>	<p><b>Sort Criteria:</b></p> <p><i>operand1</i> represents the fields/variables to be used as the sort criteria. 1 to 10 database fields (descriptors and non-descriptors) and/or user-defined variables may be specified. A multiple-value field or a field contained within a periodic group may be used. A group or an array is not permitted.</p> <p><b>Note:</b> A field specified in the SORT criteria is used for both, to put a value into the SORT record in the <b>selecting phase</b> (1st phase), and to receive the sorted value in the <b>processing phase</b> (3rd phase). Be aware, this may cause addressing errors, when indexed array fields are used which carry a correct index value in the selecting (1st) phase, but with an out-of-range value in the processing (3rd) phase. Therefore, indexed array fields should be used with caution, and better be replaced with non-indexed fields (scalar).</p>
ASCENDING	<b>Sort Sequence:</b>

Syntax Element	Description
DESCENDING	The default sort sequence is ascending. If you wish the values to be sorted in descending sequence, specify DESCENDING.  ASCENDING/DESCENDING may be specified for each sort field.
USING	<b>USING Clause:</b>  See <i>USING Clause</i> below.  <b>Note:</b> The note given under the description of <i>operand1</i> also applies to the USING clause.
GIVE	<b>GIVE Clause:</b>  See <i>GIVE Clause</i> below.
END-SORT ( <i>r</i> )	<b>End of SORT Statement:</b>  In structured mode, the Natural reserved word END-SORT must be used to end the SORT statement.  You can specify labels or line numbers with END-SORT in structured mode.  In reporting mode, the Natural statement LOOP is used to end the SORT statement.  You can specify labels or line numbers with LOOP in reporting mode.
LOOP ( <i>r</i> )	

### USING Clause

The USING clause indicates the fields which are to be written to intermediate sort storage. It is required in structured mode and optional in reporting mode. However, it is strongly recommended to also use it in reporting mode so as to reduce memory requirements.

```
{ USING operand2... }
{ USING KEYS }
```

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand2</i>	S A	A N P I F B D T L C	no	no

Syntax Element Description:

Syntax Element	Description
USING <i>operand2</i>	<p><b>Additional Fields:</b></p> <p>You can specify additional fields that are to be written to the intermediate sort storage - in addition to the sort key fields (as specified with <i>operand1</i>).</p>
USING <u>KEYS</u>	<p><b>Sort Key Fields Only:</b></p> <p>Only the sort key fields, as specified with <i>operand1</i>, will be written to intermediate sort storage.</p>

*In Reporting Mode:* If you omit the USING clause, all database fields of processing loops initiated before the SORT statement, as well as all user-defined variables defined before the SORT statement, will be written to intermediate sort storage.

If, after sort execution, a reference is made to a field which was not written to the sort intermediate storage, the value for the field will be the last value of the field before the sort.

### GIVE Clause

The GIVE clause is used to specify Natural system functions (such as MAX, MIN) that are to be evaluated in the first phase of the SORT statement. These system functions may be referenced in the third phase (see [SORT Statement Processing](#)).

A reference to a system function after the SORT statement must be preceded by an asterisk, for example, \*AVER(SALARY).



**Note:** In place of the keyword GIVE, the keyword GIVING may be used.

GIVE	{	MAX	}	[OF] {	}	[(NL=nn)]	}	...
		MIN						
		NMIN						
		COUNT						
		NCOUNT						
		OLD						
		AVER						
		NAVER						
		SUM						
		TOTAL						
		...						

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand3</i>	S A	*	yes	no

\* depends on function

Syntax Element Description:

Syntax Element	Description
MAX   MIN   NMIN   COUNT   NCOUNT   OLD   AVER   NAVER   SUM   TOTAL	<p><b>System Functions:</b></p> <p>For details on the individual system functions, see the <i>System Functions</i> documentation.</p>
<i>operand3</i>	<p><b>Field Name:</b></p> <p><i>operand3</i> is the field name.</p>
(NL= <i>nn.m</i> )	<p><b>Preventing Arithmetic Overflows:</b></p> <p>This option applies to the system functions AVER, NAVER, SUM and TOTAL only. It will be ignored for any other system function. See also session parameter NL in the <i>Parameter Reference</i> documentation.</p> <p>This option may be used to prevent an arithmetic overflow during the evaluation of system functions; it is described under <i>Format/Length Requirements for AVER, NAVER, SUM and TOTAL</i> in the <i>System Functions</i> documentation.</p>

## Three-Phase SORT Processing

A program containing a SORT statement is executed in three phases.

### 1st Phase - Selecting the Records to be Sorted

The statements before the SORT statement are executed. Data as described in the USING clause will be written to intermediate sort storage.

In reporting mode, any variables to be used as accumulators following the sort must not be defined before the SORT statement. In structured mode, they must not be included in the USING clause. Fields written to intermediate sort storage cannot be used as accumulators because they are read back with each individual record during the 3rd processing phase. Consequently, the accumulation function would not produce the desired result because with each record the field would be overwritten with the value for that individual record.

The number of records written to intermediate storage is determined by the number of processing loops and the number of records processed per loop. One record on the internal intermediate storage is created each time the SORT statement is encountered in a processing loop. In the case of



nested loops, a record is only written to intermediate storage if the inner loop is executed. If in the example below a record is to be written to intermediate storage even if no records are found for the inner (FIND) loop, the FIND statement must contain an IF NO RECORDS FOUND clause.

```

READ ...
...
  FIND ...
...
END-ALL
SORT ...
  DISPLAY ...
END-SORT
...

```

### 2nd Phase - Sorting the Records

The records are sorted.

### 3rd Phase - Processing the Sorted Records

The statements after the SORT statement are executed for all records on the intermediate storage in the specified sorting sequence. Database fields to be referenced after a SORT statement must be correctly referenced using the appropriate statement label or reference number.

## SORT Example

- [Example 1 - SORT](#)
- [Example 2 - SORT](#)
- [Example 3 - SORT](#)

### Example 1 - SORT

```

** Example 'SRTEX1S': SORT (structured mode)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 CITY
  2 SALARY      (1:2)
  2 PERSONNEL-ID
  2 CURR-CODE   (1:2)
*
1 #AVG          (P11)
1 #TOTAL-TOTAL (P11)
1 #TOTAL-SALARY (P11)
1 #AVER-PERCENT (N3.2)
END-DEFINE
*

```

## SORT

```
LIMIT 3
FIND EMPL-VIEW WITH CITY = 'BOSTON'
  COMPUTE #TOTAL-SALARY = SALARY (1) + SALARY (2)
  ACCEPT IF #TOTAL-SALARY GT 0
/*
END-ALL
AND
SORT BY PERSONNEL-ID USING #TOTAL-SALARY SALARY(*) CURR-CODE(1)
  GIVE AVER(#TOTAL-SALARY)
/*
AT START OF DATA
  WRITE NOTITLE '*' (40)
    'AVG CUMULATIVE SALARY:' *AVER (#TOTAL-SALARY) /
  MOVE *AVER (#TOTAL-SALARY) TO #AVG
END-START
COMPUTE ROUNDED #AVER-PERCENT = #TOTAL-SALARY / #AVG * 100
ADD #TOTAL-SALARY TO #TOTAL-TOTAL
/*
DISPLAY NOTITLE PERSONNEL-ID SALARY (1) SALARY (2)
  #TOTAL-SALARY CURR-CODE (1)
  'PERCENT/OF/AVER' #AVER-PERCENT
AT END OF DATA
  WRITE / '*' (40) 'TOTAL SALARIES PAID: ' #TOTAL-TOTAL
END-ENDDATA
END-SORT
*
END
```

### Output of Program SRTEX1S:

PERSONNEL ID	ANNUAL SALARY	ANNUAL SALARY	#TOTAL-SALARY	CURRENCY CODE	PERCENT OF AVER
-----			-----	-----	-----
*****			AVG CUMULATIVE SALARY:		41900
20007000	16000	15200	31200	USD	74.00
20019200	18000	17100	35100	USD	83.00
20020000	30500	28900	59400	USD	141.00
*****			TOTAL SALARIES PAID:		125700

The previous example is executed as follows:

#### First Phase:

- Records with CITY=BOSTON are selected from the EMPLOYEES file.
- The first 2 occurrences of SALARY are accumulated in the field #TOTAL-SALARY.
- Only records with #TOTAL-SALARY greater than 0 are accepted.

- The records are written to the sort intermediate storage. The database arrays SALARY (first 2 occurrences) and CURR-CODE (first occurrence), the database field PERSONNEL-ID, and the user-defined variable #TOTAL-SALARY are written to the intermediate storage.
- The average of #TOTAL-SALARY is evaluated.

### Second Phase:

The records are sorted.

### Third Phase:

- The sorted intermediate storage is read.
- At the at-start-of-data condition, the average of #TOTAL-SALARY is displayed.
- #TOTAL-SALARY is added to #TOTAL-TOTAL and the fields PERSONNEL-ID, SALARY(1), SALARY(2), #AVER-PERCENT and #TOTAL-SALARY are displayed.
- At the end-of-data condition, the variable #TOTAL-TOTAL is written.

Equivalent reporting-mode example: [SRTEX1R](#).

### Example 2 - SORT

```

** Example 'SRTEX2': SORT
*****
DEFINE DATA LOCAL
1 VEHIC-VIEW VIEW OF VEHICLES
  2 MAKE
  2 YEAR
END-DEFINE
*
LIMIT 10
*
READ VEHIC-VIEW
END-ALL
SORT BY MAKE YEAR USING KEY
  DISPLAY NOTITLE (AL=15) MAKE (IS=ON) YEAR
  AT BREAK OF MAKE
  WRITE '-' (20)
  END-BREAK
END-SORT
END

```

**Output of Program SRTEX2S:**

MAKE	YEAR
FIAT	1980
	1982
	1984
PEUGEOT	1980
	1982
	1985
RENAULT	1980
	1980
	1982
	1982

**Example 3 - SORT**

```

** Example 'SRTEX3': SORT values in an array
*****
DEFINE DATA LOCAL
1 #I (I4)
1 #J (I4)
1 #X (I1)
1 #TAB (I1/1:6) INIT <2,4,6,5,3,1>
END-DEFINE
WRITE 'Array before SORT:' #TAB(*) /
*
FOR #I := 1 TO 6
  #X := #TAB(#I)
  WRITE #X '<-- Put into SORT record'
END-ALL
SORT #X USING KEYS
WRITE #X '<-- Get from SORT'
ADD 1 TO #J
#TAB(#J) := #X
END-SORT
*
WRITE / 'Array after SORT:' #TAB(*)
END

```

**Output of Program SRTEX3:**

```
Array before SORT:  2  4  6  5  3  1
```

```
  2 <-- Put into SORT record
  4 <-- Put into SORT record
  6 <-- Put into SORT record
  5 <-- Put into SORT record
  3 <-- Put into SORT record
  1 <-- Put into SORT record
  1 <-- Get from SORT
  2 <-- Get from SORT
  3 <-- Get from SORT
  4 <-- Get from SORT
  5 <-- Get from SORT
  6 <-- Get from SORT
```

```
Array after  SORT:  1  2  3  4  5  6
```



# 138

## STACK

---

- STACK Usage ..... 1020
- STACK Syntax Description ..... 1020
- STACK Example ..... 1023

```
STACK [TOP] { COMMAND operand1 [operand2 [(parameter)]] ... }
              { [DATA] [FORMATTED] {operand2 [(parameter)]] ... }
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [INPUT](#) | [RELEASE](#)

## STACK Usage

---

The STACK statement is used to place any of the following into the Natural stack:

- the name of a Natural program or Natural system command to be executed;
- data to be used during the execution of an [INPUT](#) statement.

For further information on the stack, see *Further Programming Aspects, Stack Processing* in the *Programming Guide*.

## STACK Syntax Description

---

Operand Definition Table:

Operand	Possible Structure					Possible Formats										Referencing Permitted	Dynamic Definition								
<i>operand1</i>	C	S	A	G	N	A																yes	yes		
<i>operand2</i>	C	S	A	G	N	A	U	N	P	I	F	B	D	T	L	G								yes	yes

Syntax Element Description:

Syntax Element	Description
TOP	<p><b>TOP Option:</b></p> <p>If you specify TOP, the data/program/command will be placed at the top of the Natural stack. Otherwise, they are placed at the bottom of the stack.</p> <p>Example: The following statement causes the content of the variable #FIELD A to be placed as data on top of the stack:</p>



Syntax Element	Description
	STACK TOP #FIELDA
DATA	<p><b>DATA Option:</b></p> <p>This option, which is also the default, causes data to be placed in the stack which are to be used as input data for an <b>INPUT</b> statement.</p> <p>Delimiter characters or input assign characters contained within the data values will be processed as delimiters. For details on how data from the stack are processed by an <b>INPUT</b> statement, refer to <i>Processing Data from the Natural Stack</i> (in the description of the <b>INPUT</b> statement).</p> <p>Example: The following statements cause the contents of the variables #FIELD1 and #FIELD2 to be placed in the stack:</p> <pre>MOVE 'ABC' TO #FIELD1 MOVE 'XYZ' TO #FIELD2 STACK #FIELD1 #FIELD2</pre> <p>These variables will be passed as data to the next <b>INPUT</b> statement in the Natural program, using delimiter mode:</p> <pre>INPUT #FIELD1 #FIELD2</pre> <p><b>Note:</b> If <i>operand2</i> is a time variable (Format T), only the time component of the variable content is placed in the stack, but not the date component.</p>
FORMATTED	<p><b>FORMATTED Option:</b></p> <p>This option causes all data to be passed on a field-by-field basis to the next <b>INPUT</b> statement; no key assignments or delimiter characters will be interpreted.</p> <p>Examples:</p> <p>The following statements cause ABC , DEF to be placed in #FIELD1 and XYZ in #FIELD2:</p> <pre>MOVE 'ABC,DEF' TO #FIELD1 MOVE 'XYZ'      TO #FIELD2 STACK TOP DATA FORMATTED #FIELD1 #FIELD2 ... INPUT #FIELD1 #FIELD2</pre> <p>Assuming the input delimiter character to be the comma (profile/session parameter ID= ,), the following statements - without the keyword <b>FORMATTED</b> - cause ABC to be placed in #FIELD1 and DEF in #FIELD2:</p>

Syntax Element	Description
	<pre>MOVE 'ABC,DEF' TO #FIELD1 STACK TOP DATA #FIELD1 ... INPUT #FIELD1 #FIELD2</pre> <p><b>Note:</b> The FORMATTED option should be used if the data to be passed contains delimiter, control or DBCS characters to avoid unintentional interpretation of these characters.</p>
<p>COMMAND <i>operand1</i></p>	<p><b>COMMAND Option:</b></p> <p>To place a command (or program name) in the stack, you specify the keyword COMMAND followed by the command specified in <i>operand1</i>. Natural will execute the command instead of displaying the NEXT prompt and prompting the user for input.</p> <p>Example:</p> <p>The following statement causes the command RUN to be placed at the top of the stack. Natural will execute this command at the point where the NEXT prompt would normally be issued.</p> <pre>STACK TOP COMMAND 'RUN'</pre>
<p>COMMAND <i>operand1</i> <i>operand2</i> ...</p>	<p><b>COMMAND with Data Option:</b></p> <p>Together with a command (<i>operand1</i>), you may also place data (<i>operand2</i>) in the stack. These data will then be processed by the next INPUT statement after the command has been executed.</p> <p>Data stacked with a command are always stacked unformatted.</p> <p><b>Note:</b> If the data to be stacked include empty alphanumeric fields (that is, blanks), these blanks will be interpreted as delimiters between values and thus not processed correctly by the corresponding INPUT statement. Therefore, if you wish to stack empty alphanumeric fields as data with a command, you have to use two STACK statements: one STACK DATA <i>operand2</i> ... to stack the data, and one STACK COMMAND <i>operand1</i> to stack the command.</p>
<p><i>parameter</i></p>	<p><b>Date Format:</b></p> <p>If <i>operand2</i> is a date variable, you can specify the session parameter DF as a parameter for this variable.</p>

## STACK Example

```

** Example 'STKEX1': STACK
*****
DEFINE DATA LOCAL
1 #CODE (A1)
END-DEFINE
*
INPUT //
  10X 'PLEASE SELECT COMMAND' //
  10X 'LIST VIEW      (V)' /
  10X 'LIST PROGRAM * (P)' /
  10X 'TECH INFO     (T)' /
  10X 'STOP          (.)' //
  20X 'CODE:' #CODE
*
*
DECIDE ON FIRST #CODE
  VALUE 'V'
    STACK TOP DATA      'VIEW'
    STACK TOP COMMAND 'LIST'
  VALUE 'P'
    STACK TOP COMMAND 'LIST PROGRAM *'
  VALUE 'T'
    STACK TOP COMMAND 'LAST *'
    STACK TOP COMMAND 'TECH'
    STACK TOP COMMAND 'SYSPROD'
  VALUE '.'
    STOP
  NONE
    REINPUT 'PLEASE ENTER VALID CODE'
END-DECIDE
*
*
END

```

### Output of Program STKEX1:

```

PLEASE SELECT COMMAND

LIST VIEW      (V)
LIST PROGRAM * (P)
TECH INFO     (T)
STOP          (.)

