Enterprise PL/I for z/OS

Programming Guide

Version 4 Release 2
Second Edition (September 2011)

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Contents

Tables ................................................. ix

Figures .............................................. xi

Introduction ....................................... xiii
About This Book ..................................... xiii
Run-time environment for Enterprise PL/I for z/OS ............................................. xiii
Using your documentation ..................... xiv
PL/I information .................................... xiv
Notation conventions used in this book .... xv
Conventions used .................................... xv
How to read the syntax notation ............. xv
How to read the notational symbols .......... xviii
Summary of changes ................................ xviii
Enhancements in this release .................. xviii
Enhancements from V4R1 .......................... xx
Enhancements from V3R9 .......................... xx
Enhancements from V3R8 .......................... xxii
Enhancements from V3R7 .......................... xxiii
Enhancements from V3R6 .......................... xxiv
Enhancements from V3R5 .......................... xxv
Enhancements from V3R4 .......................... xxvi
Enhancements from V3R3 .......................... xxviii
Enhancements from V3R2 .......................... xxix
Enhancements from V3R1 .......................... xxx
Enhancements from VisualAge PL/I .......... xxxi
How to send your comments ..................... xxxii
Accessibility ....................................... xxxiii
Interface information .............................. xxxiii
Keyboard navigation ............................... xxxiii
Accessibility of this information .......... xxxiii
IBM and accessibility ............................ xxxiii

Part 1. Compiling your program ........................ 1

Chapter 1. Using compiler options and facilities. ........................ 5
Compile-time option descriptions ................. 5
AGGREGATE ......................................... 9
ARCH ................................................. 10
ATTRIBUTES ....................................... 12
BACKREG ........................................... 13
BIFPREC ............................................ 14
BLANK .............................................. 15
BLKOFF ............................................ 16
CEESTART .......................................... 17
CHECK .............................................. 18
CMPAT ............................................. 19
CODEPAGE ......................................... 21
COMMON ........................................... 22
COMPILE ........................................... 23
COPYRIGHT ........................................ 24
CSECT ............................................. 25
CSECTCUT .......................................... 26
CURRENCY ......................................... 27
DBCS ............................................... 28
DD .................................................. 29
DDSQL ............................................. 30
DECIMAL .......................................... 31
DEFAULT .......................................... 33
DEPRECATE ........................................ 42
DISPLAY .......................................... 44
DLLINIT .......................................... 45
EXIT ............................................... 46
EXTRN ............................................. 47
FLAG .............................................. 48
FLOAT .............................................. 49
FLOATINMATH ..................................... 52
GOFF .............................................. 53
GONUMBER ......................................... 54
GRAPHIC .......................................... 55
HCPRI ............................................. 56
IGNORE ............................................ 57
INCAFTER ......................................... 58
INCDIR ............................................ 59
INCPDS ........................................... 60
INITAUTO .......................................... 61
INITBASED ......................................... 62
INITCBL ........................................... 63
INITSTATIC ........................................ 64
INSOURCE ......................................... 65
INTERUPT ......................................... 66
LANGLVL ........................................... 67
LIMITS ............................................ 68
LINECOUNT ....................................... 70
LINEDIR .......................................... 71
LIST .............................................. 72
LISTVIEW .......................................... 73
MACRO ............................................ 75
MAP ............................................... 76
MARGINI .......................................... 77
MARGINS .......................................... 78
MAXGEN .......................................... 80
MAXMEM .......................................... 81
MAXMSG .......................................... 82
MAXNEST .......................................... 83
MAXSTMT .......................................... 84
MAXTEMP .......................................... 85
MDECK ............................................ 86
NAME ............................................. 87
NAMES ........................................... 88
NATLANG .......................................... 89
NEST .............................................. 90
NOT ............................................... 91
NUMBER .......................................... 92
OBJECT .......................................... 93
OFFSET ........................................... 94
ONSNAP .......................................... 95
ONSNAP .......................................... 96

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<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Understanding SYSADATA symbol information</td>
<td>553</td>
</tr>
<tr>
<td>Ordinal type records</td>
<td>553</td>
</tr>
<tr>
<td>Ordinal element records</td>
<td>554</td>
</tr>
<tr>
<td>Symbol records</td>
<td>555</td>
</tr>
<tr>
<td>Understanding SYSADATA syntax information</td>
<td>570</td>
</tr>
<tr>
<td>Source records</td>
<td>570</td>
</tr>
<tr>
<td>Token records</td>
<td>571</td>
</tr>
<tr>
<td>Syntax records</td>
<td>572</td>
</tr>
</tbody>
</table>

**Notices** .......................... 595

- Trademarks .................................. 597

**Bibliography** ....................... 599

- PL/I publications .......................... 599
- Enterprise PL/I for z/OS .................. 599
- PL/I for MVS & VM .......................... 599

- PL/I for AIX .................................. 599
- Related publications ...................... 599
- DB2 UDB for z/OS ........................... 599
- DFSORT ..................................... 599
- IMS/ESA, .................................... 599
- TXSeries for Multiplatforms .............. 600
- z/Architecture ................................ 600
- z/OS Language Environment ................ 600
- z/OS MVS ..................................... 600
- z/OS TSO/E ................................... 600
- z/OS UNIX System Services ............... 600
- Unicode and character representation ...... 600

**Glossary** .............................. 601

**Index** ................................. 615
Tables

1. How to use Enterprise PL/I publications xiv
2. How to use z/OS Language Environment publications xiv
3. Compile-time options, abbreviations, and IBM-supplied defaults 5
4. SYSTEM option table 137
5. Description of PL/I error codes and return codes 163
6. Using the FLAG option to select the lowest message severity listed 164
7. SQL preprocessor options and IBM-supplied defaults 177
8. SQL data types generated from PL/I declarations 200
9. SQL data types generated from SQL TYPE declarations 201
10. SQL data types mapped to PL/I declarations 202
11. SQL data types mapped to SQL TYPE declarations 203
12. Compile-time option flags supported by Enterprise PL/I under z/OS UNIX 227
13. Compiler standard data sets 228
14. Attributes of PL/I file declarations 275
15. A comparison of data set types available to PL/I record I/O 282
16. Information required when creating a library 286
17. Statements and options allowed for creating and accessing consecutive data sets 311
18. IBM machine code print control characters (CTL360) 314
19. Effect of LEAVE and REREAD Options 314
20. Creating a consecutive data set with record I/O: essential parameters of the DD statement 315
21. Accessing a consecutive data set with record I/O: essential parameters of the DD statement 317
22. Statements and options allowed for creating and accessing regional data sets 322
23. Creating a regional data set: essential parameters of the DD statement 330
24. DCB subparameters for a regional data set 330
25. Accessing a regional data set: essential parameters of the DD statement 331
26. Types and advantages of VSAM data sets 336
27. Processing Allowed on Alternate Index Paths 339
28. Statements and options allowed for loading and accessing VSAM entry-sequenced data sets 344
29. Statements and options allowed for loading and accessing VSAM indexed data sets 347
30. Statements and options allowed for loading and accessing VSAM relative-record data sets 360
31. The entry points and arguments to PLISRTx (x = A, B, C, or D) 392
32. C and PL/I Type Equivalents 409
33. Java Primitive Types and PL/I Native Equivalents 440
34. Continuable Exceptions 464
35. Terminating Exceptions 467
Figures

1. Including source statements from a library 156
2. Finding statement number (compiler listing example) 160
3. Finding statement number (runtime message example) 161
4. Using the macro preprocessor to produce a source deck 174
5. The PL/I declaration of SQLCA 195
6. The PL/I declaration of an SQL descriptor area 196
7. Invoking a cataloged procedure 210
8. Cataloged Procedure IBMZC 211
9. Cataloged Procedure IBMZCB 212
10. Cataloged Procedure IBMZCBG 213
11. Cataloged Procedure IBMZCPL 215
12. Cataloged Procedure IBMZCPLG 217
13. Cataloged Procedure IBMZCPG 219
14. Declaration of PLITABS 235
15. PAGELENGTH and PAGESIZE 235
16. Sample JCL to compile, link, and invoke the user exit 241
17. Sample program to display program arguments from the CPPL under TSO when using SYSTEM(STD) option 249
18. Sample program to display z/OS UNIX args and environment variables 250
19. Fixed-length records 269
20. How the operating system completes the DCB 274
21. Creating new libraries for compiled object modules 288
22. Placing a load module in an existing library 288
23. Creating a library member in a PL/I program 289
24. Updating a library member 289
25. Creating a data set with stream-oriented data transmission 296
26. Writing graphic data to a stream file 297
27. Accessing a data set with stream-oriented data transmission 299
28. Creating a print file via stream data transmission 302
29. PL/I structure PLITABS for modifying the preset tab settings 303
30. American National Standard print and card punch control characters (CTLASA) 313
31. Merge Sort—creating and accessing a consecutive data set 318
32. Printing record-oriented data transmission 320
33. Creating a REGIONAL(1) data set 326
34. Updating a REGIONAL(1) data set 328
35. VSAM data sets and allowed file attributes 338
36. Defining and loading an entry-sequenced data set (ESDS) 346
37. Updating an ESDS 347
38. Defining and loading a key-sequenced data set (KSDS) 350
39. Updating a KSDS 352
40. Creating a Unique Key Alternate Index Path for an ESDS 354
41. Creating a Nonunique Key Alternate Index Path for an ESDS 355
42. Creating a unique Key Alternate Index Path for a KSDS 356
43. Alternate Index Paths and Backward Reading with an ESDS 358
44. Using a Unique Alternate Index Path to Access a KSDS 360
45. Defining and loading a relative-record data set (RRDS) 363
46. Updating an RRDS 365
47. Flow of control for Sort program 388
48. Flowcharts for input and output handling subroutines 398
49. Skeletal code for an input procedure 399
50. Skeletal code for an output handling procedure 400
51. PLISRTA—sorting from input data set to output data set 401
52. PLISRTB—sorting from input handling routine to output data set 402
53. PLISRTC—sorting from input data set to output handling routine 403
54. PLISRTD—sorting from input handling routine to output handling routine 404
55. Sorting varying-length records using input and output handling routines 406
56. Simple type equivalence 409
57. Sample struct type equivalence 410
58. Sample enum type equivalence 411
59. Start of the C declaration for its FILE type 411
60. PL/I equivalent for a C file 411
61. Sample code to use fopen and fread to dump a file 412
62. Declarations for filedump program 412
63. C declaration of fread 413
64. First incorrect declaration of fread 413
65. Second incorrect declaration of fread 413
66. Third incorrect declaration of fread 413
67. Code generated for RETURNS BYADDR 414
68. Correct declaration of fread 414
69. Code generated for RETURNS BYVALUE 414
70. First incorrect declaration of fopen 415
71. Second incorrect declaration of fopen 415
72. Correct declaration of fopen 415
73. Optimal, correct declaration of fopen 415
74. Declaration of fclose 416
75. Commands to compile and run filedump 416
76. Output of running filedump 416
77. Sample compare routine for C qsort function 416
78. Sample code to use C qsort function 417
79. Incorrect declaration of qsort 417
80. Correct declaration of qsort 417
<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>81.</td>
<td>Code when parameters are BYADDR  418</td>
</tr>
<tr>
<td>82.</td>
<td>Code when parameters are BYVALUE  419</td>
</tr>
<tr>
<td>83.</td>
<td>Java Sample Program #2 - Passing a String  429</td>
</tr>
<tr>
<td>84.</td>
<td>PL/I Sample Program #2 - Passing a String  431</td>
</tr>
<tr>
<td>85.</td>
<td>Java Sample Program #3 - Passing an Integer  433</td>
</tr>
<tr>
<td>86.</td>
<td>PL/I Sample Program #3 - Passing an Integer  435</td>
</tr>
<tr>
<td>87.</td>
<td>Java Sample Program #4 - Receiving and printing a String  436</td>
</tr>
<tr>
<td>88.</td>
<td>PL/I Sample Program #4 - Calling the Java Invocation API  439</td>
</tr>
<tr>
<td>89.</td>
<td>Sample XML document  445</td>
</tr>
<tr>
<td>90.</td>
<td>PLISAXA coding example - type declarations  453</td>
</tr>
<tr>
<td>91.</td>
<td>PLISAXA coding example - event structure  454</td>
</tr>
<tr>
<td>92.</td>
<td>PLISAXA coding example - main routine  455</td>
</tr>
<tr>
<td>93.</td>
<td>PLISAXA coding example - event routines  456</td>
</tr>
<tr>
<td>94.</td>
<td>PLISAXA coding example - program output  464</td>
</tr>
<tr>
<td>95.</td>
<td>Sample XML document  475</td>
</tr>
<tr>
<td>96.</td>
<td>PLISAXC coding example - type declarations  485</td>
</tr>
<tr>
<td>97.</td>
<td>PLISAXC coding example - event structure  486</td>
</tr>
<tr>
<td>98.</td>
<td>PLISAXC coding example - main routine  487</td>
</tr>
<tr>
<td>99.</td>
<td>PLISAXC coding example - event routines  488</td>
</tr>
<tr>
<td>100.</td>
<td>PLISAXC coding example - program output  493</td>
</tr>
<tr>
<td>101.</td>
<td>PLISAXD coding example - event routines  495</td>
</tr>
<tr>
<td>102.</td>
<td>Output from PLISAXD sample  505</td>
</tr>
<tr>
<td>103.</td>
<td>Example PL/I routine calling PLIDUMP  507</td>
</tr>
<tr>
<td>104.</td>
<td>Declare for the saved options string  515</td>
</tr>
<tr>
<td>105.</td>
<td>Using an ATTENTION ON-unit  522</td>
</tr>
<tr>
<td>106.</td>
<td>PL/I compiler user exit procedures  528</td>
</tr>
<tr>
<td>107.</td>
<td>Example of an user exit input file  529</td>
</tr>
<tr>
<td>108.</td>
<td>Suppressing SQL messages  534</td>
</tr>
<tr>
<td>109.</td>
<td>Record types encoded as an ordinal value  550</td>
</tr>
<tr>
<td>110.</td>
<td>Declare for the header part of a record  550</td>
</tr>
<tr>
<td>111.</td>
<td>Declare for a summary record  551</td>
</tr>
<tr>
<td>112.</td>
<td>Declare for a counter record  551</td>
</tr>
<tr>
<td>113.</td>
<td>Declare for a literal record  552</td>
</tr>
<tr>
<td>114.</td>
<td>Declare for a file record  552</td>
</tr>
<tr>
<td>115.</td>
<td>Declare for a message record  553</td>
</tr>
<tr>
<td>116.</td>
<td>Declare for an ordinal type record  554</td>
</tr>
<tr>
<td>117.</td>
<td>Declare for an ordinal element record  555</td>
</tr>
<tr>
<td>118.</td>
<td>Symbol indices assigned to the elements of a structure  556</td>
</tr>
<tr>
<td>119.</td>
<td>Data type of a variable  557</td>
</tr>
<tr>
<td>120.</td>
<td>Declare for a symbol record  558</td>
</tr>
<tr>
<td>121.</td>
<td>Declare for xin_Bif_Kind  565</td>
</tr>
<tr>
<td>122.</td>
<td>Declare for a source record  571</td>
</tr>
<tr>
<td>123.</td>
<td>Declare for a token record  572</td>
</tr>
<tr>
<td>124.</td>
<td>Declare for the token record kind  572</td>
</tr>
<tr>
<td>125.</td>
<td>Node indices assigned to the blocks in a program  573</td>
</tr>
<tr>
<td>126.</td>
<td>Declare for a syntax record  573</td>
</tr>
<tr>
<td>127.</td>
<td>Declare for the syntax record kind  576</td>
</tr>
<tr>
<td>128.</td>
<td>Node indices assigned to the syntax records in a program  577</td>
</tr>
<tr>
<td>129.</td>
<td>Declare for the expression kind  578</td>
</tr>
<tr>
<td>130.</td>
<td>Declare for the number kind  578</td>
</tr>
<tr>
<td>131.</td>
<td>Declare for the lexeme kind  579</td>
</tr>
<tr>
<td>132.</td>
<td>Declare for the voc kind  580</td>
</tr>
</tbody>
</table>
Introduction

About This Book

This book is for PL/I programmers and system programmers. It helps you understand how to use Enterprise PL/I for z/OS in order to compile PL/I programs. It also describes the operating system features that you might need to optimize program performance or handle errors.

Important: Enterprise PL/I for z/OS will be referred to as Enterprise PL/I throughout this book.

Run-time environment for Enterprise PL/I for z/OS

Enterprise PL/I uses Language Environment® as its run-time environment. It conforms to Language Environment architecture and can share the run-time environment with other Language Environment-conforming languages.

Language Environment provides a common set of run-time options and callable services. It also improves interlanguage communication (ILC) between high-level languages (HLL) and assembler by eliminating language-specific initialization and termination on each ILC invocation.
Using your documentation

The publications provided with Enterprise PL/I are designed to help you program with PL/I. The publications provided with Language Environment are designed to help you manage your run-time environment for applications generated with Enterprise PL/I. Each publication helps you perform a different task.

The following tables show you how to use the publications you receive with Enterprise PL/I and Language Environment. You’ll want to know information about both your compiler and run-time environment. For the complete titles and order numbers of these and other related publications, see “Bibliography” on page 599.

PL/I information

Table 1. How to use Enterprise PL/I publications

<table>
<thead>
<tr>
<th>To...</th>
<th>Use...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Evaluate Enterprise PL/I</td>
<td>Fact Sheet</td>
</tr>
<tr>
<td>Understand warranty information</td>
<td>Licensed Programming Specifications</td>
</tr>
<tr>
<td>Plan for and install Enterprise PL/I</td>
<td>Enterprise PL/I Program Directory</td>
</tr>
<tr>
<td>Understand compiler and run-time changes and adapt programs to Enterprise PL/I and Language Environment</td>
<td>Compiler and Run-Time Migration Guide</td>
</tr>
<tr>
<td>Prepare and test your programs and get details on compiler options</td>
<td>Programming Guide</td>
</tr>
<tr>
<td>Get details on PL/I syntax and specifications of language elements</td>
<td>Language Reference</td>
</tr>
<tr>
<td>Diagnose compiler problems and report them to IBM</td>
<td>Diagnosis Guide</td>
</tr>
<tr>
<td>Get details on compile-time messages</td>
<td>Compile-Time Messages and Codes</td>
</tr>
</tbody>
</table>

Language Environment information

Table 2. How to use z/OS Language Environment publications

<table>
<thead>
<tr>
<th>To...</th>
<th>Use...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Evaluate Language Environment</td>
<td>Concepts Guide</td>
</tr>
<tr>
<td>Plan for Language Environment</td>
<td>Concepts Guide</td>
</tr>
<tr>
<td>Install Language Environment on z/OS</td>
<td>Concepts Guide</td>
</tr>
<tr>
<td>Customize Language Environment on z/OS</td>
<td>Concepts Guide</td>
</tr>
<tr>
<td>Understand Language Environment program models and concepts</td>
<td>Concepts Guide</td>
</tr>
<tr>
<td>Find syntax for Language Environment run-time options and callable services</td>
<td>Concepts Guide</td>
</tr>
<tr>
<td>Develop applications that run with Language Environment</td>
<td>Concepts Guide</td>
</tr>
<tr>
<td>Debug applications that run with Language Environment, get details on run-time messages, diagnose problems with Language Environment</td>
<td>Concepts Guide</td>
</tr>
<tr>
<td>Develop interlanguage communication (ILC) applications</td>
<td>Concepts Guide</td>
</tr>
<tr>
<td>Migrate applications to Language Environment</td>
<td>Concepts Guide</td>
</tr>
</tbody>
</table>

xv  Enterprise PL/I for z/OS Programming Guide
Notation conventions used in this book

This book uses the conventions, diagramming techniques, and notation described in "Conventions used" and "How to read the notational symbols" on page xviii to illustrate PL/I and non-PL/I programming syntax.

Conventions used

Some of the programming syntax in this book uses type fonts to denote different elements:

- Items shown in UPPERCASE letters indicate key elements that must be typed exactly as shown.
- Items shown in lowercase letters indicate user-supplied variables for which you must substitute appropriate names or values. The variables begin with a letter and can include hyphens, numbers, or the underscore character (_).
- The term *digit* indicates that a digit (0 through 9) should be substituted.
- The term *do-group* indicates that a do-group should be substituted.
- *Underlined* items indicate default options.
- *Examples* are shown in monocase type.
- Unless otherwise indicated, separate repeatable items from each other by one or more blanks.

**Note:** Any symbols shown that are not purely notational, as described in "How to read the notational symbols" on page xviii, are part of the programming syntax itself.

For an example of programming syntax that follows these conventions, see "Example of notation" on page xviii.

How to read the syntax notation

The following rules apply to the syntax diagrams used in this book:

**Arrow symbols**

Read the syntax diagrams from left to right, from top to bottom, following the path of the line.

- Indicates the beginning of a statement.
- Indicates that the statement syntax is continued on the next line.
- Indicates a statement is continued from the previous line.
- Indicates the end of a statement.

Diagrams of syntactical units other than complete statements start with the symbol and end with the symbol.

**Conventions**

- Keywords, their allowable synonyms, and reserved parameters, appear in uppercase for MVS and OS/2® platforms, and lowercase for UNIX® platforms. These items must be entered exactly as shown.
- Variables appear in lowercase italics (for example, *column-name*). They represent user-defined parameters or suboptions.
- When entering commands, separate parameters and keywords by at least one blank if there is no intervening punctuation.
- Enter punctuation marks (slashes, commas, periods, parentheses, quotation marks, equal signs) and numbers exactly as given.
• Footnotes are shown by a number in parentheses, for example, (1).
• A \ symbol indicates one blank position.

Required items
Required items appear on the horizontal line (the main path).

Optional Items
Optional items appear below the main path.

Multiple required or optional items
If you can choose from two or more items, they appear vertically in a stack. If you must choose one of the items, one item of the stack appears on the main path.

Repeatable items
An arrow returning to the left above the main line indicates that an item can be repeated.
Default keywords
IBM-supplied default keywords appear above the main path, and the remaining choices are shown below the main path. In the parameter list following the syntax diagram, the default choices are underlined.

Fragments
Sometimes a diagram must be split into fragments. The fragments are represented by a letter or fragment name, set off like this: | A |. The fragment follows the end of the main diagram. The following example shows the use of a fragment.

Substitution-block
Sometimes a set of several parameters is represented by a substitution-block such as <A>. For example, in the imaginary /VERB command you could enter /VERB LINE 1, /VERB EITHER LINE 1, or /VERB OR LINE 1.

Parameter endings
Parameters with number values end with the symbol '#', parameters that are names end with 'name', and parameters that can be generic end with '*'.

The MSNAME keyword in the example supports a name value and the SYSID keyword supports a number value.
How to read the notational symbols

Some of the programming syntax in this book is presented using notational symbols. This is to maintain consistency with descriptions of the same syntax in other IBM publications, or to allow the syntax to be shown on single lines within a table or heading.

- **Braces**, { }, indicate a choice of entry. Unless an item is underlined, indicating a default, or the items are enclosed in brackets, you must choose at least one of the entries.

- Items separated by a single **vertical bar**, |, are alternative items. You can select only one of the group of items separated by single vertical bars. (Double vertical bars, ||, specify a concatenation operation, not alternative items. See the PL/I Language Reference for more information on double vertical bars.)

- Anything enclosed in **brackets**, [ ], is optional. If the items are vertically stacked within the brackets, you can specify only one item.

- An **ellipsis**, ..., indicates that multiple entries of the type immediately preceding the ellipsis are allowed.

**Example of notation**
The following example of PL/I syntax illustrates the notational symbols described in “How to read the notational symbols”:

```pli
DCL file-reference FILE STREAM
    {INPUT | OUTPUT [PRINT]}
ENVIRONMENT(option ...);
```

Interpret this example as follows:

- You must spell and enter the first line as shown, except for `file-reference`, for which you must substitute the name of the file you are referencing.

- In the second line, you can specify INPUT or OUTPUT, but not both. If you specify OUTPUT, you can optionally specify PRINT as well. If you do not specify either alternative, INPUT takes effect by default.

- You must enter and spell the last line as shown (including the parentheses and semicolon), except for `option ...`, for which you must substitute one or more options separated from each other by one or more blanks.

**Summary of changes**

**Enhancements in this release**

This release provides the following functional enhancements described in this and the other IBM PL/I books.

**Performance improvements**

- The ARCH(9) option provides further exploitation of the IBM zEnterprise™ 196 (z196) System instructions, including the high-word, floating-point extension, and population count facilities.

- The new UNROLL compiler option gives you control of loop unrolling.

- The compiler now generates inline code to resolve the ULENGTH and USUBSTR built-in functions for character strings.

- The compiler now generates inline code for MEMINDEX(p, n, x) where x is WCHAR(1).

- The compiler now generates inline code for STG(x) where x is BASED variable using REFER and meets both of the following conditions:
  - All NONVARYING BIT in x are specified with the ALIGNED attribute.
All other elements in x are specified with UNALIGNED.

**Debugging improvements**
- The compiler now supports typed structures in Debug Tool.

**SQL support enhancements**
- The SQL Preprocessor has the following significant changes:
  - It fully and correctly supports block scoping.
  - The preprocessor load module is more than eight times smaller.
  - The preprocessor runs faster.
  - It supports the use of the SQL TYPE attribute anywhere you can specify a PL/I data type.
  - It now supports the following compiler options when processing declarations of host variables. It applies the defaults correctly and rejects unsuitable host variables as appropriate.
    - DEFAULT(ANS | IBM)
    - DEFAULT(ASCII | EBCDIC)
    - DEFAULT((NO)EVENDEC)
    - DEFAULT((NON)NATIVE)
    - DEFAULT(SHORT(HEX | IEEE))
    - RULES((NO)LAXCTL)
  - It now correctly processes the PRECISION attribute.
  - It now recognizes the UNSIGNED and COMPLEX attributes and rejects the use of these attributes in any host variable.
  - It now ensures that DSNHMLTR is declared in the outermost procedure that contains codes that need DSNHMLTR.
  - It now handles packages correctly.
  - It now ensures that characters in the source code are printable when it generates code to set the SQLAVDAID.
  - It no longer requires that indicator arrays have a lower bound of 1.
  - It now generates an SQL parameter list structure that has fewer unions, fewer init clauses, and no additional declarations based on elements of the structure.

**Usability enhancements**
- The new PPLIST compiler option conditionally erases the part of the listing that is generated by any preprocessor phase that produces no messages.
- The compiler issues better messages when a comma is missing in a structure declaration.
- The compiler issues new messages when the source code contains invalid shift-in and shift-out bytes.
- The compiler applies the NONASSIGNABLE attribute to any parameter that is declared with the INONLY attribute; it flags any assignment to a parameter that is declared as INONLY.
- Under RULES(NOLAXENTRY), the compiler does not flag names that start with DSN.
- Under RULES(NOUNREF), the compiler does not flag names that start with DSN or SQL.
- Under the new NOSELFASSIGN suboption of the RULES compiler option, the compiler flags assignments of variables to themselves.
• Under the new NOLAXRETURN suboption of the RULES compiler option, the compiler generates codes to raise the ERROR condition when a RETURN statement is used in some invalid ways.

Enhancements from V4R1

This release provides the following functional enhancements described in this and the other IBM PL/I books.

Debugging improvements
• Under TEST(SEPARATE), the compiler optionally places the statement number table in the debug file and thus reduces the size of the generated object deck.
• Under TEST(SEPARATE), the compiler includes information identifying the source lines for declarations, references, and assignments.
• Under TEST(SEPARATE), the compiler generates information to identify the implicit locator reference when a BASED variable is based on the ADDR of an array element or other complex references.

Performance improvements
• The ARCH(9) option provides exploitation of the IBM zEnterprise System instructions.
• If all the elements of structures using REFER are byte-aligned, the compiler inlines code to resolve references to these elements rather than through library calls.

Usability enhancements
• The new DEPRECATES compiler option flags variable names and included file names that you want to deprecate.
• The new SEPARATE suboption of the GONUMBER option is provided to place the generated statement number table in the separate debug file.
• The new NOGLOBALDO suboption of the RULES option flags all DO loop control variables that are declared in the parent block.
• The new NOPADDING suboption of the RULES option flags all structures that contain padding.
• The SQL preprocessor now supports the XREF option.
• The new PLISAXD built-in subroutine provides the ability to parse XML documents with validation against a schema by using the XML System Services parser.

Serviceability enhancements
• The use of either the GOSTMT option or the IMPRECISE option is now flagged as unsupported.
• The compiler now always lists all SQL preprocessor options that are in effect.

Enhancements from V3R9

This release provides the following functional enhancements described in this and the other IBM PL/I books.

Performance improvements
• UVALID will now be inlined for for strings of length 256 or less.
• Under ARCH(7) and higher, the CU12, CU14, CU21, CU24, CU41, and CU42 instructions will be used to provide for fast conversions between UTF-8, UFT-16 and UTF-32.
• Under ARCH(7) and higher, the TRTT, TROT, TRTO, and TROO instructions will be used to provide for fast translations between one- and two-byte buffers.
• Assignments of like arrays of scalars will now be handled as storage copy operations.
• All assignments of BIT VARYING to BIT VARYING will now be inlined.
• All assignments of byte-aligned BIT NONVARYING to BIT VARYING will now be inlined.
• The ROUND and ROUNDDEC built-in functions will be inlined when the argument to be rounded is DFP.
• To simplify the choosing of options for best performance,
  – the COMPACT option has been dropped
  – The default setting for DEFAULT(REORDER | ORDER) has been changed to DEFAULT(REORDER)
  – the TUNE option has been dropped
• Detection of the dereferencing of null pointers exploits the new compare-and-trap instruction under ARCH(8).
• The compiler has been built with ARCH(6) to improve its performance.

Usability enhancements
• The CICS preprocessor now supports block-scoping and consequently will add the needed local CICS declares to all non-nested procedures.
• The SQL preprocessor now supports the PL/I rules for the scope of declarations when resolving host variable references through the new SCOPE option. NOSCOPE is the default for compatibility with previous releases.
• The MACRO preprocessor will now leave %include, %xinclude, %inscan, and %xinscan statements in the compiler listing as comments.
• The MACRO preprocessor now provides via the %DO SKIP; statement an easy and clear way to omit sections of code from a compile.
• The MACRO preprocessor now supports an option called NAMEPREFIX which allows the user to force macro procedures and variables to start with a specified character.
• The IGNORE compiler option provides the ability to suppress PUT FILE and/or DISPLAY statements (either of which may have been used for debug purposes but which should be compiled out of the production version).
• The NULLSTRPTR suboption of the DEFAULT compiler option provides user control of whether sysnull or null is assigned to a pointer when the source in the assignment is a null string.
• The new MAXGEN option specifies the maximum number of intermediate language statements that should be generated for any one user statement and will cause the compiler to flag any statement where this maximum is exceeded.
• The new ONSNAP option will allow the user to request the compiler to insert an ON STRINGRANGE SNAP; or an ON STRINGSIZE SNAP; statement into the prologue of a MAIN or FROMALIEN proc.
• The new SHORT suboption of the INITAUTO option will limit the INITAUTO option so that it does not duplicate all of the runtime STORAGE option, but does initialize variables that might be optimized to registers.
• The new RTCHECK option will generate code to test for the dereferencing of null pointers.
• The compiler will now flag various statements that may be risky:
  – code where the result of a FIXED operation has a scale factor less than zero.
- ENTRYs used as functions but declared without the RETURNS attribute
- parameters declared as BYVALUE when doing so is ill-advised, e.g. declaring a FIXED DEC parameter BYVALUE
- FIXED DECIMAL add and multiply operations that might raise FIXEDOVERFLOW

- The RULES option has been expanded to allow more control over and flagging of poor code:
  - NOPROCENDONLY will flag END statements for PROCs that don’t name the PROC they are closing
  - NOSTOP will flag the use of STOP and EXIT
  - NOLAXQUAL(STRICT) will flag variables not qualified with their level-1 name
  - NOLAXSCALE will flag declares of FIXED DEC(p,q) and FIXED BIN(p,q) where q < 0 or p < q
  - NOGOTO(LOOSE) will allow GOTOs only if in the same block
  - More than one DELAY STATEMENTS can be concurrently executed in different procedures.

**Serviceability enhancements**
- When the compiler cannot open a file, the compiler will now, if possible, also include the related C runtime message in the message in the listing.
- If user code requires a DFP conversion at compile time but the compile is running on a machine without DFP hardware, this error will be trapped and a meaningful error issued.
- If the SQL preprocessor is invoked more than once without INCONLY as its suboption, then the DBRM library created by the compiler will be empty, and now an E-level message will be issued to warn the user about this problem.

**Enhancements from V3R8**

This release provides the following functional enhancements described in this and the other IBM PL/I books.

**Performance improvements**
- The ARCH(8) and TUNE(8) options provide exploitation of the z/HE instructions.
- The HGPR option supports using 64-bit registers in 32-bit code.
- The GOFF option supports generation of GOFF objects.
- The PFPO instruction will be exploited in conversions between differing float formats.
- SRSTU will be used in code generated for UTF-16 INDEX.
- Calls to null internal procedures will now be completely removed.

**Usability enhancements**
- PLISAXC provides for access to the XML System Services parser via a SAX interface.
- The INCDIR option is supported under batch.
- The LISTVIEW option now provides the support previously provided by the AFTERMACRO etc suboptions of TEST.
- The NOLAXENTRY suboption of the RULES option allows for the flagging of unprototyped ENTRYs.
• The (NO)FOFLONMULT suboption of the DECIMAL option allows for control of whether FOFL is raised in MULTIPLY of FIXED DECIMAL.
• The HEX and SUBSTR suboptions of the USAGE option provide more user control of the behavior of the corresponding built-in functions.
• The DDSQL compiler option provides the ability to specify an alternate DD name to be used for EXEC SQL INCLUDEs.
• The INCONLY suboption provided by the MACRO and SQL preprocessors can request those preprocessors to perform only INCLUDEs.
• The integrated SQL preprocessor will now generate DB2 precompiler style declares for all *LOB_FILE, *LOCATOR, ROWID, BINARY and VARBINARY SQL types, in addition to the BLOB, CLOB and DBCLOB SQL types already supported, when the LOB(DB2) SQL preprocessor option is selected.

Enhancements from V3R7

This release provides the following functional enhancements described in this and the other IBM PL/I books.

Debugging improvements
• The TEST option has been enhanced so that users can choose to view the source in the listing and in the Debug Tool source window as that source would appear after a user-specified preprocessor had been run (or after all the preprocessors had been run).

Performance improvements
• The BASR instruction will now be used instead of the BALR instruction.
• The conversions of FIXED DEC with large precision to FLOAT will be inlined and speeded up by the use of FIXED BIN(63) as an intermediary.
• The CHAR built-in when applied to CHAR expressions will now always be inlined.
• The code generated for conversions of FIXED BIN(p,q) to unscaled FIXED DEC has been significantly improved.
• TRTR will be used, under ARCH(7), for SEARCHR and VERIFYR in the same situations where TRT would be used for SEARCH and VERIFY.
• UNPKU will be used to convert some PICTURE to WIDECHAR (rather than making a library call).

Usability enhancements
• IEEE Decimal Floating-Point (DFP) is supported.
• The new MEMCONVERT built-in function will allow the user to convert arbitrary lengths of data between arbitrary code pages.
• The new ONOFFSET built-in function will allow the user to have easy access to another piece of information formerly available only in the runtime error message or dump, namely the offset in the user procedure at which a condition was raised.
• The new STACKADDR built-in function will return the address of the current dynamic save area (register 13 on z/OS) and will make it easier for users to write their own diagnostic code.
• The length of the mnemonic field in the assembler listing will be increased to allow for better support of the new z/OS instructions that have long mnemonics.
• More of the right margin will be used in the attributes, cross-reference and message listings.
• The CODEPAGE option will now accept 1026 (the Turkish code page) and 1155 (the 1026 code page plus the Euro symbol).

• The new MAXNEST option allows the user to flag excessive nesting of BEGIN, DO, IF and PROC statements.

• Under the new (and non-default) suboption NOELSEIF of the RULES option, the compiler will flag any ELSE statement that is immediately followed by an IF statement and suggest that it be rewritten as a SELECT statement.

• Under the new (and non-default) suboption NOLAXSTG of the RULES option, the compiler will flag declares where a variable A is declared as BASED on ADDR(B) and STG(A) > STG(B) not only (as the compiler did before) when B is AUTOMATIC, BASED or STATIC with constant extents but now also when B is a parameter declared with constant extents.

• The new QUOTE option will allow the user to specify alternate code points for the quote (" symbol since this symbol is not code-page invariant.

• The new XML compiler option can be used to specify that the tags in the output of the XMLCHAR built-in function be either in all upper case or in the case in which they were declared.

• For compilations that produce no messages, the compiler will now include a line saying “no compiler messages” where the compiler messages would have been listed.

• The MACRO preprocessor will support a new suboption that will allow the user to specify whether it should process only %INCLUDE statements or whether it should process all macro statements.

• The integrated SQL preprocessor will now generate DB2 precompiler style declares for all *LOB_FILE, *LOCATOR, ROWID, BINARY and VARBINARY SQL types, in addition to the BLOB, CLOB and DBCLOB SQL types already supported, when the LOB(DB2) SQL preprocessor option is selected.

Enhancements from V3R6

This release provides the following functional enhancements described in this and the other IBM PL/I books.

DB2 V9 support

• Support for STDSQL(YES/NO)
• Support for CREATE TRIGGER (aka multiple SQL statements)
• Support for FETCH CONTINUE
• Support for SQL style comments (/*−−*/ ) embedded in SQL statements
• Support for additional SQL TYPES including
  – SQL TYPE IS BLOB_FILE
  – SQL TYPE IS CLOB_FILE
  – SQL TYPE IS DBCLOB_FILE
  – SQL TYPE IS XML AS
  – SQL TYPE IS BIGINT
  – SQL TYPE IS BINARY
  – SQL TYPE IS VARBINARY
• The SQL preprocessor will also now list the DB2 coprocessor options

Debugging improvements

• Under TEST(NOSEPNAME), the name of the debug side file will not be saved in the object deck.
Performance improvements

- Support, under ARCH(7), of the z/OS extended-immediate facility
- Exploitation of the CLCLU, MVCLU, PKA, TP and UNPKA instructions under ARCH(6)
- Exploitation of the CVBG and CVDG instructions under ARCH(5)
- Expanded use of CLCLE
- Conversions involving DB2 date-time patterns are now inlined
- The ALLOCATION built-in function is now inlined
- Conversions with a drifting $ have been inlined
- Conditional code has been eliminated from assignments to PIC'(n)Z'
- Conversions from FIXED BIN to a PICTURE that specifies a scale factor have been inlined
- Assignments to BIT variables that have inherited dimensions but which have strides that are divisible by 8 will now be inlined

Usability enhancements

- The MAP output will now also include a list in order of storage offset (per block) of the AUTOMATIC storage used by the block
- Conformance checking has been extended to include structures
- Listings will now include 7 columns for the line number in a file
- The THREADID built-in function is now supported under z/OS
- The PICSPEC built-in function is now supported
- The new CEESTART option allows you to position the CEESTART csect at the start or end of the object deck
- The new PPCICS, PPMACRO and PPSQL options allow you to specify the default options to be used by the corresponding preprocessor
- The ENVIRONMENT option is now included in the ATTRIBUTES listing
- The DISPLAY option now supports a suboption to allow different DESC codes for DISPLAY with REPLY versus DISPLAY without REPLY
- The message flagging a semicolon in a comment will now include the line number of the line where the semicolon appears
- Flag assignments that can change a REFER object
- Flag use of KEYED DIRECT files without a KEY/KEYFROM clause
- Flag use of PICTURE as loop control variables

Enhancements from V3R5

This release provides the following functional enhancements described in this and the other IBM PL/I books.

Debugging improvements

- Under TEST(SEPARATE), the vast majority of debug information will be written to a separate debug file
- AUTOMONITOR will include the target in assignments
- The AT ENTRY hook will now be placed after AUTOMATIC has been initialized, thereby eliminating the need to step into the block before looking at any variables
Performance improvements
- Generation of branch-relative instructions so that the need for base registers and transfer vectors will be significantly eliminated
- Support, under ARCH(6), of the z/OS long displacement facility
- Simple structures using REFER will be mapped inlined rather than via a library call
- For structures using REFER still mapped via a library call, less code will be generated if the REFER specifies the bound for an array of substructures
- Faster processing of duplicate INCLUDEs
- Conversions to PICTURE variables with an I or R in the last position will now be inlined (such conversions had already been inlined when the last character was a T)
- Conversions to PICTURE variables ending with one or more B's will now be inlined if the corresponding picture without the B's would have been inlined
- Conversions to from CHARACTER to PICTURE variables consisting only of X's will now be inlined

Usability enhancements
- All parts of the listing, etc will count the source file as file 0, the first include file as file 1, the second (unique) include file as file 2, etc
- Conformance checking extended to include arrays
- Listings will include the build dates for any preprocessors invoked
- One-byte FIXED BINARY arguments can be suppressed for easier ILC with COBOL
- Alternate DD names may be specified for SYSADATA, SYSXMLSD and SYSDEBUG
- RULES(NOLAXMARGINS) tolerates, under XNUMERIC, sequence numbers
- RULES(NOUNREF) flags unreferenced AUTOMATIC variables
- If an assignment to a variable is done via library call, the message flagging the library call will include the name of the target variable
- Flag one-time DO loops
- Flag labels used as arguments
- Flag ALLOCATE and FREE of non-PARAMETER CONTROLLED in FETCHABLE if PRV used
- Flag DEFINED and BASED larger than their base even if the base is declared later
- Flag implicit FIXED DEC to 8-byte integer conversions

Enhancements from V3R4
This release provides the following functional enhancements described in this and the other IBM PL/I books.

Migration enhancements
- Support sharing of CONTROLLED with old code
- Improve default initialization
- Ease decimal precision specification in ADD, DIVIDE and MULTIPLY
- Support old semantics for STRING of GRAPHIC
- Support old semantics for the DEFAULT statement
- Flag declares with storage overlay
- Lift restrictions on RETURN inside BEGIN
- Optionally flag semicolons in comments
- Support EXT STATIC initialized in assembler
- Flag invalid carriage control characters
- Flag more language misuse, especially with RETURN
- Support the REPLACEBY2 built-in function
- Optionally suppress FOFL on decimal assignments that would raise SIZE
- Flag more language handled differently than the old compiler

**Performance improvements**
- Improve code generated for INDEX and TRANSLATE
- Inline more assignments to pictures
- Improve the code generated for conversions of CHARACTER to PICTURE when the conversion would be done inline if the source were FIXED DEC
- Improve the code generated for packed decimal conversions
- Improve the code generated for some uses of REFER
- Inline compares of character strings of unknown length
- Reduce the amount of stack storage used for concatenates
- Inline more GET/PUT STRING EDIT statements
- Short-circuit more LE condition handling
- Inline more Or and And of BIN FIXED
- Inline SIGNED FIXED BIN(8) to ALIGNED BIT(8)
- Flag statements where the compiler generates a call to a library routine to map a structure at run time
- Lessen the amount of I/O used to produce the listing

**Usability enhancements**
- Optionally provide offsets in the AGGREGATE listing in hex
- Support DEC(31) only when needed via the LIMITS(FIXEDDEC(15,31)) option
- Allow comments in options
- Optionally flag FIXED DEC declares with even precision
- Optionally flag DEC to DEC assignments that could raise SIZE
- Flag DEC/PIC to PIC assignments that could raise SIZE
- Support LIKE without INIT via the NOINIT attribute
- Ease includes from PDS's under z/OS UNIX
- Support the LOWERCASE, MACNAME, TRIM and LOWERCASE built-in functions in the MACRO preprocessor
- Ease introduction of options via PTF
- Optionally disallow use of *PROCESS
- Optionally keep *PROCESS in MDECK
- Support one-time INCLUDE
- Support macro-determined INCLUDE name
- Support runtime string parameter checking
- Flag more possibly uninitialized variables
- Flag unusual compares that are likely to be coding errors
• The output of the STORAGE option is now formatted more nicely, and the output of the LIST option will now include the hex offset for each block from the start of the compilation unit.

