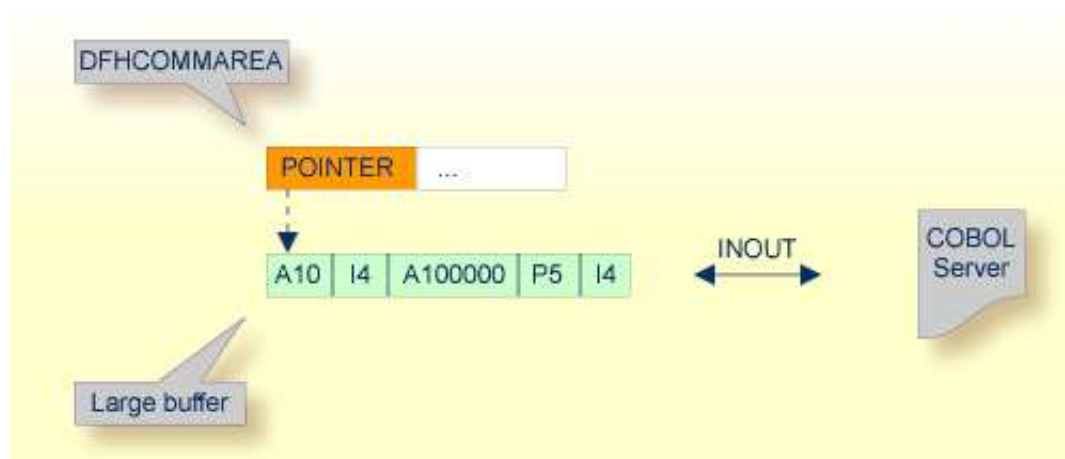


# CICS with DFHCOMMAREA Large Buffer Interface - In same as Out

This chapter describes using the COBOL Mapping Editor to extract from a CICS DFHCOMMAREA large buffer program where COBOL output parameters are the same as COBOL input parameters, that is, the WM-LCB-INPUT-BUFFER and the WM-LCB-OUTPUT-BUFFER pointers are set to the same address (pointing to the same COBOL data structure).



- Introduction
- Extracting from a CICS DFHCOMMAREA Large Buffer Program
- Mapping Editor User Interface
- Mapping Editor IDL Interface Mapping Functions
- Programming Techniques

## Introduction

A DFHCOMMAREA Large Buffer Interface has the structure given below in the linkage section. The field subordinated under DFHCOMMAREA prefixed with WM-LCB describe this structure. The field names themselves can be different, but the COBOL data types (usage clauses) must match exactly.

LINKAGE SECTION.

```

01 DFHCOMMAREA.
   10 WM-LCB-MARKER                PIC X(4).
   10 WM-LCB-INPUT-BUFFER          POINTER.
   10 WM-LCB-INPUT-BUFFER-SIZE     PIC S9(8) BINARY.
   10 WM-LCB-OUTPUT-BUFFER         POINTER.
   10 WM-LCB-OUTPUT-BUFFER-SIZE    PIC S9(8) BINARY.
   10 WM-LCB-FLAGS                 PIC X(1).
   88 WM-LCB-FREE-OUTPUT-BUFFER    VALUE 'F'.
   10 WM-LCB-RESERVED              PIC X(3).
01 INOUT-BUFFER.
   02 OPERATION                    PIC X(1).

```

```

02 OPERAND-1                PIC S9(9) BINARY.
02 OPERAND-2                PIC S9(9) BINARY.
02 FUNCTION-RESULT         PIC S9(9) BINARY.
. . .
PROCEDURE DIVISION USING DFHCOMMAREA.
. . .
  SET ADDRESS OF INOUT-BUFFER TO WM-LCB-INPUT-BUFFER.
  SET ADDRESS OF INOUT-BUFFER TO WM-LCB-OUTPUT-BUFFER.
*  process the INOUT-BUFFER and provide result
  EXEC CICS RETURN.

```

If you have selected an IDL file and opened the COBOL Mapping Editor with an existing COBOL to IDL mapping, continue with *Mapping Editor User Interface*.

## Extracting from a CICS DFHCOMMAREA Large Buffer Program

This section assumes **Input Message same as Output Message** is checked. COBOL output and COBOL input parameters are the same, that is, WM-LCB-OUTPUT-BUFFER is set to the same address as WM-LCB-INPUT-BUFFER (as in the DFHCOMMAREA large buffer example above).