          CODE:P

```

**After entering and confirming code:**

```
16:46:28          ***** NATURAL LIST COMMAND *****          2005-01-19
User HTR          - LIST Objects in a Library -          Library SYSEXSYN

Cmd  Name      Type      S/C  SM  Version  User ID  Date      Time
---  *-----  P-----  *   *   *-----  *-----  *-----  *-----
___  ACREX1     Program   S/C  S   4.1.03   RKE      2004-11-11 16:32:37
___  ACREX2     Program   S/C  S   4.1.03   RKE      2005-01-05 10:29:51
___  ADDEX1     Program   S/C  S   4.1.03   RKE      2004-11-11 16:36:49
___  AEDEX1R    Program   S/C  R   4.1.03   RKE      2004-11-11 16:40:34
___  AEDEX1S    Program   S/C  S   4.1.03   RKE      2004-11-11 16:39:57
___  AEPEX1R    Program   S/C  R   4.1.03   RKE      2004-11-11 16:41:57
___  AEPEX1S    Program   S/C  S   4.1.03   RKE      2004-11-11 16:42:31
___  AEPEX2     Program   S/C  S   4.1.03   RKE      2004-11-11 16:43:37
___  ASDEX1R    Program   S/C  R   4.1.03   RKE      2004-11-11 17:00:21
___  ASDEX1S    Program   S/C  S   4.1.03   RKE      2004-11-11 17:00:50
___  ASGEX1R    Program   S/C  R   4.1.03   RKE      2004-11-11 17:02:01
___  ASGEX1S    Program   S/C  S   4.1.03   RKE      2004-11-11 17:02:08
___  ATBEX1R    Program   S/C  R   4.1.03   RKE      2004-11-11 17:03:18
___  ATBEX1S    Program   S/C  S   4.1.03   RKE      2004-11-11 17:03:05
                                     14 Objects found

Top of List.
Command ==>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help  Print Exit  Sort      --      -      +      ++      >      Canc
```

# 139 STOP

---

▪ STOP Usage .....	1026
▪ STOP Example .....	1026

STOP

## STOP Usage

The `STOP` statement is used to terminate the execution of a program and return to the command input prompt.

One or more `STOP` statements may be inserted anywhere within a Natural program.

The `STOP` statement will terminate the execution of the program immediately. Independent of the positioning of a `STOP` statement in a subroutine, any end-page condition specified in the main program will be invoked for final end-page processing during execution of the `STOP` statement.

The `STOP` statement behaves in the same way as the `ESCAPE ROUTINE` statement during method execution. Method execution is terminated immediately without producing any return value.

*For Natural RPC: See Notes on Natural Statements on the Server in the Natural RPC (Remote Procedure Call) documentation.*



**Note:** The use of the `STOP` statement is discouraged within dialog-based applications.

## STOP Example

```
** Example 'STPEX1': STOP
*****
DEFINE DATA LOCAL
1 #CODE (A1)
END-DEFINE
*
INPUT //
  10X 'PLEASE SELECT COMMAND' //
  10X 'LIST VIEW      (V)' /
  10X 'LIST PROGRAM * (P)' /
  10X 'TECH INFO     (T)' /
  10X 'STOP          (.)' //
  20X 'CODE:' #CODE
*
*
DECIDE ON FIRST #CODE
  VALUE 'V'
    STACK TOP DATA   'VIEW'
    STACK TOP COMMAND 'LIST'
  VALUE 'P'
    STACK TOP COMMAND 'LIST PROGRAM *'
```

```
VALUE 'T'  
  STACK TOP COMMAND 'LAST *'  
  STACK TOP COMMAND 'TECH'  
  STACK TOP COMMAND 'SYSPROD'  
VALUE '.'  
  STOP  
NONE  
  REINPUT 'PLEASE ENTER VALID CODE'  
END-DECIDE  
*  
*  
END
```

### Output of Program STPEX1:

```
PLEASE SELECT COMMAND  
  
LIST VIEW      (V)  
LIST PROGRAM * (P)  
TECH INFO     (T)  
STOP          (.)  
  
CODE:
```





# XV

---

▪ 140 STORE .....	1031
▪ 141 SUBTRACT .....	1039
▪ 142 SUSPEND IDENTICAL SUPPRESS .....	1043
▪ 143 TERMINATE .....	1049
▪ 144 UPDATE .....	1053
▪ 145 UPDATE (SQL) .....	1059
▪ 146 UPDATELOB .....	1065
▪ 147 WRITE .....	1073
▪ 148 WRITE TITLE .....	1089
▪ 149 WRITE TRAILER .....	1097
▪ 150 WRITE WORK FILE .....	1105



# 140 STORE

---

▪ STORE Usage .....	1032
▪ Database-Specific Considerations .....	1033
▪ STORE Syntax Description .....	1033
▪ STORE Examples .....	1035

**Structured Mode Syntax**

```
STORE [RECORD] [IN] [FILE] view-name
      [PASSWORD=operand1]
      [CIPHER=operand2]
      [
        [
          USING
          GIVING
        ] NUMBER operand3 ]
```

**Reporting Mode Syntax**

```
STORE [RECORD] [IN] [FILE] view-name
      [PASSWORD=operand1]
      [CIPHER=operand2]
      [
        [
          USING
          GIVING
        ] NUMBER operand3 ]
      {
        [USING] SAME [RECORD] [AS] [STATEMENT [(r)]]
        [
          SET
          WITH
        ] [operand4=operand5] }
      ...
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: ACCEPT/REJECT | AT BREAK | AT START OF DATA | AT END OF DATA | BACKOUT TRANSACTION | BEFORE BREAK PROCESSING | DELETE | END TRANSACTION | FIND | GET | GET SAME | GET TRANSACTION DATA | HISTOGRAM | LIMIT | PASSW | PERFORM BREAK PROCESSING | READ | RETRY | UPDATE |

Belongs to Function Group: *Database Access and Update*

**STORE Usage**

The STORE statement is used to add a record to a database.

## Database-Specific Considerations

<b>Adabas</b>	The Natural system variable *ISN contains the Adabas ISN assigned to the new record as a result of the STORE statement execution. A subsequent reference to *ISN must include the statement number of the related STORE statement.
<b>SQL</b>	This statement may be used to add a row to a table. The PASSWORD, CIPHER, and GIVING NUMBER clauses cannot be used. The STORE statement corresponds with the SQL statement INSERT.  The Natural system variable *ISN is not available.
<b>XML</b>	This statement may be used to add an XML object to a database. The PASSWORD, CIPHER, and GIVING NUMBER clauses cannot be used.  For Tamino, the Natural system variable *ISN contains the XML object ID assigned to the new record as a result of the STORE statement execution. A subsequent reference to *ISN must include the statement number of the related STORE statement.

## STORE Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S	A	yes	no
<i>operand2</i>	C S	N	yes	no
<i>operand3</i>	C S	N P B*	no	yes
<i>operand4</i>	S A	A U N P I F B D T L	no	no
<i>operand5</i>	C S A	A U N P I F B D T L	yes	no

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

Syntax Element Description:

Syntax Element	Description
<i>view-name</i>	<p><b>View Name:</b></p> <p>As <i>view-name</i>, you specify the name of a view, which must have been defined either in a <b>DEFINE DATA</b> statement or outside the program in a global or local data area.</p> <p>In reporting mode, <i>view-name</i> is the name of a DDM if no <b>DEFINE DATA LOCAL</b> statement is used.</p>

Syntax Element	Description
PASSWORD= <i>operand1</i>	<p><b>PASSWORD Clause:</b></p> <p>The PASSWORD clause is applicable only for an Adabas database.</p> <p>This clause is used to provide a password (<i>operand1</i>) when updating data from a file which is password-protected. The password (<i>operand1</i>) may be specified as an alphanumeric constant or as an alphanumeric variable. It may consist of up to 8 characters, and must not contain special characters or embedded blanks. If the password is specified as a constant, it must be enclosed in apostrophes.</p> <p>For further information, see the statements <a href="#">FIND</a> and <a href="#">PASSW</a>.</p>
CIPHER= <i>operand2</i>	<p><b>CIPHER Clause:</b></p> <p>The CIPHER clause is applicable only for an Adabas database.</p> <p>This clause is used to provide a cipher key (<i>operand2</i>) when updating data from a file which is enciphered. The cipher key (<i>operand2</i>) may be specified as an numeric constant with 8 digits or as a user-defined variable with format/length N8.</p> <p>For further information, see the statement <a href="#">FIND</a>.</p>
USING NUMBER <i>operand3</i>	<p><b>USING NUMBER Clause:</b></p> <p>This clause can only be used for an Adabas database.</p>
GIVING NUMBER <i>operand3</i>	<p><b>GIVING NUMBER Clause:</b></p> <p>This clause is used to store a record with a user-supplied Adabas ISN (range from 1 to 4294967295). If a record with the specified ISN already exists, an error message will be returned, and the execution of the program will be terminated unless ON ERROR processing was specified.</p>
SET/WITH <i>operand4=operand5</i>	<p><b>SET/WITH Clause:</b></p> <p>SET/WITH can be used in reporting mode to specify the fields for which values are being provided. Any field defined in the file that is not specified in the SET clause will contain a null value in the new record.</p> <p>This clause is not permitted if a <a href="#">DEFINE DATA</a> statement is used, because in that case the STORE statement always refers to the entire view as defined in the <a href="#">DEFINE DATA</a> statement.</p>
USING SAME ( <i>r</i> )	<p><b>USING SAME Clause:</b></p> <p>In reporting mode, this clause can be used to indicate that the same field values as read in the statement referenced by the STORE statement (<a href="#">FIND</a>, <a href="#">GET</a>, <a href="#">READ</a>) are to be used to add a new record.</p> <p>The statement reference notation (<i>r</i>) may be specified as a source-code line number or as a statement label.</p>

Syntax Element	Description
	This clause is not permitted if a <a href="#">DEFINE DATA</a> statement is used, because in that case the STORE statement would always refers to the entire view, as defined in the <a href="#">DEFINE DATA</a> statement.

## STORE Examples

```

** Example 'STOEX1S': STORE (structured mode)
**
** CAUTION: Executing this example will modify the database records!
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 FIRST-NAME
  2 MAR-STAT
  2 BIRTH
  2 CITY
  2 COUNTRY
*
1 #PERSONNEL-ID (A8)
1 #NAME (A20)
1 #FIRST-NAME (A15)
1 #BIRTH-D (D)
1 #MAR-STAT (A1)
1 #BIRTH (A8)
1 #CITY (A20)
1 #COUNTRY (A3)
1 #CONF (A1)
END-DEFINE
*
REPEAT
  INPUT 'ENTER A PERSONNEL ID AND NAME (OR ''END'' TO END)' //
    'PERSONNEL-ID : ' #PERSONNEL-ID //
    'NAME : ' #NAME /
    'FIRST-NAME : ' #FIRST-NAME
  /*
  /* VALIDATE ENTERED DATA
  /*
  IF #PERSONNEL-ID = 'END' OR #NAME = 'END'
    STOP
  END-IF
  IF #NAME = ' '
    REINPUT WITH TEXT 'ENTER A LAST-NAME' MARK 2 AND SOUND ALARM
  END-IF
  IF #FIRST-NAME = ' '
    REINPUT WITH TEXT 'ENTER A FIRST-NAME' MARK 3 AND SOUND ALARM

```

```

END-IF
/*
/* ENSURE PERSON IS NOT ALREADY ON FILE
/*
FIND NUMBER EMPL-VIEW WITH PERSONNEL-ID = #PERSONNEL-ID
IF *NUMBER > 0
    REINPUT 'PERSON WITH SAME PERSONNEL-ID ALREADY EXISTS'
        MARK 1 AND SOUND ALARM
END-IF
MOVE 'N' TO #CONF
/*
/* GET FURTHER INFORMATION
/*
INPUT
'ADDITIONAL PERSONNEL DATA'                ////
'PERSONNEL-ID          :' #PERSONNEL-ID (AD=IO) /
'NAME                  :' #NAME          (AD=IO) /
'FIRST-NAME            :' #FIRST-NAME   (AD=IO) ///
'MARITAL STATUS        :' #MAR-STAT     /
'DATE OF BIRTH (YYYYMMDD) :' #BIRTH     /
'CITY                  :' #CITY         /
'COUNTRY (3 CHARACTERS) :' #COUNTRY     //
'ADD THIS RECORD (Y/N)  :' #CONF        (AD=M)
/*
/* ENSURE REQUIRED FIELDS CONTAIN VALID DATA
/*
IF NOT (#MAR-STAT = 'S' OR = 'M' OR = 'D' OR = 'W')
    REINPUT TEXT 'ENTER VALID MARITAL STATUS S=SINGLE ' -
        'M=MARRIED D=DIVORCED W=WIDOWED' MARK 1
END-IF
IF NOT (#BIRTH = MASK(YYYYMMDD) AND #BIRTH = MASK(1582-2699))
    REINPUT TEXT 'ENTER CORRECT DATE' MARK 2
END-IF
IF #CITY = ' '
    REINPUT TEXT 'ENTER A CITY NAME' MARK 3
END-IF
IF #COUNTRY = ' '
    REINPUT TEXT 'ENTER A COUNTRY CODE' MARK 4
END-IF
IF NOT (#CONF = 'N' OR= 'Y')
    REINPUT TEXT 'ENTER Y (YES) OR N (NO)' MARK 5
END-IF
IF #CONF = 'N'
    ESCAPE TOP
END-IF
/*
/* ADD THE RECORD
/*
MOVE EDITED #BIRTH TO #BIRTH-D (EM=YYYYMMDD)
/*
EMPL-VIEW.PERSONNEL-ID := #PERSONNEL-ID
EMPL-VIEW.NAME         := #NAME

```



```

EMPL-VIEW.FIRST-NAME := #FIRST-NAME
EMPL-VIEW.MAR-STAT   := #MAR-STAT
EMPL-VIEW.BIRTH      := #BIRTH-D
EMPL-VIEW.CITY       := #CITY
EMPL-VIEW.COUNTRY    := #COUNTRY
/*
STORE RECORD IN EMPL-VIEW
/*
END OF TRANSACTION
/*
WRITE NOTITLE 'RECORD HAS BEEN ADDED'
/*
END-REPEAT
END

```

### Output of Program STOEX1S:

```

ENTER A PERSONNEL ID AND NAME (OR 'END' TO END)

PERSONNEL-ID : 90001100

NAME          : JONES
FIRST-NAME    : EDWARD

```

**After entering and confirming the personnel key data, additional personnel data fields are displayed for input:**

```

ADDITIONAL PERSONNEL DATA

PERSONNEL-ID          : 90001100
NAME                  : JONES
FIRST-NAME            : EDWARD

MARITAL STATUS        :
DATE OF BIRTH (YYYYMMDD) :
CITY                  :
COUNTRY (3 CHARACTERS) :

ADD THIS RECORD (Y/N) : N

```

Equivalent reporting-mode example: [STOEX1R](#).