**Debugging improvements**
• Better support for overlay hooks
• Easier resolution of CONTROLLED variables in LE dumps
• Always include user specified options in the listing

**Enhancements from V3R3**
This release also provides all of the functional enhancements offered in Enterprise PL/I V3R3, including the following:

**More XML support**
The XMLCHAR built-in function will write XML with the names and values of the elements of a referenced structure to a buffer and return the number of bytes written. This XML can then be passed to other applications, including code using the PL/I SAX parser, which want to consume it.

**Improved performance**
• The compilation time under OPT(2) will be significantly less than under Enterprise PL/I V3R2, especially for large programs.
• The compiler now uses the ED and EDMK instructions for inlined numeric conversions to PICTURE and CHARACTER. This results in faster, shorter code sequences and also in faster compilations.
• The compiler now generates better code for string comparisons. This also results in faster, shorter code sequences.
• The compiler now generates shorter, faster code for conversion from FIXED DECIMAL to PICTURE with trailing overpunch characters.
• The ARCH and TUNE compiler options now accept 5 as a valid sub-option. Under ARCH(5), the compiler will generate, when appropriate, some new z/Architecture instructions such as NILL, NILH, OILL, OILH, LLILL, and LLILH.

**Easier migration**
• The new BIFPREC compiler option controls the precision of the FIXED BIN result returned by various built-in functions and thus provides for better compatibility with the OS PL/I compiler.
• The new BACKREG compiler option controls which register the compiler uses as the backchain register and thus allows for easier mixing of old and new object code.
• The new RESEXP compiler option controls the evaluation of restricted expressions in code, and thus provides for better compatibility with the OS PL/I compiler.
• The new BLKOFF compiler option provides for controlling the way offsets in the compiler's pseudo-assembler listing are calculated.
• The STORAGE compiler option causes the compiler to produce, as part of the listing, a summary, similar to that produced by the OS PL/I compiler, of the storage used by each procedure and begin-block.

**Improved usability**
• The new LAXDEF suboption of the RULES compiler option allows the use of so-called illegal defining without having the compiler generate E-level messages.
• The new FLOATINMATH compiler option offers easier control of the precision with which math functions are evaluated.

• The new MEMINDEX, MEMSEARCH(R) and MEMVERIFY(R) built-in functions provide the ability to search strings larger than 32K.

• The new ROUTCDE and DESC suboptions of the DISPLAY(WTO) compiler option offers control of the corresponding elements of the WTO.

• The compiler now stores in each object a short string that will be in storage even when the associated code runs and that records all the options used to produce that object. This allows various tools to produce better diagnostics.

• The compiler now issues messages identifying more of the places where statements have been merged or deleted.

• The PLIDUMP output now includes a hex dump of user static.

• The PLIDUMP output now includes the options used to compile each program in the Language Environment traceback.

• The PLIDUMP output now includes more information on PL/I files.

**Improved debug support**

• BASED structures using REFER are now supported in DebugTool and in data-directed I/O statements (with the same restrictions as on all other BASED variables).

• BASED structures that are BASED on scalar members of other structures (which, in turn, may be BASED, etc) are now supported in DebugTool and in data-directed I/O statements (with the same restriction as on all other BASED variables).

**Enhancements from V3R2**

This release also provides all of the functional enhancements offered in Enterprise PL/I V3R2, including the following:

**Improved performance**

• The compiler now handles even more conversions by generating inline code which means these conversions will be done much faster than previously. Also, all conversions done by library call are now flagged by the compiler.

• The compiler-generated code now uses, in various situations, less stack storage.

• The compiler now generates much better code for references to the TRANSLATE built-in function.

• The compiler-generated code for SUBSCRIPTRANGE checking is now, for arrays with known bounds, twice as fast as before.

• The ARCH and TUNE options now support 4 as a suboption, thereby allowing exploitation of instructions new to the zSeries machines.

• ARCH(2), FLOAT(AFP) and TUNE(3) are now the default.

**Easier migration**

• Compiler defaults have been changed for easier migration and compatibility. The changed defaults are:
  - CSECT
  - CMPAT(V2)
  - LIMITS(EXTNAME(7))
  - NORENT

• The compiler now honors the NOMAP, NOMAPIN and NOMAP attributes for PROCs and ENTRYs with OPTIONS(COBOL).
• The compiler now supports PROCs with ENTRY statements that have differing
  RETURNS attribute in the same manner as did the old host compiler.
• The compiler will now assume OPTIONS(RETCODE) for PROCs and ENTRYs
  with OPTIONS(COBOL).
• The SIZE condition is no longer promoted to ERROR if unhandled.
• Various changes have been made to reduce compile time and storage
  requirements.
• The OFFSET option will now produce a statement offset table much like the
  ones it produced under the older PL/I compilers.
• The FLAG option now has exactly the same meaning as it had under the old
  compilers, while the new MAXMSG option lets you decide if the compiler
  should terminate after a specified number of messages of a given severity. For
  example, with FLAG(I) MAXMSG(E,10), you can now ask to see all I-level
  messages while terminating the compilation after 10 E-level messages.
• The AGGREGATE listing now includes structures with adjustable extents.
• The STMT option is now supported for some sections of the listing.
• The maximum value allowed for LINESIZE has been changed to 32759 for
  F-format files and to 32751 for V-format files.

Improved usability
• The defaults for compiler options may now be changed at installation.
• The integrated SQL preprocessor now supports DB2 Unicode.
• The compiler now generates information that allows Debug Tool to support
  Auto Monitor, whereby immediately before each statement is executed, all the
  values of all the variables used in the statement are displayed.
• The new NOWRITABLE compiler option lets you specify that even under
  NORENT and at the expense of optimal performance, the compiler should use
  no writable static when generating code to handle FILEs and CONTROLLED.
• The new USAGE compiler option gives you full control over the IBM or ANS
  behavior of the ROUND and UNSPEC built-in function without the other effects
  of the RULES(IBM|ANS) option.
• The new STDSYS compiler option lets you specify that the compiler should
  cause the SYSPRINT file to be equated to the C stdout file.
• The new COMPACT compiler option lets you direct the compiler to favor those
  optimizations which tend to limit the growth of the code.
• The LRECL for SYSPRINT has been changed to 137 to match that of the C/C++
  compiler.
• POINTERs are now allowed in PUT LIST and PUT EDIT statements: the 8-byte
  hex value will be output.
• If specified on a STATIC variable, the ABNORMAL attribute will cause that
  variable to be retained even if unused.

Enhancements from V3R1
This release also provides all of the functional enhancements offered in Enterprise
PL/I V3R1, including the following:
• Support for multithreading on z/OS
• Support for IEEE floating-point on z/OS
• Support for the ANSWER statement in the macro prepreprocessor
• SAX-style XML parsing via the PLISAXA and PLISAXB built-in subroutines
• Additional built-in functions:
Enhancements from VisualAge PL/I

This release also provides all of the functional enhancements offered in VisualAge PL/I V2R2, including the following:

- Initial UTF-16 support via the WIDECHAR attribute
  - There is currently no support yet for
    - WIDECHAR characters in source files
    - W string constants
    - use of WIDECHAR expressions in stream I/O
    - implicit conversion to/from WIDECHAR in record I/O
    - implicit endianness flags in record I/O
      - If you create a WIDECHAR file, you should write the endianness flag ('fe_ff'wx) as the first two bytes of the file.
- DESCRIPTORS and VALUE options supported in DEFAULT statements
- PUT DATA enhancements
  - POINTER, OFFSET and other non-computational variables supported
  - Type-3 DO specifications allowed
  - Subscripts allowed
- DEFINE statement enhancements
  - Unspecified structure definitions
  - CAST and RESPEC type functions
- Additional built-in functions:
  - CHARVAL
  - ISIGNED
  - IUNSGINED
  - ONWCHAR
  - ONWSOURCE
  - WCHAR
  - WCHARVAL
  - WHIGH
  - WIDECHAR
  - WLOW
- Preprocessor enhancements
  - Support for arrays in preprocessor procedures
  - WHILE, UNTIL and LOOP keywords supported in %DO statements
  - %ITERATE statement supported
  - %LEAVE statement supported
  - %REPLACE statement supported
  - %SELECT statement supported
  - Additional built-in functions:
    - COLLATE
    - COMMENT
    - COMPILEDATE
    - COMPILETIME
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• Interfaces that are commonly used by screen readers and screen-magnifier
  software
• Keyboard-only navigation
• Ability to customize display attributes such as color, contrast, and font size

Interface information

Assistive technology products work with the user interfaces that are found in
z/OS. For specific guidance information, see the documentation for the assistive
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about accessing TSO/E or ISPF interfaces, see the following publications:
• z/OS TSO/E Primer
• z/OS TSO/E Primer
• z/OS TSO/E Primer

These guides describe how to use TSO/E and ISPF, including the use of keyboard
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## Part 1. Compiling your program

### Chapter 1. Using compiler options and facilities

<table>
<thead>
<tr>
<th>Option</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>AGGREGATE</td>
<td>9</td>
</tr>
<tr>
<td>ARCH</td>
<td>10</td>
</tr>
<tr>
<td>ATTRIBUTES</td>
<td>12</td>
</tr>
<tr>
<td>BACKREG</td>
<td>13</td>
</tr>
<tr>
<td>BIFPREC</td>
<td>14</td>
</tr>
<tr>
<td>BLANK</td>
<td>15</td>
</tr>
<tr>
<td>BLKOFF</td>
<td>16</td>
</tr>
<tr>
<td>CEESTART</td>
<td>17</td>
</tr>
<tr>
<td>CHECK</td>
<td>18</td>
</tr>
<tr>
<td>CMPAT</td>
<td>19</td>
</tr>
<tr>
<td>CODEPAGE</td>
<td>21</td>
</tr>
<tr>
<td>COMMON</td>
<td>22</td>
</tr>
<tr>
<td>COMPILE</td>
<td>23</td>
</tr>
<tr>
<td>COPYRIGHT</td>
<td>24</td>
</tr>
<tr>
<td>CSECT</td>
<td>25</td>
</tr>
<tr>
<td>CSECTCUT</td>
<td>26</td>
</tr>
<tr>
<td>CURRENCY</td>
<td>27</td>
</tr>
<tr>
<td>DBCS</td>
<td>28</td>
</tr>
<tr>
<td>DD</td>
<td>29</td>
</tr>
<tr>
<td>DDSQL</td>
<td>30</td>
</tr>
<tr>
<td>DECIMAL</td>
<td>31</td>
</tr>
<tr>
<td>DEFAULT</td>
<td>33</td>
</tr>
<tr>
<td>DEPRECATE</td>
<td>42</td>
</tr>
<tr>
<td>DISPLAY</td>
<td>44</td>
</tr>
<tr>
<td>DLLINIT</td>
<td>45</td>
</tr>
<tr>
<td>EXIT</td>
<td>46</td>
</tr>
<tr>
<td>EXTRN</td>
<td>47</td>
</tr>
<tr>
<td>FLAG</td>
<td>48</td>
</tr>
<tr>
<td>FLOAT</td>
<td>49</td>
</tr>
<tr>
<td>FLOATINMATH</td>
<td>52</td>
</tr>
<tr>
<td>GOFF</td>
<td>53</td>
</tr>
<tr>
<td>GONUMBER</td>
<td>54</td>
</tr>
<tr>
<td>GRAPHIC</td>
<td>55</td>
</tr>
<tr>
<td>HGPR</td>
<td>56</td>
</tr>
<tr>
<td>IGNORE</td>
<td>57</td>
</tr>
<tr>
<td>INCAFTER</td>
<td>58</td>
</tr>
<tr>
<td>INCDIR</td>
<td>59</td>
</tr>
<tr>
<td>INCPSD</td>
<td>60</td>
</tr>
<tr>
<td>INITAUTO</td>
<td>61</td>
</tr>
<tr>
<td>INITBASED</td>
<td>62</td>
</tr>
<tr>
<td>INITCTL</td>
<td>63</td>
</tr>
<tr>
<td>INITSTATIC</td>
<td>64</td>
</tr>
<tr>
<td>INSOURCE</td>
<td>65</td>
</tr>
<tr>
<td>INTERRUPT</td>
<td>66</td>
</tr>
<tr>
<td>LANGLEVEL</td>
<td>67</td>
</tr>
<tr>
<td>LIMITS</td>
<td>68</td>
</tr>
<tr>
<td>LNECOUN</td>
<td>70</td>
</tr>
<tr>
<td>LINEDIR</td>
<td>71</td>
</tr>
<tr>
<td>LIST</td>
<td>72</td>
</tr>
<tr>
<td>LISTVIEW</td>
<td>73</td>
</tr>
<tr>
<td>MACRO</td>
<td>74</td>
</tr>
<tr>
<td>MAP</td>
<td>76</td>
</tr>
<tr>
<td>MARGINI</td>
<td>77</td>
</tr>
<tr>
<td>MARGINS</td>
<td>78</td>
</tr>
<tr>
<td>MAXGEN</td>
<td>80</td>
</tr>
<tr>
<td>MAXMEM</td>
<td>81</td>
</tr>
<tr>
<td>MAXMSG</td>
<td>82</td>
</tr>
<tr>
<td>MAXNEST</td>
<td>83</td>
</tr>
<tr>
<td>MAXSTMT</td>
<td>84</td>
</tr>
<tr>
<td>MAXTEMP</td>
<td>85</td>
</tr>
<tr>
<td>MDECK</td>
<td>86</td>
</tr>
<tr>
<td>NAME</td>
<td>87</td>
</tr>
<tr>
<td>NAMES</td>
<td>88</td>
</tr>
<tr>
<td>NATLANG</td>
<td>89</td>
</tr>
<tr>
<td>NEST</td>
<td>90</td>
</tr>
<tr>
<td>NOT</td>
<td>91</td>
</tr>
<tr>
<td>NUMBER</td>
<td>92</td>
</tr>
<tr>
<td>OBJECT</td>
<td>93</td>
</tr>
<tr>
<td>OFFSET</td>
<td>94</td>
</tr>
<tr>
<td>ONSNAP</td>
<td>95</td>
</tr>
<tr>
<td>OPTIMIZE</td>
<td>96</td>
</tr>
<tr>
<td>OPTIONS</td>
<td>98</td>
</tr>
<tr>
<td>OR</td>
<td>99</td>
</tr>
<tr>
<td>PP</td>
<td>100</td>
</tr>
<tr>
<td>PPCICS</td>
<td>101</td>
</tr>
<tr>
<td>PPINCLUDE</td>
<td>102</td>
</tr>
<tr>
<td>PLIST</td>
<td>103</td>
</tr>
<tr>
<td>PPMACRO</td>
<td>104</td>
</tr>
<tr>
<td>PPSEQ</td>
<td>105</td>
</tr>
<tr>
<td>PRACSE</td>
<td>106</td>
</tr>
<tr>
<td>PRECTYPE</td>
<td>107</td>
</tr>
<tr>
<td>PREFIX</td>
<td>108</td>
</tr>
<tr>
<td>PROCEED</td>
<td>109</td>
</tr>
<tr>
<td>PROCESS</td>
<td>110</td>
</tr>
<tr>
<td>QUOTE</td>
<td>111</td>
</tr>
<tr>
<td>REDUCE</td>
<td>112</td>
</tr>
<tr>
<td>RENT</td>
<td>113</td>
</tr>
<tr>
<td>REEXP</td>
<td>115</td>
</tr>
<tr>
<td>RESPECT</td>
<td>116</td>
</tr>
<tr>
<td>RTCHECK</td>
<td>117</td>
</tr>
<tr>
<td>RULES</td>
<td>118</td>
</tr>
<tr>
<td>SEMANTIC</td>
<td>126</td>
</tr>
<tr>
<td>SERVICE</td>
<td>127</td>
</tr>
<tr>
<td>SOURCE</td>
<td>128</td>
</tr>
<tr>
<td>SPILL</td>
<td>129</td>
</tr>
<tr>
<td>STATIC</td>
<td>130</td>
</tr>
<tr>
<td>STDYSYS</td>
<td>131</td>
</tr>
<tr>
<td>STM</td>
<td>132</td>
</tr>
<tr>
<td>STORAGE</td>
<td>133</td>
</tr>
<tr>
<td>STRINGOGP</td>
<td>134</td>
</tr>
<tr>
<td>SYNTAX</td>
<td>135</td>
</tr>
<tr>
<td>SYSPARM</td>
<td>136</td>
</tr>
<tr>
<td>TERMINAL</td>
<td>137</td>
</tr>
<tr>
<td>TEST</td>
<td>138</td>
</tr>
<tr>
<td>UNROLL</td>
<td>142</td>
</tr>
<tr>
<td>USAGE</td>
<td>143</td>
</tr>
<tr>
<td>WIDECHAR</td>
<td>144</td>
</tr>
<tr>
<td>WINDOW</td>
<td>145</td>
</tr>
<tr>
<td>WRITABLE</td>
<td>146</td>
</tr>
</tbody>
</table>

© Copyright IBM Corp. 1999, 2011
<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>XINFO</td>
<td>148</td>
</tr>
<tr>
<td>XML</td>
<td>151</td>
</tr>
<tr>
<td>XREF</td>
<td>152</td>
</tr>
<tr>
<td>Blanks, comments and strings in options</td>
<td>153</td>
</tr>
<tr>
<td>Changing the default options</td>
<td>153</td>
</tr>
<tr>
<td>Specifying options in the <code>%PROCESS</code> or <code>*PROCESS</code> statements</td>
<td>153</td>
</tr>
<tr>
<td>Using <code>%</code> statements</td>
<td>154</td>
</tr>
<tr>
<td>Using the <code>%INCLUDE</code> statement</td>
<td>155</td>
</tr>
<tr>
<td>Using the compiler listing</td>
<td>156</td>
</tr>
<tr>
<td>Heading information</td>
<td>156</td>
</tr>
<tr>
<td>Options used for compilation</td>
<td>157</td>
</tr>
<tr>
<td>Preprocessor input</td>
<td>157</td>
</tr>
<tr>
<td>SOURCE program</td>
<td>157</td>
</tr>
<tr>
<td>Statement nesting level</td>
<td>157</td>
</tr>
<tr>
<td>ATTRIBUTE and cross-reference table</td>
<td>158</td>
</tr>
<tr>
<td>Attribute table</td>
<td>158</td>
</tr>
<tr>
<td>Cross-reference table</td>
<td>159</td>
</tr>
<tr>
<td>Aggregate length table</td>
<td>159</td>
</tr>
<tr>
<td>Statement offset addresses</td>
<td>159</td>
</tr>
<tr>
<td>Storage offset listing</td>
<td>161</td>
</tr>
<tr>
<td>File reference table</td>
<td>162</td>
</tr>
<tr>
<td>Messages and return codes</td>
<td>163</td>
</tr>
</tbody>
</table>

**Chapter 2. PL/I preprocessors**

<table>
<thead>
<tr>
<th>Subsection</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Include preprocessor</td>
<td>166</td>
</tr>
<tr>
<td>Macro preprocessor</td>
<td>167</td>
</tr>
<tr>
<td>Macro preprocessor options</td>
<td>167</td>
</tr>
<tr>
<td>CASE</td>
<td>168</td>
</tr>
<tr>
<td>DBCS</td>
<td>169</td>
</tr>
<tr>
<td>FIXED</td>
<td>170</td>
</tr>
<tr>
<td>INONLY</td>
<td>171</td>
</tr>
<tr>
<td>NAMEPREFIX</td>
<td>172</td>
</tr>
<tr>
<td>RESCAN</td>
<td>173</td>
</tr>
<tr>
<td>Macro preprocessor example</td>
<td>174</td>
</tr>
<tr>
<td>SQL preprocessor</td>
<td>175</td>
</tr>
<tr>
<td>Programming and compilation considerations</td>
<td>175</td>
</tr>
<tr>
<td>SQL preprocessor options</td>
<td>177</td>
</tr>
<tr>
<td>APOSTSQL</td>
<td>178</td>
</tr>
<tr>
<td>ATTACH</td>
<td>179</td>
</tr>
<tr>
<td>CCSD0</td>
<td>180</td>
</tr>
<tr>
<td>CONNECT</td>
<td>181</td>
</tr>
<tr>
<td>DATE</td>
<td>182</td>
</tr>
<tr>
<td>DEC</td>
<td>183</td>
</tr>
<tr>
<td>FLOAT</td>
<td>184</td>
</tr>
<tr>
<td>GRAPHIC</td>
<td>185</td>
</tr>
<tr>
<td>INONLY</td>
<td>186</td>
</tr>
<tr>
<td>LEVEL</td>
<td>187</td>
</tr>
<tr>
<td>NOFOR</td>
<td>188</td>
</tr>
<tr>
<td>SQL</td>
<td>189</td>
</tr>
<tr>
<td>SQLFLAG</td>
<td>190</td>
</tr>
<tr>
<td>SQLDCL</td>
<td>191</td>
</tr>
<tr>
<td>TIM</td>
<td>192</td>
</tr>
<tr>
<td>VERSION</td>
<td>193</td>
</tr>
<tr>
<td>XREF</td>
<td>194</td>
</tr>
<tr>
<td>Coding SQL statements in PL/I applications</td>
<td>195</td>
</tr>
<tr>
<td>Defining the SQL communications area</td>
<td>195</td>
</tr>
<tr>
<td>Defining SQL descriptor areas</td>
<td>195</td>
</tr>
<tr>
<td>Embedding SQL statements</td>
<td>196</td>
</tr>
<tr>
<td>Using host variables</td>
<td>197</td>
</tr>
<tr>
<td>Using host structures</td>
<td>204</td>
</tr>
</tbody>
</table>

**Chapter 3. Using PL/I cataloged procedures**

<table>
<thead>
<tr>
<th>Subsection</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>IBM-supplied cataloged procedures</td>
<td>209</td>
</tr>
<tr>
<td>Compile only (IBMZC)</td>
<td>210</td>
</tr>
<tr>
<td>Compile and bind (IBMZCB)</td>
<td>211</td>
</tr>
<tr>
<td>Compile, bind, and run (IBMZCBC)</td>
<td>213</td>
</tr>
<tr>
<td>Compile, prelink, and link-edit (IBMZCPL)</td>
<td>214</td>
</tr>
<tr>
<td>Compile, prelink, link-edit, and run (IBMZCPLG)</td>
<td>216</td>
</tr>
<tr>
<td>Compile, prelink, load and run (IBMZCPLG)</td>
<td>218</td>
</tr>
<tr>
<td>Invoking a cataloged procedure</td>
<td>220</td>
</tr>
<tr>
<td>Specifying multiple invocations</td>
<td>220</td>
</tr>
<tr>
<td>Modifying the PL/I cataloged procedures</td>
<td>221</td>
</tr>
<tr>
<td>EXEC statement</td>
<td>222</td>
</tr>
<tr>
<td>DD statement</td>
<td>222</td>
</tr>
</tbody>
</table>

**Chapter 4. Compiling your program**

<table>
<thead>
<tr>
<th>Subsection</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Input files</td>
<td>225</td>
</tr>
<tr>
<td>Specifying compile-time options under z/OS UNIX</td>
<td>226</td>
</tr>
<tr>
<td>-option_keyword</td>
<td>226</td>
</tr>
<tr>
<td>Single and multiletter flags</td>
<td>226</td>
</tr>
<tr>
<td>Invoking the compiler under z/OS using JCL</td>
<td>227</td>
</tr>
<tr>
<td>EXEC statement</td>
<td>227</td>
</tr>
<tr>
<td>DD statements for the standard data sets</td>
<td>228</td>
</tr>
<tr>
<td>Input (SYSIN)</td>
<td>228</td>
</tr>
<tr>
<td>Output (SYSLIN, SYSPUNCH)</td>
<td>229</td>
</tr>
<tr>
<td>Temporary workfile (SYSUT1)</td>
<td>229</td>
</tr>
<tr>
<td>Listing (SYSPRINT)</td>
<td>229</td>
</tr>
<tr>
<td>Source Statement Library (SYSLIB)</td>
<td>230</td>
</tr>
<tr>
<td>Specifying options.</td>
<td>230</td>
</tr>
<tr>
<td>Specifying options in the EXEC statement</td>
<td>230</td>
</tr>
<tr>
<td>Specifying options in the EXEC statement using an options file</td>
<td>231</td>
</tr>
</tbody>
</table>

**Chapter 5. Link-editing and running**

<table>
<thead>
<tr>
<th>Subsection</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Link-edit considerations</td>
<td>233</td>
</tr>
<tr>
<td>Using the binder</td>
<td>233</td>
</tr>
<tr>
<td>Using the prelinker</td>
<td>233</td>
</tr>
<tr>
<td>Using the ENTRY card</td>
<td>234</td>
</tr>
<tr>
<td>Run-time considerations</td>
<td>234</td>
</tr>
<tr>
<td>Formatting conventions for PRINT files</td>
<td>234</td>
</tr>
<tr>
<td>Changing the format on PRINT files.</td>
<td>234</td>
</tr>
<tr>
<td>Automatic prompting</td>
<td>235</td>
</tr>
<tr>
<td>Overriding automatic prompting</td>
<td>236</td>
</tr>
<tr>
<td>Punctuating long input lines</td>
<td>236</td>
</tr>
<tr>
<td>Line continuation character.</td>
<td>236</td>
</tr>
<tr>
<td>Punctuating GET LIST and GET DATA statements</td>
<td>236</td>
</tr>
</tbody>
</table>

2 Enterprise PL/I for z/OS Programming Guide
Chapter 1. Using compiler options and facilities

This chapter describes the options that you can use for the compiler, along with their abbreviations and IBM-supplied defaults. It's important to remember that PL/I requires access to Language Environment run time when you compile your applications. You can override most defaults when you compile your PL/I program. You can also override the defaults when you install the compiler.

Compile-time option descriptions

There are three types of compiler options; however, most compiler options have a positive and negative form. The negative form is the positive with 'NO' added at the beginning (as in TEST and NOTEST). Some options have only a positive form (as in SYSTEM). The three types of compiler options are:

1. Simple pairs of keywords: a positive form that requests a facility, and an alternative negative form that inhibits that facility (for example, NEST and NONEST).
2. Keywords that allow you to provide a value list that qualifies the option (for example, FLAG(W)).
3. A combination of 1 and 2 above (for example, NOCOMPILE(E)).

Table 3 lists all the compiler options with their abbreviations (if any) and their IBM-supplied default values. If an option has any suboptions which may be abbreviated, those abbreviations are described in the full description of the option.

For the sake of brevity, some of the options are described loosely in the table (for example, only one suboption of LANGLVL is mandatory, and similarly, if you specify one suboption of TEST, you do not have to specify the other). The full and completely accurate syntax is described in the pages that follow.

The paragraphs following Table 3 describe the options in alphabetical order. For those options specifying that the compiler is to list information, only a brief description is included; the generated listing is described under “Using the compiler listing” on page 156.

Table 3. Compile-time options, abbreviations, and IBM-supplied defaults

<table>
<thead>
<tr>
<th>Compile-Time Option</th>
<th>Abbreviated Name</th>
<th>z/OS Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>AGGREGATE[(DEC</td>
<td>HEX)]</td>
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</tr>
<tr>
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</tr>
<tr>
<td>ATTRIBUTES[(FULL</td>
<td>SHORT)]</td>
<td>NOATTRIBUTES</td>
</tr>
<tr>
<td>BACKREG(5</td>
<td>11)</td>
<td>–</td>
</tr>
<tr>
<td>BIFPREC(15</td>
<td>31)</td>
<td>–</td>
</tr>
<tr>
<td>BLANK('c')</td>
<td>–</td>
<td>BLANK('t')</td>
</tr>
<tr>
<td>BLKOFF</td>
<td>NOBLKOFF</td>
<td>–</td>
</tr>
<tr>
<td>CEESTART(FIRST</td>
<td>LAST)</td>
<td>–</td>
</tr>
<tr>
<td>CHECK(STORAGE</td>
<td>NONSTORAGE, CONFORMANCE</td>
<td>NOCONFORMANCE)</td>
</tr>
<tr>
<td>CMPAT(LE</td>
<td>V1</td>
<td>V2</td>
</tr>
<tr>
<td>CODEPAGE(n)</td>
<td>CP</td>
<td>CODEPAGE(1140)</td>
</tr>
<tr>
<td>COMMON</td>
<td>NOCOMMON</td>
<td>–</td>
</tr>
<tr>
<td>COMPILE</td>
<td>NOCOMPILE[(W</td>
<td>E</td>
</tr>
<tr>
<td>Compile-Time Option</td>
<td>Abbreviated Name</td>
<td>z/OS Default</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------</td>
<td>--------------</td>
</tr>
<tr>
<td>COPYRIGHT('string')</td>
<td>NOCOPYRIGHT</td>
<td></td>
</tr>
<tr>
<td>CSECT</td>
<td>NOCSECT</td>
<td>CSE CT</td>
</tr>
<tr>
<td>CSECTCUT(n)</td>
<td></td>
<td>CSECTCUT(4)</td>
</tr>
<tr>
<td>CURRENCY('c')</td>
<td>CURR</td>
<td>CURRENCY(S)</td>
</tr>
<tr>
<td>DBCS</td>
<td>NODBCS</td>
<td>DBCS</td>
</tr>
<tr>
<td>DD(ddname-list)</td>
<td></td>
<td>DD(SYSPRINT, SYSIN, SYSLIB, SYSRLLUE, SYSPUNCH, SYSLIN, SYSSDATA, SYSXMLSD, SYSDEBUG)</td>
</tr>
<tr>
<td>DDSQL(ddname)</td>
<td></td>
<td>DDSQL(C)</td>
</tr>
<tr>
<td>DECIMAL(FOFOLNASGN</td>
<td>NOFOFOLNASGN, NOFOFOLMNULT, FORCEDSIGN, NOFORCEDSIGN)</td>
<td>DEC</td>
</tr>
<tr>
<td>DEFAULT(attribute</td>
<td>option)</td>
<td>DFT</td>
</tr>
<tr>
<td>DEPRECATE(BUILTIN(built-in-name)</td>
<td>ENTRY(entry-name)</td>
<td>INCLUDE(filename)</td>
</tr>
<tr>
<td>DISPLAY(STD</td>
<td>WTO(ROUTCDE(x) DESC(y) REPLY(z)))</td>
<td></td>
</tr>
<tr>
<td>DLLINIT</td>
<td>NODLLINIT</td>
<td>DLLINIT</td>
</tr>
<tr>
<td>EXIT</td>
<td>NOEXIT</td>
<td>NOEXIT</td>
</tr>
<tr>
<td>EXTRN(FULL</td>
<td>SHORT)</td>
<td>EXTRN(FULL)</td>
</tr>
<tr>
<td>FLAG(I</td>
<td>W</td>
<td>E</td>
</tr>
<tr>
<td>FLOAT(AFP(NOVOLATILE</td>
<td>VOLATILE)</td>
<td>NOAFP, DFP</td>
</tr>
<tr>
<td>FLOATINMATH(ASIS</td>
<td>LONG</td>
<td>EXTENDED)</td>
</tr>
<tr>
<td>GOFF</td>
<td>NOGOFF</td>
<td>GOFF</td>
</tr>
<tr>
<td>GONUMBER(SEPARATE</td>
<td>NOSEPARATE)</td>
<td>NOGONUMBER</td>
</tr>
<tr>
<td>GRAPHIC</td>
<td>NOGRAPHIC</td>
<td>GRAPHIC</td>
</tr>
<tr>
<td>HGPLPR(PRESERVE</td>
<td>NOPRESERVE)</td>
<td>NOHGPR</td>
</tr>
<tr>
<td>IGNORE(DISPLAY , PUT)</td>
<td>NOIGNORE</td>
<td>IGNORE</td>
</tr>
<tr>
<td>INCAFTER(</td>
<td>PROCESS(filename)</td>
<td>INCAFTER()</td>
</tr>
<tr>
<td>INCDIR(directory name)</td>
<td>NOINCDIR</td>
<td>INCDIR</td>
</tr>
<tr>
<td>INCPS(DS name)</td>
<td>NOINCPS</td>
<td>INCPS</td>
</tr>
<tr>
<td>INITAUTO(</td>
<td>SHORT</td>
<td>LONG</td>
</tr>
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<td>NOINITBASED</td>
<td>INITBASED</td>
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<td>INITCTL</td>
<td>NOINITCTL</td>
<td>INITCTL</td>
</tr>
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<td>INITSTATIC</td>
<td>NOINITSTATIC</td>
<td>INITSTATIC</td>
</tr>
<tr>
<td>INSOURCE(</td>
<td>FULL</td>
<td>SHORT)</td>
</tr>
<tr>
<td>INTERRUPT</td>
<td>NOINTERUPT</td>
<td>INTERRUPT</td>
</tr>
<tr>
<td>LANGVL(</td>
<td>NOEXT</td>
<td>OS)</td>
</tr>
<tr>
<td>LIMITS(options)</td>
<td></td>
<td>See LIMITS on page 60</td>
</tr>
<tr>
<td>LINECOUNT(n)</td>
<td>LC</td>
<td>LINECOUNT(60)</td>
</tr>
<tr>
<td>LINEDIR</td>
<td>NOLINEDIR</td>
<td>LINEDIR</td>
</tr>
<tr>
<td>LIST</td>
<td>NOLIST</td>
<td>LIST</td>
</tr>
<tr>
<td>LISTVIEW(SOURCE</td>
<td>AFTERMACRO</td>
<td>LISTVIEW(SOURCE)</td>
</tr>
<tr>
<td>MACRO</td>
<td>NOMACRO</td>
<td>MACRO</td>
</tr>
<tr>
<td>MAP</td>
<td>NOMAP</td>
<td>MAP</td>
</tr>
<tr>
<td>MARGINS('c')</td>
<td>NOMARGINS</td>
<td>MARGINS</td>
</tr>
<tr>
<td>MAXGEN(n)</td>
<td>MAXGEN(100000)</td>
<td>MAXGEN(n)</td>
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<tr>
<td>Compile-Time Option</td>
<td>Abbreviated Name</td>
<td>z/OS Default</td>
</tr>
<tr>
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<td>-----------------</td>
<td>--------------</td>
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<tr>
<td>MAXMEM(n)</td>
<td>MAXM</td>
<td>MAXMEM(1048576)</td>
</tr>
<tr>
<td>MAXMSG(I</td>
<td>W</td>
<td>E</td>
</tr>
<tr>
<td>MAXNEST(BLOCK(x)</td>
<td>DO(y)</td>
<td>IF(z))</td>
</tr>
<tr>
<td>MAXSTMT(n)</td>
<td>MAXSTMT(4096)</td>
<td></td>
</tr>
<tr>
<td>MAXTEMP(n)</td>
<td>MAXTEMP(30000)</td>
<td></td>
</tr>
<tr>
<td>MDECK</td>
<td>NOMDECK</td>
<td>MD</td>
</tr>
<tr>
<td>NAME[('external name')]</td>
<td>NONAME</td>
<td>N</td>
</tr>
<tr>
<td>NAMES('lower')</td>
<td>NONAMES('#@$','#@$')</td>
<td></td>
</tr>
<tr>
<td>NATLANG(ENU</td>
<td>UEN)</td>
<td>NATLANG(ENU)</td>
</tr>
<tr>
<td>NEST</td>
<td>NONEST</td>
<td>NONEST</td>
</tr>
<tr>
<td>NOT</td>
<td>NOT('¬')</td>
<td></td>
</tr>
<tr>
<td>NUMBER</td>
<td>NONUMBER</td>
<td>NUM</td>
</tr>
<tr>
<td>OBJECT</td>
<td>NOOBJECT</td>
<td>OBJ</td>
</tr>
<tr>
<td>OFFSET</td>
<td>NOOFFSET</td>
<td>OF</td>
</tr>
<tr>
<td>ONSNAP(STRINGRANGE, STRINGSIZE)</td>
<td>NOONSNAP</td>
<td></td>
</tr>
<tr>
<td>OPTIMIZE(0</td>
<td>2</td>
<td>3)</td>
</tr>
<tr>
<td>OPTIONS([ALL</td>
<td>DOC])</td>
<td>NOOPTIONS</td>
</tr>
<tr>
<td>OR('c')</td>
<td>OR('</td>
<td>')</td>
</tr>
<tr>
<td>PPC(pp-name)</td>
<td>NOPP</td>
<td>NOPP</td>
</tr>
<tr>
<td>PPCICS('string')</td>
<td>NOPPCICS</td>
<td></td>
</tr>
<tr>
<td>PPINCLUDE('string')</td>
<td>NOPPINCLUDE</td>
<td></td>
</tr>
<tr>
<td>PPLIST(KEEP</td>
<td>ERASE)</td>
<td>PPLIST(KEEP)</td>
</tr>
<tr>
<td>PP_MACRO('string')</td>
<td>NOPPPMACRO</td>
<td></td>
</tr>
<tr>
<td>PPSQL('string')</td>
<td>NOPPPSQL</td>
<td></td>
</tr>
<tr>
<td>PPTTRACE</td>
<td>NOPPTTRACE</td>
<td></td>
</tr>
<tr>
<td>PREFIX(condition)</td>
<td>See page 118</td>
<td></td>
</tr>
<tr>
<td>PRECTYPE(ANS</td>
<td>DECDIGIT</td>
<td>DECRESULT)</td>
</tr>
<tr>
<td>PROCEED</td>
<td>NOPROCEED([W</td>
<td>E</td>
</tr>
<tr>
<td>PROCESS([KEEP</td>
<td>DELETE])</td>
<td>NOPROCESS</td>
</tr>
<tr>
<td>QUOTE('&quot;')</td>
<td>QUOTE('&quot;')</td>
<td></td>
</tr>
<tr>
<td>REDUCE</td>
<td>NOREDUCE</td>
<td>REDUCE</td>
</tr>
<tr>
<td>RENT</td>
<td>NORENT</td>
<td>NORENT</td>
</tr>
<tr>
<td>RESEXP</td>
<td>NORESEXP</td>
<td>RESEXP</td>
</tr>
<tr>
<td>RESPECT([DATE])</td>
<td>RESPECT()</td>
<td></td>
</tr>
<tr>
<td>RTCHECK(NULLPTR</td>
<td>NONULLPTR)</td>
<td>RTCHECK(NULLPTR</td>
</tr>
<tr>
<td>RULES([options])</td>
<td>See RULES on page 118</td>
<td></td>
</tr>
<tr>
<td>SEMANTIC</td>
<td>NOSEMANTIC([W</td>
<td>E</td>
</tr>
<tr>
<td>SERVICE('service string')</td>
<td>noservice</td>
<td>SERV</td>
</tr>
<tr>
<td>SOURCE</td>
<td>NOSOURCE</td>
<td>S</td>
</tr>
<tr>
<td>SPILL(n)</td>
<td>SP</td>
<td>SPILL(512)</td>
</tr>
<tr>
<td>STATIC([FULL</td>
<td>SHORT])</td>
<td>STATIC([SHORT])</td>
</tr>
<tr>
<td>STD_SYS</td>
<td>NOSTD_SYS</td>
<td>STD_SYS</td>
</tr>
<tr>
<td>STMT</td>
<td>NOSTMT</td>
<td>NOSTMT</td>
</tr>
<tr>
<td>STORAGE</td>
<td>NOSTORAGE</td>
<td>STG</td>
</tr>
<tr>
<td>STRINGOFGRAPHIC([CHAR</td>
<td>GRAPHIC])</td>
<td>STRINGOFGRAPHIC([GRAPHIC])</td>
</tr>
<tr>
<td>SYNTAX</td>
<td>NOSYNTAX([W</td>
<td>E</td>
</tr>
<tr>
<td>SYSPARM('string')</td>
<td>SYSPARM('')</td>
<td></td>
</tr>
<tr>
<td>SYSTEM([MVS</td>
<td>CICS</td>
<td>IMS</td>
</tr>
<tr>
<td>TERMINAL</td>
<td>NOTERMINAL</td>
<td>TERM</td>
</tr>
<tr>
<td>Compile-Time Option</td>
<td>Abbreviated Name</td>
<td>z/OS Default</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------</td>
<td>--------------</td>
</tr>
<tr>
<td>TEST(options)</td>
<td>NOTEST</td>
<td>See “TEST” on page 134</td>
</tr>
<tr>
<td>UNROLL(AUTO</td>
<td>NO)</td>
<td>UNROLL(AUTO)</td>
</tr>
<tr>
<td>USAGE(options)</td>
<td>–</td>
<td>See “USAGE” on page 143</td>
</tr>
<tr>
<td>WIDECCHAR(BIGENDIAN</td>
<td>LITTLEENDIAN)</td>
<td>WCHAR</td>
</tr>
<tr>
<td>WINDOW(w)</td>
<td>–</td>
<td>WINDOW(1950)</td>
</tr>
<tr>
<td>WRITABLE</td>
<td>NOWRITABLE[(FWS</td>
<td>PRV)]</td>
</tr>
<tr>
<td>XINFO(options)</td>
<td>–</td>
<td>XINFO(NODEF,NOMSG, NOSYM,NOSYN,NOXML, NOXML)</td>
</tr>
<tr>
<td>XML(CASE( UPPER</td>
<td>ASIS))</td>
<td>–</td>
</tr>
<tr>
<td>XREF[(FULL</td>
<td>SHORT)]</td>
<td>NOXREF</td>
</tr>
</tbody>
</table>

Notes:
1. FULL is the default suboption if the suboption is omitted with ATTRIBUTES or XREF.
2. The default value for the BLANK character is the tab character with value ‘05’x.
3. (ALL,SYM) is the default suboption if the suboption is omitted with TEST.
AGGREGATE

The AGGREGATE option creates an Aggregate Length Table that gives the lengths of arrays and major structures in the source program in the compiler listing.

ABBREVIATIONS: AG, NAG

The suboptions of the AGGREGATE option determine how the offsets of subelements are displayed in the Aggregate Length Table:

DECIMAL
All offsets are displayed in decimal.

HEXADEC
All offsets are displayed in hexadecimal.

In the Aggregate Length Table, the length of an undimensioned major or minor structure is always expressed in bytes, but the length might not be accurate if the major or minor structure contains unaligned bit elements.

The Aggregate Length Table includes structures but not arrays that have non-constant extents. However, the sizes and offsets of elements within structures with non-constant extents may be inaccurate or specified as *.

Chapter 1. Using compiler options and facilities  9
**ARCH**

The ARCH option specifies the architecture for which the instructions of executable program are to be generated. It allows the optimizer to take advantage of specific hardware instruction sets. A subparameter specifies the group to which a model number belongs.