If you are extracting IDL from a COBOL source or extending the IDL file by extracting an additional COBOL source with interface type CICS with DFHCOMMAREA large buffer interface, the **Extractor Settings** dialog appears (see also *Step 4: Define the Extraction Settings and Start Extraction*).

Make sure the interface type is correct.

The screenshot shows a dialog box titled "COBOL Source". It has four fields: "File Name" with the value "LargeBuf", "Operating System" with the value "z/OS", "Interface Type" with a dropdown menu showing "CICS with DFHCOMMAREA large buffer interface", and a checked checkbox labeled "Input Message same as Output Message".

Press **Next** to open the COBOL Mapping Editor.

### ➤ To select the COBOL interface data items of your COBOL server

1. Add the COBOL data items of the large buffer to **COBOL Interface** by using the context menu or toolbar available in the *COBOL Source View* and *COBOL Interface*. To do this, locate in the PROCEDURE DIVISION the SET ADDRESS OF <x> TO WM-LCB-INPUT-BUFFER statement and the SET ADDRESS OF <y> TO WM-LCB-OUTPUT-BUFFER statement. The COBOL data items <x> and <y> are identical, and this is the large buffer you are looking for. See Notes.
2. Continue with *COBOL to IDL Mapping*.

#### Notes:

1. Do not select the pointers in the DFHCOMMAREA pointing to the large buffers, in the example above, WM-LCB-INPUT-BUFFER and WM-LCB-OUTPUT-BUFFER.
2. It is very important to select the right COBOL data items describing the interface of the COBOL server correctly. This means the COBOL data items used as parameters must match in number and in

sequence of formats (COBOL usage clause).

3. If your COBOL server contain REDEFINES, the first REDEFINE path is offered by default. Check manually whether this is the one you want. If not, correct it. You can select any other REDEFINE path.

The user interface of the COBOL Mapping Editor is described below.

## Mapping Editor User Interface

This section assumes you have set the extraction settings as described above. The following areas of the COBOL Mapping Editor user interface are described here:

- COBOL Program Selection
- COBOL Source View
- COBOL to IDL Mapping

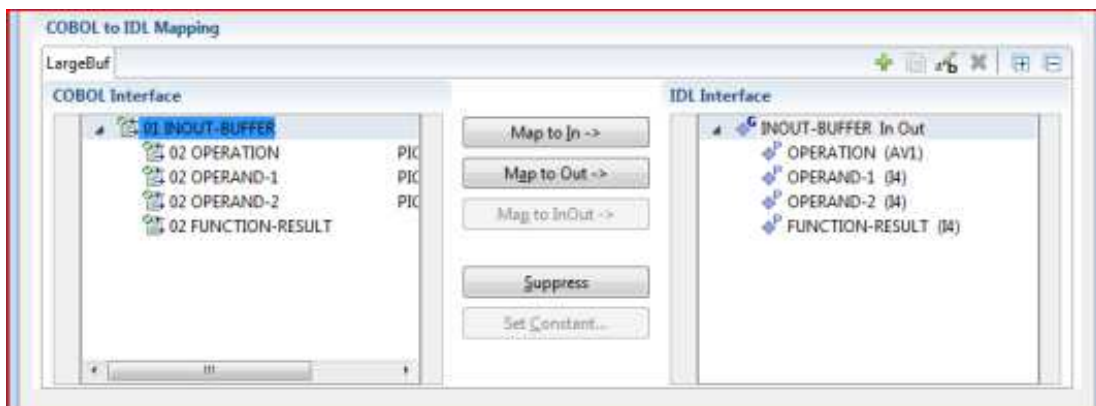
For COBOL interface type CICS with DFHCOMMAREA large buffer interface, the user interface of the COBOL Mapping Editor looks like this:



**COBOL Program Selection.** Currently selected program with interface type More info

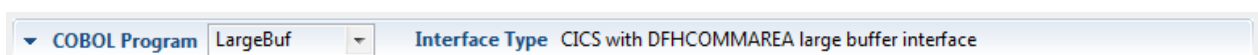


**COBOL Source View.** Contains all related sources for the currently selected COBOL program More info



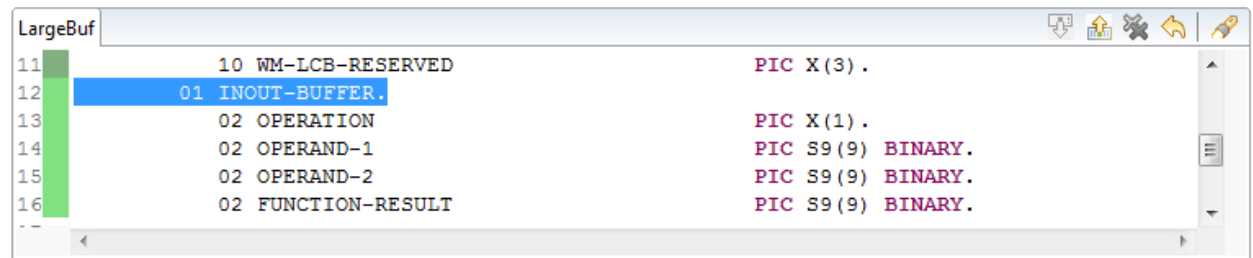
**COBOL to IDL Mapping.** Tree view of your selected COBOL data items and mapping buttons with which you can map these items to your IDL interface More info

## COBOL Program Selection








The COBOL Program Selection displays the current selected COBOL program with its interface type. If you have extracted more than one COBOL program within associated IDL file, you can switch to another COBOL program with its mapping by selecting the name in the combo box.

## COBOL Source View



All COBOL data items contained in the LINKAGE and WORKING-STORAGE SECTION are offered in a text view. The text view contains all related sources (including copybooks) for the currently selected COBOL program. It is used for selecting data items and retrieving information from the original COBOL sources. The light green bar indicates that the data item is already contained in the COBOL Interface; a dark green bar indicates the data item is selectable and can be added to the COBOL Interface. This section can be collapsed. If you open the Editor with **Modify Interface** it is collapsed by default. The toolbar provides the following actions:

-  Add selected COBOL data item to COBOL Interface.
-  Remove selected COBOL data item from COBOL Interface.
-  Remove all COBOL data items from COBOL Interface.
-  Reset COBOL Interface to initial state.
-  Show dialog to find text in Source.

The same functionality is also available from the context menu.

## COBOL to IDL Mapping

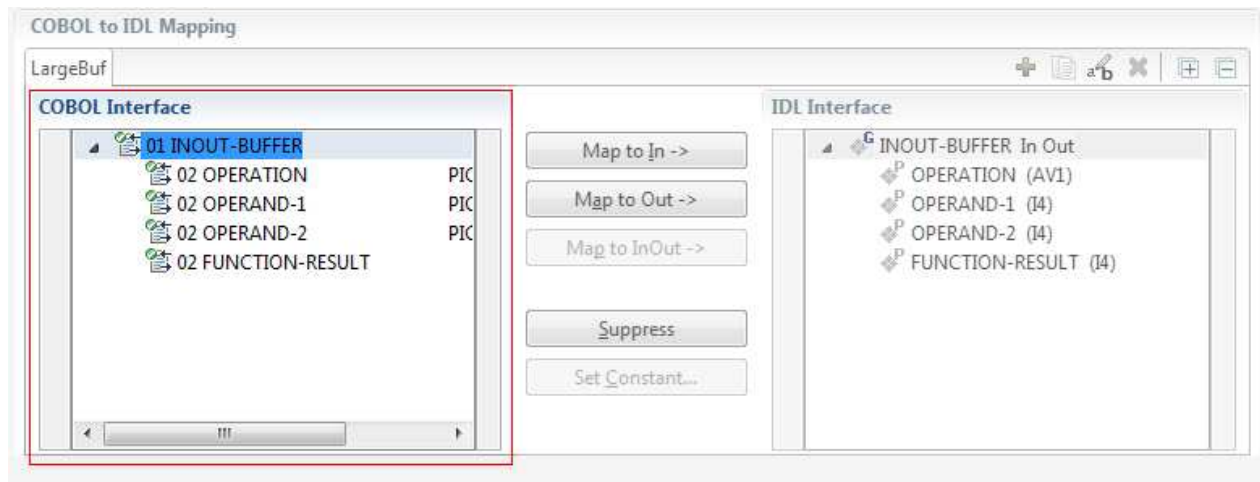
This section covers the following topics:

- COBOL Interface
- Mapping Buttons
- IDL Interface

### COBOL Interface

The **COBOL Interface** shows a tree view of your selected COBOL data items describing the interface of the COBOL server. A context menu is available for the COBOL data items, which provides mapping and other functions. On some COBOL data items, decision icons indicate where particular attention is needed, including mapping icons to visualize the COBOL data type and your current mapping.