# 141 SUBTRACT

---

▪ SUBTRACT Usage .....	1040
▪ Syntax 1 - SUBTRACT Statement without GIVING Clause .....	1040
▪ Syntax 2 - SUBTRACT Statement with GIVING Clause .....	1041
▪ SUBTRACT Example .....	1042

# SUBTRACT

Related Statements: [ADD](#) | [COMPRESS](#) | [COMPUTE](#) | [DIVIDE](#) | [EXAMINE](#) | [MOVE](#) | [MOVE ALL](#) | [MULTIPLY](#) | [RESET](#) | [SEPARATE](#)

Belongs to Function Group: *Arithmetic and Data Movement Operations*

## SUBTRACT Usage

The SUBTRACT statement is used to subtract one or more arithmetic expressions or operands from another operand.

### Syntax 1 - SUBTRACT Statement without GIVING Clause

```
SUBTRACT [ROUNDED] { (arithmetic-expression) } ... FROM operand2  
operand1
```

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C S A N	N P I F D T	yes	no
<i>operand2</i>	S A M	N P I F D T	yes	no

Syntax Element Description:

Syntax Element	Description
<i>arithmetic-expression</i>	See <a href="#">Arithmetic Expression</a> in the COMPUTE statement.
<i>operand1</i> FROM <i>operand2</i>	<b>Operands:</b>  <i>operand2</i> is the minuend, <i>operand1</i> is the subtrahend, hence the statement is equivalent to:  <i>operand2</i> := <i>operand2</i> - <i>operand1</i>  As for the formats of the operands, see also <i>Rules for Arithmetic Assignments, Performance Considerations for Mixed Formats</i> in the <i>Programming Guide</i> .
ROUNDED	<b>ROUNDED Option:</b>  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 2 - SUBTRACT Statement with GIVING Clause

```
SUBTRACT { (arithmetic-expression) } ... FROM { (arithmetic-expression) } GIVING
[ROUNDED] { operand1 } { operand2 } { operand3 }
```

Operand Definition Table:

Operand	Possible Structure				Possible Formats										Referencing Permitted	Dynamic Definition			
<i>operand1</i>	C	S	A	N			N	P	I	F		D	T					yes	no
<i>operand2</i>	C	S	A	N			N	P	I	F		D	T					yes	no
<i>operand3</i>		S	A		M	A	U	N	P	I	F	B*	D	T				yes	yes

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

Syntax Element Description:

Syntax Element	Description
<i>arithmetic-expression</i>	See <a href="#">Arithmetic Expression</a> in the COMPUTE statement.
GIVING	<p><b>GIVING Clause:</b></p> <p>When the GIVING clause is used, <i>operand2</i> will <i>not</i> be modified, and the result will be stored in <i>operand3</i>.</p>
<i>operand1</i> FROM <i>operand2</i> GIVING <i>operand3</i>	<p><b>Operands:</b></p> <p><i>operand2</i> is the minuend, <i>operand1</i> is the subtrahend, <i>operand3</i> is the result field, hence the statement is equivalent to:</p> $operand3 := operand2 - operand1$ <p>As for the formats of the operands, see also the section <i>Performance Considerations for Mixed Formats</i> in the <i>Programming Guide</i>.</p>
ROUNDED	<p><b>ROUNDED Option:</b></p> <p>If you specify the keyword ROUNDED, the result will be rounded.</p> <p>For information on rounding, see <i>Rules for Arithmetic Assignment, Field Truncation and Field Rounding</i> in the <i>Programming Guide</i>.</p>

## SUBTRACT Example

```

** Example 'SUBEX1': SUBTRACT
*****
DEFINE DATA LOCAL
1 #A (P2) INIT <50>
1 #B (P2)
1 #C (P1.1) INIT <2.4>
END-DEFINE
*
SUBTRACT 6 FROM #A
WRITE NOTITLE 'SUBTRACT 6 FROM #A          ' 10X '=' #A
*
SUBTRACT 6 FROM 11 GIVING #A
WRITE          'SUBTRACT 6 FROM 11 GIVING #A  ' 10X '=' #A
*
SUBTRACT 3 4 FROM #A GIVING #B
WRITE          'SUBTRACT 3 4 FROM #A GIVING #B ' 10X '=' #A '=' #B
*
SUBTRACT -3 -4 FROM #A GIVING #B
WRITE          'SUBTRACT -3 -4 FROM #A GIVING #B' 10X '=' #A '=' #B
*
SUBTRACT ROUNDED 2.06 FROM #C
WRITE          'SUBTRACT ROUNDED 2.06 FROM #C  ' 10X '=' #C
*
END

```

### Output of Program SUBEX1:

```

SUBTRACT 6 FROM #A          #A: 44
SUBTRACT 6 FROM 11 GIVING #A  #A: 5
SUBTRACT 3 4 FROM #A GIVING #B #A: 5 #B: -2
SUBTRACT -3 -4 FROM #A GIVING #B #A: 5 #B: 12
SUBTRACT ROUNDED 2.06 FROM #C #C: 0.3

```

# 142

## SUSPEND IDENTICAL SUPPRESS

---

■ SUSPEND IDENTICAL SUPPRESS Usage .....	1044
■ SUSPEND IDENTICAL SUPPRESS Syntax Description .....	1044
■ SUSPEND IDENTICAL SUPPRESS Examples .....	1044

SUSPEND IDENTICAL [SUPPRESS] [(rep)]

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [AT END OF PAGE](#) | [AT TOP OF PAGE](#) | [CLOSE PRINTER](#) | [DEFINE PRINTER](#) | [DISPLAY](#) | [EJECT](#) | [FORMAT](#) | [NEWPAGE](#) | [PRINT](#) | [SKIP](#) | [WRITE](#) | [WRITE TITLE](#) | [WRITE TRAILER](#)

Belongs to Function Group: [Creation of Output Reports](#)

---

## SUSPEND IDENTICAL SUPPRESS Usage

---

The `SUSPEND IDENTICAL SUPPRESS` statement is used to suspend the Natural session parameter setting `IS=ON` (which suppresses the output of identical field values) for the processing of one record.

See also session parameter `IS` in the [Parameter Reference](#).

---

## SUSPEND IDENTICAL SUPPRESS Syntax Description

---

Syntax Element	Description
<code>(rep)</code>	<p><b>Report Specification:</b></p> <p>The notation <code>(rep)</code> may be used to specify the identification of the report for which the <code>SUSPEND IDENTICAL SUPPRESS</code> statement is applicable.</p> <p>A value in the range 0 - 31 or a logical name which has been assigned using the <a href="#">DEFINE PRINTER</a> statement may be specified.</p> <p>If <code>(rep)</code> is not specified, the <code>SUSPEND IDENTICAL SUPPRESS</code> statement will be applicable to the first report (Report 0).</p> <p>For information on how to control the format of an output report created with Natural, see <a href="#">Report Format and Control</a> in the <i>Programming Guide</i>.</p>

---

## SUSPEND IDENTICAL SUPPRESS Examples

---

- [Example 1 - Program with SUSPEND IDENTICAL SUPPRESS](#)



- Example 2 - Same as Previous Program, but without SUSPEND IDENTICAL SUPPRESS

### Example 1 - Program with SUSPEND IDENTICAL SUPPRESS

```

** Example 'SISEX1': SUSPEND IDENTICAL SUPPRESS
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 FIRST-NAME
  2 NAME
  2 CITY
1 VEH-VIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
  2 MAKE
END-DEFINE
*
LIMIT 15
*
RD. READ EMPLOY-VIEW BY NAME STARTING FROM 'JONES'
/*
  SUSPEND IDENTICAL SUPPRESS
/*
  FD. FIND VEH-VIEW WITH PERSONNEL-ID = PERSONNEL-ID (RD.)
  IF NO RECORDS FOUND
    MOVE '***NO CAR***' TO MAKE
  END-NOREC
  DISPLAY NOTITLE
    NAME (RD.) (IS=ON)
    FIRST-NAME (RD.) (IS=ON)
    MAKE (FD.)
  END-FIND
/*
END-READ
END

```

### Output of Program SISEX1:

NAME	FIRST-NAME	MAKE
JONES	VIRGINIA	CHRYSLER
JONES	MARSHA	CHRYSLER
JONES	ROBERT	CHRYSLER
JONES	LILLY	GENERAL MOTORS
JONES	LILLY	FORD
JONES	LILLY	MG
JONES	EDWARD	GENERAL MOTORS
JONES	MARTHA	GENERAL MOTORS

## SUSPEND IDENTICAL SUPPRESS

---

JONES	LAUREL	GENERAL MOTORS
JONES	KEVIN	DATSUN
JONES	GREGORY	FORD
JONES	EDWARD	***NO CAR***
JOPER	MANFRED	***NO CAR***
JOUSSELIN	DANIEL	RENAULT
JUBE	GABRIEL	***NO CAR***
JUNG	ERNST	***NO CAR***
JUNKIN	JEREMY	***NO CAR***

### Example 2 - Same as Previous Program, but without SUSPEND IDENTICAL SUPPRESS

```
** Example 'SISEX2': SUSPEND IDENTICAL SUPPRESS (compare with SISEX1)
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 FIRST-NAME
  2 NAME
  2 CITY
1 VEH-VIEW VIEW OF VEHICLES
  2 PERSONNEL-ID
  2 MAKE
END-DEFINE
*
LIMIT 15
RD. READ EMPLOY-VIEW BY NAME STARTING FROM 'JONES'
/*
/* SUSPEND IDENTICAL SUPPRESS      /* statement removed
/*
FD. FIND VEH-VIEW WITH PERSONNEL-ID = PERSONNEL-ID (RD.)
  IF NO RECORDS FOUND
    MOVE '***NO CAR***' TO MAKE
  END-NOREC
  DISPLAY NOTITLE
    NAME (RD.) (IS=ON)
    FIRST-NAME (RD.) (IS=ON)
    MAKE (FD.)
  END-FIND
/*
END-READ
END
```

**Output of Program SISEX2:**

NAME	FIRST-NAME	MAKE
JONES	VIRGINIA	CHRYSLER
	MARSHA	CHRYSLER
		CHRYSLER
	ROBERT	GENERAL MOTORS
	LILLY	FORD
		MG
	EDWARD	GENERAL MOTORS
	MARTHA	GENERAL MOTORS
	LAUREL	GENERAL MOTORS
	KEVIN	DATSUN
JOPER	GREGORY	FORD
	EDWARD	***NO CAR***
JOUSSELIN	MANFRED	***NO CAR***
JUBE	DANIEL	RENAULT
JUNG	GABRIEL	***NO CAR***
JUNKIN	ERNST	***NO CAR***
	JEREMY	***NO CAR***



# 143 TERMINATE

---

▪ TERMINATE Usage .....	1050
▪ TERMINATE Syntax Description .....	1050
▪ Program Receiving Control after Termination .....	1051
▪ TERMINATE Example .....	1051

```
TERMINATE [operand1 [operand2]]
```

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

## TERMINATE Usage

---

The `TERMINATE` statement is used to terminate a Natural session. A `TERMINATE` statement may be placed anywhere within a Natural program. When a `TERMINATE` statement is executed, no end-of-page or end-loop processing will be performed.

*For Natural RPC: See Notes on Natural Statements on the Server in the Natural RPC (Remote Procedure Call) documentation.*



**Note:** The use of the `TERMINATE` statement is discouraged within dialog-based applications.

## TERMINATE Syntax Description

---

Operand Definition Table:

Operand	Possible Structure			Possible Formats												Referencing Permitted	Dynamic Definition	
<i>operand1</i>	C	S					N	P	I								yes	no
<i>operand2</i>	C	S	A				A	U									yes	yes

Syntax Element Description:

Syntax Element	Description
<i>operand1</i>	<p><i>operand1</i> may be used to pass a return code to the program receiving control when Natural terminates. For example, a return code setting may be passed to the command processor and then checked with the function <code>ERRORLEVEL</code>.</p> <p>See also <i>Natural Startup Errors</i> in the <i>Operations</i> documentation.</p> <p>The value supplied for <i>operand1</i> must be in the range 0 - 255.</p>
<i>operand2</i>	<p><i>operand2</i> may be used to pass additional information to the program which receives control after the termination.</p>

## Program Receiving Control after Termination

After the termination of the Natural session, the program whose name is specified with the profile parameter PROGRAM will receive control.

Natural passes *operand2* and the value of the profile parameter PRGPAR to that program, if they are specified. The program receives these parameters in the usual way as arguments:

```
int main(int argc, char *argv[])
{
    /* Number of arguments passed. */
    printf("Number of arguments: %d\n", argc);
    /* Program name. */
    if ( argc > 0 )
        printf("Program: %s\n", argv[0]);
    /* Value of operand2 of the TERMINATE statement. */
    if ( argc > 1 )
        printf("Operand 2: %s\n", argv[1]);
    /* Value of the profile parameter PRGPAR. */
    if ( argc > 2 )
        printf("PRGPAR: %s\n", argv[2]);
    return 0;
}
```

If the PROGRAM parameter is not set, the command interpreter will receive control after the termination.

## TERMINATE Example

```
** Example 'TEREX1': TERMINATE
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
2 PERSONNEL-ID
2 NAME
2 SALARY (1)
*
1 #PNUM      (A8)
1 #PASSWORD (A8)
END-DEFINE
*
INPUT 'ENTER PASSWORD:' #PASSWORD
*
IF #PASSWORD NE 'USERPASS'
/*
```

## TERMINATE

---

```
TERMINATE
/*
END-IF
*
INPUT 'ENTER PERSONNEL NUMBER:' #PNUM
*
FIND EMPLOY-VIEW WITH PERSONNEL-ID = #PNUM
  DISPLAY NAME SALARY (1)
END-FIND
*
END
```



# 144 UPDATE

---

▪ UPDATE Usage .....	1054
▪ UPDATE Restrictions .....	1055
▪ Database-Specific Considerations .....	1055
▪ UPDATE Syntax Description .....	1055
▪ UPDATE Example .....	1056