![ARCH Option](image)

The current values that may be specified for the ARCH level are:

5 Produces code that uses instructions available on model 2064-100 (z900) in z/Architecture mode.

Specifically, these ARCH(5) machines and their follow-ons include instructions such as NILL, NILH, OILL, OILH, LLILL and LLILH.

6 Produces code that uses instructions available on the 2084-xxx (z990) and 2086-xxx (z890) models in z/Architecture mode.

Specifically, the compiler on these ARCH(6) machines and their follow-ons may exploit the long-displacement instruction set. The long-displacement facility provides a 20-bit signed displacement field in 69 previously existing instructions (by using a previously unused byte in the instructions) and 44 new instructions. A 20-bit signed displacement allows relative addressing of up to 524,287 bytes beyond the location designated by a base register or base and index register pair and up to 524,288 bytes before that location. The enhanced previously existing instructions generally are ones that handle 64-bit binary integers. The new instructions generally are new versions of instructions for 32-bit binary integers. The new instructions also include:

- A LOAD BYTE instruction that sign-extends a byte from storage to form a 32-bit or 64-bit result in a general register
- New floating-point LOAD and STORE instructions

The long-displacement facility provides register-constraint relief by reducing the need for base registers, code size reduction by allowing fewer instructions to be used, and additional improved performance through removal of possible address-generation interlocks.

7 Produces code that uses instructions available on the 2094-xxx models in z/Architecture mode.

Specifically, these ARCH(7) machines and their follow-ons add instructions supported by facilities such as extended-immediate and extended translation facilities, which may be exploited by the compiler. For further information about these facilities, see z/Architecture Principles of Operation.

ARCH(7) machines also support the DFP instructions.

8 Produces code that uses instructions available on the 2097-xxx models (IBM System z10 EC) in z/Architecture mode.

Specifically, these ARCH(8) machines and their follow-ons add instructions supported by the general instruction extensions facility, which may be exploited by the compiler. Also, these machines add instructions supported by the decimal floating-point facility, which are generated if the DFP compiler option is specified and there are decimal floating-point data types
in the source code. For further information about these facilities, see 
z/Architecture Principles of Operation.

9 Produces code that uses instructions available on the 2817-xxx models in 
z/Architecture mode.

Specifically, these ARCH(9) machines and their follow-ons add instructions 
supported by the following facilities, which may be exploited by the 
compiler:

• The high-word facility
• The population count facility
• The distinct-operands facility
• The floating-point extension facility
• The load/store-on-condition facility

For further information about these facilities, see z/Architecture Principles 
of Operation.

Notes:
1. If you specify an ARCH value less than 5, the compiler resets it to 5.
2. The “x” in the model numbers above (such as 9672-Rx4 is a “wildcard”
   and stands for any alphanumeric machine of that type, such as
   9627-RA4).
3. Code that is compiled at ARCH(n) runs on machines in the ARCH(m) 
group if and only if m >= n.
Attributes

The ATTRIBUTES option specifies that the compiler includes a table of source-program identifiers and their attributes in the compiler listing.

Abbreviations: A, NA, F, S

FULL
All identifiers and attributes are included in the compiler listing. FULL is the default.

SHORT
Unreferenced identifiers are omitted, making the listing more manageable.

If you include both ATTRIBUTES and XREF (creates a cross-reference table), the two tables are combined. However, if the SHORT and FULL suboptions are in conflict, the last option specified is used. For example, if you specify ATTRIBUTES(SHORT) XREF(FULL), FULL applies to the combined listing.
The BACKREG option controls the backchain register, which is the register used to pass the address of the automatic storage of a parent routine when a nested routine is invoked.

For best compatibility with PL/I for MVS & VM, OS PL/I V2R3 and earlier compilers, BACKREG(5) should be used.

All routines that share an ENTRY VARIABLE must be compiled with the same BACKREG option, and it is strongly recommended that all code in application be compiled with the same BACKREG option.

Note that code compiled with VisualAge PL/I for OS/390 effectively used the BACKREG(11) option. Code compiled with Enterprise PL/I V3R1 or V3R2 also used the BACKREG(11) option by default.
The BIFPREC option controls the precision of the FIXED BIN result returned by various built-in functions.

For best compatibility with PL/I for MVS & VM, OS PL/I V2R3 and earlier compilers, BIFPREC(15) should be used.

BIFPREC affects the following built-in functions:
- COUNT
- INDEX
- LENGTH
- LINENO
- ONCOUNT
- PAGENO
- SEARCH
- SEARCHR
- SIGN
- VERIFY
- VERIFYR

The effect of the BIFPREC compiler option is most visible when the result of one of the above built-in functions is passed to an external function that has been declared without a parameter list. For example, consider the following code fragment:

```pli
dcl parm char(40) var;
dcl funky ext entry( pointer, fixed bin(15) );
dcl beans ext entry;
call beans( addr(parm), verify(parm), ' ' );
```

If the function `beans` actually declares its parameters as POINTER and FIXED BIN(15), then if the code above were compiled with the option BIFPREC(31) and if it were run on a big-endian system such as z/OS, the compiler would pass a four-byte integer as the second argument and the second parameter would appear to be zero.

Note that the function `funky` would work on all systems with either option.

The BIFPREC option does not affect the built-in functions DIM, HBOUND and LBOUND. The CMPAT option determines the precision of the FIXED BIN result returned these three functions: under CMPAT(V1), these array-handling functions return a FIXED BIN(15) result, while under CMPAT(V2) and CMPAT(LE), they return a FIXED BIN(31) result. Under CMPAT(V3), they return a FIXED BIN(63) result.
BLANK

The BLANK option specifies up to ten alternate symbols for the blank character.

Note: Do not code any blanks between the quotes.

The IBM-supplied default code point for the BLANK symbol is '05'X.

char

A single SBCS character.

You cannot specify any of the alphabetic characters, digits, and special characters defined in the PL/I Language Reference.

If you specify the BLANK option, the standard blank symbol is still recognized as a blank.
**BLKOFF**

The BLKOFF option controls whether the offsets shown in the pseudo-assembler listing (produced by the LIST option) and the statement offset listing (produced by the OFFSET option) are from the start of the current module or from the start of the current procedure.

<table>
<thead>
<tr>
<th>BLKOFF</th>
<th>NOBLKOFF</th>
</tr>
</thead>
</table>

The pseudo-assembler listing also includes the offset of each block from the start of the current module (so that the offsets shown for each statement can be translated to either block or module offsets).
**CEEDSTART**

The CEESTART option specifies whether the compiler should place the CEESTART csect before or after all the other generated object code.

Under the CEESTART(FIRST) option, the compiler places the CEESTART csect before all the other generated object code; however, under the CEESTART(LAST) option, the compiler places it after all the other generated object code.

Using CEESTART(FIRST) will cause the binder to choose CEESTART as the entry point for a module if no ENTRY card is specified during the bind step.

Those users who want to use linker CHANGE cards must use the CEESTART(LAST) option.

However, MAIN routines should be linked with an ENTRY CEESTART linkage editor card. But, if you use the CEESTART(LAST) option, then you must include an ENTRY CEESTART card when linking your MAIN routine.
CHECK

The CHECK option specifies whether the compiler should generate special code to detect various programming errors.

ABBREVIATIONS: STG, NSTG

Specifying CHECK(CONFORMANCE) causes the compiler to generate, under the following circumstances, code that checks at run time if the attributes of the arguments passed to a procedure match those of the declared parameters:

- If a parameter is a string (or an array of strings) declared with a constant length, then the STRINGSIZE condition will be raised if the argument passed does not have matching length.
- If a parameter is a string (or an array of strings), then the STRINGSIZE condition will be raised if the argument does not have the same length type (VARYING, NONVARYING or VARYINGZ).
- If a parameter is an array (of scalars or structures), then the SUBSCRIPTRANGE condition will be raised if any constant bounds do not match those of the passed argument. The SUBSCRIPTRANGE condition will also be raised if all the extents are constant and the size and spacing of the array elements in the argument do not match those in the parameter. Arrays inside a structure are not checked.
- If a parameter is a structure or union with constant extents, then the SUBSCRIPTRANGE condition will be raised if the offset of the last element does not match that of the passed argument.
- If the procedure has the RETURNS BYADDR attribute and that attribute specifies a string type, then the STRINGSIZE condition will be raised if the string passed for the RETURNS value does not have matching length.

This extra code will not be generated if the NODESCRIPTOR option applies to the procedure or if the block contains ENTRY statements or if the CMPAT(LE) option is in effect.

When you specify CHECK(STORAGE), the compiler calls slightly different library routines for ALLOCATE and FREE statements (except when these statements occur within an AREA). The following built-in functions, described in the PL/I Language Reference, can be used only when CHECK(STORAGE) has been specified:

- ALLOCSIZE
- CHECKSTG
- UNALLOCATED

AMODE(24) is not recommended for Enterprise PL/I applications. For code compiled with the CHECK(STORAGE) option, if you have to use AMODE(24), then you must also specify the HEAP(,,BELOW) runtime option.
The CMPAT option specifies whether object compatibility with OS PL/I Version 1, OS PL/I Version 2, PL/I for MVS and VM, VisualAge PL/I for OS/390 or Enterprise PL/I for z/OS is to be maintained for programs sharing strings, AREAs, arrays and/or structures.

ABBREVIATIONS: CMP

**LE** Under CMPAT(LE), your program can share strings, AREAs, arrays and/or structures only with programs compiled with VisualAge PL/I for OS/390 or Enterprise PL/I for z/OS and only as long as the CMPAT(V1) and CMPAT(V2) options were not used when they were compiled.

**V1** Under CMPAT(V1), you can share strings, AREAs, arrays and/or structures with programs compiled with the OS PL/I compiler and with programs compiled with later PL/I compilers as long as the CMPAT(V1) option was used.

**V2** Under CMPAT(V2), you can share strings, AREAs, arrays and/or structures with programs compiled with the OS PL/I compiler and with programs compiled with later PL/I compilers as long as the CMPAT(V2) option was used.

**V3** Under CMPAT(V3), you can share strings with programs compiled with the OS PL/I compiler and with programs compiled with later PL/I compilers as long as one of the CMPAT(V*) options were used. However, you can not share AREAs, arrays or structures with any code not compiled with CMPAT(V3).

DB2 stored procedures must not be compiled with CMPAT(LE).

All the modules in an application must be compiled with the same CMPAT option.

Mixing old and new code still has some restrictions. For information about these restrictions see the *Enterprise PL/I for z/OS Compiler and Run-Time Migration Guide*.

The DFT(DESCLIST) option conflicts with the CMPAT(V*) options, and if it is specified with any of them, a message will be issued and the DFT(DESCLOCATOR) option assumed.

Under CMPAT(V3), arrays may be declared with any value that an 8-byte integer could assume. However, the total size of an array currently still has the same limit as an array declared under CMPAT(V2).

Under CMPAT(V3), the following built-in functions will always return a FIXED BIN(63) result:
- CURRENTSIZE/CSTG
- DIMENSION
- HBOUND
- LBOUND
- LOCATION
- SIZE/STG
Because these functions will be returning 8-byte integer values, under CMPAT(V3), the second option in the FIXEDBIN suboption of the LIMITS option must be 63.

However, even under CMPAT(V3), statement and format label constants must be specified using 4-byte integers.
**CODEPAGE**

The CODEPAGE option specifies the code page used for:
- conversions between CHARACTER and WIDECHAR
- the default code page used by the PLISAX built-in subroutines

```plaintext
CODEPAGE (ccsid)
```

The supported CCSID's are:

<table>
<thead>
<tr>
<th>CCSID</th>
<th>CCSID</th>
<th>CCSID</th>
<th>CCSID</th>
</tr>
</thead>
<tbody>
<tr>
<td>01047</td>
<td>00273</td>
<td>00277</td>
<td>00280</td>
</tr>
<tr>
<td>01140</td>
<td>01145</td>
<td>01146</td>
<td>01148</td>
</tr>
<tr>
<td>01141</td>
<td>01147</td>
<td>01149</td>
<td>01148</td>
</tr>
<tr>
<td>01142</td>
<td>01149</td>
<td>01147</td>
<td>01148</td>
</tr>
<tr>
<td>01143</td>
<td>00273</td>
<td>00277</td>
<td>00280</td>
</tr>
<tr>
<td>01144</td>
<td>00273</td>
<td>00277</td>
<td>00280</td>
</tr>
<tr>
<td>01025</td>
<td>01155</td>
<td>01146</td>
<td>01148</td>
</tr>
</tbody>
</table>

The default CCSID 1140 is an equivalent of CCSID 37 (EBCDIC Latin-1, USA) but includes the Euro symbol.
COMMON

The COMMON option directs the compiler to generate CM linkage records for EXTERNAL STATIC variables.

Under the COMMON option, if the NORENT option applies, then CM linkage records will be generated for EXTERNAL STATIC variables that are not RESERVED and which contain no INITIAL values. This matches what the OS PL/I compiler did.

Under the NOCOMMON option, SD records will be written as was true in earlier releases of Enterprise PL/I.

The COMMON option must not be used with the RENT option or with LIMITS(EXTNAME(n)) if n > 7.
COMPILE

The COMPILE option causes the compiler to stop compiling after all semantic checking of the source program if it produces a message of a specified severity during preprocessing or semantic checking. Whether the compiler continues or not depends on the severity of the error detected, as specified by the NOCOMPILE option in the list below. The NOCOMPILE option specifies that processing stops unconditionally after semantic checking.

ABBREVIATIONS: C, NC

COMPILE
Generates code unless a severe error or unrecoverable error is detected.
Equivalent to NOCOMPILE(S).

NOCOMPILE
Compilation stops after semantic checking.

NOCOMPILE(W)
No code generation if a warning, error, severe error, or unrecoverable error is detected.

NOCOMPILE(E)
No code generation if an error, severe error, or unrecoverable error is detected.

NOCOMPILE(S)
No code generation if a severe error or unrecoverable error is detected.

If the compilation is terminated by the NOCOMPILE option, the cross-reference listing and attribute listing can be produced; the other listings that follow the source program will not be produced.
COPYRIGHT

The COPYRIGHT option places a string in the object module, if generated. This string is loaded into memory with any load module into which this object is linked.

COPYRIGHT

COPYRIGHT—("copyright string")

The string is limited to 1000 characters in length. However, if the string is longer than 100 characters, it will not be shown in the options listing.

To ensure that the string remains readable across locales, only characters from the invariant character set should be used.
CSECT

The CSECT option ensures that the object module, if generated, contains named CSECTs. Use this option if you will be using SMP/E to service your product or to aid in debugging your program.

ABBREVIATIONS: CSE, NOCSE

Under the NOCSECT option, the code and static sections of your object module are given default names.

Under the CSECT option, the code and static sections of your object module are given names that depend on the "package name" which is defined as follows:
• if the package statement was used, the "package name" is the leftmost label on the package statement
• otherwise, the "package name" is the leftmost label on the first procedure statement.

A "modified package name" of length 7 is then formed as follows:
• when the package name is less than 7 characters long, "*"'s are prefixed to it to make a modified package name that is 7 characters long
• when the package name is more than 7 characters long, the first \( n \) and last \( 7 - n \) characters are used to make the modified package name, where the value \( n \) is set by the CSECTCUT option
• otherwise the package name is copied to the modified package name

The code csect name is built by taking the modified package name and appending a '1' to it.

The static csect name is built by taking the modified package name and appending a '2' to it.

So, for a package named "SAMPLE", the code csect name would be "*SAMPLE1", and the static csect name would be "*SAMPLE2".
CSECTCUT

The CSECTCUT option controls how the compiler, when processing the CSECT option, handles long names.

```
  ---CSECTCUT---(---n---)
```

The CSECTCUT option has no effect unless you specify the CSECT option. It also has no effect if the "package name" used by the CSECT option has 7 or fewer characters.

The value \( n \) in the CSECTCUT option must be between 0 and 7.

If the "package name" used by the CSECT option has more than 7 characters, the compiler will collapse the name to 7 characters by taking the first \( n \) and last \( 7 - n \) characters.

For example, for a compilation consisting of one procedure with the name BEISPIEL,

- under CSECTCUT(3), the compiler would collapse the name to BEIPIEL
- under CSECTCUT(4), the compiler would collapse the name to BEISIEL
**CURRENCY**

The CURRENCY option allows you to specify an alternate character to be used in picture strings instead of the dollar sign.

```
CURRENCY ( 'x' )
```

**ABBREVIATIONS:** CURR

- `x` Character that you want the compiler and run time to recognize and accept as the dollar sign in picture strings.
DBCS

The DBCS option ensures that the listing, if generated, is sensitive to the possible presence of DBCS even though the GRAPHIC option has not been specified.

Under z/OS UNIX System Services, the NODBCS option causes the listing, if generated, to show all DBCS shift-codes as ".".

Under both batch and z/OS UNIX System Services, the NODBCS option ensures that the header text in the listing page does not contain unmatched shift codes.

The NODBCS option should not be specified if the GRAPHIC option is also specified.
The DD option allows you to specify alternate DD names for the various datasets used by the compiler.

Up to eight DD names may be specified. In order, they specify alternate DD names for:
- SYSPRINT
- SYSIN
- SYSLIB
- SYSPUNCH
- SYSLIN
- SYSADATA
- SYSXMLSD
- SYSDEBUG

If you wanted to use ALTIN as the DD name for the primary compiler source file, you would have to specify DD(SYSPRINT,ALTIN). If you specified DD(ALTIN), SYSIN would be used as the DDNAME for the primary compiler source file and ALTIN would be used as the DD name for the compiler listing.

You can also use * to indicate that the default DD name should be used. Thus DD(*,ALTIN) is equivalent to DD(SYSPRINT,ALTIN).
**DDSQL**

The DDSQL option allows you to specify an alternate DD name for the dataset to be used by the SQL preprocessor when resolving EXEC SQL INCLUDE statements.

```
DDSQL ( ddname )
```

Under the DDSQL("") option, the DD name that is used to resolve EXEC SQL INCLUDE statements is the DD name for SYSLIB from the DD compiler option.

This option may be useful when moving from the SQL precompiler to the integrated SQL preprocessor.
DECIMAL

The DECIMAL option specifies how the compiler should handle certain FIXED DECIMAL operations and assignments.

FOFLONASGN

The FOFLONASGN option requires the compiler to generate code that will raise the FIXEDOVERFLOW condition, if it is enabled and the SIZE condition is disabled, whenever a FIXED DECIMAL expression is assigned to a FIXED DECIMAL target and significant digits are lost.

Conversely, under the NOFOFLONASGN option, the compiler will generate code that will not raise the FIXEDOVERFLOW condition when significant digits are lost in such an assignment.

So, for example, given a variable A declared as FIXED DEC(5), the assignment A = A + 1 might raise FOFL under the FOFLONASGN option, but would never raise it under the NOFOFLONASGN option.

Note, however, that under the NOFOFLONASGN option, the FIXEDOVERFLOW condition can still be raised by operations that produce a result with more digits than allowed by the FIXEDDEC suboption of the LIMITS option. For example, given a variable B declared as FIXED DEC(15) with the value 999_999_999_999_999 and given that the FIXEDDEC suboption of the LIMITS specifies the maximum precision as 15, then the assignment B = B + 1 will raise the FIXEDOVERFLOW condition (if FOFL is enabled, of course) since the addition B + 1 will raise the condition.

FOFLONMULT

The FOFLONMULT option requires the compiler to generate code that will raise the FIXEDOVERFLOW condition for any use of the MULTIPLY built-in function that would produce a FIXED DEC result that is too large for the precision specified in the built-in function.

Conversely, under the NOFOFLONMULT option, the compiler will generate code that will produce a truncated result for any such use of the MULTIPLY built-in function.

Note that the use of the FOFLONMULT option changes the default language semantics (which would be to truncate a too large result of the MULTIPLY built-in function applied to FIXED DEC - unless the SIZE condition were enabled).

FORCEDSIGN

The FORCEDSIGN option will force the compiler to generate extra code to insure that whenever a FIXED DECIMAL result with the value zero is generated, the sign nibble of the result will have the value ‘C’X. This option can cause the compiler to generate code that will perform much, much worse than the code generated under the NOFORCEDSIGN suboption.

Also, when this option is in effect, more data exceptions may occur when you run your code. For example, if you assign one FIXED DEC(5) variable to
another FIXED DEC(5) variable, the compiler would normally generate a MVC instruction to perform the move. However if this option is in effect, in order to insure that the result has the preferred sign, the compiler will generate a ZAP instruction to perform the move. If the source contains invalid packed decimal data, the ZAP instruction, but not the MVC instruction, will raise a decimal data exception.

Under this option, data exceptions may also be raised when one PICTURE variable is assigned to another PICTURE variable since that conversion usually involves an implicit conversion to FIXED DEC which, under this option, will generate a ZAP instruction that will raise a data exception if the source contains invalid data.

Under DECIMAL(NOFORCEDSIGN), a "negative zero" may be produced by certain calculations. However, a programmer should rely on getting a negative zero only when assigning a negative literal to a FIXED DEC that cannot hold a value of that small a magnitude (such as assigning -.001 to a FIXED DEC(5,2) )
**DEFAULT**

The DEFAULT option specifies defaults for attributes and options. These defaults are applied only when the attributes or options are not specified or implied in the source code.
**ALIGNED | UNALIGNED**

This suboption allows you to force byte-alignment on all of your variables.

If you specify ALIGNED, all variables other than character, bit, graphic, and picture are given the ALIGNED attribute unless the UNALIGNED attribute is explicitly specified (possibly on a parent structure) or implied by a DEFAULT statement.

If you specify UNALIGNED, all variables are given the UNALIGNED attribute unless the ALIGNED attribute is explicitly specified (possibly on a parent structure) or implied by a DEFAULT statement.

ALIGNED is the default.

**IBM | ANS**

Use IBM or ANS SYSTEM defaults. The arithmetic defaults for IBM and ANS are the following:

<table>
<thead>
<tr>
<th>Attributes</th>
<th>DEFAULT(IBM)</th>
<th>DEFAULT(ANS)</th>
</tr>
</thead>
<tbody>
<tr>
<td>FIXED DECIMAL</td>
<td>(5,0)</td>
<td>(10,0)</td>
</tr>
<tr>
<td>FIXED BINARY</td>
<td>(15,0)</td>
<td>(31,0)</td>
</tr>
<tr>
<td>FLOAT DECIMAL</td>
<td>(6)</td>
<td>(6)</td>
</tr>
<tr>
<td>FLOAT BINARY</td>
<td>(21)</td>
<td>(21)</td>
</tr>
</tbody>
</table>

Under the IBM suboption, variables with names beginning from I to N default to FIXED BINARY and any other variables default to FLOAT DECIMAL. If you select the ANS suboption, the default for all variables is FIXED BINARY.

IBM is the default.

**ASCII | EBCDIC**

Use this option to set the default for the character set used for the internal representation of character problem program data.

Specify ASCII only when compiling programs that depend on the ASCII character set collating sequence. Such a dependency exists, for example, if your program relies on the sorting sequence of digits or on lowercase and uppercase alphabetics. This dependency also exists in programs that create an uppercase alphabetic character by changing the state of the high-order bit.

**Note:** The compiler supports A and E as suffixes on character strings. The A suffix indicates that the string is meant to represent ASCII data, even if the EBCDIC compiler option is in effect. Alternately, the E suffix indicates that the string is EBCDIC, even when you select DEFAULT(ASCII).

'123'A is the same as '313233'X
'123'E is the same as 'F1F2F3'X

EBCDIC is the default.

**ASSIGNABLE | NONASSIGNABLE**

This option causes the compiler to apply the specified attribute to all static variables that are not declared with the ASSIGNABLE or NONASSIGNABLE attribute. The compiler flags statements in which NONASSIGNABLE variables are the targets of assignments.

ASSIGNABLE is the default.
**BIN1ARG | NOBIN1ARG**

This suboption controls how the compiler handles one-byte REAL FIXED BIN arguments passed to an unprototyped function.

Under BIN1ARG, the compiler will pass a FIXED BIN argument as is to an unprototyped function.

But under NOBIN1ARG, the compiler will assign any one-byte REAL FIXED BIN argument passed to an unprototyped function to a two-byte FIXED BIN temporary and pass that temporary instead.

Consider the following example:

```pli
dcl f1 ext entry;
dcl f2 ext entry( fixed bin(15) );

call f1( 1b );
call f2( 1b );
```

If you specified DEFAULT(BIN1ARG), the compiler would pass the address of a one-byte FIXED BIN(1) argument to the routine f1 and the address of a two-byte FIXED BIN(15) argument to the routine f2. However, if you specified DEFAULT(NOBIN1ARG), the compiler would pass the address of a two-byte FIXED BIN(15) argument to both routines.

Note that if the routine f1 was a COBOL routine, passing a one-byte integer argument to it would cause problems since COBOL has no support for one-byte integers. In this case, using DEFAULT(NOBIN1ARG) might be helpful; but it would be better to specify the argument attributes in the entry declare.

BIN1ARG is the default.

**BYADDR | BYVALUE**

Set the default for whether arguments or parameters are passed by address or by value. BYVALUE applies only to certain arguments and parameters. See the PL/I Language Reference for more information.

BYADDR is the default.

**CONNECTED | NONCONNECTED**

Set the default for whether parameters are connected or nonconnected.

CONNECTED allows the parameter to be used as a target or source in record-oriented I/O or as a base in string overlay defining.

NONCONNECTED is the default.

**DESLIST | DESCLOCATOR**

When you specify DEFAULT(DESLIST), the compiler passes all descriptors in a list as a 'hidden' last parameter.

If you specify DEFAULT(DESLCLOCATOR), parameters requiring descriptors are passed using a locator or descriptor in the same way as previous releases of PL/I. This allows old code to continue to work even if it passed a structure from one routine to a routine that was expecting to receive a pointer.

The DFT(DESLIST) option conflicts with the CMPAT(V*) options, and if it is specified with any of them, a message will be issued and the DFT(DESLCLOCATOR) option assumed.

DESCLOCATOR is the default.

**DESCRIPTOR | NODESCRIPTOR**

Using DESCRIPTOR with a PROCEDURE indicates that a descriptor list was
passed, while DESCRIPTOR with ENTRY indicates that a descriptor list should be passed. NODESCRIPTOR results in more efficient code, but has the following restrictions:

- For PROCEDURE statements, NODESCRIPTOR is invalid if any of the parameters have:
  - An asterisk (*) specified for the bound of an array, the length of a string, or the size of an area except if it is a VARYING or VARYINGZ string with the NONASSIGNABLE attribute
  - The NONCONNECTED attribute
  - The UNALIGNED BIT attribute
- For ENTRY declarations, NODESCRIPTOR is invalid if an asterisk (*) is specified for the bound of an array, the length of a string, or the size of an area in the ENTRY description list.

DESCRIPTOR is the default.

DUMMY(ALIGNED | UNALIGNED)

This suboption reduces the number of situations in which dummy arguments get created.

DUMMY(ALIGNED) indicates that a dummy argument should be created even if an argument differs from a parameter only in its alignment.

DUMMY(UNALIGNED) indicates that no dummy argument should be created for a scalar (except a nonvarying bit) or an array of such scalars if it differs from a parameter only in its alignment.

Consider the following example:

```plaintext
dcl
  1 a1 unaligned,
  2 b1 fixed bin(31),
  2 b2 fixed bin(15),
  2 b3 fixed bin(31),
  2 b4 fixed bin(15);

dcl x entry( fixed bin(31) );
call x( b3 );
```

If you specified DEFAULT(DUMMY(ALIGNED)), a dummy argument would be created, while if you specified DEFAULT(DUMMY(UNALIGNED)), no dummy argument would be created.

DUMMY(ALIGNED) is the default.

E (HEXADEC | IEEE)

The E suboption determines how many digits will be used for the exponent in E-format items.

If you specify E(IEEE), 4 digits will be used for the exponent in E-format items.

If you specify E(HEXADEC), 2 digits will be used for the exponent in E-format items.

If DFT( E(HEXADEC) ) is specified, an attempt to use an expression whose exponent has an absolute value greater than 99 will cause the SIZE condition to be raised.

If the compiler option DFT(IEEE) is in effect, you should normally also use the option DFT( E(IEEE) ). However, under this option, some E format items that would be valid under DFT( E(HEXADEC) ) would not be valid. For instance,
under DFT( E(IEEE) ), the statement "put skip edit(x) ( e(15,8));" would be flagged because the E format item is invalid.

E(HEXADEC) is the default.

**EVENDEC | NOEVENDEC**
This suboption controls the compiler’s tolerance of fixed decimal variables declared with an even precision.

Under NOEVENDEC, the precision for any fixed decimal variable is rounded up to the next highest odd number.

If you specify EVENDEC and then assign 123 to a FIXED DEC(2) variable, the SIZE condition is raised. If you specify NOEVENDEC, the SIZE condition is not raised.

EVENDEC is the default.

**HEXADEC | IEEE**
This suboption allows you to specify the default representation used to hold all FLOAT variables and all floating-point intermediate results. This suboption also determines whether the compiler evaluates floating-point expressions using the hexadecimal or IEEE float instructions and math routines.

Programs that communicate with JAVA should probably use the IEEE option, and programs that pass data to or receive data from platforms where IEEE is the default representation for floating-point data might also want to use the IEEE option.

HEXADEC is the default.

**INITFILL | NOINITFILL**
This suboption controls the default initialization of automatic variables.

If you specify INITFILL with a hex value (nn), that value is used to initialize the storage used by all automatic variables in a block each time that block is entered. If you do not enter a hex value, the default is ‘00’.

Note that the hex value may be specified without or without quotes, but if it is specified with quotes, the string should not have an X suffix.

Under NOINITFILL, the storage used by an automatic variable may hold arbitrary bit patterns unless the variable is explicitly initialized.

INITFILL can cause programs to run significantly slower and should not be specified in production programs. However, the INITFILL option produces code that runs faster than the LE STORAGE option. Also, during program development, this option is very useful for detecting uninitialized automatic variables: a program that runs correctly with DFT(INITFILL(’00’)) and with DFT(INITFILL(’ff’)) probably has no uninitialized automatic variables.

NOINITFILL is the default.

**INLINE | NOINLINE**
This option sets the default for the inline procedure option.

Specifying INLINE allows your code to run faster but, in some cases, also creates a larger executable file. For more information on how inlining can improve the performance of your application, see Chapter 13, “Improving performance,” on page 369.

NOINLINE is the default.

**LINKAGE**
The linkage convention for procedure invocations is:
**OPTLINK**

The default linkage convention for Enterprise PL/I. This linkage provides the best performance.

**SYSTEM**

The standard linking convention for system APIs.

LINKAGE(OPTLINK) should be used for all routines called by or calling to JAVA, and it should also be used for all routines called by or calling to C (unless the C code has been compiled with a non-default linkage).

LINKAGE(SYSTEM) should be used for all non-PL/I routines that expect the high-order bit to be on in the address of the last (and only the last) parameter.

Note that specifying OPTIONS(ASSEMBLER) for a PROCEDURE or an ENTRY forces LINKAGE(SYSTEM) regardless of the setting of this option.

LINKAGE(OPTLINK) is the default.

**LOWERINC | UPPERINC**

If you specify LOWERINC, the compiler requires that the actual file names of INCLUDE files are in lowercase. If you specify UPPERINC, the compiler requires that the names are in uppercase.

**Note:** This suboption applies only to compilations under z/OS UNIX.

Under z/OS UNIX, the include name is built using the extension '.inc'. So, for example, under the DFT(LOWERINC) option, the statement `%INCLUDE STANDARD;` will cause the compiler to try to include `standard.inc`. But, under the DFT(UPPERINC) option, the statement `%INCLUDE STANDARD;` will cause the compiler to try to include `STANDARD.INC`.

LOWERINC is the default.

**NATIVE | NONNATIVE**

This option affects only the internal representation of fixed binary, ordinal, offset, area, and varying string data. When the NONNATIVE suboption is in effect, the NONNATIVE attribute is applied to all such variables not declared with the NATIVE attribute.

You should specify NONNATIVE only to compile programs that depend on the nonnative format for holding these kind of variables.

If your program bases fixed binary variables on pointer or offset variables (or conversely, pointer or offset variables on fixed binary variables), specify either:
- Both the NATIVE and NATIVEADDR suboptions
- Both the NONNATIVE and NONNATIVEADDR suboptions.

Other combinations produce unpredictable results.

NATIVE is the default.

**NATIVEADDR | NONNATIVEADDR**

This option affects only the internal representation of pointers. When the NONNATIVEADDR suboption is in effect, the NONNATIVE attribute is applied to all pointer variables not declared with the NATIVE attribute.

If your program bases fixed binary variables on pointer or offset variables (or conversely, pointer or offset variables on fixed binary variables), specify either:
- Both the NATIVE and NATIVEADDR suboptions
- Both the NONNATIVE and NONNATIVEADDR suboptions.

Other combinations produce unpredictable results.
NATIVEADDR is the default.

**NULLSYS | NULL370**

This suboption determines which value is returned by the NULL built-in function. If you specify NULLSYS, binvalue(null()) is equal to 0. If you want binvalue(null()) to equal 'ff_00_00_00'xn as is true with previous releases of PL/I, specify NULL370.

NULL370 is the default.

**NULLSTRADDR | NONULLSTRADDR**

This suboption controls how the compiler handles null strings when passed as arguments.

Under NULLSTRADDR, when a null string is specified as an argument in an entry invocation, the compiler will pass the address of an initialized piece of automatic storage. This is compatible with what the OS PL/I and PL/I for MVS compilers did.

But under NONULLSTRADDR, when a null string is specified as an argument in an entry invocation, the compiler will pass a null pointer as the address of the argument. This is compatible with what early releases of the Enterprise PL/I compiler did.

NULLSTRADDR is the default.

**NULLSTRPTR**

This suboption controls how the compiler handles null strings when assigned to POINTERs.

Under NULLSTRPTR(SYSNULL), the result of assigning " to a POINTER is the same as assigning SYSNULL() to the pointer

Under NULLSTRPTR(NULL), the result of assigning " to a POINTER is the same as assigning NULL() to the pointer

NULLSTRPTR(NULL) is the default.

**ORDER | REORDER**

This suboption affects the optimization of the object code. Specifying REORDER allows more optimization of your code. For detailed information, see Chapter 13, “Improving performance,” on page 369.

REORDER is the default.

**ORDINAL(MIN | MAX)**

If you specify ORDINAL(MAX), all ordinals whose definition does not include a PRECISION attribute is given the attribute PREC(31). Otherwise, they are given the smallest precision that covers their range of values.

ORDINAL(MIN) is the default.

**OVERLAP | NOOVERLAP**

If you specify OVERLAP, the compiler presumes the source and target in an assignment can overlap and generates, as needed, extra code in order to ensure that the result of the assignment is okay.

NOOVERLAP will produce code that performs better; however, if you use NOOVERLAP, you must insure that the source and target never overlap.

NOOVERLAP is the default.

**PSEUDODUMMY | NOPSEUDODUMMY**

This suboption determines if dummy arguments are created when a SUBSTR reference is specified as an argument to an unprototyped function.
If you specify PSEUDODUMMY, dummy arguments are created when a SUBSTR reference is specified as an argument to an unprototyped function.

If you specify NOPSEUDODUMMY, dummy arguments are not created when a SUBSTR reference is specified as an argument to an unprototyped function.

PSEUDODUMMY is the default.

**RECURSIVE | NONRECURSIVE**

When you specify DEFAULT(RECURSIVE), the compiler applies the RECURSIVE attribute to all procedures. If you specify DEFAULT(NONRECURSIVE), all procedures are nonrecursive except procedures with the RECURSIVE attribute.

NONRECURSIVE is the default.

**RETCODE | NORETCODE**

If you specify RETCODE, for any external procedure that does not have the RETURNS attribute, the compiler will generate extra code so that the procedure returns the integer value obtained by invoking the PLIRETV built-in function just prior to returning from that procedure.

If you specify NORETCODE, no special code is generated for procedures that do not have the RETURNS attribute.

NORETCODE is the default.

**RETURNS (BYVALUE | BYADDR)**

Sets the default for how values are returned by functions. See the PL/I Language Reference for more information.

You should specify RETURNS(BYADDR) if your application contains ENTRY statements and the ENTRY statements or the containing procedure statement have the RETURNS option. You must also specify RETURNS(BYADDR) on the entry declarations for such entries.

RETURNS(BYADDR) is the default.

**SHORT (HEXADEC | IEEE)**

This suboption improves compatibility with other non-IBM UNIX compilers. SHORT (HEXADEC) maps FLOAT BIN (p) to a short (4-byte) floating point number for p <= 21. SHORT (IEEE) maps FLOAT BIN (p) to a short (4-byte) floating point number for p <= 24.

SHORT (HEXADEC) is the default.

**Default:**

DEFAULT(ALIGNED IBM EBCDIC ASSIGNABLE BIN1ARG BYADDR NOCONNECTED DESCLOCATOR DESCRIPTOR DUMMY(ALIGNED) E(HEXADEC) EVENDEC HEXADEC NOINITFILL NINLINE LINKAGE(OPTLINK) LOWERINC NATIVE NATIVEADDR NULL370 NULSTRPTR(NULL) NULSTRADDR REORDER ORDINAL(MIN) NOOVERLAP PSEUDODUMMY NONRECURSIVE NORETCODE RETURNS(BYADDR) SHORT(HEXADEC))
DEPRECATE

This option flags variable names and included file names that you want to deprecate.

- **BUILTIN**
  Flags any declaration of **built-in-name** with the BUILTIN attribute.
  
  **built-in-name**
  Name of the BUILTIN variable

- **ENTRY**
  Flags any declaration of **entry-name** with the ENTRY attribute.

  **entry-name**
  Level-1 name

- **INCLUDE**
  Flags any %INCLUDE statement that includes **filename**.

  **filename**
  Name of the file

- **VARIABLE**
  Flags any declaration of **variable-name** that does not have the BUILTIN or ENTRY attributes.

  **variable-name**
  Level-1 name

To specify the DEPRECATE option, you must specify at least one of these suboptions with a possible empty suboption list. For example, both of the following two specifications are invalid:

- DEPRECATE
- DEPRECATE(BUILTIN)

Specifying one of the suboptions does not change the setting of any of the other suboptions that are specified previously.

Specifying a suboption a second time replaces the previous specifications.

In all cases, there is no checking of the suboption lists.

Examples:

- The following specifications are equivalent:
• In the following example, x in the first specification is replaced by y:

  DEPRECATED(BUILTIN(x)) DEPRECATED(BUILTIN(y))
  DEPRECATED(BUILTIN(y))

*Default*: DEPRECATED(BUILTIN()) ENTRY() INCLUDE() VARIABLE()
**DISPLAY**

The DISPLAY option determines how the DISPLAY statement performs I/O.

```plaintext
DISPLAY ( WTO )
```

**STD**

All DISPLAY statements are completed by writing the text to stdout and reading any REPLY text from stdin.

**WTO**

All DISPLAY statements without REPLY are completed via WTOs, and all DISPLAY statements with REPLY are completed via WTORs. This is the default.

The following suboptions are supported:

- **ROUTCDE**
  - Specifies one or more values to be used as the ROUTCDE in the WTO. The default ROUTCDE is 2.

- **DESC**
  - Specifies one or more values to be used as the DESC in the WTO. The default DESC is 3.

- **REPLY**
  - Specifies one or more values to be used as the DESC in the WTOR. If omitted, the value from the DESC option (or default) is used.

All values specified for the ROUTCDE, DESC and REPLY must be between 1 and 16.
**DLLINIT**

The DLLINIT option applies OPTIONS(FETCHABLE) to all external procedures that are not MAIN. It should be used only on compilation units containing one external procedure, and then that procedure should be linked as a DLL.

NODLLINIT has no effect on your programs.
EXIT

The EXIT option enables the compiler user exit to be invoked.

\[
\text{NOEXIT}\quad\text{EXIT}\quad(\text{inparm\_string})
\]

\text{inparm\_string}

A string that is passed to the compiler user exit routine during initialization. The string can be up to 31 characters long.

See Chapter 22, “Using user exits,” on page 527 for more information on how to exploit this option.
EXTRN

The EXTRN option controls when EXTRNs are emitted for external entry constants.

**FULL**
EXTRNs are emitted for all declared external entry constants. This is the default.

**SHORT**
EXTRNs are emitted only for those constants that are referenced.
FLAG

The FLAG option specifies the minimum severity of error that requires a message listed in the compiler listing.

ABBREVIATION: F

I List all messages.
W List all except information messages.
E List all except warning and information messages.
S List only severe error and unrecoverable error messages.

If messages are below the specified severity or are filtered out by a compiler exit routine, they are not listed.
**FLOAT**

The FLOAT option controls the use of the additional floating-point registers and whether Decimal Floating Point is supported.

**NOAFP**

Compiler-generated code uses the traditional 4 floating-point registers.

**AFP**

Compiler-generated code may use all 16 floating-point registers.

**VOLATILE**

The compiler will not expect that the registers FPR8-FPR15 will be preserved by any called program. Consequently, the compiler will generate extra code to protect these registers.

Extra code will be generated even if no floating-point registers are used, and this will hurt performance. If your application makes little or no use of floating-point, it would be much better to compile with FLOAT(NOAFP) than with FLOAT(AFP(VOLATILE)).

**NOVOLATILE**

The compiler will expect that the registers FPR8-FPR15 will be preserved by any called program (as z/OS says they should be). This option will produce the most optimal code and is highly recommended if you have no CICS code. However, it must be used with care in any code included in a CICS application. For a CICS application,

- either: all code containing EXEC CICS statements must be compiled with FLOAT(AFP(VOLATILE))
- or: all code using floating-point must be compiled with FLOAT(NOAFP) or with FLOAT(AFP(VOLATILE))

It is safe and probably simplest not to use the FLOAT(AFP(NOVOLATILE)) option in any code that runs as part of a CICS application.

However, if you are using CICS TS V4.1 or later and are using either z/OS 1.11 or have the PTF for APAR PK71900 applied to z/OS 1.9 or 1.10, then these restrictions no longer apply to CICS programs.

**DFP**

The DFP facility is exploited: all DECIMAL FLOAT data will be held in the DFP format described in the z/OS Principles of Operations manual and operations using DECIMAL FLOAT will be carried using the DFP hardware instructions described therein.

The ARCH option must be 7 (or greater) or this option will be rejected.

**NODFP**

The DFP facility is not exploited.