The COBOL data item names are derived from the COBOL source from which they were extracted. If your COBOL interface contains parameters without a name, that is, the keyword FILLER is used, those COBOL data items are shown as [ FILLER ]. See *FILLER Pseudo-Parameter*.



You can modify the COBOL interface using context menu or toolbar; decision and mapping icons provide additional information.

### Context Menu

The context menu on COBOL data items provides the following mapping and other functions, depending on the data item type, the COBOL level and the current mapping.

These functions are described in more detail under *Mapping Editor IDL Interface Mapping Functions*.

#### Map to In | Out | InOut

A suppressed COBOL data item becomes visible in the IDL interface. Used also to select another REDEFINE path.

#### Suppress

Suppress unneeded COBOL data items.

#### Set Constant

Set COBOL data items to constant.

#### Set Array Mapping

Map an array to a fixed sized or unbounded array.







#### Note:

This option should be used carefully and requires knowledge of the COBOL server program. Be aware that an incorrect mapping could result in runtime errors.

**Remove from COBOL Interface** Remove the data item from the COBOL interface. This also removes the mapped IDL parameter from all IDL interfaces for the current COBOL program. See *COBOL Program Selection*.

### Toolbar


The toolbar offers the following actions:

-  Create IDL Interface. Creates a new IDL interface based on the current COBOL interface: all IDL parameters are of IDL direction InOut; no IDL parameters are set to constant; for COBOL REDEFINE, the first REDEFINE path is mapped to IDL; FILLERs are suppressed according to your selection, see *Step 4: Define the Extraction Settings and Start Extraction*.
-  Copy current IDL Interface. Creates a duplicate of the current IDL interface: all modifications such as IDL directions, suppress, selection of REDEFINE paths etc. are kept.
-  Remove current IDL Interface.
-  Rename current IDL Interface.
-  Expand the full tree.
-  Collapse the full tree.

See also *Map to Multiple IDL Interfaces*.







### Decision Icons

The decision icons in the first column are set on COBOL data items where particular attention is needed:

-  This icon visualizes a COBOL REDEFINE. It is essential that you map the correct redefine path for your mapping to In, Out or InOut using the context menu. If you map a REDEFINE path, all other sibling REDEFINE paths are automatically set to "Suppress".

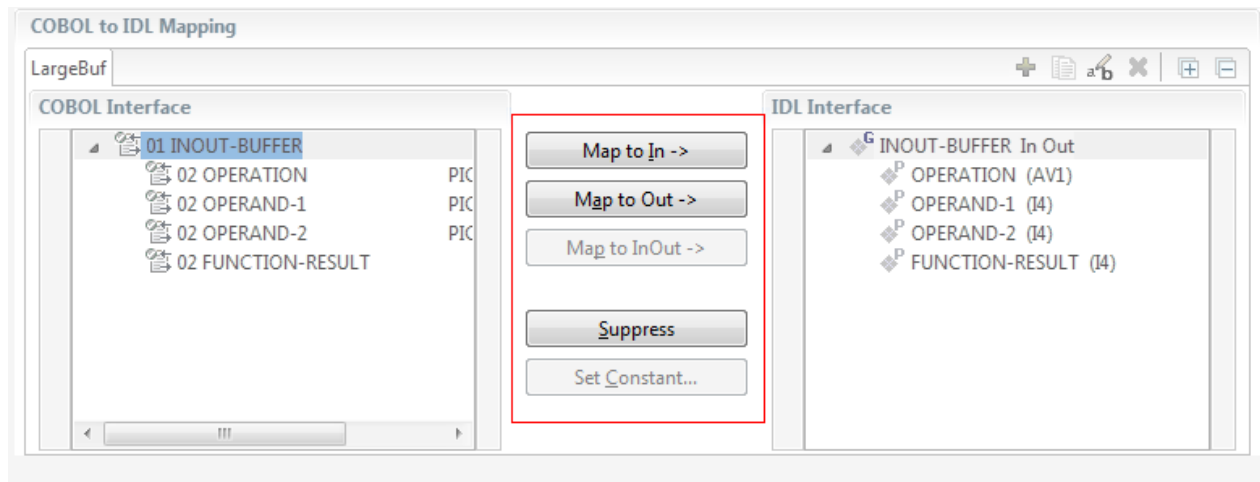
### Mapping Icons

The following mapping icons on the COBOL data items indicate your current IDL mapping:

-  Scalar parameter, mapped to In.
-  Scalar parameter, mapped to InOut.
-  Scalar parameter, mapped to Out.
-  Group parameter, here mapped to InOut.
-  REDEFINE parameter, here mapped to InOut.
-  Parameter set to Constant.