## Structured Mode Syntax

```
UPDATE [RECORD] [IN] [STATEMENT] [(r)]
```

## Reporting Mode Syntax

```
UPDATE [RECORD] [IN] [STATEMENT] [(r)]  
  
[ SET  
  WITH  
  USING ] { SAME [RECORD]  
            { operand1=operand2 } ... }
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [ACCEPT/REJECT](#) | [AT BREAK](#) | [AT START OF DATA](#) | [AT END OF DATA](#) | [BACKOUT TRANSACTION](#) | [BEFORE BREAK PROCESSING](#) | [DELETE](#) | [END TRANSACTION](#) | [FIND](#) | [GET](#) | [GET SAME](#) | [GET TRANSACTION DATA](#) | [HISTOGRAM](#) | [LIMIT](#) | [PASSW](#) | [PERFORM BREAK PROCESSING](#) | [READ](#) | [RETRY](#) | [STORE](#)

Belongs to Function Group: [Database Access and Update](#)

## UPDATE Usage

---

The `UPDATE` statement is used to update one or more fields of a record in a database. The record to be updated must have been previously selected with a [FIND](#), [GET](#) or [READ](#) statement (or, for Adabas only, with a [STORE](#) statement).

### Hold Status

The use of the `UPDATE` statement causes each record read for processing in the corresponding [FIND](#) or [READ](#) statement to be placed in exclusive hold.

For further information, see *Record Hold Logic* (in the *Programming Guide*).

## UPDATE Restrictions

The UPDATE statement

- must not be entered on the same line as the statement used to select the record to be updated;
- cannot be applied to Entire System Server views.

## Database-Specific Considerations

<b>SQL</b>	The UPDATE statement can be used to update a row in a database table. It corresponds with the SQL statement UPDATE WHERE CURRENT OF CURSOR ( <b>Positioned UPDATE</b> ), which means that only the row which was read last can be updated.  With most SQL databases, a row that was read with a <b>FIND SORTED BY</b> or with a <b>READ LOGICAL</b> statement cannot be updated.
<b>XML</b>	The statement cannot be used with XML databases.

## UPDATE Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S A	A N P I F B D T L	no	no
<i>operand2</i>	C S A	A N P I F B D T L	yes	no

Syntax Element Description:

Syntax Element	Description
( <i>r</i> )	<p><b>Statement Reference:</b></p> <p>The notation (<i>r</i>) is used to indicate the statement in which the record to be modified was read. <i>r</i> may be specified as a source-code line number or as a statement label.</p> <p>If no reference is specified, the UPDATE statement will reference the innermost active <b>READ</b> or <b>FIND</b> processing loop. If no <b>READ</b> or <b>FIND</b> loop is active, it will reference the last preceding <b>GET</b> (or <b>STORE</b>) statement.</p>

Syntax Element	Description
	<b>Note:</b> The UPDATE statement must be placed within the <a href="#">READ</a> or <a href="#">FIND</a> loop it references.
USING SAME	<p><b>USING SAME Clause:</b></p> <p>This clause is not permitted if a DEFINE DATA statement is used, because in that case the UPDATE statement always refers to the entire view as defined in the DEFINE DATA statement.</p> <p>The layout of the record buffer or format buffer may be declared using the <a href="#">OBTAIN</a> statement.</p> <p>USING SAME can be used in reporting mode to indicate that the same fields as read in the statement referenced by the UPDATE statement are to be used for the update function. In this case, the most recent value assigned to each database field will be used to update the field. If no new value has been assigned, the old value will be used.</p> <p>If the field to be updated is an array range of a multiple-value field or periodic group and you use a variable index for this array range, the latest range will be updated. This means that if the index variable is modified after the record has been read and before the UPDATE USING SAME (reporting mode) or UPDATE (structured mode) statement respectively is executed, the range updated will not be the same as the range read.</p>
SET/WITH <i>operand1=operand2</i>	<p><b>SET/WITH Clause:</b></p> <p>This clause can be used in reporting mode to specify the fields to be updated and the values to be used.</p> <p>This clause is not permitted if a DEFINE DATA statement is used, because in that case the UPDATE statement always refers to the entire view as defined in the DEFINE DATA statement.</p>

## UPDATE Example

```

** Example 'UPDEX1S': UPDATE (structured mode)
**
** CAUTION: Executing this example will modify the database records!
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 CITY
*
1 #NAME (A20)
END-DEFINE

```

```
*
INPUT 'ENTER A NAME:' #NAME (AD=M)
IF #NAME = ' '
  STOP
END-IF
*
FIND EMPLOY-VIEW WITH NAME = #NAME
  IF NO RECORDS FOUND
    REINPUT WITH 'NO RECORDS FOUND' MARK 1
  END-NOREC
  INPUT 'NAME:      ' NAME (AD=0) /
        'FIRST NAME:' FIRST-NAME (AD=M) /
        'CITY:      ' CITY (AD=M)
  UPDATE
  END TRANSACTION
END-FIND
*
END
```

### Output of Program SUBEX1S

```
ENTER A NAME: BROWN
```

#### After entering and confirming name:

```
NAME: BROWN
FIRST NAME: KENNETH
CITY: DERBY
```

Equivalent reporting-mode example: [UPDEX1R](#).



# 145 UPDATE (SQL)

---

- UPDATE Usage ..... 1060
- Syntax 1 - Searched UPDATE ..... 1060
- Syntax 2 - Positioned UPDATE ..... 1062
- UPDATE Examples ..... 1063

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Belongs to Function Group: [Database Access and Update](#)

## UPDATE Usage

The SQL UPDATE statement is used to perform an UPDATE operation on either rows in a table without using a cursor (“**s**earched” UPDATE) or columns in a row to which a cursor is positioned (“**p**ositioned” UPDATE).

Two different syntax structures are possible.

### Syntax 1 - Searched UPDATE

The “Searched” UPDATE statement is a stand-alone statement not related to any SELECT statement. With a single statement you can update zero, one, multiple or all rows of a table. The rows to be updated are determined by a *search-condition* that is applied to the table. Optionally, view names and table names can be assigned a *correlation-name*.



**Note:** The number of rows that have actually been updated with a “searched” UPDATE can be ascertained by using the system variable \*ROWCOUNT.

```

UPDATE          {  view-name [correlation-name] SET *
                  {  table-name [correlation-name] SET assignment-list
                  }
[WHERE
search-condition] [  WITH {  RR
                       {  RS
                       }
                       CS
                       }
                  ]
    
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Syntax Element Description - Syntax 1:

Syntax Element	Description
<i>view-name</i>	<b>View Name:</b> Refers to the name of a Natural view as defined in the DEFINE DATA statement. For further information, see <i>view-name</i> (in the section <a href="#">Basic Syntactical Items</a> ).
<i>correlation-name</i>	<b>Correlation Name:</b> The item <i>correlation-name</i> represents an alias name for a <i>table-name</i> .



Syntax Element	Description						
	For further information, see <i>correlation-name</i> (in the section <i>Basic Syntactical Items</i> ).						
SET	<p><b>SET Clause:</b></p> <p>If a view has been specified for updating, an asterisk (*) has to be specified in the SET clause, because all columns of the view must be updated.</p> <p>If a table has been specified for updating, the SET clause must contain either an <i>assignment-list</i> or the name of the view which contains the columns to be updated.</p>						
<i>assignment-list</i>	<p><b>Assignment List:</b></p> <p>See <i>Assignment List</i> below.</p>						
WHERE <i>search-condition</i>	<p><b>WHERE Clause:</b></p> <p>This clause is used to specify the selection criteria for the rows to be updated.</p> <p>If no WHERE clause is specified, the entire table is updated.</p>						
WITH	<p><b>WITH - Isolation Level Clause:</b></p> <p>This clause allows the explicit specification of the isolation level used when locating the row to be updated.</p> <p>For detailed information, see <i>WITH isolation-level</i> in the description of the SELECT statement.</p> <p>It is only valid against Db2 databases. When used against other databases, it will cause runtime errors.</p> <table border="1"> <tbody> <tr> <td>CS</td> <td>Cursor Stability</td> </tr> <tr> <td>RR</td> <td>Repeatable Read</td> </tr> <tr> <td>RS</td> <td>Read Stability</td> </tr> </tbody> </table>	CS	Cursor Stability	RR	Repeatable Read	RS	Read Stability
CS	Cursor Stability						
RR	Repeatable Read						
RS	Read Stability						

### Assignment List

$$\left\{ \text{column-name} = \left\{ \begin{array}{l} \text{scalar-expression} \\ \text{NULL} \end{array} \right\} \right\}, \dots$$

In an *assignment-list*, you can assign values to one or more columns. A value can be either a *scalar-expression* or NULL. For further information, see *Scalar Expressions*.

If the value NULL has been assigned, it means that the addressed field is to contain no value (not even the value "0" or "blank").

Syntax Element Description:

Syntax Element	Description
<i>column-name</i>	<p><b>Column Name:</b></p> <p>Specifies the name of a column of the result table of the MERGE statement that is not the same name as another include column or a column in the target table.</p>
NULL	<p><b>NULL Option:</b></p> <p>Specifies the null value as the new value of the column.</p> <p>If the value NULL has been assigned, it means that the addressed field is to contain no value (not even the value 0 or “blank”).</p>

## Syntax 2 - Positioned UPDATE

The “positioned” UPDATE statement always refers to a cursor within a database loop. Thus, the table or view referenced by a positioned UPDATE statement must be the same as the one referenced by the corresponding SELECT statement; otherwise an error message is returned. A positioned UPDATE cannot be used with a non-cursor selection.

Common Set Syntax:

```
UPDATE { view-name SET *
        view-name SET assignment-list } [WHERE CURRENT OF CURSOR (r)]
```

Syntax Element Description - Syntax 2:

Syntax Element	Description
<i>view-name</i>	<p><b>Natural View:</b></p> <p>Refers to the name of a Natural view as defined in the DEFINE DATA statement; see also <i>view-name</i> (in the section <i>Basic Syntactical Items</i>).</p>
SET * <i>SET assignment-list</i>	<p><b>SET Clause:</b></p> <p>If a Natural view has been specified for updating, an asterisk (*) has to be specified in the SET clause, because all columns of the view must be updated.</p> <p>If a table has been specified for updating, the SET clause must contain either an <i>assignment-list</i> or the name of the view which contains the columns to be updated.</p>
WHERE CURRENT OF CURSOR ( <i>r</i> )	<p><b>Statement Reference:</b></p> <p>The (<i>r</i>) notation is used to reference the statement which was used to select the row to be updated. If no statement reference is specified, the UPDATE statement is related to the innermost active processing loop in which a database record was selected.</p>

## UPDATE Examples

- [Example 1 - Searched UPDATE](#)
- [Example 2 - Searched UPDATE with assignment-list](#)
- [Example 3 - Positioned UPDATE](#)
- [Example 4 - Positioned UPDATE with assignment-list](#)

### Example 1 - Searched UPDATE

```
DEFINE DATA LOCAL
1 PERS VIEW OF SQL-PERSONNEL
2 NAME
2 AGE
...
END-DEFINE
...
ASSIGN AGE = 45
ASSIGN NAME = 'SCHMIDT'
UPDATE PERS SET * WHERE NAME = 'SCHMIDT'
...
```

### Example 2 - Searched UPDATE with assignment-list

```
DEFINE DATA LOCAL
1 PERS VIEW OF SQL-PERSONNEL
2 NAME
2 AGE
...
END-DEFINE
...
UPDATE SQL-PERSONNEL SET AGE = AGE + 1 WHERE NAME = 'SCHMIDT'
...
```

### Example 3 - Positioned UPDATE

```
DEFINE DATA LOCAL
1 PERS VIEW OF SQL-PERSONNEL
2 NAME
2 AGE
...
END-DEFINE
...
SELECT * INTO PERS FROM SQL_PERSONNEL WHERE NAME = 'SCHMIDT'
COMPUTE AGE = AGE + 1
UPDATE PERS SET * WHERE CURRENT OF CURSOR
```

```
END-SELECT  
...
```

**Example 4 - Positioned UPDATE with assignment-list**

```
DEFINE DATA LOCAL  
1 PERS VIEW OF SQL-PERSONNEL  
2 NAME  
2 AGE  
...  
END-DEFINE  
...  
SELECT * INTO PERS FROM SQL-PERSONNEL WHERE NAME = 'SCHMIDT'  
UPDATE SQL-PERSONNEL SET AGE = AGE + 1 WHERE CURRENT OF CURSOR  
END-SELECT  
...
```

# 146 UPDATELOB

---

▪ UPDATELOB Usage .....	1066
▪ UPDATELOB Restrictions .....	1066
▪ UPDATELOB Syntax Description .....	1067
▪ System Variable Available with UPDATELOB .....	1068
▪ UPDATELOB Functional Considerations .....	1069
▪ UPDATELOB Examples .....	1069

```
UPDATELOB [OF] [RECORD] [(r)] [IN] [FILE] view-name
[PASSWORD=operand1]
[CIPHER=operand2]
[[STARTING] [AT] OFFSET [=] operand3]
[ TRUNCATE { [REMAINDER] } ]
[ [AT] OFFSET ] ]
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [READ](#) | [FIND](#) | [GET](#) | [READLOB](#) | [UPDATE](#)

Belongs to Function Group: [Database Access and Update](#)

## UPDATELOB Usage

---

The UPDATELOB statement is used to update a data segment of a LOB field (Large Object field) in a database record. The position of the value modification is freely selectable. The record to be updated must have been previously selected with a [FIND](#), [READ](#), or [GET](#) statement or created with a [STORE](#) statement.

### Hold Status

The use of the UPDATELOB statement causes each record read for processing in the corresponding [FIND](#), [READ](#), or [GET](#) statement to be placed in exclusive hold.

For further information, see *Record Hold Logic* in the *Programming Guide*.

## UPDATELOB Restrictions

---

The UPDATELOB statement

- can only be used for access to Adabas databases;
- must not be entered on the same line as the statement used to select the record to be updated;
- is only applicable to update a single LOB field.

## UPDATELOB Syntax Description

Operand Definition Table:

Operand	Possible Structure		Possible Formats												Referencing Permitted	Dynamic Definition					
<i>operand1</i>	C	S					A													yes	no
<i>operand2</i>	C	S						N												yes	no
<i>operand3</i>	C	S						N	P	I	B*									yes	no

\* Format B of *operand3* may be used with a length of less than or equal to 4.

Syntax Element Description:

Syntax Element	Description
<i>( r )</i>	<p><b>Statement Reference:</b></p> <p>The notation <i>( r )</i> is used to indicate the statement in which the record to be modified was read or created. <i>r</i> may be specified as a source-code line number or as a statement label. You may reference a <a href="#">FIND</a>, <a href="#">READ</a>, <a href="#">GET</a> or <a href="#">STORE</a> statement.</p> <p>If no reference is specified, the UPDATELOB statement will reference the innermost active READ or FIND processing loop. If no READ or FIND loop is active, it will reference the last preceding GET statement. To reference a STORE statement, you have always to provide the <i>( r )</i> notation.</p> <p><b>Note:</b> The UPDATELOB statement must be placed within the READ or FIND loop it references.</p>
<i>view-name</i>	<p><b>View Name:</b></p> <p>As <i>view-name</i>, you specify the name of a view, which must have been defined either within a DEFINE DATA statement or outside the program in a global or local data area.</p> <ul style="list-style-type: none"> <li>■ The view has to contain just a single-valued LOB field, additional fields are not allowed.</li> <li>■ If the LOB is a MU or PE field, a unique occurrence must be specified; a range notation is not allowed.</li> <li>■ The LOB field must be defined in the view with a fixed (non-dynamic) length.</li> </ul>
PASSWORD= <i>operand1</i> CIPHER= <i>operand2</i>	<p><b>PASSWORD and CIPHER Clauses:</b></p> <p>The PASSWORD clause is used to provide a password when retrieving data from a file which is password-protected.</p>

Syntax Element	Description
	<p>The CIPHER clause is used to provide a cipher key when retrieving data from a file which is enciphered.</p> <p>See the statements <a href="#">FIND</a> and <a href="#">PASSW</a> for further information.</p>
STARTING AT OFFSET= <i>operand3</i>	<p><b>STARTING AT OFFSET Clause:</b></p> <p>Provides the start offset within the LOB field, where the operation is executed. The leftmost byte of the LOB field is offset zero (0).</p> <p><i>operand3</i> must be provided either in the form of a numeric constant or as a user-defined variable, without precision digits. The field is not modified by the UPDATELOB execution. If the offset value is greater than the LOB length, the gap is filled with blanks. This means a LOB field can be updated at a position which is beyond its length.</p> <p>If this clause is omitted, start offset (0) is assumed.</p>
TRUNCATE REMAINDER or TRUNCATE AT OFFSET	<p><b>TRUNCATE Clause:</b></p> <p>If TRUNCATE REMAINDER is specified, the remaining LOB field data is truncated after the new segment has been written into the LOB field. This makes the end of the inserted segment to the end of the LOB field.</p> <p>If TRUNCATE AT OFFSET is specified, the data behind the specified starting offset is truncated. A segment insert into the LOB field is not performed. After this, the LOB length is equal to <i>operand3</i>.</p> <p>If this clause is omitted, the data behind the inserted segment is preserved.</p>

## System Variable Available with UPDATELOB

The Natural system variable \*NUMBER is provided with the UPDATELOB statement.

The format/length of this system variable is P10. This format/length cannot be changed.

System Variable	Explanation
*NUMBER	<p>The system variable *NUMBER returns the sum of the start offset and the number of characters inserted. This value represents the starting offset for the next UPDATELOB, if a consecutive area of the LOB field is replaced with multiple calls.</p> <p>The number of inserted characters is either the byte length of the LOB segment defined in the view or zero (0) if the TRUNCATE AT OFFSET clause was specified.</p> <p>The *NUMBER field returned by the UPDATELOB statement must always be provided with a reference label or number (for example, *NUMBER(0430)) when used.</p>



## UPDATELOB Functional Considerations

- An UPDATELOB operates a record which was set into hold by an associated FIND, READ, GET or STORE statement. The link is either implicit via the current active reference or explicit with (r) notation.
- The view used by the associated statement and the view used by the UPDATELOB have to access the same database and file number. This is automatically assured if the views are derived from the same data definition module (DDM).
- If the insert position *operand3* is greater than the LOB length, the gap is filled with blanks. This means you may update a LOB field at a position which is beyond its length.
- You cannot replace *m* bytes with *n* bytes - or in other words, it is not admissible to substitute a LOB part with a data segment of different length.
- The value returned with \*NUMBER is the high-water mark indicating the position inside the LOB where the last insert has ended. If a number of consecutive update operations is demanded, this value should always be retained as STARTING AT value for the next UPDATELOB execution.

## UPDATELOB Examples

- [Example 1 - Store New Record and Fill LOB Segment](#)
- [Example 2 - Add LOB Data to Existent Record, Piece by Piece](#)
- [Example 3 - Truncate LOB Field](#)
- [Example 4 - Read LOB Data to Existent Record and Update LOB Segment](#)

### Example 1 - Store New Record and Fill LOB Segment