Under FLOAT(DFP),
• the maximum precision for extended DECIMAL FLOAT will be 34 (not 33 as it is for hex float)
• the maximum precision for short DECIMAL FLOAT will be 7 (not 6 as it is for hex float)
• the values for DECIMAL FLOAT for the following built-ins will all have the appropriate changes
  – EPSILON
  – HUGE
  – MAXEXP
  – MINEXP
  – PLACES
  – RADIX
  – TINY
• the following built-in functions will all return the appropriate values for DECIMAL FLOAT (and values that will be much easier for a human to understand; for example SUCC(1D0) will be 1.000_000_000_000_001, and the ROUND function will round at a decimal place of course)
  – EXPONENT
  – PRED
  – ROUND
  – SCALE
  – SUCC
• decimal floating-point literals, when converted to "right-units-view", i.e. when the exponent has been adjusted, if needed, so that no non-zero digits follow the decimal point (for example, as would be done when viewing 3.1415E0 as 31415E-4), must have an exponent within the range of the normal numbers for the precision given by the literal. These bounds are given by the value of MINEXP-1 and MAXEXP-1. In particular, the following must hold
  – For short float, -95 <= exponent <= 90
  – For long float, -383 <= exponent <= 369
  – For extended float, -6143 <= exponent <= 6111
• when a DECIMAL FLOAT is converted to CHARACTER, the string will hold 4 digits for the exponent (as opposed to the 2 digits used for hexadecimal float)
• the IEEE and HEXADEC attributes will be accepted only if applied to FLOAT BIN, and the DEFAULT(IEEE/HEXADEC) option will apply only to FLOAT BIN.
• the mathematical built-in functions (ACOS, COS, SQRT, etc) will accept DECIMAL FLOAT arguments and use corresponding Language Environment functions to evaluate them. DECIMAL FLOAT exponentiation will be handled in a similar way.
• users of DFP need to be wary of the conversions that will arise in operations where one operand is FLOAT DECIMAL and the other is binary (i.e. FIXED BINARY, FLOAT BINARY or BIT). In such operations, the PL/I language rules dictate that the FLOAT DECIMAL operand be converted to FLOAT BINARY, and that conversion will require a library call. So, for example, for an assignment of the form A = A + B; where A is FLOAT DECIMAL and B is FIXED BINARY, 3 conversions will be done and 2 of those will be library calls:
  1. A will be converted via library call from FLOAT DECIMAL to FLOAT BINARY
  2. B will be converted via inline code from FIXED BINARY to FLOAT BINARY
3. the sum $A + B$ will be converted via library call from FLOAT BINARY to FLOAT DECIMAL.

The use of the DECIMAL built-in function would help here: if the statement were changed to $A = A + \text{DEC}(B)$, the library calls would be eliminated. The library calls could be eliminated by previously assign $B$ to a FLOAT DECIMAL temporary variable and then adding that to $A$.

- the built-in function SQRTF will not be supported for DECIMAL FLOAT arguments (as there is no hardware instruction to which it can be mapped)
- DFP is not supported by the CAST type function.
FLOATINMATH

The FLOATINMATH option specifies that the precision that the compiler should use when invoking the mathematical built-in functions.

```
FLOATINMATH (ASIS LONG EXTENDED)
```

ASIS
Arguments to the mathematical built-in functions will not be forced to have long or extended floating-point precision.

LONG
Any argument to a mathematical built-in function with short floating-point precision will be converted to the maximum long floating-point precision to yield a result with the same maximum long floating-point precision.

EXTENDED
Any argument to a mathematical built-in function with short or long floating-point precision will be converted to the maximum extended floating-point precision to yield a result with the same maximum extended floating-point precision.

A FLOAT DEC expression with precision \( p \) has short floating-point precision if \( p \leq 6 \), long floating-point precision if \( 6 < p \leq 16 \) and extended floating-point precision if \( p > 16 \).

A FLOAT BIN expression with precision \( p \) has short floating-point precision if \( p \leq 21 \), long floating-point precision if \( 21 < p \leq 53 \) and extended floating-point precision if \( p > 53 \).

The maximum extended floating-point precision depends on the platform.
**GOFF**

The GOFF option instructs the compiler to produce an object file in the Generalized Object File Format (GOFF).

When the GOFF and OBJECT options are in effect, the compiler produces an object file in GOFF format.

When the NOGOFF and OBJECT options are in effect, the compiler produces an object file in XOBJ format.

The GOFF format supersedes the S/370 Object Module and Extended Object Module formats. It removes various limitations of the previous format (for example, 16 MB section size) and provides a number of useful extensions, including native z/OS support for long names and attributes. GOFF incorporates some aspects of industry standards such as XCOFF and ELF.

When you specify the GOFF option, you must use the binder to bind the output object. You cannot use the prelinker to process GOFF objects.

The following options are not supported with the GOFF option:
- COMMON
- NOWRITABLE(PRV)

**Note:** When using GOFF and source files with duplicate file names, the linker may emit an error and discard one of the code sections. In this case, turn off the CSECT option by specifying NOCSECT.
GONUMBER

The GONUMBER option specifies that the compiler produces additional information that allows line numbers from the source program to be included in runtime messages.

ABBREVIATIONS: GN, NGN

SEPARATE

Places the generated statement number table in the separate debug file if the TEST(SEPARATE) option is specified. When you use GONUMBER(SEPARATE), the statement numbers are not available for inclusion in runtime messages.

NOSEPARATE

Places the generated statement number table in the object deck.

Alternatively, the line numbers can be derived by using the offset address, which is always included in runtime messages, and either the table produced by the OFFSET option or the assembler listing produced by the LIST option.

GONUMBER is forced by the ALL and STMT suboptions of the TEST option.

Note that the GOSTMT option does not exist. The only option that produces information at run time identifying where an error has occurred is the GONUMBER option. When the GONUMBER option is used, the term statement in the runtime error messages refers to the line numbers as used by the NUMBER compiler option, even if the STMT option is in effect.

If the GONUMBER(SEPARATE) option is specified without TEST(SEPARATE), it is changed to GONUMBER(NOSEPARATE).

If both TEST and NOGONUMBER are specified, the NOGONUMBER option is changed to GONUMBER(NOSEPARATE).

The default is NOGONUMBER.

For compatibility, when the GONUMBER option is specified, the default suboption is SEPARATE.
GRAPHIC

The GRAPHIC option specifies that the source program can contain double-byte characters. The hexadecimal codes '0E' and '0F' are treated as the shift-out and shift-in control codes, respectively, wherever they appear in the source program, including occurrences in comments and string constants.

ABBREVIATIONS: GR, NGR

The GRAPHIC option will also cause the GRAPHIC ENVIRONMENT option to be applied to any STREAM file used in the compilation.

The GRAPHIC option must be specified if the source program uses any of the following:
- DBCS identifiers
- Graphic string constants
- Mixed-string constants
- Shift codes anywhere else in the source
**HGPR**

The HGPR option specifies that the compiler is permitted to exploit 64-bit General Purpose Registers (GPRs) in 32-bit programs targeting z/Architecture hardware.

**PRESERVE**

PRESERVE instructs the compiler to preserve the high halves of the 64-bit GPRs that a function is using, by saving them in the prolog for the function and restoring them in the epilog. The PRESERVE suboption is necessary only if the caller is not known to be Enterprise PL/I and/or the z/OS XL C/C++ compiler-generated code.

**NOPRESERVE**

NOPRESERVE lets the compiler omit preserving the high halves of the 64-bit GPRs that a function is using. Because of performance considerations, the default suboption for HGPR is NOPRESERVE.

HGPR means "High half of 64-bit GPR", which refers to the use of native 64-bit instructions. In particular, if the application use 8-byte integers, it should benefit from the native 64-bit instructions.

**Note:** The NOHGPR option must be used in all CICS applications.
**IGNORE**

The **IGNORE** option controls whether or not **DISPLAY** and **PUT** statements are ignored.

**DISPLAY**

The compiler will ignore all **DISPLAY** statements.

**PUT**

The compiler will ignore all **PUT** FILE statements.
INCAFTER

The INCAFTER option specifies a file to be included after a particular statement in your source program.

\[
\text{INCAFTER}\{\text{PROCESS}\{\text{filename}\}\}\]

filename

Name of the file to be included after the last PROCESS statement.

Currently, PROCESS is the only suboption and specifies the name of a file to be included after the last PROCESS statement.

Consider the following example:
INCAFTER(PROCESS(DFTS))

This example is equivalent to having the statement %INCLUDE DFTS; after the last PROCESS statement in your source.
INCDIR

The INCDIR compiler option specifies a directory to be added to the search path used to locate include files.

\texttt{-INOINC\textbackslash DIR\textendash \texttt{-\textasciitilde\textasciitilde\textbackslash DIR\textbackslash DIR\textbackslash DIR\textbackslash DIR\textbackslash DIR\textbackslash

\textit{directory name}

Name of the directory that should be searched for include files. You can specify the INCDIR option more than once and the directories are searched in order.

Except under batch, the compiler looks for INCLUDE files in the following order:
1. Current directory
2. Directories specified with the \texttt{-I} flag or with the INCDIR compiler option
3. /usr/include directory
4. PDS specified with the INCPDS compiler option

Under batch, this option is probably best used with the DFT(LOWERINC) option, and it affects only includes of the form \texttt{\%include x;} For these includes, an hfs file with the name \texttt{x.inc} will be sought first in the directories specified in this option. If not found, \texttt{x} must be a member of the pds(e) specified in the syslib dd For includes of the form \texttt{\%include dd(x);} no hfs file will ever be included: the member \texttt{x} must always be a member of the pds named by the specified dd.
INCPDS

The INCPDS option specifies a PDS from which the compiler will include files when compiling a program under z/OS UNIX.

Note: This option applies only to compilations under z/OS UNIX.

NOINCPDS

INCPDS ("PDS name")

PDS name

Name of a PDS from which files will be included.

For example, if you wanted to compile the program TEST from a PDS named SOURCE.PL I and wanted to use the INCLUDE files from the PDS SOURCE.INC, then you could specify the following command

pli -c -qincps="SOURCE.INC" "//SOURCE.PL I(TEST)"

The compiler looks for INCLUDE files in the following order:
1. Current directory
2. Directories specified with the –I flag or with the INCDIR compiler option
3. /usr/include directory
4. PDS specified with the INCPDS compiler option
The INITAUTO option directs the compiler to add an INITIAL attribute to any AUTOMATIC variable declared without an INITIAL attribute.

Under INITAUTO(FULL), the compiler adds an INITIAL attribute to any AUTOMATIC variable that does not have an INITIAL attribute according to its data attributes:

- INIT( (*) 0 ) if it is FIXED or FLOAT
- INIT( (*) '') if it is PICTURE, CHAR, BIT, GRAPHIC or WIDECHAR
- INIT( (*) SYSNULL() ) if it is POINTER or OFFSET

The compiler will not add an INITIAL attribute to variables with other attributes.

INITAUTO will cause more code to be generated in the prologue for each block containing any AUTOMATIC variables that are not fully initialized (but unlike the DFT(INITFILL) option, those variables will now have meaningful initial values) and will have a negative impact on performance.

The INITAUTO option does not apply an INITIAL attribute to any variable declared with the NOINIT attribute.

Under INITAUTO(SHORT), the compiler adds an INITIAL attribute to an AUTOMATIC variable that does not have an INITIAL attribute only if it is also a scalar and has one of the following attributes:

- POINTER
- OFFSET
- FIXED BIN
- FLOAT
- NONVARYING BIT
- NONVARYING CHAR(1)
- NONVARYING WCHAR(1)

As under INITAUTO(FULL), the added INITIAL attribute will be appropriate to the data type.

If you are using the runtime STORAGE option to zero-out all storage, the optimizer may still generate undesired code for uninitialized AUTOMATIC variables and especially for those that are optimized to registers. Scalar variables with the data types listed above are those most likely to be optimized to registers, and hence using INITAUTO(SHORT) might have less of a performance impact than using DFT(INITFILL); however, the latter would leave the optimizer with no ambiguous code. Moreover, your code is correct only if all variables are explicitly initialized before use.
INITBASED

The INITBASED option directs the compiler to add an INITIAL attribute to any BASED variable declared without an INITIAL attribute.

This option performs the same function as INITAUTO except for BASED variables.

The INITBASED option will cause more code to be generated for any ALLOCATE of a BASED variable that is not fully initialized and will have a negative impact on performance.

The INITBASED option does not apply an INITIAL attribute to any variable declared with the NOINIT attribute.
**INITCTL**

The INITCTL option directs the compiler to add an INITIAL attribute to any CONTROLLED variable declared without an INITIAL attribute.

This option performs the same function as INITAUTO except for CONTROLLED variables.

The INITCTL option will cause more code to be generated for any ALLOCATE of a CONTROLLED variable that is not fully initialized and will have a negative impact on performance.

The INITCTL option does not apply an INITIAL attribute to any variable declared with the NOINIT attribute.
INITSTATIC

The INITSTATIC option directs the compiler to add an INITIAL attribute to any STATIC variable declared without an INITIAL attribute.

This option performs the same function as INITAUTO except for STATIC variables.

The INITSTATIC option could make some objects larger and some compilations longer, but should otherwise have no impact on performance.

The INITSTATIC option does not apply an INITIAL attribute to any variable declared with the NOINIT attribute.
INSOURCE

The INSOURCE option specifies that the compiler should include a listing of the source program before the PL/I macro, CICS, or SQL preprocessors translate it.

ABBREVIATION: IS, NIS

FULL
The INSOURCE listing will ignore %NOPRINT statements and will contain all the source before the preprocessor translates it.

FULL is the default.

SHORT
The INSOURCE listing will heed %PRINT and %NOPRINT statements.

If the INSOURCE option is in effect, and the compiler invokes more than one of the macro, CICS or SQL preprocessors, the listing contains the source for each of these preprocessors.

Under the INSOURCE option, text is included in the listing not according to the logic of the program, but as each file is read. So, for example, consider the following simple program which has a %INCLUDE statement between its PROC and END statements.

insource: proc options(main);
   %include member;
end;

The INSOURCE listing will contain all of the main program before any of the included text from the file "member" (and it would contain all of that file before any text included by it - and so on).

Under the INSOURCE(SHORT) option, text included by a %INCLUDE statement inherits the print/noprint status that was in effect when the %INCLUDE statement was executed, but that print/noprint status is restored at the end of the included text (however, in the SOURCE listing, the print/noprint status is not restored at the end of the included text).
INTERRUPT

The INTERRUPT option causes the compiled program to respond to attention requests (interrupts).

ABBREVIATION: INT, NINT

This option determines the effect of attention interrupts when the compiled PL/I program runs under an interactive system. This option will have an effect only on programs running under TSO. If you have written a program that relies on raising the ATTENTION condition, you must compile it with the INTERRUPT option. This option allows attention interrupts to become an integral part of programming. This gives you considerable interactive control of the program.

If you specify the INTERRUPT option, an established ATTENTION ON-unit gets control when an attention interrupt occurs. When the execution of an ATTENTION ON-unit is complete, control returns to the point of interrupt unless directed elsewhere by means of a GOTO statement. If you do not establish an ATTENTION ON-unit, the attention interrupt is ignored.

If you specify NOINTERRUPT, an attention interrupt during a program run does not give control to any ATTENTION ON-units.

If you require the attention interrupt capability only for testing purposes, use the TEST option instead of the INTERRUPT option. For more information see "TEST" on page 139.

See Chapter 20, “Interrupts and attention processing,” on page 521 for more information about using interrupts in your programs.
LANGLVL

The LANGLVL option specifies the level of PL/I language definition that you want the compiler to accept.

```
LANGLVL(0S NOEXT)
```

NOEXT

The only ENVIRONMENT options accepted are:

- Bkwd
- Consecutive
- Ctlasa
- Deblock
- Genkey
- Graphic
- Indexed
- Keyloc
- Organization
- Recsize
- Relative
- Scalarvarying
- Vsam
- Regional

0S  All ENVIRONMENT options are allowed. For a complete list of the ENVIRONMENT options, see Table 14 on page 275
LIMITS

The LIMITS option specifies various implementation limits.

EXTNAME
Specifies the maximum length for EXTERNAL name. The maximum value for n is 100; the minimum value is 7.

FIXEDDEC
Specifies the maximum precision for FIXED DECIMAL to be either 15 or 31. The default is 15.

If FIXEDDEC(15,31) is specified, then you may declare FIXED DECIMAL variables with precision greater than 15, but unless an expression contains an operand with precision greater than 15, all arithmetic will done using 15 as the maximum precision.

FIXEDDEC(15,31) will provide much better performance than FIXEDDEC(31).

FIXEDDEC(15) and FIXEDDEC(15,15) are equivalent; similarly, FIXEDDEC(31) and FIXEDDEC(31,31) are equivalent.

FIXEDDEC(31,15) is not allowed.

FIXEDBIN
Specifies the maximum precision for SIGNED FIXED BINARY to be either 31 or 63. The default is 31.

If FIXEDBIN(31,63) is specified, then you may declare 8-byte integers, but unless an expression contains an 8-byte integer, all integer arithmetic will done using 4-byte integers.

Note however, that specifying the FIXEDBIN(31,63) or FIXEDBIN(63) option may cause the compiler to use 8-byte integer arithmetic for expressions mixing data types. For example, if a FIXED BIN(31) value is added to a FIXED DEC(13) value, then the compiler will produce a FIXED BIN result and under LIMITS(FIXEDBIN(31,63)) that result would have a precision greater than 31 (because the FIXED DEC precision is greater than 9). When this occurs, the compiler will issue informational message IBM2809.

FIXEDBIN(31,63) will provide much better performance than FIXEDBIN(63).

FIXEDBIN(31) and FIXEDBIN(31,31) are equivalent; similarly, FIXEDBIN(63) and FIXEDBIN(63,63) are equivalent.

FIXEDBIN(63,31) is not allowed.
The maximum precision for UNSIGNED FIXED BINARY is one greater, that is, 32 and 64.

**NAME**

Specifies the maximum length of variable names in your program. The maximum value for \( n \) is 100; the minimum value is 31.
LINECOUNT

The LINECOUNT option specifies the number of lines per page for compiler listings, including blank and heading lines.

\[ \text{LINECOUNT} \ (n) \]

ABBREVIATION: LC

\( n \)  The number of lines in a page in the listing. The value can be from 10 to 32,767.
LINEDIR

This option specifies that the compiler should accept %LINE directives.

If the LINEDIR option is specified, the compiler will reject all %INCLUDE statements. If the LINEDIR option is specified, the compiler will also reject the use of the SEPARATE suboption of the TEST option.
LIST

The LIST option specifies that the compiler should produce a pseudo-assembler listing.

Specifying the LIST option will increase the time and region required for a compilation. The OFFSET and MAP options may provide the information you need at much less cost.

The pseudo-assembler listing will also include at the end of the listing for each block the offset of the first instruction in that block from the start of the whole compilation unit.
**LISTVIEW**

The LISTVIEW option specifies whether the compiler should show the source in the source listing or whether it should show the source after it has been processed by one or more of the preprocessors.

**SOURCE**

Causes the source listing to show the unadulterated source and, more importantly perhaps, it will cause Debug Tool to bring up this as the source view.

**AFTERALL**

Causes the source listing to show the source as if it came from the MDECK from the last invocation, if any, of the last preprocessor, and, more importantly perhaps, it will cause Debug Tool to bring up this as the source view if the SEPARATE suboption of the TEST compiler option is also specified.

AALL may be used as an abbreviation for AFTERALL

**AFTERCICS**

Causes the source listing to show the source as if it came from the MDECK from the last invocation, if any, of the CICS preprocessor, and, more importantly perhaps, it will cause Debug Tool to bring up this as the source view if the SEPARATE suboption of the TEST compiler option is also specified.

ACICS may be used as an abbreviation for AFTERCICS

**AFTERMACRO**

Causes the source listing to show the source as if it came from the MDECK from the last invocation, if any, of the MACRO preprocessor, and, more importantly perhaps, it will cause Debug Tool to bring up this as the source view if the SEPERATE suboption of the TEST compiler option is also specified.

AMACRO may be used as an abbreviation for AFTERMACRO

**AFTERSQL**

Causes the source listing to show the source as if it came from the MDECK from the last invocation, if any, of the SQL preprocessor, and, more importantly perhaps, it will cause Debug Tool to bring up this as the source view if the SEPARATE suboption of the TEST compiler option is also specified.

ASQL may be used as an abbreviation for AFTERSQL

If the TEST option is specified and a suboption other than SOURCE is specified for LISTVIEW then the SEPARATE suboption must also be specified for the TEST option.

As an example of the differing effects of the AFTERMACRO, AFTERSQL and AFTERALL suboptions suppose the PP option was PP( MACRO('INCONLY'), SQL, MACRO). Then:

- Under LISTVIEW(AFTERMACRO), the "source" in the listing and in the Debug Tool source window if TEST(SEP) were specified would appear as if it came from the MDECK that the second invocation of the MACRO preprocessor would have produced
- Under LISTVIEW(AFTERSQL), the "source" in the listing and in the Debug Tool source window if TEST(SEP) were specified would appear as if it came from the MDECK that the invocation of the SQL preprocessor would have produced (and hence %DCL and other macro statements would still be visible)
- Under LISTVIEW(AFTERALL), the "source" would be as under the LISTVIEW(AFTERMACRO) option since the MACRO preprocessor is the last in the PP option
MACRO

The MACRO option invokes the MACRO preprocessor.

ABBREVIATIONS: M, NM

You may also invoke the MACRO preprocessor via the PP(MACRO) option. However, the use of both the MACRO option and the PP(MACRO) option in the same compilation is not recommended.

For more discussion of the PP option, see "PP" on page 100.

For more discussion of the MACRO preprocessor, see "Macro preprocessor" on page 167.
MAP

The MAP option specifies that the compiler produces additional information that can be used to locate static and automatic variables in dumps.
MARGINI

The MARGINI option specifies a character that the compiler will place in the column preceding the left-hand margin, and also in the column following the right-hand margin, of the listings produced by the INSOURCE and SOURCE options.

ABBREVIATIONS: MI, NMI

The character to be printed as the margin indicator.

Note: NOMARGINI is equivalent to MARGINI( ' ').
MARGINS

The MARGINS option specifies which part of each compiler input record contains
PL/I statements, and the position of the ANS control character that formats the
listing, if the SOURCE and/or INSOURCE options apply. The compiler does not
process data that is outside these limits, but it does include it in the source listings.

The PL/I source is extracted from the source input records so that the first data
byte of a record immediately follows the last data byte of the previous record. For
variable records, you must ensure that when you need a blank you explicitly insert
it between margins of the records.

```
MARGINS(2,72)
```

ABBREVIATION: MAR

\( m \) The column number of the leftmost character (first data byte) that is processed
by the compiler. It must not exceed 100.

\( n \) The column number of the rightmost character (last data byte) that is
processed by the compiler. It should be greater than \( m \), but must not exceed
200, except under MVS batch where it must not exceed 100.

Variable-length records are effectively padded with blanks to give them the
maximum record length.

\( c \) The column number of the ANS printer control character. It must not exceed
200, except under MVS batch where it must not exceed 100, and it should be
outside the values specified for \( m \) and \( n \). A value of 0 for \( c \) indicates that no
ANS control character is present. Only the following control characters can be
used:

- (blank) Skip one line before printing
- 0 Skip two lines before printing
- – Skip three lines before printing
- + No skip before printing
- 1 Start new page

Any other character is an error and is replaced by a blank.

Do not use a value of \( c \) that is greater than the maximum length of a source
record, because this causes the format of the listing to be unpredictable. To
avoid this problem, put the carriage control characters to the left of the source
margins for variable-length records.

Specifying MARGINS(\( m, c \)) is an alternative to using %PAGE and %SKIP
statements (described in PL/I Language Reference).

The IBM-supplied default for fixed-length records is MARGINS(2,72). For
variable-length and undefined-length records, the IBM-supplied default is
MARGINS(10,100). This specifies that there is no printer control character.

Use the MARGINS option to override the default for the primary input in a
program. The secondary input must have the same margins as the primary input.
The NOMARGINS option will suppress any previously encountered instance of the MARGINS option. The purpose of this option is to allow your installation to have a default set of compile-time options which use a MARGINS option tailored for their fixed format source preferences while retaining the ability to use variable source format files.

You would usually specify the NOMARGINS option, if you use it at all, as part of the parameter-string passed to the compiler. The compiler will ignore NOMARGINS if it finds the option in a %PROCESS statement.
The MAXGEN option specifies the maximum number of intermediate language statements that should be generated for any one user statement and will cause the compiler to flag any statement where this maximum is exceeded.

The number of intermediate language statements generated for any user statement may vary depending on the compiler release, the compiler maintenance level, and the compiler options in effect. This option is intended to be used only to help find statements for which excessive amounts of code are generated and which thus may indicate that they are perhaps are poorly coded.

However, it should be noted that using a preprocessor may cause the number of intermediate language statements generated for some statements to be very large. In such a situation, it may be better either to set the MAXGEN threshold to be larger or to use the LISTVIEW(AFTERALL) option.

The default is MAXGEN(100000).
MAXMEM

When compiling with OPTIMIZE, the MAXMEM option limits the amount of memory used for local tables of specific, memory intensive optimizations to the specified number of kilobytes. The minimum number of kilobytes that may be specified is 1. The maximum number of kilobytes that may be specified is 2097152, and the default is 1048576.

If you specify the maximum value of 2097152, the compiler will assume that unlimited memory is available. If you specify any smaller value for MAXMEM, the compiler, especially when the OPT(2) option is in effect, may issue a message saying that optimization is inhibited and that you should try using a larger value for MAXMEM.

Use the MAXMEM option if you know that less (or more) memory is available than implied by the default value.

If the memory specified by the MAXMEM option is insufficient for a particular optimization, the compilation is completed in such a way that the quality of the optimization is reduced, and a warning message is issued.

```
MAXMEM(size)
```

ABBREVIATIONS: MAXM

When a large size is specified for MAXMEM, compilation may be aborted because of insufficient virtual storage, depending on the source file being compiled, the size of the subprogram in the source, and the virtual storage available for the compilation.

The advantage of using the MAXMEM option is that, for large and complex applications, the compiler produces a slightly less-optimized object module and generates a warning message, instead of terminating the compilation with an error message of "insufficient virtual storage".
MAXMSG

The MAXMSG option specifies the maximum number of messages with a given severity (or higher) that the compilation should produce.

I  Count all messages.
W  Count all except information messages.
E  Count all except warning and information messages.
S  Count only severe error and unrecoverable error messages.
n  Terminate the compilation if the number of messages exceeds this value. If messages are below the specified severity or are filtered out by a compiler exit routine, they are not counted in the number. The value of n can range from 0 to 32767. If you specify 0, the compilation terminates when the first error of the specified severity is encountered.
MAXNEST

The MAXNEST option specifies the maximum nesting of various kinds of statements that should be allowed before the compiler flags your program as too complex.

```
 MAXNEST ( BLOCK ( x ) DO ( x ) IF ( z ) )
```

**BLOCK**

Specifies the maximum nesting of BEGIN and PROCEDURE statements.

**DO**

Specifies the maximum nesting of DO statements.

**IF**

Specifies the maximum nesting of IF statements.

The value of any nesting limit must be between 1 and 50 (inclusive).

The default is MAXNEST( BLOCK(17) DO(17) IF(17) ).
**MAXSTMT**

Under the MAXSTMT option, optimization will be turned off for any block that has more than the specified number of statements. Use the MAXSTMT option - with a reasonable limit to the number of statements - if you want the compiler to optimize the code generated for a program and are willing for the compiler to optimize only the reasonably sized blocks in that program.

```
MAXSTMT (size)
```

When a large size is specified for MAXSTMT and some blocks have a large number of statements, compilation may be aborted if there is not enough virtual storage available.

The default for MAXSTMT is 4096.
MAXTEMP

The MAXTEMP option determines when the compiler flags statements using an excessive amount of storage for compiler-generated temporaries.

```plaintext
MAXTEMP (max)
```

**max**

The limit for the number of bytes that can be used for compiler-generated temporaries. The compiler flags any statement that uses more bytes than those specified by `max`. The default for `max` is 50000.

You should examine statements that are flagged under this option - if you code them differently, you may be able to reduce the amount of stack storage required by your code.
MDECK

The MDECK option specifies that the preprocessor produces a copy of its output either on the file defined by the SYSPUNCH DD statement under z/OS, or on the .dek file under z/OS UNIX.

ABBREVIATIONS: MD, NMD

The MDECK option allows you to retain the output from the preprocessor as a file of 80-column records. This option is applicable only when the MACRO option is in effect.
**NAME**

The NAME option specifies that the TEXT file created by the compiler will contain a NAME record.

ABBREVIATIONS: N

If no 'name' is specified as a suboption of the NAME option, then the 'name' used is determined as follows

- if there is a PACKAGE statement, the leftmost name on it is used
- otherwise, the leftmost name on the first PROCEDURE statement is used

The length of the 'name' must not be greater than 8 characters if the LIMITS(EXTNAME(n)) option is used with n <= 8.
NAMES

The NAMES option specifies the extralingual characters that are allowed in identifiers. Extralingual characters are those characters other than the 26 alphabetic, 10 digit, and special characters defined in PL/I Language Reference.

extralingual_char

An extralingual character

upp_extraling_char

The extralingual character that you want interpreted as the uppercase version of the corresponding character in the first suboption.

If you omit the second suboption, PL/I uses the character specified in the first suboption as both the lowercase and the uppercase values. If you specify the second suboption, you must specify the same number of characters as you specify in the first suboption.

The default is NAMES('#@$' '#@$').
NATLANG
The NATLANG option specifies the “language” for compiler messages, headers, etc.

ENU
All compiler messages, headers etc will be in mixedcase English.

UEN
All compiler messages, headers etc will be in uppercase English.
NEST

The NEST option specifies that the listing resulting from the SOURCE option indicates the block level and the do-group level for each statement.
NOT

The NOT option specifies up to seven alternate symbols that can be used as the logical NOT operator.

\[ \text{NOT}\left(-\text{char}\right) \]

char

A single SBCS character.

You cannot specify any of the alphabetic characters, digits, and special characters defined in PL/I Language Reference, except for the standard logical NOT symbol (¬). You must specify at least one valid character.

When you specify the NOT option, the standard NOT symbol is no longer recognized unless you specify it as one of the characters in the character string.

For example, NOT(‘~’) means that the tilde character, ‘A1’X, will be recognized as the logical NOT operator, and the standard NOT symbol, ‘~’, ‘5FX, will not be recognized. Similarly, NOT(‘~’~) means that either the tilde or the standard NOT symbol will be recognized as the logical NOT operator.

The IBM-supplied default code point for the NOT symbol is ‘5FX. The logical NOT sign might appear as a logical NOT symbol (¬) or a caret symbol (^) on your keyboard.
NUMBER

The number option specifies that statements in the source program are to be identified by the line and file number of the file from which they derived and that this pair of numbers is used to identify statements in the compiler listings resulting from the AGGREGATE, ATTRIBUTES, LIST, MAP, OFFSET, SOURCE and XREF options. The File Reference Table at the end of the listing shows the number assigned to each of the input files read during the compilation.

If a preprocessor has been used, more than one line in the source listing may be identified by the same line and file numbers. For example, almost every EXEC CICS statement generates several lines of code in the source listing, but these would all be identified by one line and file number.

In the pseudo-assembler listing produced by the LIST option, the file number is left blank for the first file.

NUMBER and STMT are mutually exclusive and specifying one will negate the other.

The default is NUMBER.
OBJECT

The OBJECT option specifies that the compiler creates an object module. Under batch z/OS, the compiler stores the object in the data set defined by the SYSLIN DD, while under z/OS UNIX, the compiler creates a .o file.

ABBREVIATIONS: OBJ, NOBJ

Under the NOOBJECT option, the compiler does not create an object module. However, under the NOOBJECT option, the compiler will complete all of its syntactic and semantic analysis phases as well as all of its detection of uninitialized variables, and hence it could produce more messages than under the NOCOMPILE, the NOSEMANTIC or the NOSYNTAX options.

Under the NOOBJECT option, the LIST, MAP, OFFSET and STORAGE options will be ignored.
OFFSET

The OFFSET option specifies that the compiler is to print a table of line numbers for each procedure and BEGIN block with their offset addresses relative to the primary entry point of the procedure. This table can be used to identify a statement from a run-time error message if the GONUMBER option is not used.
For a PROCEDURE with either the OPTIONS(MAIN) or the OPTIONS(FROMALIEN) attribute, the ONSNAP option specifies that the compiler should insert an ON STRINGRANGE SNAP; or ON STRINGSIZE SNAP; statement (or both) into the prologue code for that PROCEDURE. This can make it easier to determine the calling chain if the corresponding conditions are raised in other routines called from such a PROCEDURE.

The ONSNAP option has no affect on a PROCEDURE without either of these attributes.
OPTIMIZE

The OPTIMIZE option specifies the type of optimization required:

- **NOOPTIMIZE**
  - Specifies fast compilation speed, but inhibits optimization.

- **OPTIMIZE(2)**
  - Optimizes the machine instructions generated to produce a more efficient object program. This type of optimization can also reduce the amount of main storage required for the object module.

- **OPTIMIZE(3)**
  - Performs all the optimizations done under OPTIMIZE(2) plus some additional optimizations. Under OPTIMIZE(3), the compiler will generally, but especially for programs with large blocks and many variables, generate smaller and more efficient object code. However, it may also take considerably more time and region to complete compiles under OPTIMIZE(3) than under OPTIMIZE(2).

Abbreviations: OPT, NOPT

OPTIMIZE(2)

Specifies fast compilation speed, but inhibits optimization.

OPTIMIZE(2)

Optimizes the machine instructions generated to produce a more efficient object program. This type of optimization can also reduce the amount of main storage required for the object module.

OPTIMIZE(3)

Performs all the optimizations done under OPTIMIZE(2) plus some additional optimizations. Under OPTIMIZE(3), the compiler will generally, but especially for programs with large blocks and many variables, generate smaller and more efficient object code. However, it may also take considerably more time and region to complete compiles under OPTIMIZE(3) than under OPTIMIZE(2).

It is strongly recommended that the DFT(REORDER) option be used with the OPTIMIZE option. In fact, the effect of OPTIMIZE is severely limited for any PROCEDURE or BEGIN-block for which all of the following are true:

- The ORDER option applies to the block.
- The block contains ON-units for hardware-detected conditions (such as ZERODIVIDE).
- The block has labels that are the (potential) target of branches out of those ON-units.

The use of OPTIMIZE(2) could result in a substantial increase in compile time over NOOPTIMIZE and a substantial increase in the space required. For example, compiling a large program at OPTIMIZE(2) might take several minutes and could require a region of 75M or more.

The use of OPTIMIZE(3) will increase the time and region needed for a compile over what is needed under OPTIMIZE(2). For large programs, the time to compile a program under OPTIMIZE(3) can be more than twice as long as under OPTIMIZE(2).

During optimization the compiler can move code to increase runtime efficiency. As a result, statement numbers in the program listing might not correspond to the statement numbers used in runtime messages.

NOOPTIMIZE is the equivalent of OPTIMIZE(0).

OPTIMIZE(TIME) is the equivalent of OPTIMIZE(2).

Note that the use of OPTIMIZE(2) or OPTIMIZE(3) severely limits the functionality of the TEST option. For example:
• if the HOOK suboption of TEST is in effect, then only block hooks will be generated
• if the NOHOOK suboption of TEST is in effect, attempts to list or change a variable may fail (because the variable may have been optimized into a register) and attempts to stop at a particular statement may cause the debugger to stop several times (because the statement may have split up into several parts)

The use of the PREFIX option with one or more of the checkout conditions (SIZE, STRINGRANGE, STRINGSIZE and SUBSCRIPTRANGE) can significantly increase the time and space needed for a compile.

For more information on choosing the best options to improve the performance of your code, see Chapter 13, “Improving performance,” on page 369.
OPTIONS

The OPTIONS option specifies that the compiler includes a list showing the compiler options to be used during this compilation in the compiler listing.

ABBREVIATIONS: OP, NOP

This list includes all options applied by default, those specified in the PARM parameter of an EXEC statement or in the invoking command (pli), those specified in a %PROCESS statement, those specified in the IBM_OPTIONS environment variable under z/OS, and all those incorporated from any options file.

Under OPTIONS(DOC), the OPTIONS listing will include only those options (and suboptions) documented in this document at the time of the compiler’s release.

Under OPTIONS(ALL), the OPTIONS listing will also include any option added by PTF after the compiler’s release.
OR

The OR option specifies up to seven alternate symbols as the logical OR operator. These symbols are also used as the concatenation operator, which is defined as two consecutive logical OR symbols.

Note: Do not code any blanks between the quotes.

The IBM-supplied default code point for the OR symbol (|) is '4FX.

char
A single SBCS character.

You cannot specify any of the alphabetic characters, digits, and special characters defined in the PL/I Language Reference, except for the standard logical OR symbol (|). You must specify at least one valid character.

If you specify the OR option, the standard OR symbol is no longer recognized unless you specify it as one of the characters in the character string.

For example, OR(\") means that the backslash character, 'E0'X, will be recognized as the logical OR operator, and two consecutive backslashes will be recognized as the concatenation operator. The standard OR symbol, '|', '4FX, will not be recognized as either operator. Similarly, OR("\") means that either the backslash or the standard OR symbol will be recognized as the logical OR operator, and either symbol or both symbols can be used to form the concatenation operator.
The PP option specifies which (and in what order) preprocessors are invoked before compilation.

The name given to a particular preprocessor. CICS, INCLUDE, MACRO and SQL are the only preprocessors currently supported. Using an undefined name causes a diagnostic error.

A string, delimited by quotation marks, of up to 100 characters representing the options for the corresponding preprocessor. For example, PP(MACRO('CASE(ASIS)')) invokes the MACRO preprocessor with the option CASE(ASIS).

Preprocessor options are processed from left to right, and if two options conflict, the last (rightmost) option is used. For example, if you invoke the MACRO preprocessor with the option string 'CASE(ASIS) CASE(UPPER)', then the option CASE(UPPER) is used.

You can specify a maximum of 31 preprocessor steps, and you can specify the same preprocessor more than once with the exception of the CICS and SQL preprocessors. The CICS preprocessor must be invoked at most once, and the SQL preprocessor must be invoked no more than twice. The SQL preprocessors can be invoked twice only if the first specification specifies INCONLY as its option.

The MACRO option and the PP(MACRO) option both cause the macro facility to be invoked before compilation. If both MACRO and PP(MACRO) are specified, the macro facility is invoked twice. However, the use of both the MACRO option and the PP(MACRO) option in the same compilation is not recommended.

If you specify the PP option more than once, the compiler effectively concatenates them. So specifying PP(SQL) PP(CICS) is the same as specifying PP(SQL CICS). This also means that if you specified PP(MACRO SQL('CCSID0')) and PP(MACRO SQL('CCSID0 DATE(ISO)')), then the resulting PP option would be PP(MACRO SQL('CCSID0') MACRO SQL('CCSID0 DATE(ISO)')), both the MACRO and SQL preprocessor would be invoked twice, and the second invocation of the SQL preprocessor would be in error. If you were doing this in an attempt to override the earlier SQL options, it might be better not to specify the preprocessor options in the PP option, but rather to specify them through the PP(SQL) option, that is, specify PP(MACRO SQL) PP(SQL('CCSID0 DATE(ISO)')).

For more discussion of the preprocessors, see Chapter 2, “PL/I preprocessors,” on page 165.
The PPCICS option specifies options to be passed to the CICS preprocessor if it is invoked.

\[ \text{NOPPCICS} \rightarrow \text{PPCICS} \{ \text{"options string"} \} \rightarrow \]

So, specifying PPCICS('EDF') PP(CICS) is the same as specifying PP(CICS('EDF')).

This option has no effect unless the PP(CICS) option is specified. However, if you want to specify a set of CICS preprocessor options that should be used if and when the CICS preprocessor is invoked, you could specify this option in the installation options exit. Then whenever you specified PP(CICS), the set of options specified in the PPCICS option would be used.

Also, any options specified when the preprocessor is invoked overrule those specified in the PPCICS option. So specifying PPCICS('EDF') PP(CICS('NOEDF')) is the same as specifying PP(CICS('EDF NOEDF')) or the even simpler PP(CICS('NOEDF')).

The options string is limited to 1000 characters in length. However, if the string is longer than 100 characters, it will not be shown in the options listing.
PPINCLUDE

The PPINCLUDE option specifies options to be passed to the INCLUDE preprocessor if it is invoked.

So, specifying PPINCLUDE('ID(-inc)') PP(INCLUDE) is the same as specifying PP(INCLUDE('ID(-inc)')).

This option has no effect unless the PP(INCLUDE) option is specified. However, if you want to specify a set of INCLUDE preprocessor options that should be used if and when the INCLUDE preprocessor is invoked, you could specify this option in the installation options exit. Then whenever you specified PP(INCLUDE), the set of options specified in the PPINCLUDE option would be used.

Also, any options specified when the preprocessor is invoked overrule those specified in the PPINCLUDE option. So specifying PPINCLUDE('ID(-inc)') PP(INCLUDE('ID(+include)')) is the same as specifying PP(INCLUDE('ID(-inc) ID(+include)')) or the even simpler PP(INCLUDE('ID(+include)')).

The options string is limited to 1000 characters in length. However, if the string is longer than 100 characters, it will not be shown in the options listing.
The PPLIST option controls whether the compiler keeps or erases the part of the listing that is generated by each preprocessor phase.

When you specify PPLIST(KEEP), the compiler keeps the part of the listing that is generated by each preprocessor phase.

When you specify PPLIST(ERASE), the compiler erases the part of the listing that is generated by any preprocessor phase that produces no messages.

The compiler does not count messages that are suppressed by the EXIT and FLAG options. Therefore, specifying both FLAG(W) and PPLIST(ERASE) causes the compiler to suppress all output from any preprocessor that produces no warning, error or severe messages.

PPLIST(KEEP) is the default.
PPMACRO

The PPMACRO option specifies options to be passed to the MACRO preprocessor if it is invoked.

```
> NOPPMACRO
> PPMACRO (--‘options string’--)
```

So, specifying PPMACRO('CASE(ASIS)') PP(MACRO) is the same as specifying PP(MACRO('CASE(ASIS)')).

This option has no effect unless the PP(MACRO) option is specified. However, if you want to specify a set of MACRO preprocessor options that should be used if and when the MACRO preprocessor is invoked, you could specify this option in the installation options exit. Then whenever you specified the MACRO or PP(MACRO) options, the set of options specified in the PPMACRO option would be used.

Also, any options specified when the preprocessor is invoked overrule those specified in the PPMACRO option. So specifying PPMACRO('CASE(ASIS)') PP(MACRO('CASE(UPPER)')) is the same as specifying PP(MACRO('CASE(ASIS) CASE(UPPER)')) or the even simpler PP(MACRO('CASE(UPPER)')).

The options string is limited to 1000 characters in length. However, if the string is longer than 100 characters, it will not be shown in the options listing.
The PPSQL option specifies options to be passed to the SQL preprocessor.

```
NOPPSQL
PPSQL (--"options string"--)
```

Specifying `PPSQL('APOSTSQL')` is the same as specifying `PP(SQL('APOSTSQL'))`.

This option has no effect unless the `PP(SQL)` option is specified. However, if you want to specify a set of options that should be used if the SQL preprocessor is invoked, you can specify this option in the installation options exit. Then, whenever you specify `PP(SQL)`, the set of options in the PPSQL option are used.

Also, any options that are specified when the preprocessor is invoked overrule those that are specified in the PPSQL option. Therefore, specifying `PPSQL('APOSTSQL') PP(SQL('QUOTESQL'))` is the same as specifying `PP(SQL('APOSTSQL QUOTESQL'))` or the even simpler `PP(SQL('QUOTESQL'))`.

The `options string` is limited to 1000 characters in length. However, if the string is longer than 100 characters, it will not be shown in the options listing.
PPTRACE

The PPTRACE option specifies that, when a deck file is written for a preprocessor, every nonblank line in that file is preceded by a line containing a %LINE directive. The directive indicates the original source file and line to which the nonblank line should be attributed.
PRECTYPE

The PRECTYPE option determines how the compiler derives the attributes for the MULTIPLY, DIVIDE, ADD and SUBTRACT built-in functions when the operands are FIXED and at least one is FIXED BIN.