### Mapping Buttons

The following buttons are available:



### Map to In | Out | InOut ->

See *Map to In*, *Out*, *InOut*. A suppressed COBOL data item becomes visible in the IDL interface. Used also to select another REDEFINE path.

### Suppress

See *Suppress Unneeded COBOL Data Items*.

### Set Constant...

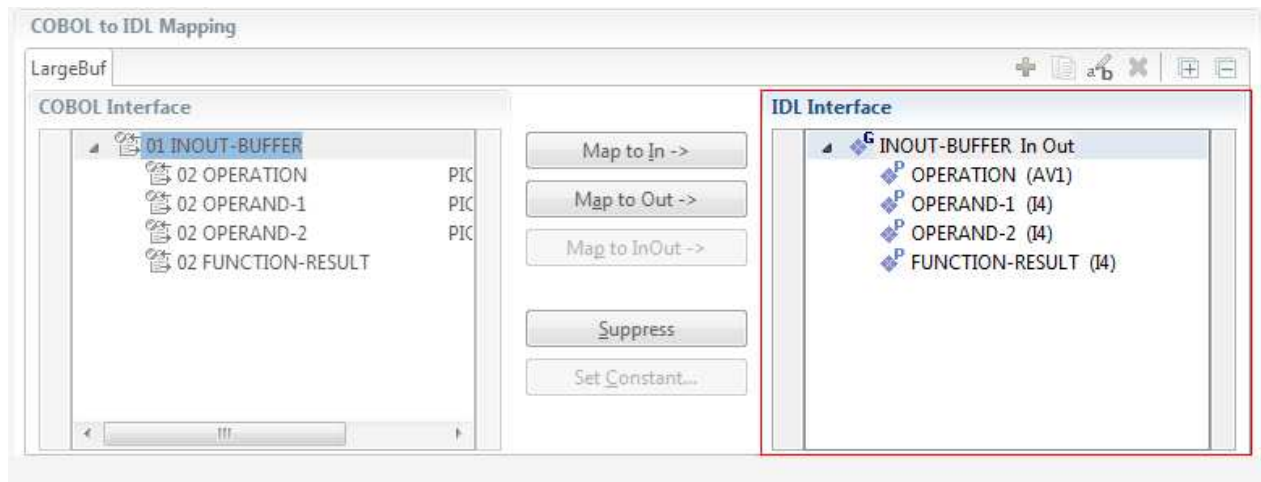
See *Set COBOL Data Items to Constants*.

### IDL Interface

If you have mapped the COBOL interface to multiple IDL interfaces, select the IDL interface by choosing the tabs. In the **IDL Interface** tree view, a context menu is also available with the following possibilities:

- Rename
- Remove from COBOL Interface. This also removes the mapped IDL parameter from all IDL interfaces for the current COBOL program. See *COBOL Program Selection* above.





## Mapping Editor IDL Interface Mapping Functions

This section covers the following topics:

- Map to In, Out, InOut
- Suppress Unneeded COBOL Data Items
- Set COBOL Data Items to Constants
- Map to Multiple IDL Interfaces
- Select REDEFINE Paths
- Set Arrays (Fixed <-> Unbounded)

### Map to In, Out, InOut

With the **Map to In**, **Out**, **InOut** functions you make a COBOL data item visible as an IDL parameter in the IDL interface. With correct IDL directions you design the IDL interface by defining input and output parameters. COBOL programs have no parameter directions, so you need to set IDL directions manually.

#### > To provide IDL directions

- Go *step-by-step* through all *top-level* COBOL data items in the COBOL interface and use the **Map to In**, **Out** and **InOut** functions available in the context menu and as mapping buttons to make the COBOL data items visible and provide IDL directions in the IDL interface.