```

DEFINE DATA LOCAL
1 V1 VIEW OF ..
  2 PERSONNEL-ID
  2 NAME
1 V2 VIEW OF ..
  2 LOBFIELD_SEGMENT /* LOB field defined in DDM with (A1024).
END-DEFINE
*
**=====
** Store new record
**=====
V1.PERSONNEL-ID := '12345678'
V1.NAME         := 'Smith'
LAB1.
STORE V1 /* Store new record with 2 fixed length fields.
*
MOVE ALL 'X' TO LOBFIELD_SEGMENT

```

## UPDATELOB

---

```
**=====
** Update LOB field
**=====
UPDATELOB (LAB1.) IN FILE V2 /* INSERT 1 KB SEGMENT (LOBFIELD_SEGMENT)
                               /* IN LOB.
      STARTING AT OFFSET = 2048
                               /* STORE DATA IN LOB RANGE 2049-3072.
                               /* FIRST 2 KBS ARE AUTO-FILLED WITH BLANKS BY THE DB.
END TRANSACTION
END
```

### Example 2 - Add LOB Data to Existent Record, Piece by Piece

```
DEFINE DATA LOCAL
1 V1 VIEW OF EMPLOYEES-V2009
  2 PERSONNEL-ID
  2 NAME
  2 L@PICTURE
1 V2 VIEW OF EMPLOYEES-V2009
  2 PICTURE_SEGMENT /* LOB field defined in DDM with (A1024).
  2 REDEFINE PICTURE
    3 PICTURE_B (B1024)
1 #OFF (I4)
END-DEFINE
*
**=====
** Read record to be updated
**=====
LAB1.
READ (1) V1 BY PERSONNEL-ID = '60008339'
                               /* Read record and set into exclusive hold.
  RESET #OFF /* Start to overwrite LOB field from the beginning.
  /*=====
  /* Read data from work file and put into LOB field
  /*=====
  READ WORK FILE 7 PICTURE_B
                               /* Start to read picture data (.jpg) from work file.
LAB2.
  UPDATELOB (LAB1.) IN FILE V2
    STARTING AT OFFSET #OFF
  #OFF := *NUMBER(LAB2.) /* Keep next position to append.
END-WORK
END-READ
**=====
END TRANSACTION
END
```

**Example 3 - Truncate LOB Field**

```

DEFINE DATA LOCAL
1 V1 VIEW OF EMPLOYEES-V2009
  2 PERSONNEL-ID
  2 NAME
  2 L@PICTURE
1 V2 VIEW OF EMPLOYEES-V2009
1 V3 VIEW OF EMPLOYEES-V2009
  2 PICTURE_SEGMENT /* LOB field defined in DDM with (A1024).
END-DEFINE
*
**=====
** Read record to be updated
**=====
LAB1.
READ V1 BY PERSONNEL-ID /* Read records.
  IF L@PICTURE > 10240 THEN /* Check if LOB length is too high.
LAB2.
  GET V2 RECORD *ISN(LAB1.) /* Set record to be updated into exclusive hold.
  UPDATELOB (LAB2.) IN FILE V3
    STARTING AT OFFSET 10240
    TRUNCATE AT OFFSET /* Truncate LOB data beyond 10KB.
  END TRANSACTION
END-IF
END-READ
END

```

**Example 4 - Read LOB Data to Existent Record and Update LOB Segment**

```

DEFINE DATA LOCAL
1 V1 VIEW OF ..
  2 NAME
1 V2 VIEW OF ..
  2 DOCUMENT_SEGMENT /* LOB field defined in DDM with (A100).
1 #ISN (I4)
1 #POS (I4)
1 #LENGTH (I4) INIT <100>
END-DEFINE
*
**=====
** Read record to be updated
**=====
INPUT (AD=T)
  / ' Read record (ISN):' #ISN
*
G1.
GET V1 RECORD #ISN /* Get record with ISN and set into exclusive hold.
*
**=====

```

## UPDATELOB

---

```
** Read LOB data and update segment of LOB field
**=====
R1.
READLOB V2 WITH ISN = #ISN
    STARTING AT OFFSET = 3000
    ..
    #POS := *NUMBER(R1.) - #LENGTH
    ..
    IF ..
        DOCUMENT_SEGMENT := ..
        UPDATELOB (G1.) IN FILE V2    /* Update current segment in LOB field.
            STARTING AT OFFSET #POS
    END-IF
    ..
END-READLOB
*
END TRANSACTION
END
```

# 147

## WRITE

---

- WRITE Usage ..... 1074
- Syntax 1 - Dynamic Formatting ..... 1074
- Syntax 2 - Using Predefined Form/Map ..... 1082
- WRITE Examples ..... 1083

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [AT END OF PAGE](#) | [AT TOP OF PAGE](#) | [CLOSE PRINTER](#) | [DEFINE PRINTER](#) | [DISPLAY](#) | [EJECT](#) | [FORMAT](#) | [NEWPAGE](#) | [PRINT](#) | [SKIP](#) | [SUSPEND IDENTICAL SUPPRESS](#) | [WRITE TITLE](#) | [WRITE TRAILER](#)

Belongs to Function Group: [Creation of Output Reports](#)

## WRITE Usage

The `WRITE` statement is used to produce output in free format.

The `WRITE` statement differs from the `DISPLAY` statement in the following respects:

- Line overflow is supported. If the line width is exceeded for a line, the next field (or text) is written on the next line. Fields or text elements are not split between lines.
- No default column headers are created. The length of the data determines the number of positions printed for each field.
- A range of values/occurrences for an array is output horizontally rather than vertically.

See also the following topics in the *Programming Guide*:

- [Report Format and Control](#)
- [Statements `DISPLAY` and `WRITE`](#)
- [Index Notation for Multiple-Value Fields and Periodic Groups](#)
- [Example of `DISPLAY VERT` with `WRITE` Statement](#)
- [Layout of an Output Page](#)

## Syntax 1 - Dynamic Formatting

```
WRITE [(rep)] [NOTITLE] [NOHDR]
      [(statement-parameters)]
      {
        [
          nX
          nT
          x/y
          T*field-name
          P*field-name
          /
        ] ...
        {
          'text' [(attributes)]
          'c'(n) [(attributes)]
          [=] operand1 [(parameters)]
        }
      } ...
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S A G N	A U N P I F B D T L G O	yes	no

Syntax Element Description:

Syntax Element	Description
( <i>rep</i> )	<p><b>Report Specification:</b></p> <p>The notation (<i>rep</i>) is used to specify the identification of the report if multiple reports are to be produced by the program.</p> <p>As report identification, a value in the range 0 - 31 or a logical name which has been assigned using the <a href="#">DEFINE PRINTER</a> statement may be specified.</p> <p>If (<i>rep</i>) is not specified, the statement will apply to the first report (Report 0).</p> <p>If this printer file is defined to Natural as PC, the report will be downloaded to the PC, see <a href="#">Example 6</a>.</p> <p>For information on how to control the format of an output report created with Natural, see <a href="#">Report Format and Control</a> (in the <i>Programming Guide</i>).</p>
NOTITLE	<p><b>Default Page Title Suppression:</b></p> <p>Natural generates a single title line for each page resulting from a <code>WRITE</code> statement. This title contains the page number, the time of day, and the date. Time of day is set at the beginning of program execution. This default title line may be overridden by using a <a href="#">WRITE TITLE</a> statement, or it may be suppressed by using the NOTITLE option in the <code>WRITE</code> statement.</p> <p>Examples:</p> <ul style="list-style-type: none"> <li>■ Default title will be produced:           <pre>WRITE NAME</pre> </li> <li>■ User title will be produced:</li> </ul>

Syntax Element	Description
	<pre data-bbox="488 243 1013 275">WRITE NAME WRITE TITLE 'user-title'</pre> <p data-bbox="461 317 789 348">■ No title will be produced:</p> <pre data-bbox="488 390 760 422">WRITE NOTITLE NAME</pre> <p data-bbox="461 474 521 506"><b>Note:</b></p> <ol data-bbox="461 537 1385 726" style="list-style-type: none"> <li>1. If the NOTITLE option is used, it applies to all <a href="#">DISPLAY</a>, <a href="#">PRINT</a> and WRITE statements within the same object which write data to the same report.</li> <li>2. Page overflow is checked <i>before</i> execution of a WRITE statement. No new page with title or trailer information is generated <i>during</i> the execution of a WRITE statement.</li> </ol>
NOHDR	<p data-bbox="461 768 821 800"><b>Column Header Suppression:</b></p> <p data-bbox="461 831 1385 999">The WRITE statement itself does not produce any column headers. However, if you use the WRITE statement in conjunction with a <a href="#">DISPLAY</a> statement, you can use the NOHDR option of the WRITE statement to suppress the column headers generated by the DISPLAY statement. The NOHDR option only takes effect if the execution of the WRITE statement causes a new page to be output.</p> <p data-bbox="461 1031 1385 1094">Without the NOHDR option, the column headers (if any) of the DISPLAY statement would be output on this new page; with NOHDR they will not.</p>
<i>statement-parameters</i>	<p data-bbox="461 1104 951 1136"><b>Parameter Definition at Statement Level:</b></p> <p data-bbox="461 1167 1333 1230">One or more parameters, enclosed within parentheses, may be specified at statement level, that is, immediately after the WRITE statement.</p> <p data-bbox="461 1262 1385 1356">Each parameter specified will override the corresponding parameter previously specified in a GLOBALS command, <a href="#">SET GLOBALS</a> (in Reporting Mode only) or <a href="#">FORMAT</a> statement.</p> <p data-bbox="461 1388 1385 1482">If more than one parameter is specified, they must be separated by one or more blanks from one another. Each parameter specification must not be split between two statement lines.</p> <p data-bbox="461 1514 1385 1661"><b>Note:</b> The parameter settings applied here will only be regarded for variable fields, but they have no effect on text-constants. If you would like to set field attributes for a text-constant, they have to be set explicitly for this element, see <a href="#">Parameter Definition at Element (Field) Level</a>.</p> <p data-bbox="461 1692 561 1724">See also:</p> <ul data-bbox="461 1755 1300 1829" style="list-style-type: none"> <li>■ <a href="#">List of Parameters</a></li> <li>■ <a href="#">Example of Parameter Usage at Statement and Element (Field) Level</a></li> </ul>



Syntax Element	Description
	<ul style="list-style-type: none"> <li>■ <i>Example 5 - WRITE Statement Using '=' and Parameters on Statement/Element (Field) Level</i></li> </ul>
<i>nX, nT, x/y, T*field-name, P*field-name, '=', /</i>	<b>Field Positioning Notation:</b> See <i>Field Positioning Notations</i> in the section <i>Output Format Definitions</i> .
<i>'text', 'c'(n), attributes, operand1, parameters</i>	<b>Text/Attribute Assignment:</b> See <i>Text/Attribute Assignment</i> in the section <i>Output Format Definitions</i> .

### List of Parameters

Parameters that can be specified with the WRITE statement		Specification (S = at <a href="#">statement level</a> , E = at <a href="#">element level</a> )
AD	Attribute Definition	SE
AL	Alphanumeric Length for Output	SE
CD	Color Definition	SE
CV	Control Variable	SE
DF	Date Format	SE
DL	Display Length for Output	SE
DY	Dynamic Attributes	SE
EM	Edit Mask	SE
EMU	Unicode Edit Mask	E
FL	Floating Point Mantissa Length	SE
IS	Identical Suppress	SE
LS	Line Size	S
MC	Multiple-Value Field Count	S
MP	Maximum Number of Pages of a Report	S
NL	Numeric Length for Output	SE
PC	Periodic Group Count	S
PM	Print Mode	SE
PS	Page Size *	S
SG	Sign Position	SE
UC	Underlining Character	S
ZP	Zero Printing	SE

\* The PS session parameter setting is not considered if the number of occurrences of an array exceeds the PS value.

The individual session parameters are described in the *Parameter Reference*.

See also the following topics in the *Programming Guide*:

- *Centering of Column Headers - HC Parameter*
- *Width of Column Headers - HW Parameter*
- *Filler Characters for Headers - Parameters FC and GC*
- *Underlining Character for Titles and Headers - UC Parameter*

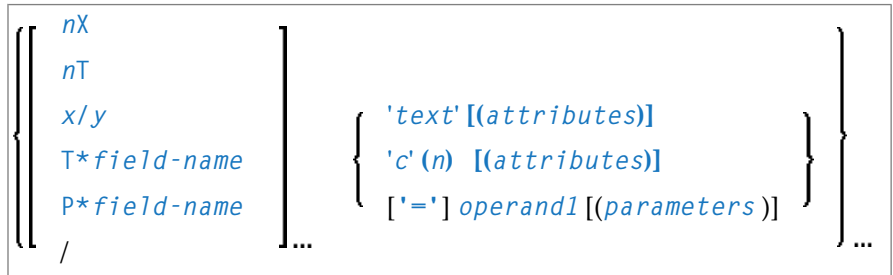
**Example of Parameter Usage at Statement and Element (Field) Level**

```

DEFINE DATA LOCAL
1 VARI (A4)      INIT <'1234'>          /*      Output
END-DEFINE      /*      Produced
*              /*      -----
WRITE          'Text'          VARI      /*      Text 1234
WRITE (AD=U)   'Text'          VARI      /*      Text 1234
WRITE          'Text' (AD=U)    VARI (AD=U) /*      Text 1234
WRITE          'Text' (AD=U)    VARI      /*      Text 1234
END
    
```

See also [Example 5 - WRITE Statement Using '=' and Parameters on Statement/Element \(Field\) Level](#).