---

ANS

Under PRECTYPE(ANS), the value p in BIF(x, y, p) and in BIF( x, y, p, 0) is interpreted as specifying a binary number of digits, the operation is performed as a binary operation and the result has the attributes FIXED BIN(p,0).

However, for BIF( x, y, p, q ) if q is not-zero, then the operation will be performed as a decimal operation and the result will have the attributes FIXED DEC(t,u) where t and u are the decimal equivalents of p and q, namely t = 1 + ceil(p / 3.32) and u = ceil(q / 3.32). In this case, x, y, p and q are effectively all converted to decimal (in contrast to the next suboption which converts only x and y to decimal and does so even if q is zero). The compiler will issue the Informational message IBM1053 in this situation.

DECDIGIT

Under PRECTYPE(DECDIGIT), the value p in BIF(x, y, p) and BIF(x, y, p, 0) is interpreted as specifying a decimal number of digits, the operation is performed as a binary operation, and the result has the attributes FIXED BIN(s) where s is the corresponding binary equivalent to p (namely s = ceil(3.32*p)). For an instance of BIF(x, y, p, q) where q is not-zero, the results under PRECTYPE(DECDIGIT) are the same as described below under PRECTYPE(DECRESULT).

DECRESULT

Under PRECTYPE(DECRESULT), the value p in BIF(x, y, p) and the values p and q in BIF(x, y, p, q) are interpreted as specifying a decimal number of digits, the operation is performed as a decimal operation and the result has the attributes FIXED DEC(p,0) or FIXED DEC(p,q) respectively. The result is the same as would be produced if the DECIMAL built-in were applied to x and y.
PREFIX

The PREFIX option enables or disables the specified PL/I conditions in the compilation unit being compiled without your having to change the source program. The specified condition prefixes are logically prefixed to the beginning of the first PACKAGE or PROCEDURE statement.

```
PREFIX( )
```

**condition**

Any condition that can be enabled/disabled in a PL/I program, as explained in PL/I Language Reference.

The use of the PREFIX option with one or more of the checkout conditions (SIZE, STRINGRANGE, STRINGSIZE and SUBSCRIPTRANGE) can significantly increase the time and space needed for a compile.

**Default** PREFIX(CONVERSION FIXEDOVERFLOW INVALIDOP OVERFLOW NOSIZE NOSTRINGRANGE NOSTRINGSIZE NOSUBSCRIPTRANGE UNDERFLOW ZERODIVIDE)
The PROCEED option stops the compiler after processing by a preprocessor is completed depending on the severity of messages issued by previous preprocessors.

ABBREVIATIONS: PRO, NPRO

**PROCEED**

Is equivalent to NOPROCEED(S).

**NOPROCEED**

Ends the processing after the preprocessor has finished compiling.

**NOPROCEED(S)**

The invocation of preprocessors and the compiler does not continue if a severe or unrecoverable error is detected in this stage of preprocessing.

**NOPROCEED(E)**

The invocation of preprocessors and the compiler does not continue if an error, severe error, or unrecoverable error is detected in this stage of preprocessing.

**NOPROCEED(W)**

The invocation of preprocessors and the compiler does not continue if a warning, error, severe error, or unrecoverable error is detected in this stage of preprocessing.
**PROCESS**

The PROCESS option determines if *PROCESS statements are allowed and, if they are allowed, if they are written to the MDECK file.

Under the NOPROCESS option, the compiler will flag any *PROCESS statement with an E-level message.

Under the PROCESS(KEEP) option, the compiler will not flag *PROCESS statements, and the compiler will retain any *PROCESS statements in the MDECK output.

Under the PROCESS(DELETE) option, the compiler will not flag *PROCESS statements, but the compiler will not retain any *PROCESS statements in the MDECK output.
**QUOTE**

The QUOTE option specifies an alternate symbol that can be used as the quote character.

```
QUOTE — (' _char_ ')
```

**Note:** Do not code any blanks between the quotes.

The IBM-supplied default code point for the QUOTE symbol is "."

**char**

A single SBCS character.

You cannot specify any of the alphabetic characters, digits, and special characters defined in the *PL/I Language Reference*, except for the standard QUOTE symbol (").

You must specify a valid character.

The QUOTE option is ignored if the GRAPHIC option is also specified.
**REDUCE**

The REDUCE option specifies that the compiler is permitted to reduce an assignment of a null string to a structure into simpler operations - even if that means padding bytes might be overwritten.

The REDUCE option also allows the compiler to reduce the assignment of matching structures into a simple aggregate move - even if the structures contain POINTER fields.

The NOREDUCE option specifies that the compiler must decompose an assignment of a null string to a structure into a series of assignments of the null string to the base members of the structure.

Under the NOREDUCE option, BY NAME assignments that can be reduced to aggregate moves are not reduced if the elements that would be moved together had the AREA or VARYING(Z) attributes.

The REDUCE option causes fewer lines of code to be generated for an assignment of a null string to a structure, and that usually means your compilation is quicker and your code runs much faster. However, padding bytes may be zeroed out.

For instance, in the following structure, there is one byte of padding between field12 and field13.

```pli
dcl 1 sample ext,
  5 field10  bin fixed(31),
  5 field11  bin fixed(15),
  5 field12  bit(8),
  5 field13  bin fixed(31);
```

Now consider the assignment `sample = '';`

Under the NOREDUCE option, it will cause four assignments to be generated, and the padding byte will be unchanged.

However, under REDUCE, the assignment would be reduced to one operation, but the padding byte will be zeroed out.

The NOREDUCE option makes the compiler act more like the OS PL/I and the PL/I for MVS compilers. These compilers would reduce an assignment of matching structures into a simple aggregate move unless the structures contain POINTER fields. The NOREDUCE option will make this compiler act the same way.
Your code is "naturally reentrant" if it does not alter any of its static variables.

The RENT option specifies that the compiler is to take code that is not naturally reentrant and make it reentrant. For a detailed description of reentrancy, see the z/OS Language Environment Programming Guide. If you use the RENT option, the Linkage Editor cannot directly process the object module that is produced: you must use either the prelinker or PDSE’s.

The NORENT option specifies that the compiler is not to specifically generate reentrant code from non-reentrant code. Any naturally reentrant code remains reentrant.

If you link a module (either MAIN or FETCHABLE) containing one or more programs compiled with the RENT option, you must specify DYNAM=DLL and REUS=RENT on the link step.

If you specify the options NORENT and LIMITS(EXTNAME(n)) (with n <= 7), then the text decks generated by the compiler will have the same format as those generated by the older PL/I compilers. This means that the prelinker would not be needed to create a PDS-style load module. If you use any other options, you must use either the prelinker or PDSE’s.

The code generated under the NORENT option may not be reentrant unless the NOWRITABLE option is also specified.

The use of the NORENT does preclude the use of some features of the compiler. In particular:

- DLLs cannot be built
- reentrant, writable static is not supported
- a STATIC ENTRY VARIABLE cannot have an INITIAL value

You may mix RENT and NORENT code subject to the following restrictions:

- code compiled with RENT cannot be mixed with code compiled with NORENT if they share any EXTERNAL STATIC variables
- code compiled with RENT cannot call an ENTRY VARIABLE set in code compiled with NORENT
- code compiled with RENT cannot call an ENTRY CONSTANT that was fetched in code compiled with NORENT
- code compiled with RENT can fetch a module containing code compiled with NORENT if one of the following is true
  - all the code in the fetched module was compiled with NORENT
  - the code containing the entry point to the module was compiled with RENT
- code compiled with NORENT code cannot fetch a module containing any code compiled with RENT
- code compiled with NORENT WRITABLE cannot be mixed with code compiled with NORENT NOWRITABLE if they share any external CONTROLLED variables or any external FILES
Given the above restrictions, the following is still valid:

- a NORENT routine, called say mnorent, statically links and calls a RENT routine, called say mrent
- the RENT routine mrent then fetches and CALLs a separately-linked module with an entry point compiled with RENT
RESEXP

The RESEXP option specifies that the compiler is permitted to evaluate all restricted expressions at compile time even if this would cause a condition to be raised and the compilation to end with S-level messages.

Under the NORESEXP compiler option, the compiler will still evaluate all restricted expression occurring in declarations, including those in INITIAL value clauses.

For example, under the NORESEXP option, the compiler would not flag the following statement (and the ZERODIVIDE exception would be raised at run time)

```plaintext
if preconditions_not_met then
  x = 1 / 0;
```
RESPECT

The RESPECT option causes the compiler to honor any specification of the DATE attribute and to apply the DATE attribute to the result of the DATE built-in function.

Using the default, RESPECT(), causes the compiler to ignore any specification of the DATE attribute and ensures that the compiler does not apply the DATE attribute to the result of the DATE built-in function.
Under the RTCHECK(NULLPTR) option, extra code is generated to force the ERROR condition to be raised if a null pointer, that is, a pointer equal to SYSNULL(), is dereferenced (that is, if the pointer is used to change or obtain the value of a variable).

- Under ARCH with a suboption of 7 or less, RTCHECK(NULLPTR) is not supported.
- Under ARCH with a suboption of 8 or more, when a null pointer is dereferenced, a compare-and-trap data exception occurs.

Using the RTCHECK(NONULLPTR) option, no such code will be generated.
RULES

The RULES option allows or disallows certain language capabilities and lets you choose semantics when alternatives are available. It can help you diagnose common programming errors.
Under the IBM suboption:
- For operations requiring string data, data with the BINARY attribute is converted to BIT.
- Conversions in arithmetic operations or comparisons occur as described in the PL/I Language Reference.
- Conversions for the ADD, DIVIDE, MULTIPLY, and SUBTRACT built-in functions occur as described in the PL/I Language Reference except that operations specified as scaled fixed binary are evaluated as scaled fixed decimal.
- Nonzero scale factors are permitted in FIXED BIN declares.
- If the result of any precision-handling built-in function (ADD, BINARY, etc.) has FIXED BIN attributes, the specified or implied scale factor can be nonzero.
- Even if all arguments to the MAX or MIN built-in functions are UNSIGNED FIXED BIN, all the arguments are converted to SIGNED, the function is evaluated with these converted arguments, and the result is always SIGNED.
- Even when you add, multiply, or divide two UNSIGNED FIXED BIN operands, all the operands are converted to SIGNED, the operation is evaluated with these converted arguments, and the result has the SIGNED attribute.
- Even when you apply the MOD or REM built-in functions to two UNSIGNED FIXED BIN operands, all the arguments are converted to SIGNED, the function is evaluated with these converted arguments, and the result has the SIGNED attribute.
- Declaring a variable with the OPTIONS attribute implies the ENTRY attribute.

Under the ANS suboption:
- For operations requiring string data, data with the BINARY attribute is converted to CHARACTER.
- Conversions in arithmetic operations or comparisons occur as described in the PL/I Language Reference.
- Conversions for the ADD, DIVIDE, MULTIPLY, and SUBTRACT built-in functions occur as described in the PL/I Language Reference.
- Nonzero scale factors are not permitted in FIXED BIN declares.
- If the result of any precision-handling built-in function (ADD, BINARY, etc.) has FIXED BIN attributes, the specified or implied scale factor must be zero.
- If all arguments to the MAX or MIN built-in functions are UNSIGNED FIXED BIN, the result is UNSIGNED.
- When you add, multiply or divide two UNSIGNED FIXED BIN operands, the result has the UNSIGNED attribute.
- When you apply the MOD or REM built-in functions to two UNSIGNED FIXED BIN operands, the result has the UNSIGNED attribute.
- Declaring a variable with the OPTIONS attribute does not imply the ENTRY attribute.

Also, under RULES(ANS), the following errors, which the old compilers ignored, will produce E-level messages:
- Specifying a string constant as the argument to the STRING built-in
- Giving too many asterisks as subscripts in an array reference
• Qualifying a CONTROLLED variable with a POINTER reference (as if the
CONTROLLED variable were BASED)

**BYNAME | NOBYNAME**
Specifying NOBYNAME causes the compiler to flag all BYNAME assignments
with an E-level message.

**DECSIZE | NODECSIZE**
Specifying DECSIZE causes the compiler to flag any assignment of a FIXED
DECIMAL expression to a FIXED DECIMAL variable when the SIZE condition
is disabled if the SIZE condition could be raised by the assignment.
Specifying RULES(DECSIZE) may cause the compiler to produce a large
number of messages since if SIZE is disabled, then any statement of the form
X = X + 1 will be flagged if X is FIXED DECIMAL.

**ELSEIF | NOELSEIF**
Specifying NOELSEIF causes the compiler to flag any ELSE statement that is
immediately followed by an IF statement and suggest that it be rewritten as a
SELECT statement.
This option can be useful in enforcing that SELECT statements be used rather
than a series of nested IF-THEN-ELSE statements.

**EVENDEC | NOEVENDEC**
Specifying NOEVENDEC causes the compiler to flag any FIXED DECIMAL
declaration that specifies an even precision.

**GLOBALDO | NOGLOBALDO**
Specifying NOGLOBALDO instructs the compiler to flag all DO loops with
control variables that are declared in a parent block.

**GOTO | NOGOTO**
Specifying NOGOTO(LOOSE) causes the compiler to flag any GOTO statement
to a label constant unless the GOTO is exiting an ON-unit or unless the target
label constant is in the same block as the GOTO statement.
Specifying NOGOTO(STRICT) causes the compiler to flag any GOTO statement
to a label constant unless the GOTO is exiting an ON-unit.

**LAXBIF | NOLAXBIF**
Specifying LAXBIF causes the compiler to build a contextual declaration for
built-in functions, such as NULL, even when used without an empty
parameter list.

**LAXCTL | NOLAXCTL**
Specifying LAXCTL allows a CONTROLLED variable to be declared with a
constant extent and yet to be allocated with a differing extent. NOLAXCTL
requires that if a CONTROLLED variable is to be allocated with a varying
extent, then that extent must be specified as an asterisk or as a non-constant
expression.
The following code is illegal under NOLAXCTL:
```plaintext
dcl a bit(8) ctl;
alloc a;
alloc a bit(16);
```
But this code would still be valid under NOLAXCTL:
```plaintext
dcl b bit(n) ctl;
dcl n fixed bin(31) init(8);
alloc b;
alloc b bit(16);
```
LAXDCL | NOLAXDCL
Specifying LAXDCL allows implicit declarations. NOLAXDCL disallows all implicit and contextual declarations except for BUILTINs and for files SYSIN and SYSPRINT.

LAXDEF | NOLAXDEF
Specifying LAXDEF allows so-called illegal defining to be accepted without any compiler messages (rather than the E-level messages that the compiler would usually produce).

LAXENTRY | NOLAXENTRY
Specifying LAXENTRY allows unprototyped entry declarations. Specifying NOLAXENTRY causes the compiler to flag all unprototyped entry declarations, that is, all ENTRY declares that do not specify a parameter list. Note that this would mean that if an ENTRY should have no parameters, it should be declared as ENTRY() rather than simply as ENTRY.

STRICT
Specifying RULES(NOLAXENTRY(STRICT)) causes the compiler to flag unprototyped entry declarations that have the OPTIONS(ASM) attribute.

LOOSE
Specifying RULES(NOLAXENTRY(LOOSE)) causes the compiler not to flag unprototyped entry declarations that have the OPTIONS(ASM) attribute.

RULES(LAXENTRY) is the default. When you specify NOLAXENTRY, STRICT is the default.

LAXIF | NOLAXIF
Specifying RULES(NOLAXIF) will cause the compiler to flag any IF, WHILE, UNTIL, and WHEN clauses that do not have the attributes BIT(1) NONVARYING.

The following would all be flagged under NOLAXIF:

dcl i fixed bin;
dcl b bit(8);
.
.
if i then ...
if b then ...

LAXINOUT | NOLAXINOUT
Specifying NOLAXINOUT causes the compiler to assume that all ASSIGNABLE BYADDR parameters are input (and possibly output) parameters and hence to issue a warning if it thinks such a parameter has not been initialized.

LAXLINK | NOLAXLINK
Specifying NOLAXLINK causes the compiler to flag any assign or compare of two ENTRY variables or constants if any of the following do not match:

- the parameter description lists
  For instance if A1 is declared as ENTRY(CHAR(8)) and A2 as ENTRY(POINTER) VARIABLE, then under RULES(NOLAXLINK), the compiler would flag an attempt to assign A1 to A2.
- the RETURNS attribute
  For instance if A3 is declared as ENTRY RETURNS(FIXED BIN(31)) and A4 as an ENTRY VARIABLE without the RETURNS attribute, then under RULES(NOLAXLINK), the compiler would flag an attempt to assign A3 to A4.
the LINKAGE and other OPTIONS suboptions
For instance if A5 is declared as ENTRY OPTIONS(ASM) and A6 as an
ENTRY VARIABLE without the OPTIONS attribute, then under
RULES(NOLAXLINK), the compiler would flag an attempt to assign A5 to
A6 (since the OPTIONS(ASM) in the declare of A5 implies that A5 has
LINKAGE(SYSTEM)) while since A6 has no OPTIONS attribute, it will have
LINKAGE(OPTLINK) by default).

LAXMARGINS | NOLAXMARGINS
Specifying NOLAXMARGINS causes the compiler to flag, depending on the
setting of the STRICT and XNUMERIC suboption, lines containing non-blank
characters after the right margin. This can be useful in detecting code, such as
a closing comment, that has accidentally been pushed out into the right
margin.

If the NOLAXMARGINS and STMT options are used together with one of the
preprocessors, then any statements that would be flagged because of the
NOLAXMARGINS option will be reported as statement zero (since statement
numbering occurs only after all the preprocessors are finished, but the
detection of text outside the margins occurs as soon as the source is read).

STRICT
Under the STRICT suboption, the compiler will flag any line containing
non-blank characters after the right margin

XNUMERIC
Under the XNUMERIC suboption, the compiler will flag any line
containing non-blank characters after the right margin except if the right
margin is column 72 and columns 73 through 80 all contain numeric digits

LAXPUNC | NOLAXPUNC
Specifying NOLAXPUNC causes the compiler to flag with an E-level message
any place where it assumes punctuation that is missing.

For instance, given the statement "I = (1 * (2);", the compiler assumes that a
closing right parenthesis was meant before the semicolon. Under
RULES(NOLAXPUNC), this statement would be flagged with an E-level
message; otherwise it would be flagged with a W-level message.

LAXQUAL | NOLAXQUAL
Specifying NOLAXQUAL(LOOSE) causes the compiler to flag any reference to
structure members that are not level 1 and are not dot qualified. Consider the
following example:

dcl  
  1 a,  
    2 b,  
      3 b fixed bin,  
        3 c fixed bin;  

c = 11; /* would be flagged */
b.c = 13; /* would not be flagged */
a.c = 17; /* would not be flagged */

Specifying NOLAXQUAL(STRICT) causes the compiler to flag any reference to
structure members that do not include the level-1 name. Consider the
following example:

dcl  
  1 a,  
    2 b,
3 b fixed bin,
3 c fixed bin;

c = 11;  /* would be flagged */
b.c = 13;  /* would be flagged */
a.c = 17;  /* would not be flagged */

**LAXRETURN | NOLAXRETURN**

Specifying NOLAXRETURN causes the compiler to generate code to raise the ERROR condition when a RETURN statement is used in either of the following ways:

- With an expression in a procedure that is coded without the RETURNS option
- Without an expression in a procedure that is coded with the RETURNS option

RULES(LAXRETURN) is the default.

**LAXSCALE | NOLAXSCALE**

Specifying NOLAXSCALE causes the compiler to flag any FIXED BIN(p,q) or FIXED DEC(p,q) declare where q < 0 or p < q.

**LAXSEMI | NOLAXSEMI**

Specifying NOLAXSEMI causes the compiler to flag any semicolons appearing inside comments.

**LAXSTG | NOLAXSTG**

Specifying NOLAXSTG causes the compiler to flag declares where a variable A is declared as BASED on ADDR(B) and STG(A) > STG(B) even (and this is the key part) if B is a parameter.

Note that even with NOLAXSTG specified, if B has subscripts, no IBM2402I E-level message will be produced.

The compiler would already flag this kind of problem if B were in AUTOMATIC or STATIC storage, but it does not, by default, flag this when B is a parameter (since some customers declare B with placeholder attributes that do not describe the actual argument). For those customers whose parameter and argument declares match (or should match), specifying RULES(NOLAXSTG) may help detect more storage overlay problems.

**LAXSTRZ | NOLAXSTRZ**

Specifying LAXSTRZ causes the compiler not to flag any bit or character variable that is initialized to or assigned a constant value that is too long if the excess bits are all zeros (or if the excess characters are all blank).

**MULTICLOSE | NOMULTICLOSE**

Specifying NOMULTICLOSE causes the compiler to flag all statements that force the closure of multiple groups of statement with an E-level message.

**PADDING | NOPADDING**

Specifying NOPADDING causes the compiler to flag all structures that contain padding.

**PROCENDONLY | NOPROCENDONLY**

Specifying NOPROCENDONLY causes any END statement closing a PROCEDURE to be flagged if the END statement does not name the PROCEDURE, that is, if the END keyword is immediately followed by a semicolon.
**SELFASSIGN | NOSELFASSIGN**

Specifying NOSELFASSIGN causes the compiler to flag all assignments where the source and the target are the same.

RULES(SELFASSIGN) is the default.

**STOP | NOSTOP**

Specifying NOSTOP causes all STOP and EXIT statements to be flagged.

**UNREF | NOUNREF**

Specifying NOUNREF causes the compiler to flag any level-1 AUTOMATIC variable which is not referenced and which, if it is a structure or union, contains no subelement which is referenced.

*Default:* RULES (IBM BYNAME NODECSIZE EVENDEC ELSEIF GLOBALDO GOTO NOLAXBIF NOLAXCTL LAXDCL NOLAXDEF LAXENTRY LAXIF LAXINOUT LAXLINK LAXPUNC LAXMARGINS(STRICT) LAXQUAL LAXRETURN LAXSCALE LAXSEMI LAXSTG NOLAXSTRZ MULTICLOSE PADDING PROCENDONLY SELFASSIGN STOP UNREF)
The SEMANTIC option specifies that the execution of the compiler’s semantic checking stage depends on the severity of messages issued prior to this stage of processing.

ABBREVIATIONS: SEM, NSEM

**SEMANTIC**
Equivalent to NOSEMANTIC(S).

**NOSEMANTIC**
Processing stops after syntax checking. No semantic checking is performed.

**NOSEMANTIC (S)**
No semantic checking is performed if a severe error or an unrecoverable error has been encountered.

**NOSEMANTIC (E)**
No semantic checking is performed if an error, a severe error, or an unrecoverable error has been encountered.

**NOSEMANTIC (W)**
No semantic checking is performed if a warning, an error, a severe error, or an unrecoverable error has been encountered.

Semantic checking is not performed if certain kinds of severe errors are found. If the compiler cannot validate that all references resolve correctly (for example, if built-in function or entry references are found with too few arguments) the suitability of any arguments in any built-in function or entry reference is not checked.
SERVICE

The SERVICE option places a string in the object module, if generated. This string is loaded into memory with any load module into which this object is linked, and if the LE dump includes a traceback, this string will be included in that traceback.

ABBREVIATIONS: SERV, NOSERV

The string is limited to 64 characters in length.

To ensure that the string remains readable across locales, only characters from the invariant character set should be used.
SOURCE

The SOURCE option specifies that the compiler includes a listing of the source program in the compiler listing. The source program listed is either the original source input or, if any preprocessors were used, the output from the last preprocessor.

ABBREVIATIONS: S, NS
**SPILL**

The SPILL option specifies the size of the spill area to be used for the compilation. When too many registers are in use at once, the compiler dumps some of the registers into temporary storage that is called the spill area.

$$\textit{SPILL} - (\text{size})$$

**ABBREVIATIONS: SP**

If you have to expand the spill area, you will receive a compiler message telling you the size to which you should increase it. Once you know the spill area that your source program requires, you can specify the required size (in bytes) as shown in the syntax diagram above. The maximum spill area size is 3900. Typically, you will need to specify this option only when compiling very large programs with OPTIMIZE.
STATIC

The STATIC option controls whether INTERNAL STATIC variables are retained in the object module even if unreferenced.

- **SHORT**
  - INTERNAL STATIC will be retained in the object module only if used.

- **FULL**
  - All INTERNAL STATIC with INITIAL will be retained in the object module.

If INTERNAL STATIC variables are used as "eyecatchers", you should specify the STATIC(FULL) option to insure that they will be in the generated object module.
STDSYS

The STDSYS option specifies that the compiler should cause the SYSPRINT file to be equated to the C stdout file and the SYSIN file to be equated to the C stdin file.

Using the STDSYS option may make it easier to develop and debug a mixed PL/I and C application.

When SYSPRINT is equated to stdout, its LINESIZE cannot be greater than 132 (the largest value allowed by C).
STMT

The STMT option specifies that statements in the source program are to be counted and that this “statement number” is used to identify statements in the compiler listings resulting from the AGGREGATE, ATTRIBUTES, SOURCE and XREF options.

The default is NOSTMT.

When the STMT option is specified, the source listing will include both the logical statement numbers and the source file numbers.

Note that the GOSTMT option does not exist. The only option that produces information at run time identifying where an error has occurred is the GONUMBER option. When the GONUMBER option is used, the term statement in the runtime error messages refer to line numbers as used by the NUMBER compiler option even if the STMT option is in effect.

NUMBER and STMT are mutually exclusive and specifying one will negate the other.
STORAGE

The STORAGE option directs the compiler to produce as part of the listing a summary of the storage used by each procedure and begin-block.

ABBREVIATIONS: STG, NSTG

The STORAGE output also includes the amount of storage used for the internal static for the compilation.

The compiler now generates inline code for STG(x) where x has the BASED attribute with the REFER option and meets both of the following conditions:

- Elements in x with the NONVARYING and BIT attributes have the ALIGNED attribute.
- All other elements in x have the UNALIGNED attribute.
**STRINGOFGRAPHIC**

The STRINGOFGRAPHIC option determines whether the result of the STRING built-in function when applied to a GRAPHIC aggregate has the attribute CHARACTER or GRAPHIC.

```plaintext
STRINGOFGRAPHIC ( CHARACTER )
```

**ABBREVIATIONS: CHAR, G**

**CHARACTER**

Under STRINGOFGRAPHIC(CHAR), if the STRING built-in is applied to an array or structure of UNALIGNED NONVARYING GRAPHIC variables, the result will have the CHARACTER attribute.

**GRAPHIC**

Under STRINGOFGRAPHIC(GRAPHIC), if the STRING built-in is applied to an array or structure of GRAPHIC variables, the result will have the GRAPHIC attribute.
SYNTAX

The SYNTAX option specifies that the compiler continues into syntax checking after preprocessing when you specify the MACRO option, unless an unrecoverable error has occurred. Whether the compiler continues with the compilation depends on the severity of the error, as specified by the NOSYNTAX option.

SYNTAX

Continues syntax checking after preprocessing unless a severe error or an unrecoverable error has occurred. SYNTAX is equivalent to NOSYNTAX(S).

NOSYNTAX

Processing stops unconditionally after preprocessing.

NOSYNTAX(W)

No syntax checking if a warning, error, severe error, or unrecoverable error is detected.

NOSYNTAX(E)

No syntax checking if the compiler detects an error, severe error, or unrecoverable error.

NOSYNTAX(S)

No syntax checking if the compiler detects a severe error or unrecoverable error.

If the NOSYNTAX option terminates the compilation, no cross-reference listing, attribute listing, or other listings that follow the source program is produced.

You can use this option to prevent wasted runs when debugging a PL/I program that uses the preprocessor.

If the NOSYNTAX option is in effect, any specification of the CICS preprocessor via the CICS, XOPT or XOPTS options will be ignored. This allows the MACRO preprocessor to be invoked before invoking the CICS translator.
The SYSPARM option allows you to specify the value of the string that is returned by the macro facility built-in function SYSPARM.

```pli
>>>SYSPARM—("string")<<<
```

**string**

Can be up to 64 characters long. A null string is the default.

For more information about the macro facility, see *PL/I Language Reference*. 
**SYSTEM**

The SYSTEM option specifies the format used to pass parameters to the MAIN PL/I procedure, and generally indicates the host system under which the program runs.

Table 4 shows the type of parameter list you can expect, and how the program runs under the specified host system. It also shows the implied settings of NOEXECOPS. Your MAIN procedure must receive only those types of parameter lists that are indicated as valid in this table. Additional runtime information for the SYSTEM option is provided in z/OS Language Environment Programming Guide.

**Table 4. SYSTEM option table**

<table>
<thead>
<tr>
<th>SYSTEM option</th>
<th>Type of parameter list</th>
<th>Program runs as</th>
<th>NOEXECOPS implied</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYSTEM(MVS)</td>
<td>Single CHARACTER string or no parameters.</td>
<td>z/OS application program</td>
<td>NO</td>
</tr>
<tr>
<td></td>
<td>Otherwise, arbitrary parameter list.</td>
<td></td>
<td>YES</td>
</tr>
<tr>
<td>SYSTEM(CICS)</td>
<td>Pointer(s)</td>
<td>CICS® transaction</td>
<td>YES</td>
</tr>
<tr>
<td>SYSTEM(IMS)</td>
<td>Pointer(s)</td>
<td>IMS™ application program</td>
<td>YES</td>
</tr>
<tr>
<td>SYSTEM(OS)</td>
<td>z/OS UNIX parameter list</td>
<td>z/OS UNIX application program</td>
<td>YES</td>
</tr>
<tr>
<td>SYSTEM(TSO)</td>
<td>Pointer to CPPL processor</td>
<td>TSO command processor</td>
<td>YES</td>
</tr>
</tbody>
</table>

**Notes:**
1. See “Invoking MAIN under TSO/E” on page 248 for more details about how to invoke a MAIN under TSO.

Under SYSTEM(IMS), all pointers are presumed to be passed BYVALUE, but under SYSTEM(MVS) they are presumed to be passed BYADDR.

MAIN procedures run under CICS must be compiled with SYSTEM(CICS) or SYSTEM(MVS).

It is highly recommended that NOEXECOPS be specified in the MAIN prodecure OPTIONS option for code, such as a DB2 stored procedure, compiled with SYSTEM(MVS) but run where runtime options would not be passed.

The compiler will flag any MAIN program compiled with SYSTEM(MVS) if it has either more than one parameter or a single parameter that is not CHARACTER VARYING. It is probably better to compile such MAIN programs with SYSTEM(OS) because then the library simply passes on to MAIN the parameter list without any scanning for options or other massaging of the parameter list.
**TERMINAL**

The TERMINAL option determines whether or not diagnostic and information messages produced during compilation are displayed on the terminal.

**Note:** This option applies only to compilations under z/OS UNIX.

---

**ABBREVIATIONS: TERM, NTERM**

**TERMINAL**

- Messages are displayed on the terminal.

**NOTERMINAL**

- No information or diagnostic compiler messages are displayed on the terminal.
The TEST option specifies the level of testing capability that the compiler generates as part of the object code. It allows you to control the location of test hooks and to control whether or not the symbol table will be generated.

**ABBREVIATIONS: AALL, ACICS, AMACRO, ASQL**

**STMT**
Causes the compiler to generate a statement table, and if the HOOK suboption is in effect, inserts hooks at statement boundaries and block boundaries.

**PATH**
Causes the compiler to generate a statement table, and if the HOOK suboption is in effect, tells the compiler to insert hooks:
- Before the first statement enclosed by an iterative DO statement
- Before the first statement of the true part of an IF statement
- Before the first statement of the false part of an IF statement
- Before the first statement of a true WHEN or OTHERWISE statement of a SELECT group
- Before the statement following a user label, excluding labeled FORMAT statements. If a statement has multiple labels, only one hook is inserted.
- At CALLs or function references - both before and after control is passed to the routine
- At block boundaries

**BLOCK**
Causes the compiler to generate a statement table, and if the HOOK suboption is in effect, tells the compiler to insert hooks at block boundaries (block entry and block exit).

**ALL**
Causes the compiler to generate a statement table, and if the HOOK suboption is in effect, inserts hooks at all possible locations and generates a statement table.

**Note:** Under opt(2) and opt(3), hooks are set only at block boundaries.

**NONE**
No hooks are put into the program.
SYM
Creates a symbol table that allows you to examine variables by name.

NOSYM
No symbol table is generated.

NOTEST
Suppresses the generation of all testing information.

HOOK
Causes the compiler to insert hooks into the generated code if any of the TEST suboptions ALL, STMT, BLOCK or PATH are in effect.

NOHOOK
Causes the compiler not to insert hooks into the generated code.

For Debug Tool to generate overlay hooks, one of the suboptions ALL, PATH, STMT or BLOCK must be specified, but HOOK need not be specified, and NOHOOK would in fact be recommended.

If NOHOOK is specified, ENTRY and EXIT breakpoints are the only PATH breakpoints at which Debug Tool will stop.

SEPARATE
Causes the compiler to place most of the debug information it generates into a separate debug file. Using this option will substantially reduce the size of the object deck created by the compiler when the TEST option is in effect.

If your program contains GET or PUT DATA statements, the separate debug file will contain less debug information since those statements require that symbol table information be placed into the object deck.

The generated debug information always includes a compressed version of the source that is passed to the compiler. This means that source may be specified by using SYSIN DD * or that the source may be a temporary data set that is created by an earlier job step (for example, the source may be the output of the old SQL or CICS precompilers). The suboptions that you specify for the LISTVIEW option control the content of the source.

If SEPARATE is used in a batch compile, then the JCL for that compile must include a DD card for SYSDEBUG which must name a data set with RECFM=FB and with 80 <= LRECL <= 1024.

This suboption may not be used with the LINEDIR compiler option.

NOSEPARATE
Causes the compiler to place all of the debug information it generates into the object deck.

Under this option, the generated debug information will not include a compressed version of the source passed to the compiler. This means that source must in a dataset that can be found by DebugTool when you try to debug the program.

SEPNAME
Causes the compiler to place the name of the separate debug file into the object deck.

This option is ignored if the SEPARATE option is not in effect.

NOSEPNAME
Causes the compiler not to place the name of the separate debug file into the object deck.
This option is ignored if the SEPARATE option is not in effect.

Note:

- Under opt(2) or opt(3), hooks are set only at block boundaries. This means that debugging of optimized code is effectively limited to tracing entry and exit to PROCEDUREs and BEGIN blocks.
- You must use Debug Tool Version 6 (or later) to debug code compiled with the SEPARATE compiler option.
- There is no support for an input file that spans concatenated datasets.

Specifying TEST(NONE,NOSYM) causes the compiler to set the option to NOTEST.

Use of TEST(NONE,SYM) is strongly discouraged, and it is unclear what is intended when you specify these settings. You would probably be much better off if you specified TEST(ALL,SYM,NOHOOK) or TEST(STMT,SYM,NOHOOK).

Any TEST option other than NOTEST and TEST(NONE,NOSYM) will automatically provide the attention interrupt capability for program testing.

If the program has an ATTENTION ON-unit that you want invoked, you must compile the program with either of the following:
- The INTERRUPT option
- A TEST option other than NOTEST or TEST(NONE,NOSYM)

Note: ATTENTION is supported only under TSO.

The TEST option will imply GONUMBER.

Because the TEST option can increase the size of the object code and can affect performance, you might want to limit the number and placement of hooks.

If the TEST option is specified, no inlining will occur.

Structures with REFER are supported in the symbol table.

If TEST(SYM) is in effect, the compiler will generate tables to enable the automonitor feature of DebugTool. These tables may substantially increase the size of the object module unless the TEST(SEPARATE) option is in effect. When the automonitor feature of DebugTool is activated, these tables will be used to display the values of the variables used in a statement before the statement executes - as long as the variable has computational type or has the attribute POINTER, OFFSET or HANDLE. If the statement is an assignment statement, the value of the target will also be displayed; however, if the target has not been initialized or assigned previously, its value will be meaningless.

Any variable declared with an * for its name will not be visible when using DebugTool. Additionally, if an * is used as the name of a parent structure or substructure, then all of its children will also be invisible. For these purposes, it might be better to use a single underscore for the name of any structure elements that you want to leave "unnamed".
The UNROLL option controls loop unrolling under optimization. Loop unrolling is an optimization that replicates a loop body multiple times and adjusts the loop control code accordingly.

**AUTO**
Indicates that the compiler is permitted to unroll loops that it determines are appropriate for unrolling.

**NO**
Indicates that the compiler is not permitted to unroll loops.

The UNROLL option is ignored when the NOOPTIMIZE option is in effect.

Loop unrolling improves the performance of a program by exposing instruction level parallelism for instruction scheduling and software pipelining. It also creates code in the new loop body, which might increase pressure on register allocation, cause register spilling, and thus cause a loss in performance.

Therefore, before you unroll a loop, take the following steps to check if the UNROLL option improves the performance of a particular application:
1. Compile the program with the usual options.
2. Run the program with a representative workload.
3. Recompile the program with the UNROLL option.
4. Rerun the program under the same conditions.

UNROLL(AUTO) is the default.
**USAGE**

The USAGE option lets you choose different semantics for selected built-in functions.

```
USAGE((HEX(CurrentSize) ROUND(IBM) SUBSTR(STRICT) UNSPEC(IBM))
```

**HEX(SIZE | CURRENTSIZE)**

Under the HEX(SIZE) suboption, when HEX is applied to a VARYING or VARYINGZ string, it will return a hex string that represents the maximum amount of storage used by the string.

Under the HEX(CURRENTSIZE) suboption, when HEX is applied to a VARYING or VARYINGZ string, it will return a hex string that represents the current amount of storage used by the string.

**ROUND(IBM | ANS)**

Under the ROUND(IBM) suboption, the second argument to the ROUND built-in function is ignored if the first argument has the FLOAT attribute.

Under the ROUND(ANS) suboption, the ROUND built-in function is implemented as described in the *PL/I Language Reference*.

**SUBSTR(STRICT | LOOSE)**

Under the SUBSTR(STRICT) suboption, if x has CHARACTER type, a SUBSTR(x,y,z) built-in function reference will return a string whose length is equal to MIN( z, MAXLENGTH(x) )

Under the SUBSTR(LOOSE) suboption, the same reference would return a string whose length is z.

The SUBSTR(LOOSE) suboption may be useful for those who have SUBSTR(x,y,z) references where x is a CHAR(1) BASED variable.

**UNSPEC(IBM | ANS)**

Under the UNSPEC(IBM) suboption, UNSPEC cannot be applied to a structure and, if applied to an array, returns an array of bit strings.

Under the UNSPEC(ANS) suboption, UNSPEC can be applied to structures and, when applied to a structure or an array, UNSPEC returns a single bit string.

**Default:** USAGE( HEX(SIZE) ROUND(IBM) SUBSTR(STRICT) UNSPEC(IBM) )
**WIDECHAR**

The **WIDECHAR** option specifies the format in which WIDECHAR data will be stored.

BIGENDIAN

Indicates that WIDECHAR data will be stored in big-endian format. For instance, the WIDECHAR value for the UTF-16 character ‘I’ will be stored as ‘0031’x.

LITTLEENDIAN

Indicates that WIDECHAR data will be stored in little-endian format. For instance, the WIDECHAR value for the UTF-16 character ‘I’ will be stored as ‘3100’x.

WX constants should always be specified in big-endian format. Thus the value ‘I’ should always be specified as ’0031’wx, even if under the **WIDECHAR(LITTLEENDIAN)** option, it is stored as ’3100’x.
The WINDOW option sets the value for the \( w \) window argument used in various date-related built-in functions.

\[ \text{WINDOW}(w) \]

\( w \) Either an unsigned integer that represents the start of a fixed window or a negative integer that specifies a “sliding” window. For example, \( \text{WINDOW}(-20) \) indicates a window that starts 20 years prior to the year when the program runs.
The WRITABLE option specifies that the compiler may treat static storage as writable (and if it does, this would make the resultant code non-reentrant).

This option has no effect on programs compiled with the RENT option.

The NORENT WRITABLE options allow the compiler to write on static storage to implement the following constants or variables:
- CONTROLLED variables
- FETCHABLE ENTRY constants
- FILE constants

Under the NORENT WRITABLE options, a module using CONTROLLED variables, performing I/O, or using FETCH is not reentrant.

The NORENT NOWRITABLE options require the compiler not to write on static storage for the following constants or variables:
- CONTROLLED variables
- FETCHABLE ENTRY constants
- FILE constants

Under the NORENT NOWRITABLE options, a module using CONTROLLED variables, performing I/O, or using FETCH is reentrant.

The FWS and PRV suboptions determine how the compiler handles CONTROLLED variables:

**FWS**
 Upon entry to an EXTERNAL procedure, the compiler makes a library call to find storage it can use to address the CONTROLLED variables in that procedure (and any subprocedures).

**PRV**
The compiler will use the same pseudoregister variable mechanism used by the old OS PL/I compiler to address CONTROLLED variables.

Hence, under the NORENT NOWRITABLE(PRV) options, old and new code may share CONTROLLED variables.

However, this also means that under the NORENT NOWRITABLE(PRV) options, the use of CONTROLLED variables is subject to all the same restrictions as under the old compiler.

Under the NORENT NOWRITABLE(FWS) options, the following application might not perform as well as if they were compiled with the RENT or WRITABLE options:
- Applications that use CONTROLLED variables
- Applications that assign FILE CONSTANTs to FILE VARIABLEs
The performance of an application under NORENT NOWRITABLE(FWS) may be especially bad if it uses many CONTROLLED variables in many PROCEDUREs.

Under the NOWRITABLE option, the following may not be declared in a PACKAGE outside a PROCEDURE:

- CONTROLLED variables
- FETCHABLE ENTRY constants
- FILE constants

Code compiled with NORENT WRITABLE cannot be mixed with code compiled with NORENT NOWRITABLE if they share any external CONTROLLED variables. In general, you should avoid mixing code compiled with WRITABLE with code compiled with NOWRITABLE.
XINFO

The XINFO option specifies that the compiler should generate additional files with extra information about the current compilation unit.

DEF

A definition side-deck file is created. This file lists, for the compilation unit, all:

- defined EXTERNAL procedures
- defined EXTERNAL variables
- statically referenced EXTERNAL routines and variables
- dynamically called fetched modules

Under batch, this file is written to the file specified by the SYSDEFSD DD statement. Under z/OS UNIX Systems Services, this file is written to the same directory as the object deck and has the extension "def".

For instance, given the program:

```pli
defs: proc;
  dcl (b,c) ext entry;
  dcl x ext fixed bin(31) init(1729);
  dcl y ext fixed bin(31) reserved;
  call b(y);
  fetch c;
  call c;
end;
```

The following def file would be produced:

```define
EXPORTS CODE
  DEFS
EXPORTS DATA
  X
IMPORTS
  B
  Y
  FETCH
  C
```

The def file can be used to be build a dependency graph or cross-reference analysis of your application.

NODEF

No definition side-deck file is created.

MSG

Message information is generated to the ADATA file. See the appendix for more details on the format of the ADATA file.
Under batch, the ADATA file is generated to the file specified by the SYSADATA DD statement. Under z/OS UNIX, the ADATA is generated in the same directory as the object file and has an extension of adt.

**NOMSG**
No message information is generated to the ADATA file. If neither MSG nor SYM is specified, no ADATA file is generated.

**SYM**
Symbol information is generated to the ADATA file. See the appendix for more details on the format of the ADATA file.

Under batch, the ADATA file is generated to the file specified by the SYSADATA DD statement. Under z/OS UNIX, the ADATA file is generated in the same directory as the object file and has an extension of adt.