#### Notes:

1. If a *top-level* COBOL *group* is mapped, the IDL direction is inherited by all subsequent child COBOL data items and thus to the related IDL parameters in the IDL interface.
2. Subsequent child COBOL data items can only be mapped to the same IDL direction as their *top-level* COBOL *group* data item.
3. With the inverse function **Suppress Unneeded COBOL Data Items** (see below) available in the context menu and as mapping button, a COBOL data item can be removed from the IDL interface.
4. IDL directions are described in the direction-attribute in `attribute-list` under *Software AG*

*IDL Grammar.*

If you are using an RPC server such as the z/OS (CICS | Batch), z/VSE (CICS | Batch), Micro Focus or BS2000/OSD RPC server, the amount of data to be transferred to/from the RPC client is reduced with correct IDL directions.

## Suppress Unneeded COBOL Data Items

COBOL data items without any relevant information can be made invisible in the IDL interface. The IDL interface is simplified – it becomes shorter and tidier. This is useful, for example

- for FILLER data items
- if the RPC client or Adapter Service does not need an Out parameter
- if the RPC server or Adapter Service does not need an In parameter and a low value can be provided

If you are using an RPC server such as the z/OS (CICS | Batch), z/VSE (CICS | Batch), Micro Focus or BS2000/OSD RPC server, the amount of data to be transferred to/from the RPC client is also reduced.

### ➤ To suppress unneeded COBOL data items

- Use the **Suppress** function available in the context menu and as mapping button to make the COBOL data item invisible in the IDL interface.

#### Notes:

1. The COBOL data item is not part of the IDL interface. It is invisible for RPC clients or Adapter Services.
2. The RPC server or Adapter Service provides the COBOL data item to your COBOL server with low value, managing the offset to the next COBOL data item.
3. If a COBOL group is suppressed, all subsequent child COBOL data items are suppressed as well.
4. With the inverse function **Map to In, Out** or **InOut** (see above) available in the context menu and as mapping button, a COBOL data item is made visible in the IDL interface again.

## Set COBOL Data Items to Constants

COBOL data items that always require fixed constant values on input to the COBOL server program can be made invisible in the IDL interface and initialized with the required constant values. This is useful for keeping the IDL interface short and tidy. RPC clients or Adapter Services are not bothered with IDL parameters that always contain constants, such as RECORD-TYPES. This function is often used in conjunction with **Map to Multiple IDL Interfaces** (see below).

### ➤ To map COBOL data items to constants

- Use the **Set Constant** function available in the context menu and as mapping button to define a constant value for a COBOL data item. You are prompted with a window to enter the constant value.

#### Notes:

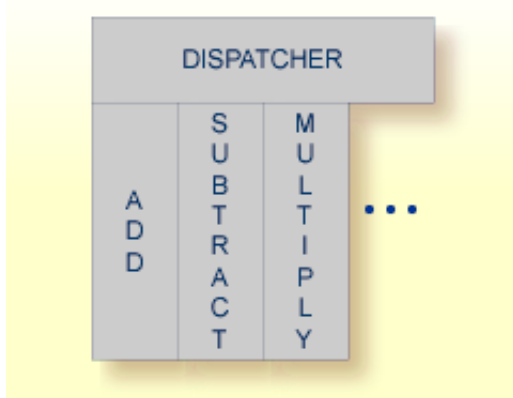
1. The COBOL data item is not part of the IDL interface. It is invisible for RPC clients or Adapter Services.
2. The RPC server or Adapter Service provides the defined constant in the COBOL data item to your

COBOL server.

3. With the function **Map to** (see above) available in the context menu and as mapping button, a COBOL data item can be made visible in the IDL interface again.

## Map to Multiple IDL Interfaces

Assume the COBOL server program provides multiple functions or operations, in the following example ADD, SUBTRACT, MULTIPLY. Some dispatcher front-end code executes the correct function, for example, depending on a *function-code* or *operation-code* parameter:






This example is described in more detail under *Example 1: COBOL Server with Multiple Functions*.

If you have such a situation, a good approach is to expose each COBOL server program function separately as an IDL program. This gives advantages in further processing of the IDL and COBOL mapping files (SVM and CVM). For example:

- If your target endpoint is a web service: instead having a Web service with a single operation, you get a web service with multiple operation, one operation for each COBOL function.
- If your target endpoint is Java or .NET: instead having a class with a single method, you get a class with multiple methods, one method for each COBOL function.

### ➤ To map a COBOL interface to multiple IDL interfaces

1. Select the tab with COBOL to IDL Mapping. For each function, define a separate IDL interface with the toolbar functions  or .
2. Give the IDL interfaces meaningful names with the toolbar function .
3. Define the required constant values to the *function-code* or *operation-code* parameter, see *Set COBOL Data Items to Constants* above.