**Output Format Definitions**



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

**Field Positioning Notations**

Syntax Element	Description
<i>nX</i>	<p><b>Column Spacing:</b></p> <p>This notation inserts <i>n</i> spaces between columns.</p> <p>Example:</p>

Syntax Element	Description
	<pre>WRITE NAME 5X SALARY</pre> <p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">Example 2 - WRITE Statement Using nX, nT Notation</a> (below)</li> <li>■ <a href="#">Column Spacing - SF Parameter and nX Notation in the Programming Guide</a></li> </ul>
<i>nT</i>	<p><b>Tab Setting:</b></p> <p>The <i>nT</i> notation causes positioning (tabulation) to print position <i>n</i>. Backward positioning is not permitted.</p> <p>In the following example, NAME is printed beginning in position 25, and SALARY is printed beginning in position 50:</p> <pre>WRITE 25T NAME 50T SALARY</pre> <p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">Example 2 - WRITE Statement Using nX, nT Notation</a> (below)</li> <li>■ <a href="#">Tab Setting - nT Notation in the Programming Guide</a></li> </ul>
<i>x/y</i>	<p><b><i>x/y</i> Positioning:</b></p> <p>The <i>x/y</i> notation causes the next element to be placed <i>x</i> lines below the output of the last statement, beginning in column <i>y</i>. <i>y</i> must not be zero. Backward positioning in the same line is not permitted.</p> <p>See also <a href="#">Positioning Notation <i>x/y</i></a> (in the <a href="#">Programming Guide</a>).</p>
<i>T*field-name</i>	<p><b>Field Related Positioning:</b></p> <p>The notation <i>T*</i> is used to position to a <i>specific print position of a field</i> used in a previous <a href="#">DISPLAY</a> statement. Backward positioning is not permitted.</p> <p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">Example 3 - WRITE Statement Using T* Notation</a> (below)</li> <li>■ <a href="#">Tab Notation - T*field</a> (in the <a href="#">Programming Guide</a>)</li> </ul>
<i>P*field-name</i>	<p><b>Field and Line Related Positioning:</b></p> <p>The notation <i>P*</i> is used to position to a <i>specific print position and line of a field</i> used in a previous <a href="#">DISPLAY</a> statement. It is most often used in conjunction with vertical printing mode. Backward positioning is not permitted.</p> <p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">Example 4 - WRITE Statement Using P* Notation</a> (below)</li> <li>■ <a href="#">Tab Notation P*field</a> (in the <a href="#">Programming Guide</a>)</li> </ul>

Syntax Element	Description
'='	<p><b>Field Content Positioned behind Field Heading:</b></p> <p>When placed before a field, the equal sign '=' results in the display of the field heading (as defined in the <a href="#">DEFINE DATA</a> statement or in the DDM) followed by the field contents.</p> <p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">Example 1 - WRITE Statement Using '=', 'text', '/'</a></li> <li>■ <a href="#">Example 5 - WRITE Statement Using '=' and Statement/Element Parameters</a></li> </ul>
/	<p><b>Line Advance - Slash Notation:</b></p> <p>When placed between fields or text elements, a slash (/) causes positioning to the beginning of the next print line.</p> <p>Example:</p> <pre>WRITE NAME / SALARY</pre> <p>Multiple slash (/) notations may be used to cause multiple line advances.</p> <p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">Example 1 - WRITE Statement Using '=', 'text', '/'</a> (below)</li> <li>■ <a href="#">Line Advance - Slash Notation</a> (in the <i>Programming Guide</i>)</li> <li>■ <a href="#">Example 2 - Line Advance in WRITE Statement</a> (in the <i>Programming Guide</i>)</li> </ul>

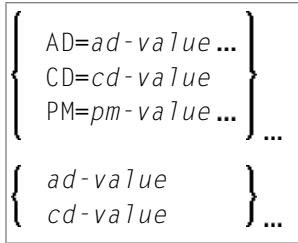
### Text/Attribute Assignments

Syntax Element	Description
'text'	<p><b>Text Assignment:</b></p> <p>The character string enclosed by single quotes is displayed.</p> <p>Example:</p> <pre>WRITE 'EMPLOYEE' NAME 'MARITAL/STATUS' MAR-STAT</pre> <p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">Example 1 - WRITE Statement Using '=', 'text', '/'</a> (below)</li> <li>■ <a href="#">Text Notation, Defining a Text to Be Used with a Statement</a> in the <i>Programming Guide</i></li> </ul>
'c'(n)	<p><b>Character Repetition:</b></p> <p>The character enclosed by single quotes is displayed <i>n</i> times immediately before the field value.</p>

Syntax Element	Description
	<p>For example:</p> <pre>WRITE '*' (5) '=' NAME</pre> <p>results in</p> <pre>***** SMITH</pre> <p>See also <i>Text Notation, Defining a Character to Be Displayed n Times before a Field Value</i> (in the <i>Programming Guide</i>).</p>
<i>attributes</i>	<p><b>Field Representation and Color Attributes:</b></p> <p>It is possible to assign various attributes for text/field display. These attributes and the syntax that may be used are described in the section <a href="#">Output Attributes</a> below.</p> <p>Examples:</p> <pre>WRITE 'TEXT' (BGR) WRITE 'TEXT' (B) WRITE 'TEXT' (BBLC)</pre>
<i>operand1</i>	<p><b>Field to be Written:</b></p> <p><i>operand1</i> specifies the field whose content is to be written in this place.</p>
<i>parameters</i>	<p><b>Parameter Definition at Element (Field) Level:</b></p> <p>One or more parameters, enclosed within parentheses, may be specified at element (field) level, that is, immediately after <i>operand1</i>. Each parameter specified in this manner will override the corresponding parameter previously specified <a href="#">at statement level</a> or in a GLOBALS command, <a href="#">SET GLOBALS</a> (in Reporting Mode only) or <a href="#">FORMAT</a> statement.</p> <p>If more than one parameter is specified, one or more blanks must be placed between each entry. An entry may not be split between two statement lines.</p> <p>See also:</p> <ul style="list-style-type: none"> <li>■ <a href="#">List of Parameters</a></li> <li>■ <a href="#">Example of Parameter Usage at Statement and Element (Field) Level</a></li> </ul>

## Output Attributes

*attributes* indicates the output attributes to be used for text display. Attributes can be:



Where:

*ad-value*, *cd-value* and *pm-value* denote the possible values of the corresponding session parameters AD, CD and PM described in the relevant sections of the *Parameter Reference* documentation.

The compiler actually accepts more than one attribute value for an output field. For example, you can specify: AD=BDI. In such a case, however, only the last value applies. In the given example, only the value I becomes effective and the output field is displayed intensified.

For an alphanumeric/Unicode constant (Natural data format A or U), you can specify *ad-value* and/or *cd-value* without preceding CD= or AD=, respectively. The single value entered is then checked against all possible CD values first. For example: a value of IRE will be interpreted as intensified/red but not as intensified/right-justified/mandatory. You cannot combine a single *cd-value* or *ad-value* with a value preceded by CD= or AD=.

## Syntax 2 - Using Predefined Form/Map



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Operand Definition Table:

Operand	Possible Structure		Possible Formats													Referencing Permitted	Dynamic Definition										
<i>operand1</i>	C	S				A																			no	no	
<i>operand2</i>		S	A	G	N	A	U	N	P	I	F	B	D	T	L											yes	no

Syntax Element Description:

Syntax Element	Description
[USING] FORM [USING] MAP	<p><b>Use of Predefined Form/Map Layout:</b></p> <p>This option may be used to indicate that a form/map layout previously defined with the map editor is to be used.</p> <p>A map layout used in a WRITE statement does not automatically create a new page each time the map is output.</p> <p>For the line spacing, the LS parameter setting must be 1 byte greater than the LS setting defined in the map.</p>
<i>operand1</i>	<p><b>Form/Map Name:</b></p> <p><i>operand1</i> is the name of the form/map to be used.</p>
<i>operand2</i>	<p><b>Field to be Written:</b></p> <p><i>operand2</i> is the name(s) of the field(s) to be written.</p> <p>If <i>operand1</i> is a constant and <i>operand2</i> is omitted, the fields are taken from the map source at compilation time.</p> <p>The fields must agree in number, sequence, format, length and (for arrays) number of occurrences with the fields in the referenced form/map; otherwise, an error occurs.</p> <p>If FORM or MAP does not require any parameters, specify the NO PARAMETER option.</p>
NOTITLE/NOHDR	<p><b>Title Line/Column Header Suppression:</b></p> <p>NOTITLE and NOHDR are described under <i>Syntax 1</i> of the WRITE statement.</p>

## WRITE Examples

- Example 1 - WRITE Statement Using '=', 'text', '/'
- Example 2 - WRITE Statement Using nX, nT Notation
- Example 3 - WRITE Statement Using T\* Notation
- Example 4 - WRITE Statement Using P\* Notation
- Example 5 - WRITE Statement Using '=' and Parameters on Statement/Element (Field) Level

- Example 6 - Report Specification with Output File Defined to Natural as PC

### Example 1 - WRITE Statement Using '=', 'text', '/'

```

** Example 'WRTEX1': WRITE (with '=', 'text', '/')
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 FULL-NAME
    3 FIRST-NAME
    3 MIDDLE-I
    3 NAME
  2 CITY
  2 COUNTRY
END-DEFINE
*
LIMIT 1
READ EMPL-VIEW BY NAME
/*
  WRITE NOTITLE
    '=' NAME '=' FIRST-NAME '=' MIDDLE-I //
    'L O C A T I O N' /
    'CITY: ' CITY /
    'COUNTRY:' COUNTRY //
/*
END-READ
END

```

### Output of Program WRTEX1:

```

NAME: ABELLAN          FIRST-NAME: KEPA          MIDDLE-I:
L O C A T I O N
CITY:   MADRID
COUNTRY: E

```

### Example 2 - WRITE Statement Using nX, nT Notation

```

** Example 'WRTEX2': WRITE (with nX, nT notation)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 JOB-TITLE
END-DEFINE
*
LIMIT 4
READ EMPL-VIEW BY NAME
  WRITE NOTITLE 5X NAME 50T JOB-TITLE

```



```
END-READ
END
```

### Output of WRTEX2:

```
ABELLAN          MAQUINISTA
ACHIESON        DATA BASE ADMINISTRATOR
ADAM            CHEF DE SERVICE
ADKINSON        PROGRAMMER
```

### Example 3 - WRITE Statement Using T\* Notation

```
** Example 'WRTEX3': WRITE (with T* notation)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 CITY
  2 SALARY (1)
END-DEFINE
*
LIMIT 5
READ EMPL-VIEW BY CITY STARTING FROM 'ALBU'
  DISPLAY NOTITLE CITY NAME SALARY (1)
  AT BREAK CITY
  /*
  WRITE / 'CITY AVERAGE:' T*SALARY (1) AVER(SALARY(1)) //
  /*
  END-BREAK
END-READ
END
```

### Output of Program WRTEX3:

CITY	NAME	ANNUAL SALARY
ALBUQUERQUE	HAMMOND	22000
ALBUQUERQUE	ROLLING	34000
ALBUQUERQUE	FREEMAN	34000
ALBUQUERQUE	LINCOLN	41000
CITY AVERAGE:		32750
ALFRETON	GOLDBERG	4800
CITY AVERAGE:		4800

**Example 4 - WRITE Statement Using P\* Notation**

```

** Example 'WRTEX4': WRITE (with P* notation)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 CITY
  2 BIRTH
  2 SALARY (1)
END-DEFINE
*
LIMIT 3
READ EMPL-VIEW BY CITY FROM 'N'
  DISPLAY NOTITLE NAME CITY
    VERT AS 'BIRTH/SALARY' BIRTH (EM=YYYY-MM-DD) SALARY (1)
  SKIP 1
  AT BREAK CITY
    WRITE / 'CITY AVERAGE' P*SALARY (1) AVER(SALARY (1)) //
  END-BREAK
END-READ
END
    
```

**Output of Program WRTEX4:**

NAME	CITY	BIRTH	SALARY
-----	-----	-----	-----
WILCOX	NASHVILLE	1970-01-01	38000
MORRISON	NASHVILLE	1949-07-10	36000
CITY AVERAGE			37000
BOYER	NEMOURS	1955-11-23	195900
CITY AVERAGE			195900

**Example 5 - WRITE Statement Using '=' and Parameters on Statement/Element (Field) Level**

```

** Example 'WRTEX5': WRITE (using '=', statement/element parameters)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 PERSONNEL-ID
  2 PHONE
END-DEFINE
*
LIMIT 2
READ EMPL-VIEW BY NAME
  WRITE NOTITLE (AL=16 NL=8)
    '=' PERSONNEL-ID '=' NAME '=' PHONE (AL=10 EM=XXX-XXXXXXX)
END-READ
END

```

**Output of Program WRTEX5:**

PERSONNEL ID: 60008339	NAME: ABELLAN	TELEPHONE: 435-6726
PERSONNEL ID: 30000231	NAME: ACHIESON	TELEPHONE: 523-341

**Example 6 - Report Specification with Output File Defined to Natural as PC**

```

** Example 'PCDIEX1': DISPLAY and WRITE to PC
**
** NOTE: Example requires that Natural Connection is installed.
*****
DEFINE DATA LOCAL
01 PERS VIEW OF EMPLOYEES
  02 PERSONNEL-ID
  02 NAME
  02 CITY
END-DEFINE
*
FIND PERS WITH CITY = 'NEW YORK' /* Data selection
  WRITE (7) TITLE LEFT 'List of employees in New York' /
  DISPLAY (7) /* (7) designates the output file (here the PC).
    'Location' CITY
    'Surname' NAME
    'ID' PERSONNEL-ID
END-FIND
END

```

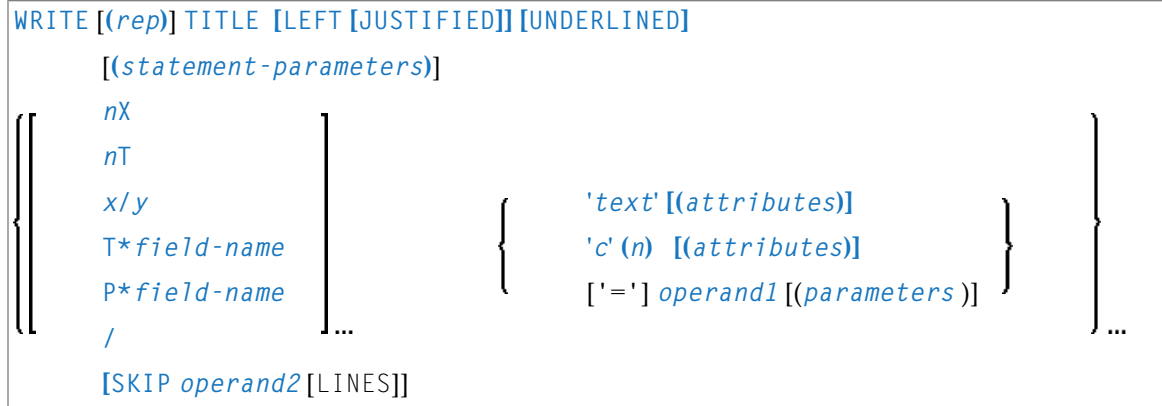


# 148

## WRITE TITLE

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- WRITE TITLE Usage ..... 1090
- WRITE TITLE Restrictions ..... 1091
- WRITE TITLE Syntax Description ..... 1091
- WRITE TITLE Example ..... 1095



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [AT END OF PAGE](#) | [AT TOP OF PAGE](#) | [CLOSE PRINTER](#) | [DEFINE PRINTER](#) | [DISPLAY](#) | [EJECT](#) | [FORMAT](#) | [NEWPAGE](#) | [PRINT](#) | [SKIP](#) | [SUSPEND IDENTICAL SUPPRESS](#) | [WRITE](#) | [WRITE TRAILER](#)

Belongs to Function Group: [Creation of Output Reports](#)

## WRITE TITLE Usage

The `WRITE TITLE` statement is used to override the default page title with a page title of your own. It is executed whenever a new page is initiated.

See also the following sections in the *Programming Guide*:

- *Report Format and Control*
- *Report Specification - (rep) Notation*
- *Layout of an Output Page*
- *Page Titles, Page Breaks, Blank Lines*
- *Define Your Own Page Title - WRITE TITLE Statement*
- *Text Notation*

## Processing

This statement is non-procedural, that is, its execution depends on an event, not on where in a program it is located.

If a report is produced by statements in different objects, the `WRITE TITLE` statement is only executed if it is contained in the same object as the statement that causes a new page to be initiated.

## WRITE TITLE Restrictions

- `WRITE TITLE` may be specified only once per report.
- `WRITE TITLE` cannot be specified within a special condition statement block.
- `WRITE TITLE` cannot be specified within a subroutine.