**NOSYM**
No symbol information is generated to the ADATA file.

**SYN**
Syntax information is generated to the ADATA file. See the appendix for more details on the format of the ADATA file. Specifying the XINFO(SYN) option can greatly increase the amount of storage, both in memory and for the file produced, required by the compiler.

Under batch, the ADATA file is generated to the file specified by the SYSADATA DD statement. Under z/OS UNIX, the ADATA file is generated in the same directory as the object file and has an extension of adt.

**NOSYN**
No syntax information is generated to the ADATA file.

**XMI**
An XMI side-file is created. This XMI is not intended to be read or interpreted except by other tools.

Under batch, this file is written to the file specified by the SYSXMI DD statement. Under z/OS UNIX Systems Services, this file is written to the same directory as the object deck and has the extension "xmi".

**NOXMI**
No XMI side-file is created.

**XML**
An XML side-file is created. This XML file includes:
- the file reference table for the compilation
- the block structure of the program compiled
- the messages produced during the compilation

Under batch, this file is written to the file specified by the SYXMLSD DD statement. Under z/OS UNIX Systems Services, this file is written to the same directory as the object deck and has the extension "xml".

The DTD file for the XML produced is:
```xml
<?xml encoding="UTF-8"?>
<!ELEMENT PACKAGE ((PROCEDURE)*,(MESSAGE)*,FILEREFERENCE TABLE)>  
<!ELEMENT PROCEDURE (BLOCKFILE,BLOCKLINE,(PROCEDURE)*,(BEGINBLOCK)*)>  
<!ELEMENT BEGINBLOCK (BLOCKFILE,BLOCKLINE,(PROCEDURE)*,(BEGINBLOCK)*)>  
<!ELEMENT MESSAGE (MSGNUMBER,MSGLINE?,MSGFILE?,MSGTEXT)>  
<!ELEMENT FILE (FILENAME,INCLUDEDFROMFILE?,INCLUDEDONLINE?,FILENAME)>  
<!ELEMENT FILEREFERENCE TABLE (FILECOUNT,FILE*)>
```
NOXML

No XML side-file is created.
XML

The XML option lets you choose the case of the names in the XML generated by the XMLCHAR built-in function

```
XML(CASE(UPPER | ASIS))
```

**CASE(UPPER | ASIS)**

Under the CASE(UPPER) suboption, the names in the XML generated by the XMLCHAR built-in function will all be in upper case.

Under the CASE(ASIS) suboption, the names in the XML generated by the XMLCHAR built-in function will be in the case used in their declares. Note that if you use the MACRO preprocessor without using the macro preprocessor option CASE(ASIS), then the source seen by the compiler will have all the names in upper case - and that would make specifying the XML(CASE(ASIS)) option useless.
XREF

The XREF option provides a cross-reference table of names used in the program together with the numbers of the statements in which they are declared or referenced in the compiler listing.

ABBREVIATIONS: X, NX

FULL

Includes all identifiers and attributes in the compiler listing.

SHORT

Omits unreferenced identifiers from the compiler listing.

The only names not included in the cross reference listing created when using the XREF option are label references on END statements. For example, assume that statement number 20 in the procedure PROC1 is END PROC1. In this situation, statement number 20 does not appear in the cross reference listing for PROC1.)

If you specify both the XREF and ATTRIBUTES options, the two listings are combined. If there is a conflict between SHORT and FULL, the usage is determined by the last option specified. For example, ATTRIBUTES(SHORT) XREF(FULL) results in the FULL option for the combined listing.

For a description of the format and content of the cross-reference table, see "Cross-reference table" on page 159.
Blanks, comments and strings in options

Wherever you may use a blank when specifying an option, you may also specify as many blanks or comments as you wish.

However, if a comment is specified in %PROCESS line or in a line in an options file, then the comment must end on the same line as which it begins.

Similarly, if a comment starts in the command line or the PARM= specification, then it must also end there.

The same rule applies to strings: if a string is specified in %PROCESS line or in a line in an options file, then the string must end on the same line as which it begins. Similarly, if a string starts in the command line or the PARM= specification, then it must also end there.

Changing the default options

If you want to change the supplied default compiler options, during installation of the compiler you should edit and submit sample job IBMZWIOP.

This job will let you specify options that will be applied before any other options, thus effectively changing the default options. This job will also let you specify options that will be applied after all other options, thus effectively changing the default options and preventing them from being overridden.

If you want to change the defaults for the macro preprocessor options, you can also do this at installation time by specifying the appropriate PPMACRO option as part of this job. The PPCICS and PFSQL options let you make the corresponding changes for the CICS and SQL preprocessors respectively.

Consult the instructions in the sample job for more information.

Specifying options in the %PROCESS or *PROCESS statements

You can use either %PROCESS or *PROCESS in your program; they are equally acceptable. For consistency and readability in this book, we will always refer to %PROCESS.

The %PROCESS statement identifies the start of each external procedure and allows compiler options to be specified for each compilation. The options you specify in adjacent %PROCESS statements apply to the compilation of the source statements to the end of input, or the next %PROCESS statement.

To specify options in the %PROCESS statement, code as follows:

```
%PROCESS options;
```

where options is a list of compiler options. You must end the list of options with a semicolon, and the options list should not extend beyond the default right-hand source margin. The percent sign (%) or asterisk (*) must appear in the first column of the record. The keyword PROCESS can follow in the next byte (column) or after any number of blanks. You must separate option keywords by a comma or at least one blank.

The number of characters is limited only by the length of the record. If you do not wish to specify any options, code:
%PROCESS;

If you find it necessary to continue the %PROCESS statement onto the next record, terminate the first part of the list after any delimiter, and continue on the next record. You cannot split keywords or keyword arguments across records. You can continue a %PROCESS statement on several lines, or start a new %PROCESS statement. An example of multiple adjacent %PROCESS statements is as follows:

%PROCESS INT F(I) AG A(F) OP STG NEST X(F) SOURCE ;
%PROCESS LIST TEST ;

Compile-time options, their abbreviated syntax, and their IBM-supplied defaults are shown in Table 3 on page 5.

How the compiler determines if there are any %PROCESS statements depends on the format of the initial source file:

**F or FB format**
if the first character in the record is a "*" or a "%", then the compiler will check if the next non-blank characters are "PROCESS".

**V or VB format**
if the first character in the record is a numeric, then the compiler will assume that the first 8 characters are sequence numbers, and if the ninth character is a "*" or a "%", then it will check if the next non-blank characters are "PROCESS". However, if the first character is not a numeric, then if the first character is a "*" or "%", the compiler will check if the next non-blank characters are "PROCESS".

**U format**
if the first character in the record is a "*" or a "%", then the compiler will check if the next non-blank characters are "PROCESS".

---

### Using % statements

Statements that direct the operation of the compiler begin with a percent (%) symbol. % statements allow you to control the source program listing and to include external strings in the source program. % statements must not have label or condition prefixes and cannot be a unit of a compound statement. You should place each % statement on a line by itself.

The usage of each % control statement is listed below. For a complete description of these statements, see PL/I Language Reference.

%INCLUDE
- Directs the compiler to incorporate external strings of characters and/or graphics into the source program.

%PRINT
- Directs the compiler to resume printing the source and insource listings.

%NOPRINT
- Directs the compiler to suspend printing the source and insource listings until a %PRINT statement is encountered.

%PAGE
- Directs the compiler to print the statement immediately after a %PAGE statement in the program listing on the first line of the next page.

%POP
- Directs the compiler to restore the status of the %PRINT and %NOPRINT saved by the most recent %PUSH.
%PUSH
   Saves the current status of the %PRINT and %NOPRINT in a push down
   stack on a last-in, first-out basis.

%SKIP  Specifies the number of lines to be skipped.

**Using the %INCLUDE statement**

%INCLUDE statements are used to include additional PL/I files at specified points
in a compilation unit. The PL/I Language Reference describes how to use the
%INCLUDE statement to incorporate source text from a library into a PL/I
program.

**For a batch compile**

A *library* is an z/OS partitioned data set that can be used to store other
data sets called members. Source text that you might want to insert into a
PL/I program using a %INCLUDE statement must exist as a member
within a library. "Source Statement Library (SYSLIB)" on page 230 further
describes the process of defining a source statement library to the compiler.

The statement:

```pli
%INCLUDE DD1 (INVERT);
```

specifies that the source statements in member INVERT of the library
defined by the DD statement with the name DD1 are to be inserted
consecutively into the source program. The compilation job step must
include appropriate DD statements.

If you omit the ddname, the ddname SYSLIB is assumed. In such a case,
you must include a DD statement with the name SYSLIB. (The
IBM-supplied cataloged procedures do not include a DD statement with
this name in the compilation procedure step.)

**For a z/OS UNIX compile**

The name of the actual include file must be lowercase, unless you specify
UPPERINC. For example, if you used the include statement %include
sample, the compiler would find the file sample.inc, but would not find
the file SAMPLE.inc. Even if you used the include statement %include
SAMPLE, the compiler would still look for sample.inc.

The compiler looks for INCLUDE files in the following order:
1. Current directory
2. Directories specified with the -I flag or with the INCDIR compiler
   option
3. /usr/include directory
4. PDS specified with the INCPDS compiler option

The first file found by the compiler is included into your source.

A %PROCESS statement in source text included by a %INCLUDE statement results
in an error in the compilation.

**Figure 1 on page 156** shows the use of a %INCLUDE statement to include the
source statements for FUN in the procedure TEST. The library HPU8.NEWLIB is
defined in the DD statement with the qualified name PLLSYSLIB, which is added
to the statements of the cataloged procedure for this job. Since the source statement
library is defined by a DD statement with the name SYSLIB, the %INCLUDE
statement need not include a ddname.
It is not necessary to invoke the preprocessor if your source program, and any text
to be included, does not contain any macro statements.

```
//OPT4#  JOB
//STEP3  EXEC IBMZCBG,PARM=PLI='INC,S,A,X,NEST'
//PLI.SYSLIB DD DSN=HPUB.NEWLIB,DISP=OLD
//PLI.SYSIN  DD *
     TEST: PROC OPTIONS(MAIN) REORDER;
         DCL ZIP PIC '99999'; /* ZIP CODE
         DCL EOF BIT INIT('0'B);
         ON ENDFILE(SYSIN) EOF = '1'B;
         GET EDIT(ZIP) (COL(1), P'99999');
         DO WHILE(¬EOF);
           PUT SKIP EDIT(ZIP, CITYFUN(ZIP)) (P'999999', A(16));
           GET EDIT(ZIP) (COL(1), P'999999');
         END;
%PAGE;
%INCLUDE FUN;
   END; /* TEST */
//GO.SYSIN DD *
   95141
   95030
   94101
//
```

Figure 1. Including source statements from a library

**Using the compiler listing**

During compilation, the compiler generates a listing, most of which is optional,
that contains information about the source program, the compilation, and the
object module. The following description of the listing refers to its appearance on a
printed page.

**Note:**

Although the compiler listing is for your use, it is not a programming
interface and is subject to change.

Of course, if compilation terminates before reaching a particular stage of
processing, the corresponding listings do not appear.

**Heading information**

The first page of the listing is identified by the product number, the compiler
version number, a string specifying when the compiler was built, and the date and
the time compilation commenced. This page and subsequent pages are numbered.

The listing will then show any options that have been specified for this
compilation. These options will be shown even if the NOOPTIONS option has
been specified and will include, in order, the following:

- the initial install options (those are the options set at install time and which are
  applied before any other options)
- under z/OS UNIX, any options specified in the IBM_OPTIONS environment
  variable
- any options specified in the parameter string passed to the compiler (i.e. in the
  command line under z/OS UNIX or in the PARM= under batch)
• any options specified in options files named in the compiler parameter string
   This will include the name of each options file and its contents in the same form
   as read by the compiler.
• any options specified in *PROCESS or %PROCESS lines in the source
• the final install options (those are the options set at install time and which are
   applied after any other options)

Near the end of the listing you will find either a statement that no errors or
warning conditions were detected during the compilation, or a message that one or
more errors were detected. The format of the messages is described under
"Messages and return codes" on page 163. The second to the last line of the listing
shows the time taken for the compilation. The last line of the listing is END OF
COMPILATION OF xxxx, where xxxx is the external procedure name. If you specify
the NOSYNTAX compiler option, or the compiler aborts early in the compilation,
the external procedure name xxxx is not included and the line truncates to END
OF COMPILATION.

The following sections describe the optional parts of the listing in the order in
which they appear.

Options used for compilation
If you specify the OPTIONS option, a complete list of the options specified for the
compilation, including the default options, appears on the following pages. It will
show the settings of all the options finally in effect during the compilation. If the
setting of an option differs from the default setting after the initial install options
were applied, then that line will be marked with a +

Preprocessor input
If you specify both the MACRO and INSOURCE options, the compiler lists input
to the preprocessor, one record per line, each line numbered sequentially at the left.

If the preprocessor detects an error, or the possibility of an error, it prints a
message on the page or pages following the input listing. The format of these
messages is the same as the format for the compiler messages described under
"Messages and return codes" on page 163.

SOURCE program
If you specify the SOURCE option, the compiler lists one record per line. These
records will always include the source line and file numbers. However, if a file
contains 999,999 or more lines, then the compiler will flag the file as too large and
will list only the last 6 digits in the source line numbers for that file.

If the input records contain printer control characters, or %SKIP or %PAGE
statements, the lines are spaced accordingly. Use %NOPRINT and %PRINT
statements to stop and restart the printing of the listing.

If you specify the MACRO option, the source listing shows the included text in
place of the %INCLUDE statements in the primary input data set.

Statement nesting level
If you specify the NEST option, the block level and the DO-level are printed to the
right of the statement or line number under the headings LEV and NT respectively,
as in the following example:
ATTRIBUTE and cross-reference table

If you specify the ATTRIBUTES option, the compiler prints an attribute table containing a list of the identifiers in the source program together with their declared and default attributes.

If you specify the XREF option, the compiler prints a cross-reference table containing a list of the identifiers in the source program together with the file and line numbers of the statements in which they appear.

If you specify both ATTRIBUTES and XREF, the two tables are combined. In these tables, if you explicitly declare an identifier, the compiler will list file number and line number of its DECLARE. Contextually declared variables are marked by +++++, and other implicitly declared variables are marked by *****.

Attribute table

The compiler never includes the attributes INTERNAL and REAL. You can assume them unless the respective conflicting attributes, EXTERNAL and COMPLEX, appear.

For a file identifier, the attribute FILE always appears, and the attribute EXTERNAL appears if it applies; otherwise, the compiler lists only explicitly declared attributes.

The OPTIONS attribute will not appear unless the ENTRY attribute applies, and then only the following options would appear (as appropriate)

- ASSEMBLER
- COBOL
- FETCHABLE
- FORTRAN
- NODESCRIPTOR
- RETCODE

The compiler prints the dimension attribute for an array first. It prints the bounds as in the array declaration, but expressions are replaced by asterisks unless they have been reduced by the compiler to a constant, in which case the value of the constant is shown.

For a character string, a bit string, a graphic string, or an area variable, the compiler prints the length, as in the declaration, but expressions are replaced by asterisks unless they have been reduced by the compiler to a constant, in which case the value of the constant is shown.
**Cross-reference table**

If you combine the cross-reference table with the attribute table, the list of attributes for a name is identified by file number and line number. An identifier appears in the Sets: part of the cross-reference table if it is:

- The target of an assignment statement
- Used as a loop control variable in DO loops
- Used in the SET option of an ALLOCATE or LOCATE statement
- Used in the REPLY option of a DISPLAY statement

If you specify ATTRIBUTES and XREF, the two tables are combined.

If there are unreferenced identifiers, they are displayed in a separate table.

**Aggregate length table**

An aggregate length table is obtained by using the AGGREGATE option. The table includes structures but not arrays that have non-constant extents, but the sizes and offsets of elements within structures with non-constant extents may be inaccurate or specified as *. For the aggregates listed, the table contains the following information:

- Where the aggregate is declared.
- The name of the aggregate and each element within the aggregate.
- The byte offset of each element from the beginning of the aggregate.
- The length of each element.
- The total length of each aggregate, structure, and substructure.
- The total number of dimensions for each element.

Be careful when interpreting the data offsets indicated in the data length table. An odd offset does not necessarily represent a data element without halfword, fullword, or even double word alignment. If you specify or infer the aligned attribute for a structure or its elements, the proper alignment requirements are consistent with respect to other elements in the structure, even though the table does not indicate the proper alignment relative to the beginning of the table.

If there is padding between two structure elements, a /*PADDING*/ comment appears, with appropriate diagnostic information.

**Statement offset addresses**

If the LIST compile option is used, the compiler includes a pseudo-assembler listing in the compiler listing. This listing includes, for each instruction, an offset whose meaning depends on the setting of the BLKOFF compiler option:

- Under the BLKOFF option, this offset is the offset of the instruction from the primary entry point for the function or subroutine to which it belongs. Thus under this option, the offsets are reset with each new block.
- Under the NOBLKOFF option, this offset is the offset of the instruction from the start of the compilation unit. Thus under this option, the offsets are cumulative.

The pseudo-assembler listing also includes, at the end of the code for each block, the offset of the block from the start of the current module (so that the offsets shown for each statement can be translated to either block or module offsets).

These offsets can be used with the offset given in a runtime error message to determine the statement to which the message applies.
The OFFSET option produces a table that gives for each statement, the offset of the first instruction belonging to that statement.

In the example shown in Figure 2, the message indicates that the condition was raised at offset +98 from the SUB1 entry. The compiler listing excerpt shows this offset associated with line number 8. The runtime output from this erroneous statement is shown in Figure 3 on page 161.

---

**Compiler Source**

```plaintext
Line.File
1.0 TheMain: proc options( main );
2.0 call sub1();
3.0 Sub1: proc;
4.0 dcl (i, j) fixed bin(31);
5.0 i = 0; j = 0;
6.0 j = j / i;
7.0 j = j / i;
8.0 put skip data( j );
9.0 end Sub1;
10.0 end TheMain;
```

---

**OFFSET OBJECT CODE**

<table>
<thead>
<tr>
<th>OFFSET</th>
<th>OBJECT</th>
<th>CODE</th>
<th>LINE#</th>
<th>FILE#</th>
<th>PSEUDO</th>
<th>ASSEMBLY</th>
<th>LISTING</th>
</tr>
</thead>
<tbody>
<tr>
<td>000000</td>
<td>000004</td>
<td>01C3C5C5</td>
<td>000002</td>
<td>THEMAIN DS 0D</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>000000</td>
<td>47F0 F024</td>
<td>000002</td>
<td>B 36(,r15)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>000004</td>
<td>000008B0</td>
<td>DSA size</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>000008</td>
<td>000001F8</td>
<td>=A(PPA1-THEMAIN)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>000010</td>
<td>47F0 F001</td>
<td>000002</td>
<td>B 1(,r15)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```plaintext
...```

---

Figure 2. Finding statement number (compiler listing example)
Entry offsets given in dump and ON-unit SNAP error messages can be compared with this table and the erroneous statement discovered. The statement is identified by finding the section of the table that relates to the block named in the message and then finding the largest offset less than or equal to the offset in the message. The statement number associated with this offset is the one needed.

### Storage offset listing

If the MAP compile option is used, the compiler includes a storage offset listing in the compiler listing. This listing gives the location in storage of the following level-1 variables if they are used in the program:

- AUTOMATIC
- CONTROLLED except for PARAMETERs
- STATIC except for ENTRY CONSTANTs that are not FETCHABLE

The listing may also include some compiler generated temporaries.

For an AUTOMATIC variable with adjustable extents, there will be two entries in this table:

- an entry with ‘_addr’ prefixing the variable name - this entry gives the location of the address of the variable
- an entry with ‘_desc’ prefixing the variable name - this entry gives the location of the address of the variable's descriptor

For STATIC and CONTROLLED variables, the storage location will depend on the RENT/NORENT compiler option, and if the NORENT option is in effect, the location of CONTROLLED variables will also depend on the WRITABLE/NOWRITABLE compiler option.

The first column in the Storage Offset Listing is labeled IDENTIFIER and holds the name of the variable whose location appears in the fourth column.

The second column in the Storage Offset Listing is labeled DEFINITION and holds a string in the format “B-F:N” where

- B is the number of the block where the variable is declared
  You can find the name of the block corresponding to this block number in the Block Name List which will proceed the Storage Offset Listing (and the Pseudo Assembly Listing, if any)
- F is the number of the source file where the variable is declared
  You can find the name of the file corresponding to this file number in the File Reference Table which will appear very near the end of the entire compilation listing,
- N is the number of the source line where the variable is declared in that source file

---

Message:

IBM0301S ONCODE=320 The ZERODIVIDE condition was raised.
From entry point SUB1 at compile unit offset +00000098
at entry offset +00000098 at address 0EB00938.

---

Figure 3. Finding statement number (runtime message example)

Entry offsets given in dump and ON-unit SNAP error messages can be compared with this table and the erroneous statement discovered. The statement is identified by finding the section of the table that relates to the block named in the message and then finding the largest offset less than or equal to the offset in the message. The statement number associated with this offset is the one needed.
The third column in the Storage Offset Listing is labeled ATTRIBUTES and indicates the storage class of the variable.

The fourth column in the Storage Offset Listing is unlabeled and tells how to find the location of the variable.

This storage offset listing is sorted by block and by variable name, and it also includes only user variables. However, specifying the MAP option also causes the compiler to produce

- a "static map" which lists all STATIC variables but sorted by hex offset
- an "automatic map" which lists, for each block, all AUTOMATIC variables but sorted by hex offset

The PL/L language's mapping rules may require that a structure be offset by up to 8 bytes from where it would seem to start. For example, consider the AUTOMATIC structure A declared as

```pll
dcl 1 A,
   2 B char(2),
   2 C fixed bin(31);
```

Since C must be aligned on a 4-byte boundary, 2 bytes of padding will be needed for this structure. However, PL/I places those 2 bytes not after B, but before B. These 2 bytes of "padding" before a structure starts are referred to as the "hang bytes" for the structure.

These hang bytes will also be reflected in the "automatic map" generated by the compiler. While the "storage offset listing" would show the offset and length for A without including its hang bytes

```pll
A  Class = automatic, Location = 186 : 0xBA(r13), Length = 6
```

the "automatic map" would show the offset and length for A with its hang bytes included

<table>
<thead>
<tr>
<th>OFFSET (HEX)</th>
<th>LENGTH (HEX)</th>
<th>NAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>98</td>
<td>8</td>
<td>#MX_TEMP1</td>
</tr>
<tr>
<td>A0</td>
<td>18</td>
<td>_Sfi</td>
</tr>
<tr>
<td>B8</td>
<td>8</td>
<td>A</td>
</tr>
</tbody>
</table>

**File reference table**

The file reference table consists of three columns which list the following information about the files read during the compile:

- the number assigned by the compiler to the file
- the included-from data for the file
- the name of the file

The first entry in the included-from column is blank because the first file listed is the source file. Subsequent entries in this column show the line number of the include statement followed by a period and the file number of the source file containing the include.

If the file is a member of a PDS or PDSE, the file name lists the fully qualified dataset name and the member name.
If the file is included via a subsystem (such as Librarian), then the file name will have the form \textit{DD:ddname(member)}, where

- \textit{ddname} is the ddname specified on the \texttt{%INCLUDE} statement (or SYSLIB if no ddname was specified)
- \textit{member} is the member name specified on the \texttt{%INCLUDE} statement.

**Messages and return codes**

If the preprocessor or the compiler detects an error, or the possibility of an error, messages are generated. Messages generated by the preprocessor appear in the listing immediately after the listing of the statements processed by the preprocessor. You can generate your own messages in the preprocessing stage by use of the \texttt{%NOTE} statement. Such messages might be used to show how many times a particular replacement had been made. Messages generated by the compiler appear at the end of the listing.

For compilations that produce no messages, the compiler will include a line saying “no compiler messages” where the compiler messages would have been listed.

Messages are displayed in the following format:

\texttt{PPPnnnnI X}

where \textit{PPP} is the prefix identifying the origin of the message (for example, IBM indicates the PL/I compiler), \textit{nnnn} is the 4-digit message number, and \textit{X} identifies the severity code. All messages are graded according to their severity, and the severity codes are I, W, E, S, and U.

For every compilation job or job step, the compiler generates a return code that indicates to the operating system the degree of success or failure it achieved. For z/OS, this code appears in the \textit{end-of-step} message that follows the listing of the job control statements and job scheduler messages for each step.

Table 5 provides an explanation of the severity codes and the comparable return code for each:

<table>
<thead>
<tr>
<th>Severity Code</th>
<th>Return Code</th>
<th>Message Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>0000</td>
<td>Informational</td>
<td>The compiled program should run correctly. The compiler might inform you of a possible inefficiency in your code or some other condition of interest.</td>
</tr>
<tr>
<td>W</td>
<td>0004</td>
<td>Warning</td>
<td>A statement might be in error (warning) even though it is syntactically valid. The compiled program should run correctly, but it might produce different results than expected or be significantly inefficient.</td>
</tr>
<tr>
<td>E</td>
<td>0008</td>
<td>Error</td>
<td>A simple error fixed by the compiler. The compiled program should run correctly, but it might produce different results than expected.</td>
</tr>
<tr>
<td>S</td>
<td>0012</td>
<td>Severe</td>
<td>An error not fixed by the compiler. If the program is compiled and an object module is produced, it should not be used.</td>
</tr>
<tr>
<td>U</td>
<td>0016</td>
<td>Unrecoverable</td>
<td>An error that forces termination of the compilation. An object module is not successfully created.</td>
</tr>
</tbody>
</table>
Table 5. Description of PL/I error codes and return codes (continued)

<table>
<thead>
<tr>
<th>Severity Code</th>
<th>Return Code</th>
<th>Message Type</th>
<th>Description</th>
</tr>
</thead>
</table>

Note: Compiler messages are printed in groups according to these severity levels.

The compiler lists only messages that have a severity equal to or greater than that specified by the FLAG option, as shown in Table 6.

Table 6. Using the FLAG option to select the lowest message severity listed

<table>
<thead>
<tr>
<th>Type of Message</th>
<th>Option</th>
</tr>
</thead>
<tbody>
<tr>
<td>Information</td>
<td>FLAG(I)</td>
</tr>
<tr>
<td>Warning</td>
<td>FLAG(W)</td>
</tr>
<tr>
<td>Error</td>
<td>FLAG(E)</td>
</tr>
<tr>
<td>Severe Error</td>
<td>FLAG(S)</td>
</tr>
<tr>
<td>Unrecoverable Error</td>
<td>Always listed</td>
</tr>
</tbody>
</table>

The text of each message, an explanation, and any recommended programmer response, are given in Enterprise PL/I Messages and Codes.
Chapter 2. PL/I preprocessors

The PL/I compiler allows you to select one or more of the integrated preprocessors as required for use in your program. You can select the include preprocessor, the macro preprocessor, the SQL preprocessor, or the CICS preprocessor and the order in which you would like them to be called.

- The include preprocessor processes special include directives and incorporates external source files.
- The macro preprocessor, based on %statements and macros, modifies your source program.
- The SQL preprocessor modifies your source program and translates EXEC SQL statements into PL/I statements.
- The CICS preprocessor modifies your source program and translates EXEC CICS statements into PL/I statements.

Each preprocessor supports a number of options to allow you to tailor the processing to your needs.

The three compile-time options MDECK, INSOURCE, and SYNTAX are meaningful only when you also specify the PP option. For more information about these options, see “MDECK” on page 86, “INSOURCE” on page 65, and “SYNTAX” on page 135.
Include preprocessor

The include preprocessor allows you to incorporate external source files into your programs by using include directives other than the PL/I directive %INCLUDE.

The following syntax diagram illustrates the options supported by the INCLUDE preprocessor:

```
PP -- (--INCLUDE-- (--ID(<directive>)-- --))
```

**ID** Specifies the name of the include directive. Any line that starts with this directive as the first set of nonblank characters is treated as an include directive.

The specified directive must be followed by one or more blanks, an include member name, and finally an optional semicolon. Syntax for ddname(membername) is not supported.

In the following example, the first include directive is valid and the second one is not:

```
++include payroll
++include syslib(payroll)
```

This first example causes all lines that start with -INC (and possibly preceding blanks) to be treated as include directives:

```
pp( include( 'id(-inc)'))
```

This second example causes all lines that start with ++INCLUDE (and possibly preceding blanks) to be treated as include directives:

```
pp( include( 'id(++include)'))
```
Macros allow you to write commonly used PL/I code in a way that hides implementation details and the data that is manipulated, and exposes only the operations. In contrast with a generalized subroutine, macros allow generation of only the code that is needed for each individual use.

The macro preprocessing facilities of the compiler are described in the PL/I Language Reference.

You can invoke the macro preprocessor by specifying either the MACRO option or the PP(MACRO) option. You can specify PP(MACRO) without any options or with options from the list below.

The defaults for all these options cause the macro preprocessor to behave the same as the OS PL/I V2R3 macro preprocessor.

If options are specified, the list must be enclosed in quotes (single or double, as long as they match); for example, to specify the FIXED(BINARY) option, you must specify PP(MACRO('FIXED(BINARY)')).

If you want to specify more than one option, you must separate them with a comma and/or one or more blanks. For example, to specify the CASE(ASIS) and RESCAN(UPPER) options, you can specify PP(MACRO('CASE(ASIS) RESCAN(UPPER)')) or PP(MACRO("CASE(ASIS),RESCAN(UPPER)")). You may specify the options in any order.

Macro preprocessor options

This section describes the options that the macro preprocessor supports.
**CASE**
This option specifies if the preprocessor should convert the input text to uppercase.

```
CASE ( UPPER ASIS )
```

**ASIS**
the input text is left "as is".

**UPPER**
the input text is to be converted to upper case.
Macro preprocessor

**DBCS**
This option specifies if the preprocessor should normalize DBCS during text replacement.

```
DBCS (---INEXACT---) EXACT
```

**EXACT**
the input text is left "as is", and the preprocessor will treat `<kk.B>` and `<kk>B` as different names.

**INEXACT**
the input text is "normalized", and the preprocessor will treat `<kk.B>` and `<kk>B` as two versions of the same name.
Macro preprocessor

**FIXED**
This option specifies the default base for FIXED variables.

```
FIXED—{DECIMAL—}—BINARY
```

**DECIMAL**
FIXED variables will have the attributes REAL FIXED DEC(5).

**BINARY**
FIXED variables will have the attributes REAL SIGNED FIXED BIN(31).
INCONLY

The INCONLY option specifies that the preprocessor should process only
%INCLUDE and %XINCLUDE statements.

The NOINCONLY option specifies that the preprocessor should process all
preprocessor statements and not only %INCLUDE and %XINCLUDE statements.

When the INCONLY option is in effect, you may use neither INCLUDE nor
XINCLUDE as a macro
- procedure name
- statement label
- variable name

The INCONLY option and the NOINCONLY option are mutually exclusive.

For compatibility, the default is NOINCONLY.
Macro preprocessor

**NAMEPREFIX**
The NAMEPREFIX option specifies that the names of preprocessor procedures and variables must start with the specified character.

The NONAMEPREFIX option specifies that the names of preprocessor procedures and variables are not required to start with one particular character.

```
NONAMEPREFIX
NAMEPREFIX (character)
```

The character should be specified "as is" and should not be enclosed in quotes.

The default is NONAMEPREFIX.
RESCAN
This option specifies how the preprocessor should handle the case of identifiers when rescanning text.

---

UPPER
rescans will not be case-sensitive.

ASIS
rescans will be case-sensitive.

To see the effect of this option, consider the following code fragment

```pli
%dcl eins char ext;
%dcl text char ext;
%eins = 'zwei';
%text = 'EINS';
display( text );
%text = 'eins';
display( text );
```

When compiled with PP(MACRO('RESCAN(ASIS)')), in the second display statement, the value of text is replaced by eins, but no further replacement occurs since under RESCAN(ASIS), eins does not match the macro variable eins since the former is left asis while the latter is uppercased. Hence the following text would be generated

```pli
DISPLAY( zwei );
DISPLAY( eins );
```

But when compiled with PP(MACRO('RESCAN(UPPER)')), in the second display statement, the value of text is replaced by eins, but further replacement does occur since under RESCAN(UPPER), eins does match the macro variable eins since both are uppercased. Hence the following text would be generated

```pli
DISPLAY( zwei );
DISPLAY( zwei );
```

In short: RESCAN(UPPER) ignores case while RESCAN(ASIS) does not.
Macro preprocessor example

A simple example of the use of the preprocessor to produce a source deck is shown in Figure 4. According to the value assigned to the preprocessor variable USE, the source statements will represent either a subroutine (CITYSUB) or a function (CITYFUN).

The DSNAME used for SYSPUNCH specifies a source program library on which the preprocessor output will be placed. Normally compilation would continue and the preprocessor output would be compiled.

```
//OPT4#8 JOB
//STEP2 EXEC IBMZC,PARM.PLI='MACRO,MDECK,NOCOMPILE,NOSYNTAX'
//PLI.SYPUNCH DD DSNAM=HPU8.NEWLIB(FUN),DISP=(NEW,CATLG),UNIT=SYSDA,
  // SPACE=(TRK,(1,1,1)),DCB=(RECFM=FB,LRECL=80,BLKSIZE=400)
//PLI.SYSPN DD *
  /* GIVEN ZIP CODE, FINDS CITY */
%DCL USE CHAR;
%USE = 'FUN' /* FOR SUBROUTINE, %USE = 'SUB' */ ;
%IF USE = 'FUN' %THEN %DO;
  CITYFUN: PROC(ZIPIN) RETURNS(CHAR(16)) REORDER; /* FUNCTION */
%END;
%ELSE %DO;
  CITYSUB: PROC(ZIPIN, CITYOUT) REORDER; /* SUBROUTINE */
DCL CITYOUT CHAR(16); /* CITY NAME */
%END;
DCL (LBOUND, HBOUND) BUILTIN;
DCL ZIPIN PIC '99999'; /* ZIP CODE */
DCL 1 ZIP_CITY(7) STATIC, /* ZIP CODE - CITY NAME TABLE */
  2 ZIP PIC '99999' INIT(95141, 95014, 95030,
    95051, 95070, 95008,
    0), /* WILL NOT LOOK AT LAST ONE */
  2 CITY CHAR(16) INIT('SAN JOSE', 'CUPERTINO', 'LOS GATOS',
    'SANTA CLARA', 'SARATOGA', 'CAMPBELL',
    'UNKNOWN CITY'); /* WILL NOT LOOK AT LAST ONE */
DCL I FIXED BIN(31);
DO I = LBOUND(ZIP,1) TO /* SEARCH FOR ZIP IN TABLE */
  HBOUND(ZIP,1)-1 /* DON'T LOOK AT LAST ELEMENT */
  WHILE(ZIPIN ¬= ZIP(I));
END;
%IF USE = 'FUN' %THEN %DO;
  RETURN(CITY(I)); /* RETURN CITY NAME */
%END;
%ELSE %DO;
  CITYOUT=CITY(I); /* RETURN CITY NAME */
%END;
END;
```

Figure 4. Using the macro preprocessor to produce a source deck
In general, the coding for your PL/I program will be the same whether or not you want it to access a DB2 database. However, to retrieve, update, insert, and delete DB2 data and use other DB2 services, you must use SQL statements. You can use dynamic and static EXEC SQL statements in PL/I applications.

To communicate with DB2, you need to do the following:

- Code any SQL statements you need, delimiting them with EXEC SQL.
- Use the DB2 precompiler or, if using DB2 for z/OS Version 7 Release 1 or later, compile with the PL/I PP(SQL()) compiler option.

Before you can take advantage of EXEC SQL support, you must have authority to access a DB2 system. Contact your local DB2 Database Administrator for your authorization.

### Programming and compilation considerations

When you use the PL/I SQL Preprocessor, the PL/I compiler handles your source program containing embedded SQL statements at compile time, without your having to use a separate precompile step. Although the use of a separate precompile step continues to be supported, use of the PL/I SQL Preprocessor is recommended.

Interactive debugging with Debug Tool is enhanced when you use the preprocessor because you see only the SQL statements while debugging (and not the generated PL/I source). However, you must have DB2 for z/OS Version 7 Release 1 or later to use the SQL preprocessor.

Using the preprocessor lifts some of the DB2 precompiler's restrictions on SQL programs. When you process SQL statements with the preprocessor, you can:

- Use nested SQL INCLUDE statements.
- Use fully-qualified names for structured host variables.
- Include SQL statements at any level of a nested PL/I program, instead of in only the top-level source file.
- Use the SQL TYPE attribute anywhere you can specify a PL/I data type. All such attributes can be factored and can be used in structure elements, in arrays, and with any storage class like BASED.

The PL/I SQL Preprocessor supports DBCS in the same manner as the PL/I compiler does. When the GRAPHIC PL/I compiler option is in effect, some source language elements can be written using DBCS and SBCS characters. In particular, you can use DBCS characters in the source program in following places:

- Inside comments
- As part of statement labels and identifiers
- In G or M literals

The following restrictions apply to the use of PL/I built-in functions, compiler options, and statements when you program and compile SQL statements:

- When EXEC SQL statements are translated to PL/I, the following built-in functions might be included in the generated code. If you use any of the following built-in functions as the names of elements in structures, you must also explicitly declare them as BUILTIN:
  - ADDR
Programming and compilation considerations

- LENGTH
- MAXLENGTH
- PTRVALUE
- SYSNULL

- You must not use PL/I type functions, such as BIND(: t, p :), in EXEC SQL statements.
- You must not use the DFT(ASCII) compiler option when compiling with the preprocessor.
- Do not use DECLARE STATEMENT statements in SQL queries, because the PL/I preprocessor always ignores these statements.

Compiling with the PL/I SQL Preprocessor option generates a DB2 database request module (DBRM) along with the usual PL/I compiler outputs such as object module and listing. As input to the DB2 bind process, the DBRM data set contains information about the SQL statements and host variables in the program. Not all of the information in the DBRM is important in terms of the bind or runtime processing, however. For example, if the HOST value in the DBRM specifies a language other than PL/I, there is no reason to be concerned. All this means is that the other language is selected as the installation default for the HOST value, which does not effect the bind or runtime processing of your program.

The PL/I compiler listing includes the error diagnostics (such as syntax errors in the SQL statements) that the preprocessor generates.

To use the preprocessor, you need to do the following things:

- Specify the following option when you compile your program:
  ```pli
  PP(SQL('options'))
  ```
  This compiler option indicates that you want the compiler to invoke the integrated PL/I SQL preprocessor. Specify a list of SQL processing options in the parenthesis after the SQL keyword. The options can be separated by a comma or by a space and the list of options must be enclosed in quotation marks (single or double, as long as they match).
  For example, `PP(SQL('DATE(USA),TIME(USA)'))` tells the preprocessor to use the USA format for both DATE and TIME data types.
  In addition, for LOB support you must specify the following option:
  ```pli
  LIMITS( FIXEDBIN(31,63) FIXEDDEC(31) )
  ```
  An alternative way to specify SQL preprocessor options is to use the PPSQL compiler option. For information about how to use it, see “PPSQL” on page 105.

- Include DD statements for the following data sets in the JCL for your compile step:
  - DB2 load library (`prefix:SDSNLOAD`)
    The PL/I SQL preprocessor calls DB2 modules to do the SQL statement processing. You therefore need to include the name of the DB2 load library data set in the STEPLIB concatenation for the compile step.
  - Library for SQL INCLUDE statements
    If your program contains SQL INCLUDE `member-name` statements that specify secondary input to the source program, you need to include the name of the data set that contains `member-name` in the SYSLIB concatenation for the compile step.
  - DBRM library
The compilation of the PL/I program generates a DB2 database request module (DBRM), and the DBRMLIB DD statement is required to designate the data set to which the DBRM is written.

The DBRMLIB DD statement must name a data set that can be opened and closed more than once during the compilation.

- For example, you might have the following lines in your JCL:

  //STEPLIB DD DSN=DSN710.SDSNLOAD,DISP=SHR
  //SYSLIB DD DSN=PAYROLL.MONTHLYINCLUDE,DISP=SHR
  //DBRMLIB DD DSN=PAYROLL.MONTHLY.DBRMLIB.DATA(MASTER),DISP=SHR

SQL preprocessor options

When you specify SQL preprocessor options, the list of options must be enclosed in quotation marks (single or double, as long as they match). For example, to specify the DATE(ISO) option, you must specify PP(SQL('DATE(ISO)')).

Table 7 lists all the SQL preprocessor options with their abbreviations (if any) and their IBM-supplied default values. This table uses a vertical bar(1) to separate mutually exclusive options, and brackets ([ ]) to indicate that you can sometimes omit the enclosed option.

The paragraphs following Table 7 describe the options in the alphabetical order.

In addition to these preprocessor options, you can pass DB2 Coprocessor options in on the PP(SQL('option-list')) compiler option. For more information about DB2 Coprocessor options, see DB2 UDB for z/OS Application Programming and SQL Guide.

Table 7. SQL preprocessor options and IBM-supplied defaults

<table>
<thead>
<tr>
<th>SQL Preprocessor Option</th>
<th>Abbreviated Name</th>
<th>z/OS Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>APOSTSQL</td>
<td>QUOTESQL</td>
<td>– APOSTSQL</td>
</tr>
<tr>
<td>ATTACH(TSO</td>
<td>CAF</td>
<td>RRSAF)</td>
</tr>
<tr>
<td>CCSID0</td>
<td>NOCCSID0</td>
<td>– CCSID0</td>
</tr>
<tr>
<td>CONNECT(2</td>
<td>1)</td>
<td>CT</td>
</tr>
<tr>
<td>DATE(ISO</td>
<td>USA</td>
<td>EUR</td>
</tr>
<tr>
<td>DEC(15</td>
<td>31)</td>
<td>– In the field DECIMAL ARITHMETIC on the Application Programming Defaults Panel 1 when DB2 is installed</td>
</tr>
<tr>
<td>FLOAT(S390</td>
<td>IEEE)</td>
<td>– FLOAT(S390)</td>
</tr>
<tr>
<td>GRAPHIC</td>
<td>NOGRAPHIC</td>
<td>– In the field MIXED DATA on the Application Programming Defaults Panel 1 when DB2 is installed</td>
</tr>
<tr>
<td>INCONLY</td>
<td>NOINCONLY</td>
<td>– NOINCONLY</td>
</tr>
<tr>
<td>LEVEL</td>
<td>[aaaa]</td>
<td>L</td>
</tr>
<tr>
<td>NOFOR</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>SQL(ALL</td>
<td>DB2)</td>
<td>– SQL(DB2)</td>
</tr>
<tr>
<td>SQLFLAG(IBM</td>
<td>STD([name],[qualifier]))</td>
<td>– –</td>
</tr>
<tr>
<td>STDSQL(YES</td>
<td>NO)</td>
<td>– In the field STD SQL LANGUAGE on the Application Programming Defaults Panel 2 when DB2 is installed</td>
</tr>
<tr>
<td>TIME(ISO</td>
<td>USA</td>
<td>EUR</td>
</tr>
<tr>
<td>VERSION</td>
<td>[aaaa]</td>
<td>AUTO)</td>
</tr>
<tr>
<td>XREF</td>
<td>NOXREF</td>
<td>– NOXREF</td>
</tr>
</tbody>
</table>
SQL preprocessor options

APOSTSQL
The APOSTSQL option specifies that the apostrophe (’ is recognized as the string
delimiter and the quotation mark (") as the SQL escape character within SQL
statements.