For the delivered Example 1: COBOL Server with Multiple Functions:

- First, for step 1 above: Extract and define 3 separate IDL programs ADD, SUBTRACT, MULTIPLY.
- Second, for step 2 above: Rename them to suitable names, e.g. 'ADD', 'SUBTRACT', MULTIPLY'

- Third, for step 3 above: Define the constants '+' , '-' and '\*' to the parameter OPERATION respectively.

**Notes:**

1. The following functions are offered to create further mappings from the COBOL interface, resulting in multiple IDL interfaces (IDL programs).

Icon	Function	Description
	Create IDL Interface	Creates a new IDL interface based on the current COBOL interface. All IDL parameters are of IDL direction InOut; no IDL parameters are set to constant; for COBOL REDEFINE, the first REDEFINE path is mapped to IDL; FILLERS are suppressed according to your selection, see <i>Step 4: Define the Extraction Settings and Start Extraction</i> .
	Copy current IDL Interface	Creates a duplicate of current IDL interface. All modifications such as IDL directions, suppress, selection of REDEFINE paths etc. are kept.
	Rename current IDL Interface	The default name for the IDL interface is based on the COBOL program name plus appended number. With this function you can give the IDL interface a suitable name.
	Remove current IDL Interface	Deletes the current IDL interface.

2. With the steps 1 thru 3 described here you can emulate the behavior of function Map to Operation of EntireX version 9.6 and earlier.

**Select REDEFINE Paths**

For COBOL server programs containing COBOL REDEFINES, the correct REDEFINE path needs to be chosen for the IDL interface.

**> To select redefine paths**

- Use the **Map to In, Out** or **InOut** function available in the context menu and as mapping button to make the COBOL REDEFINE path available in the IDL interface.

Begin with the COBOL REDEFINE defined at the highest level first. Work through all inner COBOL REDEFINE data items, going from higher levels to lower levels.

**Notes:**

1. Only one REDEFINE path of a COBOL REDEFINE can be mapped to the IDL interface. All COBOL REDEFINE siblings are suppressed.
2. If a REDEFINE path is actively mapped to the IDL interface, all COBOL REDEFINE siblings are suppressed.

3. You can suppress all REDEFINE paths of a COBOL REDEFINE. Simply suppress the active REDEFINE path, see *Suppress Unneeded COBOL Data Items above*.

## Set Arrays (Fixed <-> Unbounded)

For COBOL server programs using the message length to transfer a variable number of elements in a COBOL table with a fixed size (see *Tables with Fixed Size*) in a variable manner (see *Tables with Variable Size - DEPENDING ON Clause*) you need to set the mapping to unbounded array.

For details of such a COBOL server program see *Example 2: COBOL Server Using Data Length to Process a Variable Number of Array Elements*.

### ➤ To set arrays from fixed to unbounded or vice versa

- Select the COBOL table and use the function **Set Arrays (Fixed<->Unbounded)** available in the context menu. A modal window is displayed. Select **Unbounded array**. The IDL array parameter will be changed from fixed array */number* to an unbounded array */number*, see *array-definition* under *Software AG IDL Grammar* in the IDL Editor documentation.

#### Notes:

1. This option should be used carefully and requires knowledge of the COBOL server program. Be aware that an incorrect mapping results in runtime errors.
2. The COBOL Table with a fixed size (see *Tables with Fixed Size*) used in this manner must be the last parameter of the COBOL interface; it must not be a subparameter of any other COBOL table and must not contain any DEPENDING ON clause (see *Tables with Variable Size - DEPENDING ON Clause*).

## Programming Techniques

This section covers the following topics:

- Example 1: COBOL Server with Multiple Functions
- Example 2: COBOL Server Using Data Length to Process a Variable Number of Array Elements

### Example 1: COBOL Server with Multiple Functions

Assume a COBOL server program has a FUNCTION or OPERATION code COBOL data item in its COBOL interface. The COBOL server program behaves differently depending on field values of this data item. See the following example where a COBOL programs implements a calculator with the functions ADD, SUBTRACT, MULTIPLY, etc. The execution of the different functions is controlled by the COBOL data item OPERATION:

. . .

```

01 OPERATION                PIC X(1) .
01 OPERAND1                 PIC S9(9) BINARY.
01 OPERAND2                 PIC S9(9) BINARY.
01 FUNCTION-RESULT         PIC S9(9) BINARY.
. . .
MOVE 0 TO FUNCTION-RESULT.
EVALUATE OPERATION
  WHEN "+"

```

```

      ADD OPERAND1 OPERAND2
      GIVING FUNCTION-RESULT
    WHEN "-"
      SUBTRACT OPERAND2 FROM OPERAND1
      GIVING FUNCTION-RESULT
    WHEN "*"
      MULTIPLY OPERAND1 BY OPERAND2
      GIVING FUNCTION-RESULT
    WHEN . . .

  END-EVALUATE.
. . .