## WRITE TITLE Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S A G N	A U N P I F B D T L G O	yes	no
<i>operand2</i>	C S	N P I B	yes	no

Syntax Element Description:

Syntax Element	Description
<i>(rep)</i>	<p><b>Report Specification:</b></p> <p>If multiple reports are to be produced, the notation <i>(rep)</i> may be used to specify the identification of the report for which the <code>WRITE TITLE</code> statement is applicable.</p> <p>As report identification, a value in the range 0 - 31 or a logical name which has been assigned using the <code>DEFINE PRINTER</code> statement may be specified.</p> <p>If <i>(rep)</i> is not specified, the <code>WRITE TITLE</code> statement applies to the first report (Report 0).</p> <p>For information on how to control the format of an output report created with Natural, see <i>Report Format and Control</i> (in the <i>Programming Guide</i>).</p>
LEFT JUSTIFIED	<b>Page Title Justification and/or Underlining:</b>

Syntax Element	Description
UNDERLINED	<p>By default, page titles are centered and not underlined. LEFT JUSTIFIED and UNDERLINED may be specified to override these defaults.</p> <p>If UNDERLINED is specified, the underlining character (system default or specified with the session parameter UC (Underlining Character) in a <a href="#">FORMAT</a> statement) is printed underneath the title and runs the width of the line size (see session parameter LS).</p> <p>Natural first applies all spacing or tab specifications and creates the line before centering the whole line. For example, a notation of 10T as the first element would cause the centered header to be positioned five positions to the right.</p>
<i>statement-parameters</i>	<p><b>Parameter Definition at Statement Level:</b></p> <p>One or more parameters, enclosed within parentheses, may be specified at statement level, that is, immediately after the WRITE TITLE statement. Each parameter specified in this manner will override the corresponding parameter previously specified in a GLOBALS command, <a href="#">SET GLOBALS</a> (in Reporting Mode only) or <a href="#">FORMAT</a> statement.</p> <p>If more than one parameter is specified, one or more blanks must be present between each entry. An entry may not be split between two statement lines.</p> <p><b>Note:</b> The parameter settings applied here will only be regarded for variable fields, but they have no effect on text-constants. If you would like to set field attributes for a text-constant, they have to be set explicitly for this element, see <a href="#">Parameter Definition at Element (Field) Level</a>.</p> <p>For information on which parameters may be used, see <a href="#">List of Parameters</a> (in the WRITE statement documentation).</p>
<i>nX</i> <i>nT</i> <i>x/y</i> <i>T*field-name</i> <i>P*field-name</i> <i>/</i>	<p><b>Format Notation and Spacing Elements:</b></p> <p>See <a href="#">Format Notation and Spacing Elements</a> (below).</p>
' <i>text</i> ' ' <i>c</i> ' ( <i>n</i> ) <i>attributes</i>	<p><b>Text/Attribute Assignment:</b></p> <p>See <a href="#">Text/Attribute Assignments</a> (below).</p>
<i>operand1</i>	<p><b>Field to Be Displayed in Title:</b></p> <p><i>operand1</i> represents the field(s) to be displayed within the title.</p>
<i>parameters</i>	<p><b>Parameter Definition at Element (Field) Level:</b></p> <p>One or more parameters, enclosed within parentheses, may be specified at element (field) level, that is, immediately after <i>operand1</i>. Each parameter specified in this manner will override the corresponding parameter previously specified <a href="#">at statement level</a> or in a GLOBALS command, <a href="#">SET GLOBALS</a> (in Reporting Mode only) or <a href="#">FORMAT</a> statement.</p>



Syntax Element	Description
	<p>If more than one parameter is specified, one or more blanks must be present between each entry. An entry may not be split between two statement lines.</p> <p>For information on which parameters may be used, see <a href="#">List of Parameters</a> (in the WRITE statement documentation).</p>
SKIP <i>operand2</i> LINES	<p><b>Lines to Be Skipped:</b></p> <p>SKIP may be used to cause lines to be skipped immediately after the title line. The number of lines to be skipped may be specified in <i>operand2</i> as a numeric constant or as the content of a numeric variable.</p> <p><b>Note:</b> SKIP after WRITE TITLE is always interpreted as the SKIP clause of the WRITE TITLE statement, and not as an independent statement. If you wish an independent SKIP statement after a WRITE TITLE statement, use a semicolon (;) to separate the two statements from one another.</p>

### Format Notation and Spacing Elements

Syntax Element	Description
<i>nX</i>	<p><b>Column Spacing:</b></p> <p>This notation inserts <i>n</i> spaces between columns.</p>
<i>nT</i>	<p><b>Tab Setting:</b></p> <p>The <i>nT</i> notation causes positioning (tabulation) to print position <i>n</i>. Backward positioning is not permitted.</p>
<i>x/y</i>	<p><b><i>x/y</i> Positioning:</b></p> <p>Causes the next element to be placed <i>x</i> lines below the output of the last statement, beginning in column <i>y</i>. <i>y</i> must not be zero. Backward positioning in the same line is not permitted.</p>
<i>T*field-name</i>	<p><b>Field-Related Positioning:</b></p> <p>The <i>T*</i> notation causes positioning to a <i>specific print position of a field</i> used in a previous DISPLAY statement. Backward positioning is not permitted.</p>
<i>P*field-name</i>	<p><b>Field- and Line-Related Positioning:</b></p> <p>The <i>P*</i> notation causes positioning to a <i>specific print position and line of a field</i> used in a previous DISPLAY statement. It is most often used in conjunction with vertical printing mode. Backward positioning is not permitted.</p>
/	<p><b>Line Advance - Slash Notation:</b></p> <p>When placed between fields or text elements, a slash (/) causes positioning to the beginning of the next print line.</p>

### Text/Attribute Assignments

Syntax Element	Description
'text'	<b>Text Assignment:</b> The character string enclosed by single quotes is displayed.
'c'(n)	<b>Character Repetition:</b> The character enclosed by single quotes is displayed <i>n</i> times immediately before the field value.
<i>attributes</i>	<b>Field Representation and Color Attributes:</b> It is possible to assign various attributes for text/field display. These attributes and the syntax that may be used are described in the section <a href="#">Output Attributes</a> below.  Examples:  <pre>WRITE TITLE 'TEXT' (BGR) WRITE TITLE 'TEXT' (B) WRITE TITLE 'TEXT' (BBLC)</pre>

### Output Attributes

*attributes* indicates the output attributes to be used for text display. Attributes can be:

$\left\{ \begin{array}{l} AD=ad-value \dots \\ CD=cd-value \\ PM=pm-value \dots \end{array} \right\} \dots$
$\left\{ \begin{array}{l} ad-value \\ cd-value \end{array} \right\} \dots$

Where:

*ad-value*, *cd-value* and *pm-value* denote the possible values of the corresponding session parameters AD, CD and PM described in the relevant sections of the *Parameter Reference* documentation.

The compiler actually accepts more than one attribute value for an output field. For example, you can specify: AD=BDI. In such a case, however, only the last value applies. In the given example, only the value I becomes effective and the output field is displayed intensified.

For an alphanumeric/Unicode constant (Natural data format A or U), you can specify *ad-value* and/or *cd-value* without preceding CD= or AD=, respectively. The single value entered is then checked against all possible CD values first. For example: a value of IRE will be interpreted as intensified/red but not as intensified/right-justified/mandatory. You cannot combine a single *cd-value* or *ad-value* with a value preceded by CD= or AD=.

## WRITE TITLE Example

```

** Example 'WTIEX1': WRITE (with TITLE option)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 CITY
  2 JOB-TITLE
END-DEFINE
*
*
FORMAT LS=70
*
WRITE TITLE LEFT JUSTIFIED UNDERLINED
      *TIME 3X 'PEOPLE LIVING IN NEW YORK CITY'
      11X 'PAGE:' *PAGE-NUMBER
SKIP 1
*
FIND EMPL-VIEW WITH CITY = 'NEW YORK'
  DISPLAY NAME FIRST-NAME 3X JOB-TITLE
END-FIND
END

```

### Output of Program WTIEX1:

```

09:33:16.5  PEOPLE LIVING IN NEW YORK CITY                PAGE:      1
-----
          NAME                FIRST-NAME                CURRENT
                               POSITION
-----
RUBIN                SYLVIA                SECRETARY
WALLACE              MARY                ANALYST

```

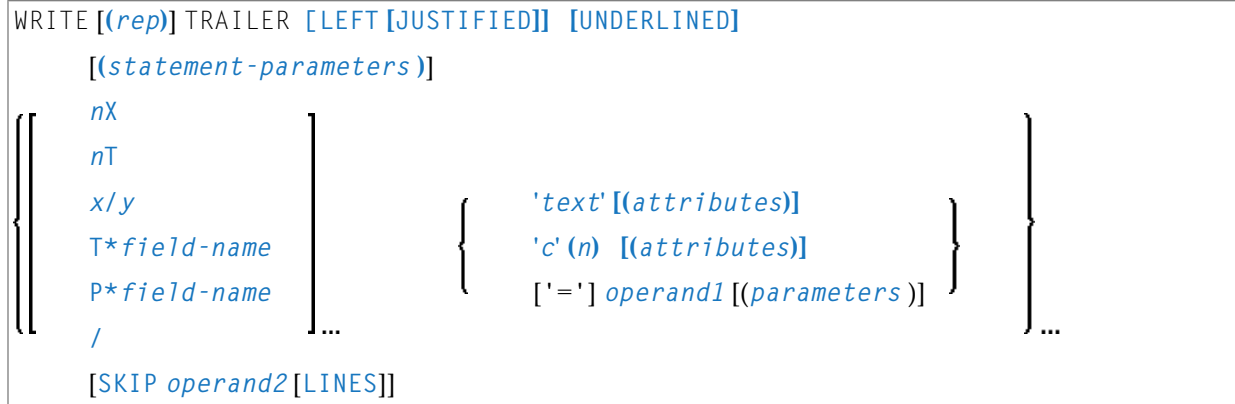
---

# 149

## WRITE TRAILER

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- WRITE TRAILER Usage ..... 1098
- WRITE TRAILER Restrictions ..... 1099
- WRITE TRAILER Syntax Description ..... 1099
- WRITE TRAILER Example ..... 1103



For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [AT END OF PAGE](#) | [AT TOP OF PAGE](#) | [CLOSE PRINTER](#) | [DEFINE PRINTER](#) | [DISPLAY](#) | [EJECT](#) | [FORMAT](#) | [NEWPAGE](#) | [PRINT](#) | [SKIP](#) | [SUSPEND IDENTICAL SUPPRESS](#) | [WRITE](#) | [WRITE TITLE](#)

Belongs to Function Group: [Creation of Output Reports](#)

## WRITE TRAILER Usage

The `WRITE TRAILER` statement is used to output text or the contents of variables at the bottom of a page.

See also the following sections (in the *Programming Guide*):

- [Report Format and Control](#)
- [Report Specification - \(rep\) Notation](#)
- [Layout of an Output Page](#)
- [Page Trailer - WRITE TRAILER Statement](#)
- [Text Notation](#)

### Processing

This statement is non-procedural, that is, its execution depends on an event, not on where in a program it is located.

This statement is executed when an end-of-page or end-of-data condition is detected, or when a [SKIP](#) or [NEWPAGE](#) statement causes a page advance. It is not executed as a result of an [EJECT](#) statement.

The end-of-page condition is checked only after the processing of an entire `DISPLAY/WRITE` statement. If a `DISPLAY/WRITE` statement produces multiple lines of output, overflow of the physical page may occur before the end-of-page condition is reached.

If a report is produced by statements in different objects, the `WRITE TRAILER` statement is only executed if it is contained in the same object as the statement that causes the end-of-page condition.

## Logical Page Size

The logical page size (specified with the session parameter `PS`) should be less than the physical page size to ensure that the trailer information appears at the bottom of the same page.

## WRITE TRAILER Restrictions

- `WRITE TRAILER` may be specified only once per report.
- `WRITE TRAILER` cannot be specified within a special condition statement block.
- `WRITE TRAILER` cannot be specified within a subroutine.

## WRITE TRAILER Syntax Description

Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	S A G N	A U N P I F B D T L G O	yes	no
<i>operand2</i>	C S	N P I B	yes	no

Syntax Element Description:

Syntax Element	Description
<i>(rep)</i>	<p><b>Report Specification:</b></p> <p>If multiple reports are to be produced, the notation <i>(rep)</i> may be used to specify the identification of the report for which the <code>WRITE TRAILER</code> statement is applicable.</p> <p>As report identification, a value in the range 0 - 31 or a logical name which has been assigned using the <code>DEFINE PRINTER</code> statement may be specified.</p> <p>If <i>(rep)</i> is not specified, the <code>WRITE TRAILER</code> statement applies to the first report (Report 0).</p>

Syntax Element	Description
	For information on how to control the format of an output report created with Natural, see <i>Report Format and Control</i> (in the <i>Programming Guide</i> ).
LEFT JUSTIFIED UNDERLINED	<p><b>Title Justification and/or Underlining:</b></p> <p>By default, the trailer lines are centered and not underlined.</p> <p>LEFT JUSTIFIED and UNDERLINED may be specified to override these defaults.</p> <p>If UNDERLINED is specified, the underlining character (either default or specified with the session parameter UC) is printed underneath the trailer and runs the width of the line size (session parameter LS).</p> <p>Natural first applies all spacing or tab specifications and creates the line before centering the whole line. For example, a notation of 10T as the first element would cause the centered header to be positioned five positions to the right.</p>
<i>statement-parameters</i>	<p><b>Parameter Definition at Statement Level:</b></p> <p>One or more parameters, enclosed within parentheses, may be specified at statement level, that is, immediately after the WRITE TRAILER statement. Each parameter specified in this manner will override the corresponding parameter previously specified in a GLOBALS command, SET GLOBALS (in Reporting Mode only) or FORMAT statement.</p> <p>If more than one parameter is specified, one or more blanks must be present between each entry. An entry may not be split between two statement lines.</p> <p><b>Note:</b> The parameter settings applied here will only be regarded for variable fields, but they have no effect on text-constants. If you would like to set field attributes for a text-constant, they have to be set explicitly for this element, see <a href="#">Parameter Definition at Element (Field) Level</a>.</p> <p>For information on which parameters may be used, see <a href="#">List of Parameters</a> (in the WRITE statement documentation).</p>
<i>nX</i> <i>nT</i> <i>x/y</i> <i>T*field-name</i> <i>P*field-name</i> <i>/</i>	<p><b>Format Notation and Spacing Elements:</b></p> <p>See <a href="#">Format Notation and Spacing Elements</a> (below).</p>
'text' 'c'(n) <i>attributes</i>	<p><b>Text/Attribute Assignments:</b></p> <p>See <a href="#">Text/Attribute Assignments</a> (below).</p>
<i>operand1</i>	<p><b>Trailer Information:</b></p> <p><i>operand1</i> represents the field/fields to be output as trailer information.</p>
<i>parameters</i>	<b>Parameter Definition at Element (Field) Level:</b>



Syntax Element	Description
	<p>One or more parameters, enclosed within parentheses, may be specified at element (field) level, that is, immediately after <i>operand1</i>. Each parameter specified in this manner will override the corresponding parameter previously specified <b>at statement level</b> or in a GLOBALS command, <b>SET GLOBALS</b> (in Reporting Mode only) or <b>FORMAT</b> statement.</p> <p>If more than one parameter is specified, one or more blanks must be present between each entry. An entry may not be split between two statement lines.</p> <p>For information on which parameters may be used, see <i>List of Parameters</i> in the WRITE statement documentation.</p>
SKIP <i>operand2</i> LINES	<p><b>Lines to Be Skipped:</b></p> <p>SKIP may be used to cause lines to be skipped immediately after the trailer line. The number of lines to be skipped (<i>operand2</i>) may be specified as a numeric constant or as the content of a numeric variable.</p> <p><b>Note:</b> SKIP after WRITE TRAILER is always interpreted as the SKIP clause of the WRITE TRAILER statement, and not as an independent statement. If you wish an independent SKIP statement after a WRITE TRAILER statement, use a semicolon (;) to separate the two statements from one another.</p>

### Format Notation and Spacing Elements

Syntax Element	Description
<i>nX</i>	<p><b>Column Spacing:</b></p> <p>This notation inserts <i>n</i> spaces between columns.</p>
<i>nT</i>	<p><b>Tab Setting:</b></p> <p>The <i>nT</i> notation causes positioning (tabulation) to print position <i>n</i>. Backward positioning is not permitted.</p>
<i>x/y</i>	<p><b><i>x/y</i> Positioning:</b></p> <p>Causes the next element to be placed <i>x</i> lines below the output of the last statement, beginning in column <i>y</i>. <i>y</i> must not be zero. Backward positioning in the same line is not permitted.</p>
<i>T*field-name</i>	<p><b>Field-Related Positioning:</b></p> <p>The <i>T*</i> notation causes positioning to a <i>specific print position of a field</i> used in a previous DISPLAY statement. Backward positioning is not permitted.</p>
<i>P*field-name</i>	<p><b>Field- and Line-Related Positioning:</b></p> <p>The <i>P*</i> notation causes positioning to a <i>specific print position and line of a field</i> used in a previous DISPLAY statement. It is most often used in conjunction with vertical printing mode. Backward positioning is not permitted.</p>
/	<p><b>Line Advance - Slash Notation:</b></p>

Syntax Element	Description
	When placed between fields or text elements, a slash (/) causes positioning to the beginning of the next print line.