The QUOTESQL option specifies that the quotation mark (") is recognized as the
string delimiter and the apostrophe (’ as the SQL escape character within SQL
statements.

For compatibility with older PL/I programs which used the DB2 precompiler,
APOSTSQL should be chosen.

APOSTSQL and QUOTESQL are mutually exclusive options.

The default is APOSTSQL.
**ATTACH**

The ATTACH option specifies the attachment facility that the application uses to access DB2, TSO, CAF, and RRSAF.

Applications that load the attachment facility can use this option to specify the correct attachment facility, instead of coding a dummy DSNHLI entry point.

The default is ATTACH(TSO).
SQL preprocessor options

CCSID0
The CCSID0 option specifies that no host variables be assigned a CCSID value by
the PL/I SQL preprocessor.

The NOCCSID0 option allows host variables to be assigned a CCSID value by the
PL/I SQL preprocessor.

If your program updates FOR BIT DATA columns with a data type that is not BIT
data, you will want to choose CCSID0. CCSID0 tells DB2 that the host variable is
not associated with a CCSID, allowing the assignment to be made. Otherwise, if a
host variable that is associated with a CCSID that is not BIT data is assigned to a
FOR BIT DATA column, a DB2 error occurs.

For compatibility with older PL/I programs which used the DB2 precompiler,
CCSID0 should be chosen.

CCSID0 and NOCCSID0 are mutually exclusive options.

The default is CCSID0.
CONNECT
The CONNECT option determines whether to apply type 1 or type 2 CONNECT statement rules.

CONNECT(2)
Applies rules for the CONNECT (Type 2) statement.

CONNECT(1)
Applies rules for the CONNECT (Type 1) statement.

The default is CONNECT(2).

For more information about this option, see DB2 SQL Reference.
**SQL preprocessor options**

**DATE**
The DATE option specifies that date output should always be returned in a particular format, regardless of the format specified as the location default. For a description of these formats, see *DB2 SQL Reference*.

```
DATE (  
   ISO
   USA
   EUR
   JIS
   LOCAL
)
```

You cannot use the LOCAL option unless you have a date exit routine.

The default is in the field DATE FORMAT on the Application Programming Defaults Panel 2 when DB2 is installed.
**DEC**
The DEC option specifies the maximum precision for decimal arithmetic operations.

The default is in the field DECIMAL ARITHMETIC on the Application Programming Defaults Panel 1 when DB2 is installed.
SQL preprocessor options

**FLOAT**
The FLOAT option determines whether the contents of floating point host variables are in System/390 hexadecimal format or in IEEE format.

An error message is issued if this FLOAT option is different than the PL/I compiler's DEFAULT(HEXADEC|IEEE) option.

The default is FLOAT(S390).
SQL preprocessor options

GRAPHIC
The GRAPHIC option indicates that the source code might use mixed data, and that X'0E' and X'0F' are special control characters (shift-out and shift-in) for EBCDIC data.

The NOGRAPHIC option permits the use of X'0E' and X'0F' in a string, but not as control characters.

GRAPHIC and NOGRAPHIC are mutually exclusive options.

The default is in the field MIXED DATA on the Application Programming Defaults Panel 1 when DB2 is installed.
SQL preprocessor options

**INCONLY**
The INCONLY option specifies that the SQL preprocessor should process only EXEC SQL INCLUDE statements. No code is generated by the SQL preprocessor when this option is in effect.

The NOINCONLY option specifies that the SQL preprocessor should process all statements and not only EXEC SQL INCLUDE statements.

When you specify the INCONLY option, the compiler does not produce the SQL options listing, because all other options are ignored under INCONLY.

The INCONLY option and the NOINCONLY option are mutually exclusive.

For compatibility, the default is NOINCONLY.
**LEVEL**
The LEVEL option defines the level of a module.

```
LEVEL (aaaa)
```

**ABBREVIATION: L**

`aaaa`
is any alphanumeric value of up to seven characters.

You can omit the suboption `aaaa`. The resulting consistency token is blank.

This option is not recommended for general use, and the DSNH CLIST and the DB2I panels do not support it.
NOFOR
In static SQL, NOFOR eliminates the need for the FOR UPDATE of FOR UPDATE
OF clause in DECLARE CURSOR statements.

When you use NOFOR, your program can make positioned updates to any
columns that the program has DB2 authority to update.

When you do not use NOFOR, if you want to make positioned updates to any
columns that the program has DB2 authority to update, you need to specify FOR
UPDATE with no column list in your DECLARE CURSOR statements. The FOR
UPDATE clause with no column list applies to static or dynamic SQL statements.

Whether you use or do not use NOFOR, you can specify FOR UPDATE OF with a
column list to restrict updates to only the columns named in the clause and specify
the acquisition of update locks.

You imply NOFOR when you use the option STDSQL(YES).

If the resulting DBRM is very large, you might need extra storage when you
specify NOFOR or use the FOR UPDATE clause with no column list.
SQL preprocessor options

**SQL**
The SQL option indicates whether the source contains SQL statements other than those recognized by DB2 for z/OS.

```
SQL( )
```

**DB2**
means to interpret SQL statements and check syntax for use by DB2 for z/OS. SQL(DB2) is recommended when the database server is DB2 for z/OS.

**ALL**
indicates that the SQL statements in the program are not necessarily for DB2 for z/OS. SQL(ALL) is recommended for application programs whose SQL statements must execute on a server other than DB2 for z/OS using DRDA access.

When SQL(ALL) is specified, the SQL statement processor takes the following actions:

- The SQL statement processor accepts statements that do not conform to the DB2 syntax rules.
- The SQL statement processor interprets and processes SQL statements according to distributed relational database architecture (DRDA) rules.
- The SQL statement processor also issues an informational message if the program attempts to use IBM SQL reserved words as ordinary identifiers.
- SQL(ALL) does not affect the limits of the SQL statement processor.

The default is SQL(DB2).
**SQL preprocessor options**

**SQLFLAG**
The SQLFLAG option specifies the standard used to check the syntax of SQL statements.

```
SQLFLAG(Std(ssname, qualifier))
```

**IBM**
checks SQL statements against the syntax of IBM SQL Version 1.

**STD**
checks SQL statements against the syntax of the entry level of the ANSI/ISO SQL standard of 1992. You can also use 86 for option, as in releases before Version 7.

**ssname**
requests semantics checking, using the specified DB2 subsystem name for catalog access. If you do not specify ssname, the SQL statement processor checks only the syntax.

**qualifier**
specifies the qualifier used for flagging. If you specify a qualifier, you must always specify the ssname first. If qualifier is not specified, the default is the authorization ID of the process that started the SQL statement processor.

When statements deviate from the standard, the SQL statement processor writes informational messages (flags) to the output listing. The SQLFLAG option is independent of other SQL statement processor options, including SQL and STDSQL.
STDSQL

The STDSQL option indicates to which rules the output statements should conform.

- **NO** indicates conformance to DB2 rules.

- **YES** indicates that the precompiled SQL statements in the source program conform to certain rules of the SQL standard.

  STDSQL(YES) automatically implies the NOFOR option.

The default is in the field STD SQL LANGUAGE on the Application Programming Defaults Panel 2 when DB2 is installed.
SQL preprocessor options

**TIME**

The TIME option specifies that time output should always be returned in a particular format, regardless of the format specified as the location default. For a description of these formats, see *DB2 SQL Reference*.

```
TIME ( )
```

- ISO
- USA
- EUR
- JIS
- LOCAL

You cannot use the LOCAL option unless you have a date exit routine.

The default is in the field TIME FORMAT on the Application Programming Defaults Panel 2 when DB2 is installed.
VERSION
The VERSION option defines the version identifier of a package, program, and the resulting DBRM.

VERSION (aaa)

When you specify VERSION, the SQL statement processor creates a version identifier in the program and DBRM. This affects the size of the load module and DBRM. DB2 uses the version identifier when you bind the DBRM to a plan or package.

If you do not specify a version at precompile time, then an empty string is the default version identifier.

If you specify AUTO, the SQL statement processor uses the consistency token to generate the version identifier. If the consistency token is a timestamp, the timestamp is converted into ISO character format and used as the version identifier. The timestamp used is based on the System/370 Store Clock value.

When you compile your PL/I program against a DB2 V9 (or later) database the options provided in the listing are divided into the following two categories:

SQL Preprocessor Options Used
A list of the PL/I SQL preprocessor options that were in effect at the time of the compile.

DB2 for z/OS Coprocessor Options used
A list of the DB2 for z/OS Coprocessor options that were in effect at the time of the compile. See DB2 UDB for z/OS Application Programming and SQL Guide for information about how they are determined.
SQL preprocessor options

**XREF**
The (NO)XREF option determines whether a cross-reference table of names that are used in SQL statements is included in the compiler listing.

When the XREF option is specified, the compiler listing includes a cross-reference table that includes the following items:

- The names that are used in SQL statements
- The numbers of the statements in which the names are declared or referenced

When the NOXREF option is specified, the compiler listing does not include the cross-reference table of names that are used in SQL statement.

The use of the XREF SQL preprocessor option requires DB2 for z/OS V10 or later.

The default is NOXREF.
Coding SQL statements in PL/I applications

You can code SQL statements in your PL/I applications using the language defined in DB2 UDB for z/OS SQL Reference. Specific requirements for your SQL code are described in the sections that follow.

Defining the SQL communications area

A PL/I program that contains SQL statements must include either an SQLCODE variable (if the STDSQL(86) preprocessor option is used) or an SQL communications area (SQLCA). As shown in Figure 5, part of an SQLCA consists of an SQLCODE variable and an SQLSTATE variable.

- The SQLCODE value is set by the Database Services after each SQL statement is executed. An application can check the SQLCODE value to determine whether the last SQL statement was successful.
- The SQLSTATE variable can be used as an alternative to the SQLCODE variable when analyzing the result of an SQL statement. Like the SQLCODE variable, the SQLSTATE variable is set by the Database Services after each SQL statement is executed.

The SQLCA declaration should be included by using the EXEC SQL INCLUDE statement:

```
exec sql include sqlca;
```

The SQLCA structure must not be defined within an SQL declare section. The scope of the SQLCODE and SQLSTATE declarations must include the scope of all SQL statements in the program.

```
Dcl
  1 sqlca,
    2 sqlcaid char(8), /* Eyecatcher = 'SQLCA ' */
    2 sqlcabc fixed binary(31), /* SQLCA size in bytes = 136 */
    2 sqlcode fixed binary(31), /* SQL return code */
    2 sqlerrmc char(70) var, /* Error message tokens */
    2 sqlerrp char(8), /* Diagnostic information */
    2 sqlerrd(0:5) fixed binary(31), /* Diagnostic information */
    2 sqlwarn, /* Warning flags */
      3 sqlwarn0 char(1),
      3 sqlwarn1 char(1),
      3 sqlwarn2 char(1),
      3 sqlwarn3 char(1),
      3 sqlwarn4 char(1),
      3 sqlwarn5 char(1),
      3 sqlwarn6 char(1),
      3 sqlwarn7 char(1),
    2 sqlext,
      3 sqlwarn8 char(1),
      3 sqlwarn9 char(1),
      3 sqlwarna char(1),
    3 sqlstate char(5); /* State corresponding to SQLCODE */
```

Figure 5. The PL/I declaration of SQLCA

Defining SQL descriptor areas

The following statements require an SQLDA:

- `PREPARE statement-name INTO descriptor-name FROM host-variable`
- `EXECUTE...USING DESCRIPTOR descriptor-name`
- `FETCH...USING DESCRIPTOR descriptor-name`
- `OPEN...USING DESCRIPTOR descriptor-name`
Coding SQL statements in PL/I applications

DESCRIBE statement-name INTO descriptor-name

Unlike the SQLCA, there can be more than one SQLDA in a program, and an SQLDA can have any valid name. An SQLDA should be included by using the EXEC SQL INCLUDE statement:

    exec sql include sqlda;

The SQLDA must not be defined within an SQL declare section.

Dcl
  1 Sqlda based(Sqldaptr),
      2 sqldaid  char(8),       /* Eye catcher = 'SQLDA ' */
      2 sqldabc fixed binary(31), /* SQLDA size in bytes=16+44*SQLN*/
      2 sqln   fixed binary(15), /* Number of SQLVAR elements*/
      2 sqld   fixed binary(15), /* # of used SQLVAR elements*/
      2 sqlvar(Sqlnsize refer(sqln)), /* Variable Description */
      3 sqln2   fixed binary(15), /* Variable data type */
      3 sqllen fixed binary(15), /* Variable data length */
      3 sqld2   fixed binary(15), /* # of used SQLVAR elements*/
      2 sqlvar2(Sqlnsize refer(sqln2)), /* Variable Description */
      3 sqlbigen,
      4 sqllongl fixed binary(31),
      4 sqlrsvdl fixed binary(31),
      3 sqldatal pointer,
      3 sqltname char(30) var ; /* Variable Name */

Dcl
  1 Sqlda2 based(Sqldaptr),
      2 sqldaid2 char(8),        /* Eye catcher = 'SQLDA ' */
      2 sqldabc2 fixed binary(31), /* SQLDA size in bytes=16+44*SQLN*/
      2 sqln2 fixed binary(15), /* Number of SQLVAR elements*/
      2 sqld2 fixed binary(15), /* # of used SQLVAR elements*/
      2 sqlvar2(Sqlnsize refer(sqln2)), /* Variable Description */
      3 sqlbigen,
      4 sqllongl fixed binary(31),
      4 sqlrsvdl fixed binary(31),
      3 sqldatal pointer,
      3 sqltname char(30) var;

dcl Sqlsize fixed binary(15);    /* number of sqlvars (sqln) */
dcl Sqldaptr pointer;
dcl Sqltripled char(1) value('3');
dcl Sqldoubled char(1) value('2');
dcl Sqlsingled char(1) value('1');

Figure 6. The PL/I declaration of an SQL descriptor area

Embedding SQL statements

The first statement of your program must be a PROCEDURE or a PACKAGE statement. You can add SQL statements to your program wherever executable statements can appear. Each SQL statement must begin with EXEC (or EXECUTE) SQL and end with a semicolon (;).

For example, an UPDATE statement might be coded as follows:

    exec sql update DSN8710.DEPT
        set Mgrno = :Mgr_Num
        where Deptno = :Int_Dept;

Comments: In addition to SQL statements, comments can be included in embedded SQL statements wherever a blank is allowed.

SQL style comments ('--') are supported when embedded in SQL statements.
Coding SQL statements in PL/I applications

**Continuation for SQL statements:** The line continuation rules for SQL statements are the same as those for other PL/I statements.

**Including code:** SQL statements or PL/I host variable declaration statements can be included by placing the following SQL statement in the source code. Place it at the point where the statements are to be embedded.

```pli
exec sql include member;
```

**Margins:** SQL statements must be coded in columns $m$ through $n$ where $m$ and $n$ are specified in the MARGINS($m$, $n$) compiler option.

**Names:** Any valid PL/I variable name can be used for a host variable. The length of a host variable name must not exceed the value $n$ specified in the LIMITS(NAME($n$)) compiler option.

**Statement labels:** With the exception of the END DECLARE SECTION statement, and the INCLUDE text-file-name statement, executable SQL statements, like PL/I statements, can have a label prefix.

**WHENEVER statement:** The target for the GOTO clause in an SQL WHENEVER statement must be a label in the PL/I source code and must be within the scope of any SQL statements affected by the WHENEVER statement.

**Using host variables**
All host variables used in SQL statements must be explicitly declared, and all host variables within an SQL statement must be preceded by a colon (:).

Subscripts must not be used in host variable references.

The following topics describe the details of using host variables:

- “Using arrays as host variables”
- “Declaring host variables”
- “Determining equivalent SQL and PL/I data types” on page 200
- “Determining compatibility of SQL and PL/I data types” on page 203

**Using arrays as host variables:** You can use an array as a host variable only in the following two ways:

- As an array of indicator variables for a host structure
- As an array of host variables when used in any of the following statements:
  - A FETCH statement for a multiple row fetch
  - An INSERT statement with a multiple row insert
  - A multiple row MERGE statement

All such arrays must be one-dimensional, have the CONNECTED attribute, and have constant bounds.

All other use of arrays as host variables is invalid.

**Declaring host variables:** Host variable declarations can be made at the same place as regular PL/I variable declarations.

Only a subset of valid PL/I declarations are recognized as valid host variable declarations. The preprocessor does not use the data attribute defaults specified in
Coding SQL statements in PL/I applications

the PL/I DEFAULT statement. If the declaration for a variable is not recognized, any statement that references the variable might result in the message:
'The host variable token ID is not valid'

Only the names and data attributes of the variables are used by the preprocessor; the alignment, scope, and storage attributes are ignored.

Declaring scalar host variables: You must declare a scalar host variable with one of the following data attributes:

CHARACTER, GRAPHIC, or WIDECHAR
Host variables that are declared with the CHARACTER, GRAPHIC, or WIDECHAR attribute are called string host variables. The following restrictions apply to them:
• A string host variable must be either NONVARYING or VARYING attribute.
• If it has the VARYING attribute, it must have the NATIVE attribute.

FIXED BIN, FIXED DEC, or FLOAT
Host variables that are declared with the FIXED BIN, FIXED DEC, or FLOAT attribute are called numeric host variables. The following restrictions apply to them:
• A numeric host variable must have the REAL attribute.
• If it has FIXED BIN(p,s), it must have the SIGNED NATIVE attribute, a zero scale factor, and a precision greater than seven.
• If it has FIXED BIN(p,s), it must have a non-negative scale factor that is smaller than its precision.
• If it has FLOAT DEC, it must have a precision that is less than 17 unless the FLOAT(DFP) option is in effect.
• If it has FLOAT BIN, it must have a precision that is less than 54.

SQL TYPE
Host variables that are declared with the SQL TYPE attribute are called SQL TYPE host variables. The attribute specification must conform to one of the following syntax diagrams:

BINARY

VARBINARY

Result set locator

ROWID

Table locator
**Coding SQL statements in PL/I applications**

LOB file reference

```
SQL TYPE IS TABLE LIKE "table-name" AS LOCATOR
```

LOB locator

```
SQL TYPE IS BLOB_FILE
  CLOB_FILE
  DBCLOB_FILE
```

LOB variable

```
SQL TYPE IS BLOB (length)
  CLOB
  DBCLOB

BLOB
You can also use BINARY LARGE OBJECT as an alternative for BLOB.

CLOB
You can also use either CHARACTER LARGE OBJECT or CHAR LARGE OBJECT as an alternative for CLOB.
```

XML LOB variable

```
SQL TYPE IS XML AS BLOB (length)
  CLOB
  DBCLOB

BLOB
You can also use BINARY LARGE OBJECT as an alternative for BLOB.

CLOB
You can also use either CHARACTER LARGE OBJECT or CHAR LARGE OBJECT as an alternative for CLOB.
```

XML file reference

```
SQL TYPE IS XML AS BLOB_FILE
  CLOB_FILE
  DBCLOB_FILE
```

The following constant declarations are generated by the SQL preprocessor. You can use them to set the file option variable when you use the file reference host variables:
Coding SQL statements in PL/I applications

DCL SQL_FILE_READ FIXED BIN(31) VALUE(2);
DCL SQL_FILE_CREATE FIXED BIN(31) VALUE(8);
DCL SQL_FILE_OVERWRITE FIXED BIN(31) VALUE(16);
DCL SQL_FILE_APPEND FIXED BIN(31) VALUE(32);

Determining equivalent SQL and PL/I data types: The base SQLTYPE and SQLLEN of host variables are determined according to Table 8 and Table 9 on page 201. If a host variable appears with an indicator variable, the SQLTYPE is the base SQLTYPE plus one.

To determine the PL/I data type that is equivalent to a given SQL data type, you can use Table 10 on page 202 and Table 11 on page 203.

<table>
<thead>
<tr>
<th>PL/I Data Type</th>
<th>SQLTYPE of Host Variable</th>
<th>SQLLEN of Host Variable</th>
<th>SQL Data Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIN FIXED(p), 7 &lt; p &lt;= 15</td>
<td>500</td>
<td>2</td>
<td>SMALLINT</td>
</tr>
<tr>
<td>BIN FIXED(p), 15 &lt; p &lt;= 31</td>
<td>496</td>
<td>4</td>
<td>INTEGER</td>
</tr>
<tr>
<td>BIN FIXED(p), 31 &lt; p &lt;= 63</td>
<td>492</td>
<td>8</td>
<td>BIGINT</td>
</tr>
<tr>
<td>DEC FIXED(p,s) 0&lt;=p&lt;=15 and 0&lt;s&lt;=p</td>
<td>484</td>
<td>p (byte 1) s (byte 2)</td>
<td>DECIMAL(p,s)</td>
</tr>
<tr>
<td>BIN FLOAT(p), 1 ≤ p ≤ 21</td>
<td>480</td>
<td>4</td>
<td>REAL or FLOAT(n) 1&lt;=n&lt;=21</td>
</tr>
<tr>
<td>BIN FLOAT(p), 22 ≤ p ≤ 53</td>
<td>480</td>
<td>8</td>
<td>DOUBLE PRECISION or FLOAT(n) 22&lt;=n&lt;=53</td>
</tr>
</tbody>
</table>

Under FLOAT(NODFP):
- DEC FLOAT(p), 1 ≤ p ≤ 6          | 480                       | 4                        | FLOAT (single precision) |
- DEC FLOAT(p), 7 ≤ p ≤ 16        | 480                       | 8                        | FLOAT (double precision) |

Under FLOAT(DFP):
- DEC FLOAT(p), 1 ≤ p ≤ 7          | 996                       | 4                        | DECFLOAT (single precision) |
- DEC FLOAT(p), >7 ≤ p ≤ 16        | 996                       | 8                        | DECFLOAT (double precision) |
- DEC FLOAT(p), >16 ≤ p ≤ 34       | 996                       | 16                       | DECFLOAT (extended decimal) |

CHAR(n),                   | 452                       | n                        | CHAR(n)            |
CHAR(n) VARYING, 1 ≤ n ≤ 255 | 448                       | n                        | VARCHAR(n)         |
CHAR(n) VARYING, n > 255    | 456                       | n                        | VARCHAR(n)         |
GRAPHIC(n), 1 ≤ n ≤ 127     | 468                       | n                        | GRAPHIC(n)         |
GRAPHIC(n) VARYING, 1 ≤ n ≤ 2000 | 464                       | n                        | VARGRAPHIC(n)      |
GRAPHIC(n) VARYING, n > 2000 | 472                       | n                        | LONG VARGRAPHIC    |
### Table 9. SQL data types generated from SQL TYPE declarations

<table>
<thead>
<tr>
<th>PL/I Data Type</th>
<th>SQLTYPE of Host Variable</th>
<th>SQLLEN of Host Variable</th>
<th>SQL Data Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>SQL TYPE IS BLOB(n) 1&lt;n&lt;2147483647</td>
<td>404</td>
<td>n</td>
<td>BLOB(n)</td>
</tr>
<tr>
<td>SQL TYPE IS CLOB(n) 1&lt;n&lt;2147483647</td>
<td>408</td>
<td>n</td>
<td>CLOB(n)</td>
</tr>
<tr>
<td>SQL TYPE IS DBCLOB(n) 1&lt;n&lt;1073741823 (2)</td>
<td>412</td>
<td>n</td>
<td>DBCLOB(n) (2)</td>
</tr>
<tr>
<td>SQL TYPE IS ROWID</td>
<td>904</td>
<td>40</td>
<td>ROWID</td>
</tr>
<tr>
<td>SQL TYPE IS VARBINARY(n) 1&lt;n&lt;32704</td>
<td>908</td>
<td>n</td>
<td>VARBINARY(n)</td>
</tr>
<tr>
<td>SQL TYPE IS BINARY(n) 1&lt;n&lt;255</td>
<td>912</td>
<td>n</td>
<td>BINARY(n)</td>
</tr>
<tr>
<td>SQL TYPE IS BLOB_FILE</td>
<td>916</td>
<td>267</td>
<td>BLOB File Reference (1)</td>
</tr>
<tr>
<td>SQL TYPE IS CLOB_FILE</td>
<td>920</td>
<td>267</td>
<td>CLOB File Reference (1)</td>
</tr>
<tr>
<td>SQL TYPE IS DBCLOB_FILE</td>
<td>924</td>
<td>267</td>
<td>DBCLOB File Reference (1)</td>
</tr>
<tr>
<td>SQL TYPE IS BLOB_LOCATOR</td>
<td>960</td>
<td>4</td>
<td>BLOB Locator (1)</td>
</tr>
<tr>
<td>SQL TYPE IS CLOB_LOCATOR</td>
<td>964</td>
<td>4</td>
<td>CLOB Locator (1)</td>
</tr>
<tr>
<td>SQL TYPE IS DBCLOB_LOCATOR</td>
<td>968</td>
<td>4</td>
<td>DBCLOB Locator (1)</td>
</tr>
<tr>
<td>SQL TYPE IS RESULT_SET_LOCATOR</td>
<td>972</td>
<td>4</td>
<td>Result Set Locator</td>
</tr>
<tr>
<td>SQL TYPE IS TABLE LIKE table-name AS LOCATOR</td>
<td>976</td>
<td>4</td>
<td>Table Locator (1)</td>
</tr>
</tbody>
</table>

**Note:**
1. Do not use this data type as a column type.
2. $n$ is the number of double-byte characters.
Table 10. SQL data types mapped to PL/I declarations

<table>
<thead>
<tr>
<th>SQL Data Type</th>
<th>PL/I Equivalent</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>SMALLINT</td>
<td>BIN FIXED(15)</td>
<td></td>
</tr>
<tr>
<td>INTEGER</td>
<td>BIN FIXED(31)</td>
<td></td>
</tr>
<tr>
<td>BIGINT</td>
<td>BIN FIXED(63)</td>
<td></td>
</tr>
<tr>
<td>DECIMAL(p,s)</td>
<td>DEC FIXED(p) or</td>
<td>( p = \text{precision} ) and ( s = \text{scale} ); ( 1 \leq p \leq 31 ) and ( 0 \leq s \leq p )</td>
</tr>
<tr>
<td>Under FLOAT(NODFP):</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REAL or FLOAT(n)</td>
<td>BIN FLOAT(p) or</td>
<td>( 1 \leq p \leq 21 ) and ( 1 \leq m \leq 6 )</td>
</tr>
<tr>
<td>DOUBLE PRECISION,</td>
<td>DEC FLOAT(m)</td>
<td></td>
</tr>
<tr>
<td>DOUBLE, or FLOAT(n)</td>
<td>BIN FLOAT(p) or</td>
<td>( 22 \leq p \leq 53 ) and ( 7 \leq m \leq 16 )</td>
</tr>
<tr>
<td>Under FLOAT(DFP):</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DECFLOAT</td>
<td>DEC FLOAT(m)</td>
<td>Short Decimal Float</td>
</tr>
<tr>
<td></td>
<td></td>
<td>( 1 \leq m \leq 7 )</td>
</tr>
<tr>
<td>DECFLOAT</td>
<td>DEC FLOAT(m)</td>
<td>Long Decimal Float</td>
</tr>
<tr>
<td></td>
<td></td>
<td>( 7 \leq m \leq 16 )</td>
</tr>
<tr>
<td>DECFLOAT</td>
<td>DEC FLOAT(m)</td>
<td>Extended Decimal Float</td>
</tr>
<tr>
<td></td>
<td></td>
<td>( 16 \leq m \leq 34 )</td>
</tr>
<tr>
<td>CHAR(n)</td>
<td>CHAR(n)</td>
<td>( 1 \leq n \leq 32767 )</td>
</tr>
<tr>
<td>VARCHAR(n)</td>
<td>CHAR(n) VAR</td>
<td></td>
</tr>
<tr>
<td>GRAPHIC(n)</td>
<td>GRAPHIC(n)</td>
<td>( n ) is a positive integer from 1 to 127 that refers to the number of double-byte characters, not to the number of bytes</td>
</tr>
<tr>
<td>VARGRAPHIC(n)</td>
<td>GRAPHIC(n) VAR</td>
<td>( n ) is a positive integer that refers to the number of double-byte characters, not to the number of bytes; ( 1 \leq n \leq 2000 )</td>
</tr>
<tr>
<td>LONG VARGRAPHIC</td>
<td>GRAPHIC(n) VAR</td>
<td>( n &gt; 2000 )</td>
</tr>
<tr>
<td>DATE</td>
<td>CHAR(n)</td>
<td>( n ) must be at least 10</td>
</tr>
<tr>
<td>TIME</td>
<td>CHAR(n)</td>
<td>( n ) must be at least 8</td>
</tr>
<tr>
<td>TIMESTAMP</td>
<td>CHAR(n)</td>
<td>( n ) must be at least 26</td>
</tr>
</tbody>
</table>
Table 11. SQL data types mapped to SQL TYPE declarations

<table>
<thead>
<tr>
<th>SQL Data Type</th>
<th>PL/I Equivalent</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Result set locator</td>
<td>SQL TYPE IS RESULT_SET_LOCATOR</td>
<td>Use this data type only for receiving result sets. Do not use this data type as a column type.</td>
</tr>
<tr>
<td>Table locator</td>
<td>SQL TYPE IS TABLE LIKE table-name AS LOCATOR</td>
<td>Use this data type only in a user-defined function or stored procedure to receive rows of a transition table. Do not use this data type as a column type.</td>
</tr>
<tr>
<td>BLOB locator</td>
<td>SQL TYPE IS BLOB_LOCATOR</td>
<td>Use this data type only to manipulate data in BLOB columns. Do not use this data type as a column type.</td>
</tr>
<tr>
<td>CLOB locator</td>
<td>SQL TYPE IS CLOB_LOCATOR</td>
<td>Use this data type only to manipulate data in CLOB columns. Do not use this data type as a column type.</td>
</tr>
<tr>
<td>DBCLOB locator</td>
<td>SQL TYPE IS DBCLOB_LOCATOR</td>
<td>Use this data type only to manipulate data in DBCLOB columns. Do not use this data type as a column type.</td>
</tr>
<tr>
<td>BLOB file reference</td>
<td>SQL TYPE IS BLOB_FILE</td>
<td>Use this data type only as a reference to a BLOB file. Do not use this data type as a column type.</td>
</tr>
<tr>
<td>CLOB file reference</td>
<td>SQL TYPE IS CLOB_FILE</td>
<td>Use this data type only as a reference to a CLOB file. Do not use this data type as a column type.</td>
</tr>
<tr>
<td>DBCLOB file reference</td>
<td>SQL TYPE IS DBCLOB_FILE</td>
<td>Use this data type only as a reference to a DBCLOB file. Do not use this data type as a column type.</td>
</tr>
<tr>
<td>BLOB(n)</td>
<td>SQL TYPE IS BLOB(n)</td>
<td>1&lt;n&lt;2147483647</td>
</tr>
<tr>
<td>CLOB(n)</td>
<td>SQL TYPE IS CLOB(n)</td>
<td>1&lt;n&lt;2147483647</td>
</tr>
<tr>
<td>DBCLOB(n)</td>
<td>SQL TYPE IS DBCLOB(n)</td>
<td>n is the number of double-byte characters. 1&lt;n&lt;1073741823</td>
</tr>
<tr>
<td>ROWID</td>
<td>SQL TYPE IS ROWID</td>
<td></td>
</tr>
<tr>
<td>XML AS</td>
<td>SQL TYPE IS XML AS ...</td>
<td>Used to describe an XML version of a BLOB, CLOB, DBCLOB, BLOB_FILE, CLOB_FILE, or DBCLOB_FILE</td>
</tr>
</tbody>
</table>

Determining compatibility of SQL and PL/I data types: PL/I host variables in SQL statements must be type compatible with the columns which use them:

- Numeric data types are compatible with each other. A SMALLINT, INTEGER, DECIMAL, or FLOAT column is compatible with a PL/I host variable of BIN FIXED(15), BIN FIXED(31), DECIMAL(p,s), BIN FLOAT(n) where n is from 22 to 53, or DEC FLOAT(m) where m is from 7 to 16.
- Character data types are compatible with each other. A CHAR or VARCHAR column is compatible with a fixed-length or varying-length PL/I character host variable.
- Datetime data types are compatible with character host variables. A DATE, TIME, or TIMESTAMP column is compatible with a fixed-length or varying-length PL/I character host variable.

When necessary, the Database Manager automatically converts a fixed-length character string to a varying-length string or a varying-length string to a fixed-length character string.
Using host structures

Using host structures
A PL/I host structure name can be a structure name with members that are not structures or unions. For example:

```pli
dcl 1 A,
   2 B,
   3 C1 char(...),
   3 C2 char(...);
```

In this example, B is the name of a host structure consisting of the scalars C1 and C2.

Host structures are limited to two levels. A host structure can be thought of as a named collection of host variables.

Each leaf element of a host structure must have one of the following valid host data attributes as discussed in [Declaring host variables](#) on page 197:
- CHARACTER, GRAPHIC, or WIDECHAR
- FIXED BIN, FIXED DEC, or FLOAT
- SQL TYPE

Using indicator variables
An indicator variable is a two-byte integer (BIN FIXED(15)). On retrieval, an indicator variable is used to show whether its associated host variable has been assigned a null value. On assignment to a column, a negative indicator variable is used to indicate that a null value should be assigned.

Indicator variables are declared in the same way as host variables and the declarations of the two can be mixed in any way that seems appropriate to the programmer.

The SQL Preprocessor does not require that indicator arrays have a lower bound of one.

An indicator variable must have the attribute REAL NATIVE SIGNED FIXED BIN(15).

Given the statement:
```pli
exec sql fetch C1s_Cursor into :Cls_Cd,
   :Day :Day_Ind,
   :Bgn :Bgn_Ind,
   :End :End_Ind;
```

Variables can be declared as follows:
```pli
exec sql begin declare section;
dcl C1s_Cd char(7);
dcl Day bin fixed(15);
dcl Bgn char(8);
dcl End char(8);
dcl (Day_Ind, Bgn_Ind, End_Ind) bin fixed(15);
exec sql end declare section;
```

Host structure example
The following example shows the declaration of a host structure and an indicator array followed by an SQL statement that could be used to retrieve the data into the host structure:
Host structure example

dcl 1 games,
    5 sunday,
    10 opponents char(30),
    10 gtime char(10),
    10 tv char(6),
    10 comments char(120) var;
dcl indicator(4) fixed bin (15);

exec sql
    fetch cursor_a
    into :games.sunday:indicator;

General information on LOBs

LOBS, CLOBS, and BLOBs can be as large as 2,147,483,647 bytes long (2 Gigabytes). Double Byte CLOBS can be 1,073,741,823 characters long (1 Gigabyte).

Note: Under CMPAT(V1), the size of a BLOB, CLOB, or DBCLOB must not exceed 32767 KB.

Suppressing SQL preprocessor messages

You can use the IBM supplied compiler user exit (IBMUEXIT) to suppress a message or to change the severity of a message. See “Example of suppressing SQL messages” on page 533 for an example of suppressing the preprocessor messages by modifying the user exit.

CICS Preprocessor

You can use EXEC CICS statements in PL/I applications that run as transactions under CICS.

If you do not specify the PP(CICS) option, EXEC CICS statements are parsed and variable references in them are validated. If they are correct, no messages are issued as long as the NOCOMPILE option is in effect. If you do not invoke the CICS translator and the COMPILE option is in effect, the compiler will issue S-level messages.

The compiler will invoke the CICS preprocessor if you specify the CICS suboption of the PP option. For compatibility, it will also invoke the CICS preprocessor if the compiler sees any of these options: CICS, XOPT or XOPTS. However, you should not specify one of these options and also the PP(CICS) options.

Programming and compilation considerations

When you are developing programs for execution under CICS, all the EXEC CICS commands must be translated in one of two ways:

• by the command language translator provided by CICS in a job step prior to the PL/I compilation
• by the PL/I CICS preprocessor as part of the PL/I compilation (this requires CICS TS 2.2 or later)

To use the CICS preprocessor, you must also specify the PP(CICS) compile-time option.

Unless you specify CICS as one of the suboptions of the PP(CICS) option, the compiler will flag any EXEC CICS statements in the source. Similarly, it will flag
Programming and compilation considerations

any EXEC CPSM or EXEC DLI statements if you do not specify CPSM or DLI respectively as a suboption of the PP(CICS) option.

If your CICS program is a MAIN procedure, you must also compile it with the SYSTEM(CICS) or the SYSTEM(MVS) option. If compiled with SYSTEM(MVS), the PTFs for runtime APAR PQ91318 must be applied. NOEXECOPS is implied with this option and all parameters passed to the MAIN procedure must be POINTERS. For a description of the SYSTEM compile-time option, see “SYSTEM” on page 137.

If your want your CICS program to be reentrant and if your program uses FILEs or CONTROLLED variables, then you must compile it with the NOWRITABLE as well.

If your CICS program includes any files or uses any macros that contain EXEC CICS statements, you must also run the MACRO preprocessor before your code is translated (in either of the ways described above). If you are using the CICS preprocessor, you can specify this with one PP option as illustrated in the following example:

```plaintext
pp (macro(...) cics(...) )
```

The CICS preprocessor will add a set of declares for CICS variables and APIs to all non-nested procedures. Consequently, it keeps tracks of all statements that require a matching END statement, and if some of these statements are missing or incorrect, the preprocessor may be misled and not insert these declares. The preprocessor will also terminate with a severe message if such statements are nested more than 150 deep.

Finally, in order to use the CICS preprocessor, you must have the CICS SDFHLOAD dataset as part of the STEPLIB DD for the PL/I compiler.

CICS preprocessor options

There are many options supported by CICS translator. For a description of these options, see the CICS Application Programming Guide.

Note that these options should be enclosed in quotes (single or double, as long as they match). For instance, to invoke the CICS preprocessor with the EDF option, you should specify the option PP(CICS("EDF")).

Coding CICS statements in PL/I applications

You can code CICS statements in your PL/I applications using the language defined in CICS on Open Systems Application Programming Guide. Specific requirements for your CICS code are described in the sections that follow.

Embedding CICS statements

If you use the CICS translator, rather than the integrated preprocessor, then the first statement of your PL/I program must be a PROCEDURE statement. You can add CICS statements to your program wherever executable statements can appear. Each CICS statement must begin with EXEC (or EXECUTE) CICS and end with a semicolon (;).

For example, the GETMAIN statement might be coded as follows:

```plaintext
EXEC CICS GETMAIN SET(BLK_PTR) LENGTH(STG(BLK));
```

Comments: In addition to the CICS statements, PL/I comments can be included in embedded CICS statements wherever a blank is allowed.
Coding CICS statements in PL/I applications

Continuation for CICS statements: Line continuation rules for CICS statements are the same as those for other PL/I statements.

Including code: If included code contains EXEC CICS statements or your program uses PL/I macros that generate EXEC CICS statements, you must use one of the following:
- The MACRO compile-time option
- The MACRO option of the PP option (before the CICS option of the PP option)

Margins: CICS statements must be coded within the columns specified in the MARGINS compile-time option.

Statement labels: EXEC CICS statements, like PL/I statements, can have a label prefix.

Writing CICS transactions in PL/I

You can use PL/I with CICS facilities to write application programs (transactions) for CICS subsystems. If you do this, CICS provides facilities to the PL/I program that would normally be provided directly by the operating system. These facilities include most data management facilities and all job and task management facilities.

You must observe the following restrictions on PL/I CICS programs:
- Macro-level CICS is not supported.
- PL/I input or output cannot be used except for:
  - PUT FILE(SYSPRINT)
  - DISPLAY
  - CALL PLIDUMP
- The PLISR Tx built-in subroutines cannot be used.
- Routines written in a language other than PL/I cannot be called from a PL/I CICS program if those routines contain their own EXEC CICS statements. If you want to communicate with a non-PL/I program that contains EXEC CICS statements, you must use EXEC CICS LINK or EXEC CICS XCTL to do so.

Although PUT FILE(SYSPRINT) is permitted under CICS, you should generally not use it in production programs as it will degrade performance.

Since the CICS EIB address is only generated by either the CICS translator or the PL/I CICS preprocessor for an OPTIONS(MAIN) program, it is the user’s responsibility to establish the addressability to the EIB for the OPTIONS(FETCHABLE) routine.

Addressability can be achieved either by using this command:
EXEC CICS ADDRESS EIB(DFHEIPTR)

or by passing the EIB address as an argument to the CALL statement that invokes the external procedure.

Error-handling

Language Environment prohibits the use of the following EXEC CICS commands in any PL/I ON-unit or in any code called from a PL/I ON-unit.
- EXEC CICS ABEND
- EXEC CICS HANDLE AID
Error-handling

- EXEC CICS HANDLE ABEND
- EXEC CICS HANDLE CONDITION
- EXEC CICS IGNORE CONDITION
- EXEC CICS POP HANDLE
- EXEC CICS PUSH HANDLE

All other EXEC CICS commands are allowed within an ON-unit. However, they must be coded using the NOHANDLE option, the RESP option, or the RESP2 option.
Chapter 3. Using PL/I cataloged procedures

This chapter describes the standard cataloged procedures supplied by IBM for use with the IBM Enterprise PL/I for z/OS compiler. It explains how to invoke them, and how to temporarily or permanently modify them. The Language Environment SCEERUN data set must be located in STEPLIB and accessible to the compiler when you use any of the cataloged procedures described in this chapter.

A cataloged procedure is a set of job control statements, stored in a library, that includes one or more EXEC statements, each of which can be followed by one or more DD statements. You can retrieve the statements by naming the cataloged procedure in the PROC parameter of an EXEC statement in the input stream.

You can use cataloged procedures to save time and reduce Job Control Language (JCL) errors. If the statements in a cataloged procedure do not match your requirements exactly, you can easily modify them or add new statements for the duration of a job. You should review these procedures and modify them to obtain the most efficient use of the facilities available and to allow for your own conventions.

IBM-supplied cataloged procedures

The PL/I cataloged procedures supplied for use with Enterprise PL/I for z/OS are:

- **IBMZC**
  Compile only
- **IBMZCB**
  Compile and bind
- **IBMZCPL**
  Compile, prelink, and link-edit
- **IBMZCBG**
  Compile, bind, and run
- **IBMZCPLG**
  Compile, prelink, link-edit, and run
- **IBMZCPG**
  Compile, prelink, load, and run

Cataloged procedures IBMZCB and IBMZCBG use features of the program management binder introduced in DFSMS/MVS® 1.4 in place of the prelinker supplied with Language Environment. These procedures produce a program object in a PDSE.

Cataloged procedures IBMZCPL, IBMZCPLG and IBMZCPG use the prelinker supplied with Language Environment and produce a load module in PDS. Use these procedures if you do not want to use a PDSE. The information in this section describes the procedure steps of the different cataloged procedures. For a description of the individual statements for compiling and link editing, see “Invoking the compiler under z/OS using JCL” on page 227 and z/OS Language Environment Programming Guide. These cataloged procedures do not include a DD statement for the input data set; you must always provide one. The example shown in Figure 7 on page 210 illustrates the JCL statements you might use to invoke the cataloged procedure IBMZCBG to compile, bind, and run a PL/I program.
Enterprise PL/I requires a minimum REGION size of 32M. Large programs require more storage. If you do not specify REGION on the EXEC statement that invokes the cataloged procedure you are running, the compiler uses the default REGION size for your site. The default size might or might not be adequate, depending on the size of your PL/I program.

If you compile your programs with optimization turned on, the REGION size (and time) required may be much, much larger.