```

You can expose each COBOL server program function separately. The advantages or reasons for wanting this depend on the target endpoint. For example:

- **Web Service**

Instead having a Web service with a single operation, you want a web service with multiple operations, one operation for each COBOL function.

- **Java or .NET**

Instead having a class with a single method, you want a class with multiple methods, one method for each COBOL function.

- etc.

To do this you need to extract the COBOL server program as described under *Map to Multiple IDL Interfaces*.

## Example 2: COBOL Server Using Data Length to Process a Variable Number of Array Elements

Assume a COBOL CICS large buffer server program has a fixed-sized COBOL table as its last parameter, similar to COBOL data item COBOL-TABLE-FIX in the example below; each table element is 100 bytes; the length of COBOL-FIELD1 + COBOL-FIELD2 + COBOL-FIELD3; the length of the data preceding the COBOL table is described by COBOL-GROUP1; its length is 1000 bytes.

```

WORKING-STORAGE SECTION.
01 NUMBER-OF-INCOMING-ELEMENTS      PIC S9(8) BINARY.
01 NUMBER-OF-OUTGOING-ELEMENTS      PIC S9(8) BINARY.

. . .

LINKAGE SECTION.
01 DFHCOMMAREA.
   10 WM-LCB-MARKER                  PIC X(4).
   10 WM-LCB-INPUT-BUFFER            POINTER.
   10 WM-LCB-INPUT-BUFFER-SIZE       PIC S9(8) BINARY.
   10 WM-LCB-OUTPUT-BUFFER           POINTER.
   10 WM-LCB-OUTPUT-BUFFER-SIZE      PIC S9(8) BINARY.
   10 WM-LCB-FLAGS                   PIC X(1).
   88 WM-LCB-FREE-OUTPUT-BUFFER      VALUE "F".
   10 WM-LCB-RESERVED                PIC X(3).

01 INOUT-BUFFER.
   10 COBOL-GROUP1.
   20 COBOL-TABLE-PREFIX             PIC X(1000).
   10 COBOL-TABLE-FIX               OCCURS 20.

```

```

20 COBOL-GROUP2.
   25 COBOL-FIELD1          PIC X(30).
   25 COBOL-FIELD2          PIC X(20).
   25 COBOL-FIELD3          PIC X(50).
. . .
PROCEDURE DIVISION USING DFHCOMMAREA.
  SET ADDRESS OF INOUT-BUFFER TO WM-LCB-INPUT-BUFFER.
  SET ADDRESS OF INOUT-BUFFER TO WM-LCB-OUTPUT-BUFFER.
  COMPUTE NUMBER-OF-INCOMING-ELEMENTS = (WM-LCB-INPUT-BUFFER-SIZE
    - LENGTH OF COBOL-GROUP1)
    / LENGTH OF COBOL-GROUP2.
. . .
  COMPUTE WM-LCB-OUTPUT-BUFFER-SIZE = LENGTH OF COBOL-GROUP2
    + NUMBER-OF-OUTGOING-ELEMENTS * LENGTH OF COBOL-GROUP2

EXEC CICS RETURN END-EXEC.

```

During input the COBOL CICS large buffer server program uses the large buffer input length WM-LCB-INPUT-BUFFER-SIZE to evaluate the NUMBER-OF-INCOMING-ELEMENTS. During output the large buffer output length is determined accordingly to the NUMBER-OF-OUTGOING-ELEMENTS and set in WM-LCB-OUTPUT-BUFFER-SIZE.

Although the COBOL table is defined as a table with a fixed size (see *Tables with Fixed Size*) it is used in a variable manner, similar to tables with variable Size (see *Tables with Variable Size - DEPENDING ON Clause*). In this case it is required to map the COBOL table to an IDL unbounded array, see *Set Arrays (Fixed <-> Unbounded)*.