### Text/Attribute Assignments

Syntax Element	Description
<code>'text'</code>	<b>Text Assignment:</b> The character string enclosed by single quotes is displayed.
<code>'c'(n)</code>	<b>Character Repetition:</b> The character enclosed by single quotes is displayed <i>n</i> times immediately before the field value.
<code>attributes</code>	<b>Field Representation and Color Attributes:</b> It is possible to assign various attributes for text/field display. These attributes and the syntax that may be used are described in the section <a href="#">Output Attributes</a> below.  Examples:  <pre>WRITE TRAILER 'TEXT' (BGR) WRITE TRAILER 'TEXT' (B) WRITE TRAILER 'TEXT' (BBLC)</pre>

### Output Attributes

`attributes` indicates the output attributes to be used for text display. Attributes can be:

$\left\{ \begin{array}{l} AD=ad-value \dots \\ CD=cd-value \\ PM=pm-value \dots \end{array} \right\} \dots$
$\left\{ \begin{array}{l} ad-value \\ cd-value \end{array} \right\} \dots$

Where:

*ad-value*, *cd-value* and *pm-value* denote the possible values of the corresponding session parameters AD, CD and PM described in the relevant sections of the *Parameter Reference* documentation.

The compiler actually accepts more than one attribute value for an output field. For example, you can specify: AD=BDI. In such a case, however, only the last value applies. In the given example, only the value I becomes effective and the output field is displayed intensified.

For an alphanumeric/Unicode constant (Natural data format A or U), you can specify *ad-value* and/or *cd-value* without preceding CD= or AD=, respectively. The single value entered is then checked against all possible CD values first. For example: a value of IRE will be interpreted as intensified/red but not as intensified/right-justified/mandatory. You cannot combine a single *cd-value* or *ad-value* with a value preceded by CD= or AD=.

## WRITE TRAILER Example

```
** Example 'WTLEX1': WRITE (with TRAILER option)
*****
DEFINE DATA LOCAL
1 EMPL-VIEW VIEW OF EMPLOYEES
  2 NAME
  2 FIRST-NAME
  2 CITY
  2 JOB-TITLE
END-DEFINE
*
FORMAT PS=15
WRITE TITLE LEFT JUSTIFIED UNDERLINED
      *TIME 3X 'PEOPLE LIVING IN BARCELONA'
      14X 'PAGE:' *PAGE-NUMBER
SKIP 1
*
WRITE TRAILER LEFT JUSTIFIED UNDERLINED
      / 'CITY OF BARCELONA REGISTER'
*
LIMIT 10
FIND EMPL-VIEW WITH CITY = 'BARCELONA'
  DISPLAY NAME FIRST-NAME 3X JOB-TITLE
END-FIND
END
```

### Output of Program WTLEX1 - Page 1:

```
09:36:09.5  PEOPLE LIVING IN BARCELONA  PAGE:      1
-----
      NAME                FIRST-NAME                CURRENT
                        FIRST-NAME                POSITION
-----
DEL CASTILLO          ANGEL                      EJECUTIVO DE VENTAS
GARCIA                M. DE LAS MERCEDES        SECRETARIA
GARCIA                ENDIKA                     DIRECTOR TECNICO
MARTIN                ASUNCION                   SECRETARIA
MARTINEZ              TERESA                     SECRETARIA
YNCLAN                FELIPE                     ADMINISTRADOR
```

WRITE TRAILER

---

FERNANDEZ	ELOY	OFICINISTA
TORRES	ANTONI	OBRERA

CITY OF BARCELONA REGISTER

---

**Output of Program WTLEX1 - Page 2:**

09:37:26.0 PEOPLE LIVING IN BARCELONA PAGE: 2

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# 150

## WRITE WORK FILE

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- WRITE WORK FILE Usage ..... 1106
- WRITE WORK FILE Syntax Description ..... 1106
- External Representation of Fields ..... 1109
- Handling of Large and Dynamic Variables ..... 1110
- WRITE WORK FILE Examples ..... 1111

```
WRITE WORK [FILE] work-file-number [VARIABLE] operand1 [(parameter)] ...
```

For an explanation of the symbols used in the syntax diagram, see [Syntax Symbols](#).

Related Statements: [DEFINE WORK FILE](#) | [READ WORK FILE](#) | [CLOSE WORK FILE](#)

Belongs to Function Group: [Control of Work Files / PC Files](#)

## WRITE WORK FILE Usage

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The WRITE WORK FILE statement is used to write records to a physical sequential work file.

It is possible to create a work file in one program or processing loop and to read the same file in a subsequent independent processing loop or in a subsequent program using the READ WORK FILE statement.



**Note:** For Unicode and code page support, see *Work Files and Print Files on Windows and Linux Platforms* in the *Unicode and Code Page Support* documentation.

Concurrent writes to a work file opened in append mode are rejected in Natural for Windows: the open operation will fail with error NAT1500 if the work file had been opened by another process.

## WRITE WORK FILE Syntax Description

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Operand Definition Table:

Operand	Possible Structure	Possible Formats	Referencing Permitted	Dynamic Definition
<i>operand1</i>	C   S   A   G   N	A   U   N   P   I   F   B   D   T   L   C   G	yes	no



**Note:** When using the work file types ENTIRECONNECTION or TRANSFER, *operand1* may neither be of format C, nor G.

Syntax Element Description:

Syntax Element	Description
<i>work-file-number</i>	<p><b>Work File Number:</b> The work file number (as defined to Natural) to be used.</p> <p>The work file number is either</p> <ul style="list-style-type: none"> <li>■ a numeric constant in the value range 1:32 or</li> <li>■ a numeric variable of type (B/N/P/I) defined with a <code>CONST</code> clause which assigning a value in range (1:32). Variable is a scalar (non-array) without precision digits for type (N/P), length in between 1-4 for type (B), and no redefinition field.</li> </ul>
VARIABLE	<p><b>Variable Entry:</b></p> <p>It is possible to write records with different fields to the same work file with different <code>WRITE WORK FILE</code> statements. In this case, the <code>VARIABLE</code> entry must be specified in all <code>WRITE WORK FILE</code> statements. The records on the external file will be written in variable format.</p> <p>When the operand list includes a dynamic variable (that could change in size for different executions of the <code>WRITE WORK FILE</code> statement), the <code>VARIABLE</code> entry must be specified in all <code>WRITE WORK FILE</code> statements.</p> <p><b>Variable Index Range:</b></p> <p>When writing an array to a work file, you can specify a variable index range for the array. For example:</p> <pre>WRITE WORK FILE <i>work-file-number</i> VARIABLE #ARRAY (I:J)</pre>
<i>operand1</i>	<p><b>Fields to Be Written:</b></p> <p>With <i>operand1</i> you specify the fields to be written to the work file. These fields may be database fields, user-defined variables, system variables and/or fields read from another work file using the <code>READ WORK FILE</code> statement.</p> <p>An array may be referenced completely or partially to select the occurrences that are to be written to the work file.</p> <p><b>Group Operands to be Written:</b></p> <p>A group may be referenced using the group name. All fields belonging to the referenced group will be written to the work file, the sequence is determined by the sequence of the fields in the group. Fields resulting from a redefinition of the referenced group are <i>not</i> written to the work file. If the referenced group is defined as an array, the individual fields of the group are written to the work file as arrays in the definition sequence.</p> <p>For the group definition</p>

Syntax Element	Description				
	<pre>1 GROUP1 (1:3)   2 FIELD1 (A2)   2 FIELD2 (A3) 1 REDEFINE GROUP1   2 FIELD3 (A15)</pre> <p>the statement</p> <pre>WRITE WORK FILE 1 GROUP1(*)</pre> <p>is equivalent to</p> <pre>WRITE WORK FILE 1 GROUP1.FIELD1(*) GROUP1.FIELD2(*)</pre> <p>The statement</p> <pre>WRITE WORK FILE 1 GROUP1.FIELD3</pre> <p>is equivalent to</p> <pre>WRITE WORK FILE 1 GROUP1.FIELD1(1) GROUP1.FIELD2(1)                     GROUP1.FIELD1(2) GROUP1.FIELD2(2)                     GROUP1.FIELD1(3) GROUP1.FIELD2(3)</pre>				
<i>parameter</i>	<p><b>Edit Mask Parameters:</b> As <i>parameter</i>, you can specify the session parameters EM or EMU:</p> <table border="1"> <tr> <td>EM=</td> <td> <p><b>Edit Mask:</b></p> <p>For details on edit masks, see the session parameter EM in the <i>Parameter Reference</i> documentation. The EM parameter cannot be applied for group operands.</p> </td> </tr> <tr> <td>EMU=</td> <td> <p><b>Unicode Edit Mask:</b></p> <p>For details on unicode edit masks, see the session parameter EMU in the <i>Parameter Reference</i> documentation. The EMU parameter cannot be applied for group operands.</p> </td> </tr> </table>	EM=	<p><b>Edit Mask:</b></p> <p>For details on edit masks, see the session parameter EM in the <i>Parameter Reference</i> documentation. The EM parameter cannot be applied for group operands.</p>	EMU=	<p><b>Unicode Edit Mask:</b></p> <p>For details on unicode edit masks, see the session parameter EMU in the <i>Parameter Reference</i> documentation. The EMU parameter cannot be applied for group operands.</p>
EM=	<p><b>Edit Mask:</b></p> <p>For details on edit masks, see the session parameter EM in the <i>Parameter Reference</i> documentation. The EM parameter cannot be applied for group operands.</p>				
EMU=	<p><b>Unicode Edit Mask:</b></p> <p>For details on unicode edit masks, see the session parameter EMU in the <i>Parameter Reference</i> documentation. The EMU parameter cannot be applied for group operands.</p>				



## External Representation of Fields

Fields written with a `WRITE WORK FILE` statement are represented in the external file according to their internal definition unless an edit mask is applied.

### Fields without edit masks

For fields written without edit masks, no editing is performed on the field values and they are written in their internal format:

- **Format A and B:** The number of bytes in the external file is the same as the internal length defined in the Natural program. No editing is performed, and a decimal point is not included in the value.
- **Format N:** The number of bytes in the external file equals the sum of the internal positions before and after the decimal point. The decimal point is not included in the output.
- **Format P:** The number of bytes in the external file equals the sum of positions before and after the decimal point, plus 1 for the sign, divided by 2, and rounded up to the next full byte.



**Note:** No format conversion is performed for fields that are written without edit masks.

Examples of field representations (without edit masks):

Field Definition	Output Record
#FIELD1 (A10)	10 bytes
#FIELD2 (B15)	15 bytes
#FIELD3 (N1.3)	4 bytes
#FIELD4 (N0.7)	7 bytes
#FIELD5 (P1.2)	2 bytes
#FIELD6 (P6.0)	4 bytes

### Fields with edit masks

When an edit mask is applied to a field, the field value is converted using the specified edit mask and the resulting formatted value is written to the work file.

- The internal representation is not used in this case.
- The length of the value written to the file corresponds to the length of the resulting formatted string.

## Special Considerations for System Functions

For the special considerations that apply when `WRITE WORK FILE` is used for the Natural system function `AVER`, `NAVER`, `SUM` or `TOTAL`, see *Format/Length Requirements for AVER, NAVER, SUM and TOTAL* in the *System Functions* documentation.

## Handling of Large and Dynamic Variables

Work File Type	Handling
ASCII ASCII-COMPRESSED	The work file types <code>ASCII</code> and <code>ASCII-COMPRESSED</code> can handle dynamic and large variables with a maximum field/record length of 32766 bytes.
SAG (binary)	The work file type <code>SAG (binary)</code> cannot handle dynamic variables and will produce an error. It can, however, handle large variables with a maximum field/record length of 32766 bytes.
ENTIRECONNECTION	The work file type <code>ENTIRECONNECTION</code> cannot handle dynamic variables. It can, however, handle large variables with a maximum field/record length of 1073741824 bytes.
PORTABLE UNFORMATTED	<p>Large and dynamic variables can be written into work files or read from work files using the two work file types <code>PORTABLE</code> and <code>UNFORMATTED</code>. For these types, there is no size restriction for dynamic variables. However, large variables may not exceed a maximum field/record length of 32766 bytes.</p> <p>For the work file type <code>PORTABLE</code>, the field information is stored within the work file. The dynamic variables are resized during <code>READ</code> if the field size in the record is different from the current size.</p> <p>In the <code>WRITE WORK FILE</code> statement, fields are written to the file specified with their byte length. All data types (<code>DYNAMIC</code> or not) are treated the same. No structural information is inserted. Note that Natural uses a buffering mechanism, so you can expect the data to be completely written only after a <code>CLOSE WORK</code>. This is especially important if the file is to be processed with another utility while Natural is running.</p> <p>With the <code>READ WORK FILE</code> statement, fields of fixed length are read with their whole length. If the end-of-file is reached, the remainder of the current field is filled with blanks. The following fields are unchanged. In the case of <code>DYNAMIC</code> data types, all the remainder of the file is read unless it exceeds 1073741824 bytes. If the end of file is reached, the remaining fields (variables) are kept unchanged (normal Natural behavior).</p>
CSV	The maximum field/record length is 32766 bytes for dynamic and large variables. Dynamic variables are supported. X-arrays are not allowed and will result in an error message.

## WRITE WORK FILE Examples

This section covers the following topics:

- [Example 1 - WRITE WORK FILE without Edit Mask](#)
- [Example 2 - WRITE WORK FILE with Edit Mask EM and EMU](#)

### Example 1 - WRITE WORK FILE without Edit Mask

```
** Example 'WWFEX1': WRITE WORK FILE
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
END-DEFINE
*
FIND EMPLOY-VIEW WITH CITY = 'LONDON'
  WRITE WORK FILE 1
    PERSONNEL-ID NAME
END-FIND
*
END
```

### Example 2 - WRITE WORK FILE with Edit Mask EM and EMU

```
** Example 'WWFEX2': WRITE WORK FILE with Edit Mask EM and EMU
** Note: It's recommended to define work file 1 with type ASCII/UTF-8
**       and CP=windows-1252 to handle the Unicode character.
*****
DEFINE DATA LOCAL
1 EMPLOY-VIEW VIEW OF EMPLOYEES
  2 PERSONNEL-ID
  2 NAME
  2 CITY
  2 BIRTH
  2 SALARY (1)
END-DEFINE
*
FIND EMPLOY-VIEW WITH CITY = 'MADRID'
  WRITE WORK FILE 1
    PERSONNEL-ID NAME
    BIRTH      (EM=ZD.' 'L(10)' 'YYYY)
    SALARY(1) (EMU=999,999€)
END-FIND
*
END ↵
```