For an example of specifying REGION on the EXEC statement, see Figure 7.

Compile only (IBMZC)

The IBMZC cataloged procedure, shown in Figure 8 on page 211 includes only one procedure step, in which the options specified for the compilation are OBJECT and OPTIONS. (IBMZPLI is the symbolic name of the compiler.) In common with the other cataloged procedures that include a compilation procedure step, IBMZC does not include a DD statement for the input data set; you must always supply an appropriate statement with the qualified ddname PLI.SYSIN.

The OBJECT compile-time option causes the compiler to place the object module, in a syntax suitable for input to the linkage editor, in the standard data set defined by the DD statement with the name SYSLIN. This statement defines a temporary data set named &&LOADSET on a sequential device; if you want to retain the object module after the end of your job, you must substitute a permanent name for &&LOADSET (that is, a name that does not start with &&) and specify KEEP in the appropriate DISP parameter for the last procedure step that used the data set. You can do this by providing your own SYSLIN DD statement, as shown below. The data set name and disposition parameters on this statement will override those on the IBMZC procedure SYSLIN DD statement. In this example, the compile step is the only step in the job.

```
//PLICOMP EXEC IBMZC
//PLI.SYSLIN DD DSN=MYPROG,DISP=SHR
//PLI.SYSIN DD ...
```

The term MOD in the DISP parameter in Figure 8 on page 211 allows the compiler to place more than one object module in the data set, and PASS ensures that the data set is available to a later procedure step providing a corresponding DD statement is included there.
The SYSLIN SPACE parameter allows an initial allocation of 1 cylinder and, if necessary, 15 further allocations of 1 cylinder (a total of 16 cylinders).

---

```
//IBMZC       PROC LNGPRFX='IBMZ.V3R9M0',LIBPRFX='CEE',
            // SYSLBLK=3200
            //
            //****************************************************************************** *
            //** LICENSED MATERIALS - PROPERTY OF IBM                                           *
            //**                                                                       *
            //** 5655-H31 (C) COPYRIGHT IBM CORP. 1999, 2009                                *
            //** ALL RIGHTS RESERVED.                                                        *
            //**                                                                       *
            //** US GOVERNMENT USERS RESTRICTED RIGHTS - USE,                            *
            //** DUPLICATION OR DISCLOSURE RESTRICTED BY GSA                              *
            //** ADP SCHEDULE CONTRACT WITH IBM CORP.                                      *
            //**                                                                       *
            //****************************************************************************** *

            //****************************************************************************** *
            //** IBM ENTERPRISE PL/I FOR Z/OS                                             *
            //** VERSION 3 RELEASE 9 MODIFICATION 0                                       *
            //****************************************************************************** *
            //** COMPILE A PL/I PROGRAM                                                    *
            //****************************************************************************** *
            //** PARAMETER DEFAULT VALUE USAGE                                              *
            //** LNGPRFX  IBMZ.V3R9M0  PREFIX FOR LANGUAGE DATA SET NAMES                  *
            //** LIBPRFX   CEE     PREFIX FOR LIBRARY DATA SET NAMES                        *
            //** SYSLBLK   3200   BLKSIZE FOR OBJECT DATA SET                               *
            //****************************************************************************** *
            //** USER MUST SUPPLY //PLI.SYSIN DD STATEMENT THAT IDENTIFIES                 *
            //** LOCATION OF COMPILER INPUT                                                *
            //****************************************************************************** *

            //****************************************************************************** *
            //** COMPILE STEP                                                             *
            //****************************************************************************** *
            //PLI         EXEC PGM=IBMZPLI,PARM='OBJECT,OPTIONS'
            //STEPLIB     DD DSN=&LNGPRFX;.SIBMZCMP,DISP=SHR
            //            DD DSN=&LIBPRFX;.SCEERUN,DISP=SHR
            //SYSPRINT    DD SYSOUT=*
            //SYSUT1      DD DSN=&&SYSUT1,UNIT=SYSALLDA,
            //            SPACE=(1024,(200,50),,CONTIG,ROUND),DCB=BLKSIZE=1024
```

Figure 8. Cataloged Procedure IBMZC

Compile and bind (IBMZCB)

The IBMZCB cataloged procedure, shown in Figure 9 on page 212, includes two procedure steps: PLI, which is identical to cataloged procedure IBMZC, and BIND, which invokes the Program Management binder (symbolic name IEWBLINK) to bind the object module produced in the first procedure step.

Input data for the compilation procedure step requires the qualified ddname PLI.SYSIN. The COND parameter in the EXEC statement BIND specifies that this procedure step should be bypassed if the return code produced by the compiler is greater than 8 (that is, if a severe or unrecoverable error occurs during compilation).
The Program Management binder always places the program objects it creates in the standard data set defined by the DD statement with the name SYSLMOD. This statement in the cataloged procedure specifies a new temporary library &&GOSET, in which the program object will be placed and given the member name GO. In specifying a temporary library, the cataloged procedure assumes that you will run the program object in the same job; if you want to retain the program object, you must substitute your own statement for the DD statement with the name SYSLMOD.

```pli
//IBMZCB  PROC LNPFX='IBMZ.V3R9M0',LIBPRFX='CEE',
         SYSLBLK=3200,GOPGM=GO
/*
*******************************************************************************/
/* LICENSED MATERIALS - PROPERTY OF IBM */
/*******************************************************************************/
/* 5655-H31 (C) COPYRIGHT IBM CORP. 1999, 2009 */
/*******************************************************************************/
/* US GOVERNMENT USERS RESTRICTED RIGHTS - USE, */
/* DUPLICATION OR DISCLOSURE RESTRICTED BY GSA */
/*******************************************************************************/
/* ADP SCHEDULE CONTRACT WITH IBM CORP. */
/*******************************************************************************/
*******************************************************************************/

Figure 9. Cataloged Procedure IBMZCB

The Program Management binder always places the program objects it creates in the standard data set defined by the DD statement with the name SYSLMOD. This statement in the cataloged procedure specifies a new temporary library &&GOSET, in which the program object will be placed and given the member name GO. In specifying a temporary library, the cataloged procedure assumes that you will run the program object in the same job; if you want to retain the program object, you must substitute your own statement for the DD statement with the name SYSLMOD.
Compile, bind, and run (IBMZCBG)

The IBMZCBG cataloged procedure, shown in Figure 10, includes three procedure steps: PLI, BIND, and GO. PLI and BIND are identical to the two procedure steps of IBMZCB, and GO runs the program object created in the step BIND. The GO step is executed only if no severe or unrecoverable errors occurred in the preceding procedure steps.

Input data for the compilation procedure step should be specified in a DD statement with the name PLI.SYSIN, and for the GO step in a DD statement with the name GO.SYSIN.

```
//IBMZCBG PROC LNGPRFX='IBMZ.V3R9M0',LIBPRFX='CEE',
// SYSLBLK=3200,GOPGM=GO
//@
//@ LICENSED MATERIALS - PROPERTY OF IBM
//@
//@ 5655-H31 (C) COPYRIGHT IBM CORP. 1999, 2009
//@
//@ ALL RIGHTS RESERVED.
//@
//@ US GOVERNMENT USERS RESTRICTED RIGHTS - USE, *
//@ DUPLICATION OR DISCLOSURE RESTRICTED BY GSA
//@
//@ ADP SCHEDULE CONTRACT WITH IBM CORP.
//@
//@*****************************************************************************
//@  IBM ENTERPRISE PL/I FOR Z/OS
//@  VERSION 3 RELEASE 9 MODIFICATION 0
//@
//@  COMPIL, BIND, AND RUN A PL/I PROGRAM
//@
//@  PARAMETER DEFAULT VALUE USAGE
//@
//@  LNGPRFX IBMZ.V3R9M0 PREFIX FOR LANGUAGE DATA SET NAMES
//@  LIBPRFX CEE PREFIX FOR LIBRARY DATA SET NAMES
//@  SYSLBLK 3200 BLKSIZE FOR OBJECT DATA SET
//@  GOPGM GO MEMBER NAME FOR PROGRAM OBJECT
//@
//@*****************************************************************************
//@  COMPIL STEP
//@*****************************************************************************
//@ PLI EXEC PGM=IBMZPLI,PARM='OBJECT,OPTIONS'
//@ STEPLIB DD DSN=&LNGPRFX.;SIBMZCMP,DISP=SHR
//@ DD DSN=&LIBPRFX.;SCEERUN,DISP=SHR
//@ SYSPRINT DD SYSOUT=* 
//@ SYSOUT DD SYSOUT=* 
//@ SYSLIN DD DSN=&LOADSET,DISP=(MOD,PASS),UNIT=SYSALLDA, 
//@ SPACE=(CYL,(1,1)),DCB=(LRECL=80,BLKSIZE=&SYSLBLK)
//@ SYSUT1 DD DSN=&SYSUT1,UNIT=SYSALLDA, 
//@ SPACE=(1024,(200,50),,,CONTIG,ROUND),DCB=BLKSIZE=1024
```

Figure 10. Cataloged Procedure IBMZCBG (Part 1 of 2)
Compile, prelink, and link-edit (IBMZCPL)

The IBMZCPL cataloged procedure, shown in Figure 11 on page 215 includes three procedure steps: PLI, which is identical to cataloged procedure IBMZC; PLKED, which invokes the Language Environment prelinker; and LKED, which invokes the linkage editor (symbolic name IEWL) to link-edit the object module produced in the first procedure step.

Input data for the compilation procedure step requires the qualified ddname PLI.SYSIN. The COND parameter in the EXEC statement LKED specifies that this procedure step should be bypassed if the return code produced by the compiler is greater than 8 (that is, if a severe or unrecoverable error occurs during compilation).
//IBMZCPL PROC LNGPRFX='IBMZ.V3R9M0',LIBPRFX='CEE',
//  SYSBLK=3200,PLANG=EDCPMSGE,GOPGM=GO
//*
/*****************************************************************************/
// LICENSED MATERIALS - PROPERTY OF IBM
/*****************************************************************************/
// 5655-H31 (C) COPYRIGHT IBM CORP. 1999, 2009
/*****************************************************************************/
// ALL RIGHTS RESERVED.
/*****************************************************************************/
// US GOVERNMENT USERS RESTRICTED RIGHTS - USE,
// DUPLICATION OR DISCLOSURE RESTRICTED BY GSA
/*****************************************************************************/
// ADP SCHEDULE CONTRACT WITH IBM CORP.
/*****************************************************************************/
/*****************************************************************************/
/*****************************************************************************/
/* IBM ENTERPRISE PL/I FOR Z/OS
/* VERSION 3 RELEASE 9 MODIFICATION 0
/*
/* COMPILE, PRELINK, LINK-EDIT A PL/I PROGRAM
/*
/* PARAMETER DEFAULT VALUE USAGE
/* LNGPRFX IBMZ.V3R9M0 PREFIX FOR LANGUAGE DATA SET NAMES
/* LIBPRFX CEE PREFIX FOR LIBRARY DATA SET NAMES
/* SYSBLK 3200 BLKSIZE FOR OBJECT DATA SET
/* PLANG EDCPMSGE PRELINKER MESSAGES MEMBER NAME
/* GOPGM GO MEMBER NAME FOR LOAD MODULE
/*
/* COMPILE STEP
/*****************************************************************************/
//PLI EXEC PGM=IBMZPLI,PARM='OBJECT,OPTIONS'
//STEPLIB DD DSN=&LNGPRFX;.SIBMZCMP,DISP=SHR
// DD DSN=&LIBPRFX;.SCEERUN,DISP=SHR
//SYSPRINT DD SYSOUT=* 
//SYSOUT DD SYSOUT=* 
//SYSLIN DD DSN=&&LOADSET,DISP=(MOD,PASS),UNIT=SYSALLDA,
// SPACE=(CYL,(1,1)),DCB=(LRECL=80,BLKSZE=&SYSBLK)
//SYSUT1 DD DSN=&&SYSUT1,UNIT=SYSALLDA,
// SPACE=(1024,(200,50),,CONTIG,ROUND),DCB=BLKSIZE=1024

Figure 11. Cataloged Procedure IBMZCPL (Part 1 of 2)
The linkage editor always places the load modules it creates in the standard data set defined by the DD statement with the name SYSLMOD. This statement in the cataloged procedure specifies a new temporary library &&GOSET, in which the load module will be placed and given the member name GO. In specifying a temporary library, the cataloged procedure assumes that you will run the load module in the same job; if you want to retain the module, you must substitute your own statement for the DD statement with the name SYSLMOD.

The SYSLIN DD statement in Figure 11 on page 215 shows how to concatenate a data set defined by a DD statement named SYSIN with the primary input (SYSLIN) to the linkage editor. You could place linkage editor control statements in the input stream by this means, as described in the z/OS Language Environment Programming Guide.

**Compile, prelink, link-edit, and run (IBMZCPLG)**

The IBMZCPLG cataloged procedure, shown in Figure 12 on page 217, includes four procedure steps: PLI, PLKED, LKED, and GO. PLI, PLKED, and LKED are identical to the three procedure steps of IBMZCPL, and GO runs the load module created in the step LKED. The GO step is executed only if no severe or unrecoverable errors occurred in the preceding procedure steps.

Input data for the compilation procedure step should be specified in a DD statement with the name PLISYSIN, and for the GO step in a DD statement with the name GO.SYSIN.
Figure 12. Cataloged Procedure IBMZCPLG (Part 1 of 2)
Compile, prelink, load and run (IBMZCPLG)

The IBMZCPLG cataloged procedure, shown in Figure 13 on page 219, achieves the same results as IBMZCPLG but uses the loader instead of the linkage editor. Instead of using four procedure steps (compile, prelink, link-edit, and run), it has only three (compile, prelink, and load-and-run). The third procedure step runs the loader program. The loader program processes the object module produced by the compiler and runs the resultant executable program immediately. You must provide input data for the compilation step by supplying a qualified ddname PLI.SYSIN.

The use of the loader imposes certain restrictions on your PL/I program; before using this cataloged procedure, see z/OS Language Environment Programming Guide, which explains how to use the loader.

Figure 12. Cataloged Procedure IBMZCPLG (Part 2 of 2)
//IBMZCPG PROC LNGPRFX='IBMZ.V3R9M0',LIBPRFX='CEE',
// SYSLBLK=3200,PLANG=EDCPMSGE
/*/  
*****************************************************************************
// LICENSED MATERIALS - PROPERTY OF IBM
//  
*****************************************************************************
  
5655-H31 (C) COPYRIGHT IBM CORP. 1999, 2009
*****************************************************************************
// US GOVERNMENT USERS RESTRICTED RIGHTS - USE, 
// DUPLICATION OR DISCLOSURE RESTRICTED BY GSA
// ADP SCHEDULE CONTRACT WITH IBM CORP.
*****************************************************************************

*****************************************************************************
// IBM ENTERPRISE PL/I FOR Z/OS
// VERSION 3 RELEASE 9 MODIFICATION 0
*****************************************************************************
// Compile, prelink, load and run a PL/I program
*****************************************************************************
// Parameters
// Parameter Default Value Usage
// LNGPRFX IBMZ.V3R9M0 Prefix for language data set names
// LBPREFX CEE Prefix for library data set names
// SYSLBLK 3200 Blksize for object data set
// PLANG EDCPMSGE Prelinker messages member name
*****************************************************************************

*****************************************************************************
// Compile step  
*****************************************************************************
//PLI EXEC PGM=IBMZPLI,PARM='OBJECT,OPTIONS'
//STEPLIB DD DSN=&LNGPRFX;.SIBMZCMP,DISP=SHR
// DD DSN=&LIBPRFX;.SCEERUN,DISP=SHR
//SYSPRINT DD SYSOUT=* 
//SYSLIN DD DSN=&&LOADSET,DISP=(MOD,PASS),UNIT=SYSALLDA,
// SPACE=(CYL,(1,1)),DCB=(LRECL=80,BLKSIZE=&SYSLBLK)
//SYSUT1 DD DSN=&SYSUT1,UNIT=SYSALLDA,
// SPACE=(1024,(200,50),,CONTIG,ROUND),DCB=BLKSIZE=1024
*****************************************************************************

*****************************************************************************
// Pre-link-edit step 
*****************************************************************************
//PLKED EXEC PGM=EDCPRLK,COND=(8,LT,PLI)
//STEPLIB DD DSN=&LIBPRFX;.SCEERUN,DISP=SHR
//SYSMSG5 DD DSN=&LIBPRFX;.SCEEMSGP(&PLANG),DISP=SHR
//SYSLIB DD DUMMY
//SYSMOD DD DSN=&PLINK,DISP=,(PASS),
// UNIT=SYSALLDA,SPACE=(CYL,(1,1)),
// DCB=(RECFM=FB,LRECL=80,BLKSIZE=&SYSLBLK)
//SYSIN DD DSN=*.PLI.SYSLIN,DISP=(OLD,DELETE)
//SYSPRINT DD SYSOUT=*
//SYSLIN DD SYSOUT=* 

Figure 13. Cataloged Procedure IBMZCPG (Part 1 of 2)
Invoking a cataloged procedure

To invoke a cataloged procedure, specify its name in the PROC parameter of an EXEC statement. For example, to use the cataloged procedure IBMZC, you could include the following statement in the appropriate position among your other job control statements in the input stream:

```
//stepname EXEC PROC=IBMZC
```

You do not need to code the keyword PROC. If the first operand in the EXEC statement does not begin PGM= or PROC=, the job scheduler interprets it as the name of a cataloged procedure. The following statement is equivalent to that given above:

```
//stepname EXEC IBMZC
```

If you include the parameter MSGLEVEL=1 in your JOB statement, the operating system will include the original EXEC statement in its listing, and will add the statements from the cataloged procedure. In the listing, cataloged procedure statements are identified by XX or X/ as the first two characters; X/ signifies a statement that was modified for the current invocation of the cataloged procedure.

You might be required to modify the statements of a cataloged procedure for the duration of the job step in which it is invoked, either by adding DD statements or by overriding one or more parameters in the EXEC or DD statements. For example, cataloged procedures that invoke the compiler require the addition of a DD statement with the name SYSIN to define the data set containing the source statements. Also, whenever you use more than one standard link-edit procedure step in a job, you must modify all but the first cataloged procedure that you invoke if you want to run more than one of the load modules.

Specifying multiple invocations

You can invoke different cataloged procedures, or invoke the same cataloged procedure several times, in the same job. No special problems are likely to arise unless more than one of these cataloged procedures involves a link-edit procedure step, in which case you must take the following precautions to ensure that all your load modules can be run.
When the linkage editor creates a load module, it places the load module in the standard data set defined by the DD statement with the name SYSLMOD. When the binder creates a program object, it places the program object in the PDSE defined by the DD statement with the name SYSLMOD. In the absence of a linkage editor NAME statement, the linkage editor or the binder uses the member name specified in the DSNAME parameter as the name of the module. In the standard cataloged procedures, the DD statement with the name SYSLMOD always specifies a temporary library &&GOSET with the member name GO.

If you use the cataloged procedure IBMZCBG twice within the same job to compile, bind, and run two PL/I programs, and do not name each of the two program objects that the binder creates, the first program object runs twice, and the second one not at all.

To prevent this, use one of the following methods:

- Delete the library &&GOSET at the end of the GO step. In the first invocation of the cataloged procedure at the end of the GO step, add a DD statement with the syntax:
  ```
  //GO.SYSLMOD DD DSN=&&GOSET,
  //  DISP=(OLD,DELETE)
  ```

- Modify the DD statement with the name SYSLMOD in the second and subsequent invocations of the cataloged procedure so as to vary the names of the load modules. For example:
  ```
  //BIND.SYSLMOD DD DSN=&&GOSET(GO1)
  ```
  and so on.

- Use the NAME linkage editor option to give a different name to each program object and change each job step EXEC statement to specify the running of the program object with the name for that job step.

To assign a membername to the program object, you can use the linkage editor NAME option with the DSNAME parameter on the SYSLMOD DD statement. When you use this procedure, the membername must be identical to the name on the NAME option if the EXEC statement that runs the program refers to the SYSLMOD DD statement for the name of the module to be run.

Another option is to give each program a different name by using GOPGM on the EXEC procedure statement. For example:

```
// EXEC IBMZCBG,GOPGM=GO2
```

---

**Modifying the PL/I cataloged procedures**

You can modify a cataloged procedure temporarily by including parameters in the EXEC statement that invokes the cataloged procedure, or by placing additional DD statements after the EXEC statement. Temporary modifications apply only for the duration of the job step in which the procedure is invoked. They do not affect the master copy of the cataloged procedure in the procedure library.

Temporary modifications can apply to EXEC or DD statements in a cataloged procedure. To change a parameter of an EXEC statement, you must include a corresponding parameter in the EXEC statement that invokes the cataloged procedure. To change one or more parameters of a DD statement, you must include a corresponding DD statement after the EXEC statement that invokes the cataloged procedure. Although you cannot add a new EXEC statement to a cataloged procedure, you can always include additional DD statements.
**EXEC statement**

If a parameter of an EXEC statement that invokes a cataloged procedure has an unqualified name, the parameter applies to all the EXEC statements in the cataloged procedure. The effect on the cataloged procedure depends on the parameters, as follows:

- **PARM** applies to the first procedure step and nullifies any other PARM parameters.
- **COND** and **ACCT** apply to all the procedure steps.
- **TIME** and **REGION** apply to all the procedure steps and override existing values.

For example, the statement:
```
//stepname EXEC IBMZCBG,PARM='OFFSET',REGION=32M
```
- Invokes the cataloged procedure IBMZCBG.
- Substitutes the option OFFSET for OBJECT and OPTIONS in the EXEC statement for procedure step PLI.
- Nullifies the PARM parameter in the EXEC statement for procedure step BIND.
- Specifies a region size of 32M for all three procedure steps.

To change the value of a parameter in only one EXEC statement of a cataloged procedure, or to add a new parameter to one EXEC statement, you must identify the EXEC statement by qualifying the name of the parameter with the name of the procedure step. For example, to alter the region size for procedure step PLI only in the preceding example, code:
```
//stepname EXEC PROC=IBMZCBG,PARM='OFFSET',REGION.PLI=90M
```

A new parameter specified in the invoking EXEC statement overrides completely the corresponding parameter in the procedure EXEC statement.

You can nullify all the options specified by a parameter by coding the keyword and equal sign without a value. For example, to suppress the bulk of the linkage editor listing when invoking the cataloged procedure IBMZCBG, code:
```
//stepname EXEC IBMZCBG,PARM.BIND=
```

**DD statement**

To add a DD statement to a cataloged procedure, or to modify one or more parameters of an existing DD statement, you must include a DD statement with the form `procstepname.ddname` in the appropriate position in the input stream. If `ddname` is the name of a DD statement already present in the procedure step identified by `procstepname`, the parameters in the new DD statement override the corresponding parameters in the existing DD statement; otherwise, the new DD statement is added to the procedure step. For example, the statement:
```
//PLI.SYSIN DD *
```
adds a DD statement to the procedure step PLI of cataloged procedure IBMZC and the effect of the statement:
```
//PLI.SYSPRINT DD SYSOUT=C
```

is to modify the existing DD statement SYSPRINT (causing the compiler listing to be transmitted to the system output device of class C).
Overriding DD statements must appear after the procedure invocation and in the same order as they appear in the cataloged procedure. Additional DD statements can appear after the overriding DD statements are specified for that step.

To override a parameter of a DD statement, code either a revised form of the parameter or a replacement parameter that performs a similar function (for example, SPLIT for SPACE). To nullify a parameter, code the keyword and equal sign without a value. You can override DCB subparameters by coding only those you wish to modify; that is, the DCB parameter in an overriding DD statement does not necessarily override the entire DCB parameter of the corresponding statement in the cataloged procedures.
Chapter 4. Compiling your program

This chapter describes how to invoke the compiler under z/OS UNIX System Services (z/OS UNIX) and the job control statements used for compiling under z/OS. The Language Environment SCEERUN data set must be accessible to the compiler when you compile your program.

Invoking the compiler under z/OS UNIX

To compile your program under the z/OS UNIX environment, use the pli command.

```
pli [command_line_option] input_file
```

`command_line_option`

You can specify a `command_line_option` in the following ways:

- `-option`
- Option flag (usually a single letter preceded by `-`)

If you choose to specify compile-time options on the command line, the format differs from either setting them in your source file using `%PROCESS` statements. See “Specifying compile-time options under z/OS UNIX” on page 226.

`input_file`

The z/OS UNIX file specification for your program files. If you omit the extension from your file specification, the compiler assumes an extension of `.pli`. If you omit the complete path, the current directory is assumed.

Input files

The `pli` command compiles PL/I source files, links the resulting object files with any object files and libraries specified on the command line in the order indicated, and produces a single executable file.

The `pli` command accepts the following types of files:

Source files--.pli

All `.pli` files are source files for compilation. The `pli` command sends source files to the compiler in the order they are listed. If the compiler cannot find a specified source file, it produces an error message and the `pli` command proceeds to the next file if one exists.

All HFS source files must be line-delimited and encoded in EBCDIC.

Object files--.o

All `.o` files are object files. The `pli` command sends all object files along with library files to the linkage editor at link-edit time unless you specify the `-c` option. After it compiles all the source files, the compiler invokes the linkage editor to link-edit the resulting object files with any object files specified in the input file list, and produces a single executable output file.
Library files—.a
The pli command sends all of the library files (.a files) to the linkage editor at link-edit time.

Specifying compile-time options under z/OS UNIX
Enterprise PL/I provides compile-time options to change any of the compiler’s default settings. You can specify options on the command line, and they remain in effect for all compilation units in the file, unless %PROCESS statements in your source program override them.

See “Compile-time option descriptions” on page 5 for a description of these options.

When you specify options on the command line, they override the default settings of the option. They are overridden by options set in the source file.

You can specify compile-time options on the command line in three ways:
- `-option_keyword` (compiler-specific)
- Single and multileter flags
- `-q+/u/myopts.txt`

`-qoption_keyword`
You can specify options on the command line using the `-qoption` format.

```
-q option_keyword

suboption
suboption=argument
```

You can have multiple `-qoptions` on the same command line, but they must be separated by blanks. Option keywords can appear in either uppercase or lowercase, but you must specify the `-q` in lowercase.

Some compile-time options allow you to specify suboptions. These suboptions are indicated on the command line with an equal sign following the `-option_keyword`. Multiple suboptions must be separated with a colon(;) and no intervening blanks.

An option, for example, that contains multiple suboptions is RULES (“RULES” on page 118). To specify RULES(LAXDCL) on the command line, you would enter:

```
-qrules=ibm:laxdcl
```

The LIMITS option (“LIMITS” on page 68) is slightly more complex since each of its suboptions also has an argument. You would specify LIMITS(EXTNAME(31),FIXEDDEC(15)) on the command line as shown in the following example:

```
-qlimits=extname=31:fixeddec=15
```

Single and multileter flags
The z/OS UNIX family of compilers uses a number of common conventional flags. Each language has its own set of additional flags.

Some flag options have arguments that form part of the flag, for example:
Specifying compile-time options

pli samp.pli -I/home/test3/include

In this case, /home/test3/include is an include directory to be searched for INCLUDE files.

Each flag option should be specified as a separate argument.

Table 12. Compile-time option flags supported by Enterprise PL/I under z/OS UNIX

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-c</td>
<td>Compile only.</td>
</tr>
<tr>
<td>-e</td>
<td>Create names and entries for a fetchable load module.</td>
</tr>
<tr>
<td>-I&lt;dir&gt;</td>
<td>Add path &lt;dir&gt; to the directories to be searched for INCLUDE files. -I must be followed by a path and only a single path is allowed per -I option. To add multiple paths, use multiple -I options. There shouldn’t be any spaces between -I and the path name.</td>
</tr>
<tr>
<td>-O, -O2</td>
<td>Optimize generated code. This option is equivalent to -qOPT=2.</td>
</tr>
<tr>
<td>-q&lt;option&gt;</td>
<td>Pass it to the compiler. &lt;option&gt; is a compile-time option. Each option should be delimited by a comma and each suboption should be delimited by an equal sign or colon. There shouldn’t be any spaces between -q and &lt;option&gt;.</td>
</tr>
<tr>
<td>-v</td>
<td>Display compile and link steps and execute them.</td>
</tr>
<tr>
<td>-#</td>
<td>Display compile and link steps, but do not execute them.</td>
</tr>
</tbody>
</table>

Note: You must specify an argument where indicated; otherwise, the results are unpredictable.

Invoking the compiler under z/OS using JCL

Although you will probably use cataloged procedures rather than supply all the JCL required for a job step that invokes the compiler, you should be familiar with these statements so that you can make the best use of the compiler and, if necessary, override the statements of the cataloged procedures.

So-called “batch compilation”, whereby one compilation produced more than one object deck, is not supported.

Invoking the compiler via BPXBATCH is also not supported.

The following section describes the JCL needed for compilation. The IBM-supplied cataloged procedures described in “IBM-supplied cataloged procedures” on page 209 contain these statements. You need to code them yourself only if you are not using the cataloged procedures.

EXEC statement

The basic EXEC statement is:

```
//stepname EXEC PGM
```

512K is required for the REGION parameter of this statement.

If you compile your programs with optimization turned on, the REGION size (and time) required may be much, much larger.
Specifying compile-time options

The PARM parameter of the EXEC statement can be used to specify one or more of the optional facilities provided by the compiler. These facilities are described under “Specifying options in the EXEC statement” on page 230. See Chapter 1, “Using compiler options and facilities,” on page 5 for a description of the options.

DD statements for the standard data sets

The compiler requires several standard data sets, the number of data sets depends on the optional facilities specified. You must define these data sets in DD statements with the standard ddnames shown, together with other characteristics of the data sets, in Table 13. The DD statements SYSIN, SYSUT1, and SYSPRINT are always required.

You can store any of the standard data sets on a direct access device, but you must include the SPACE parameter in the DD statement. This parameter defines the data set to specify the amount of auxiliary storage required. The amount of auxiliary storage allocated in the IBM-supplied cataloged procedures should suffice for most applications.

Table 13. Compiler standard data sets

<table>
<thead>
<tr>
<th>Standard DDNAME</th>
<th>Contents of data set</th>
<th>Possible device classes</th>
<th>Record format (RECFM)</th>
<th>Record size (LRECL)</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYSDEBUG</td>
<td>TEST(SEPARATE) output</td>
<td>SYSDA</td>
<td>F,FB</td>
<td>&gt;=80 and &lt;=1024</td>
</tr>
<tr>
<td>SYSDEFSD</td>
<td>XINFO(DEF) output</td>
<td>SYSDA</td>
<td>F,FB</td>
<td>128</td>
</tr>
<tr>
<td>SYSIN</td>
<td>Input to the compiler</td>
<td>SYSSQ</td>
<td>F,FB, U, VB, V</td>
<td>&lt;101(100) &lt;105(104)</td>
</tr>
<tr>
<td>SYSLIB</td>
<td>Source statements for INCLUDE files</td>
<td>SYSDA</td>
<td>F,FB, U, V, VB</td>
<td>&lt;101 &lt;105</td>
</tr>
<tr>
<td>SYSLIN</td>
<td>Object module</td>
<td>SYSSQ</td>
<td>FB</td>
<td>80</td>
</tr>
<tr>
<td>SYSPRINT</td>
<td>Listing, including messages</td>
<td>SYSSQ</td>
<td>VBA</td>
<td>137</td>
</tr>
<tr>
<td>SYSPUNCH</td>
<td>Preprocessor output, compiler output</td>
<td>SYSSQ, SYSCP</td>
<td>FB</td>
<td>80 or MARGINS() value</td>
</tr>
<tr>
<td>SYSUT1</td>
<td>Temporary workfile</td>
<td>SYSDA</td>
<td>F</td>
<td>4051</td>
</tr>
<tr>
<td>SYSXMI</td>
<td>XINFO(XML) output</td>
<td>SYSDA</td>
<td>VB</td>
<td>16383</td>
</tr>
<tr>
<td>SYSXMLSD</td>
<td>XINFO(XML) output</td>
<td>SYSDA</td>
<td>VB</td>
<td>16383</td>
</tr>
<tr>
<td>SYSADATA</td>
<td>XINFO(MSG) output</td>
<td>SYSDA</td>
<td>U</td>
<td>1024</td>
</tr>
</tbody>
</table>

Notes:
The only value for compile-time SYSPRINT that can be overridden is BLKSIZE.

1. The possible device classes are:
   - SYSSQ Sequential device
   - SYSDA Direct access device

   Block size can be specified except for SYSUT1. The block size and logical record length for SYSUT1 is chosen by the compiler.

Input (SYSIN)

Input to the compiler must be a data set defined by a DD statement with the name SYSIN. This data set must have CONSECUTIVE organization. The input must be one or more external PL/I procedures. If you want to compile more than one
external procedure in a single job or job step, precede each procedure, except possibly the first, with a %PROCESS statement.

80-byte records are commonly used as the input medium for PL/I source programs. The input data set can be on a direct access device or some other sequential media. The input data set can contain either fixed-length records (blocked or unblocked), variable-length records (coded or uncoded), or undefined-length records. The maximum record size is 100 bytes.

The maximum number of lines in the input file is 999,999.

When data sets are concatenated for input to the compiler, the concatenated data sets must have similar characteristics (for example, block size and record format).

**Output (SYSLIN, SYSPUNCH)**

Output in the form of one or more object modules from the compiler will be stored in the data set SYSLIN if you specify the OBJECT compile-time option. This data set is defined by the DD statement.

The object module is always in the form of 80-byte fixed-length records, blocked or unblocked. If the BLKSIZE is specified for SYSLIN and is something other than 80, then the LRECL must be specified as 80.

The SYSLIN DD must name either a temporary dataset or a permanent dataset: it cannot specify a concatenation of datasets of any type.

The SYSLIN DD must specify a sequential dataset, not a PDS or PDSE.

The data set defined by the DD statement with the name SYSPUNCH is also used to store the output from the preprocessor if you specify the MDECK compile-time option.

**Temporary workfile (SYSUT1)**

The compiler requires a data set for use as a temporary workfile. It is defined by a DD statement with the name SYSUT1, and is known as the spill file. It must be on a direct access device, and must not be allocated as a multi-volume data set.

The spill file is used as a logical extension to main storage and is used by the compiler and by the preprocessor to contain text and dictionary information. The LRECL and BLKSIZE for SYSUT1 is chosen by the compiler based on the amount of storage available for spill file pages.

The DD statements given in this publication and in the cataloged procedures for SYSUT1 request a space allocation in blocks of 1024 bytes. This is to insure that adequate secondary allocations of direct access storage space are acquired.

**Listing (SYSPRINT)**

The compiler generates a listing that includes all the source statements that it processed, information relating to the object module, and, when necessary, messages. Most of the information included in the listing is optional, and you can specify those parts that you require by including the appropriate compile-time options. The information that can appear, and the associated compile-time options, are described under “Using the compiler listing” on page 156.

You must define the data set, in which you wish the compiler to store its listing, in a DD statement with the name SYSPRINT. This data set must have
CONSECUTIVE organization. Although the listing is usually printed, it can be stored on any sequential or direct access device. For printed output, the following statement will suffice if your installation follows the convention that output class A refers to a printer:

//SYSPRINT DD SYSOUT=A

**Source Statement Library (SYSLIB)**

If you use the `%INCLUDE` statement to introduce source statements into the PL/I program from a library, you can either define the library in a DD statement with the name SYSLIB, or you can choose your own ddname (or ddnames) and specify a ddname in each `%INCLUDE` statement.

The DD should specify a PDS or PDSE, but not the actual member. For example to include the file HEADER from the library SYSLIB using the dataset INCLUDE.PLI, the `%INCLUDE` statement would like

```
%INCLUDE HEADER;
```

or

```
%INCLUDE SYSLIB(HEADER);
```

The DD statement should be

```
SYSLIB DD DISP=SHR,DSN=INCLUDE.PLI
```

but it should not be

```
SYSLIB DD DISP=SHR,DSN=INCLUDE.PLI(HEADER)
```

All `%INCLUDE` files must have the same record format (fixed, variable, undefined), the same logical record length, and the same left and right margins as the SYSIN source file.

The BLOCKSIZE of the library must be less than or equal to 32,760 bytes.

The maximum number of lines in any one include file is 999,999.

**Specifying options**

For each compilation, the IBM-supplied or installation default for a compile-time option applies unless it is overridden by specifying the option in a `%PROCESS` statement or in the PARM parameter of an EXEC statement.

An option specified in the PARM parameter overrides the default value, and an option specified in a `%PROCESS` statement overrides both that specified in the PARM parameter and the default value.

**Note:** When conflicting attributes are specified either explicitly or implicitly by the specification of other options, the latest implied or explicit option is accepted. No diagnostic message is issued to indicate that any options are overridden in this way.

**Specifying options in the EXEC statement**

To specify options in the EXEC statement, code `PARM=` followed by the list of options, in any order separating the options with commas and enclosing the list within single quotation marks, for example:

```
//STEP1 EXEC PGM=IBMZPLI,PARM='OBJECT,LIST'
```
Specifying compile-time options

Any option that has quotation marks, for example MARGINI('c'), must have the quotation marks duplicated. The length of the option list must not exceed 100 characters, including the separating commas. However, many of the options have an abbreviated syntax that you can use to save space. If you need to continue the statement onto another line, you must enclose the list of options in parentheses (instead of in quotation marks) enclose the options list on each line in quotation marks, and ensure that the last comma on each line except the last line is outside of the quotation marks. An example covering all the above points is as follows:

//STEP1 EXEC PGM=IBMZPLI,PARM=('AG,A',
// 'C,F(I)',
// 'M,MI(''X''),NEST,STG,X')

If you are using a cataloged procedure, and want to specify options explicitly, you must include the PARM parameter in the EXEC statement that invokes it, qualifying the keyword PARM with the name of the procedure step that invokes the compiler. For example:

//STEP1 EXEC nnnnnn,PARM.PLI='A,LIST'

Specifying options in the EXEC statement using an options file

Another way to specify options in the EXEC statement is by declaring all your options in an options file and coding the following:

//STEP1 EXEC PGM=IBMZPLI,PARM= '+DD:OPTIONS'

This method allows you to provide a consistent set of options that you frequently use. This is especially effective if you want other programmers to use a common set of options. It also gets you past the 100-character limit.

The MARGINS option does not apply to options files: the data in column 1 will be read as part of the options. Also, if the file is F-format, any data after column 72 will be ignored.

The parm string can contain "normal" options and can point to more than one options file. For instance, to specify the option LIST as well as options from both the file in the GROUP DD and in the PROJECT DD, you could specify

PARM= 'LIST +DD:GROUP +DD:PROJECT'

The options in the PROJECT file would have precedence over options in the GROUP file.

Also, in this case, the LIST option might be turned off by a NOLIST option specified in either of the options files. To insure that the LIST option is on, you could specify

PARM= '+DD:GROUP +DD:PROJECT LIST'

Options files may also be used under z/OS UNIX. For example, in z/OS UNIX, to compile sample.pli with options from the file /u/pli/group.opt, you would specify

pli -q+u/pli/group.opt sample.pli

Earlier releases of the compiler used the character '@' as the trigger character that preceded the options file specification. This character is not part of the invariant set of EBCDIC code points, and for that reason the character '+', which is invariant, is preferred. However, the '@' character may be still be used as long as it is specified with the hex value '7C'x.
Specifying compile-time options
Chapter 5. Link-editing and running

After compilation, your program consists of one or more object modules that contain unresolved references to each other, as well as references to the Language Environment run-time library. These references are resolved during link-editing (statically) or during execution (dynamically). There are two ways to link-edit statically:

1. Use the prelinker prior to the traditional link step
2. Link without the prelinker, which is similar to linking with PL/I for MVS & VM except that depending on which compile-time options you use, you may now need to use a PDSE to hold the resultant load module.

After you compile your PL/I program, the next step is to link and run your program with test data to verify that it produces the results you expect. When using Enterprise PL/I we recommend you select the method of linking without the prelinker (as described in Item 2 above).

Language Environment provides the run-time environment and services you need to execute your program. For instructions on linking and running PL/I and all other Language Environment-conforming language programs, see z/OS Language Environment Programming Guide. For information about migrating your existing PL/I programs to Language Environment, see Enterprise PL/I for z/OS Compiler and Run-Time Migration Guide.

Link-edit considerations

If you compile with the option RENT or the option LIMITS(EXTNAME(n)) with n > 8, then you must use the prelinker or use a PDSE for your linker output.

Using the binder

You must place the binder output into a PDSE.

When linking a DLL, you must specify any needed definition side-decks during the bind step.

You can use the binder in place of the prelinker and linkage-editor, with the following exceptions:

- Releases of CICS prior to CICS Transaction Server 1.3 do not support PDSEs. From CICS Transaction Server 1.3 onwards, there is support in CICS for PDSEs. Refer to the CICS Transaction Server for z/OS Release Guide, GC34-5701 for a list of prerequisite APAR fixes.
- MTF does not support PDSEs.

Using the prelinker

If you use the prelinker, you must prelink together in one job step all object decks defining external references in any of the input object decks.

For instance, if A and B are separately compiled programs and A statically calls B, then you cannot prelink A and B separately and then later link them together. Instead, you must link A and B together in one prelink job.
Using the ENTRY card

If you are building a module that will be fetched and which has an Enterprise PL/I routine as its entry point, then the ENTRY card should specify the name of that PL/I entry point. If the module is to be fetched from Enterprise PL/I, you may specify CEESTART on the ENTRY card, although this is strongly not recommended. However, if the module is to be fetched from COBOL or assembler, then the ENTRY card absolutely must specify the name of the PL/I entry point into the module and not CEESTART.

Run-time considerations

You can specify run-time options as parameters passed to the program initialization routine. You can also specify run-time options in the PLIXOPT variable. It might also prove beneficial, from a performance standpoint, if you alter your existing programs by using the PLIXOPT variable to specify your run-time options and recompiling your programs. For a description of using PLIXOPT, see z/OS Language Environment Programming Guide.

To simplify input/output at the terminal, various conventions have been adopted for stream files that are assigned to the terminal. Three areas are affected:
1. Formatting of PRINT files
2. The automatic prompting feature
3. Spacing and punctuation rules for input.

Note: No prompting or other facilities are provided for record I/O at the terminal, so you are strongly advised to use stream I/O for any transmission to or from a terminal.

Formatting conventions for PRINT files

When a PRINT file is assigned to the terminal, it is assumed that it will be read as it is being printed. Spacing is therefore reduced to a minimum to reduce printing time. The following rules apply to the PAGE, SKIP, and ENDPAGE keywords:
- PAGE options or format items result in three lines being skipped.
- SKIP options or format items larger than SKIP (2) result in three lines being skipped. SKIP (2) or less is treated in the usual manner.
- The ENDPAGE condition is never raised.

Changing the format on PRINT files

If you want normal spacing to apply to output from a PRINT file at the terminal, you must supply your own tab table for PL/I. This is done by declaring an external structure called PLITABS in the main program or in a program linked with the main program and initializing the element PAGELENGTH to the number of lines that can fit on your page. This value differs from PAGESIZE, which defines the number of lines you want to print on the page before ENDPAGE is raised (see Figure 15 on page 235). If you require a PAGELENGTH of 64 lines, declare PLITABS as shown in Figure 14 on page 235. For information on overriding the tab table, see “Overriding the tab control table” on page 302.

If your code contains a declare for PLITABS, not only must the values be valid, but the first field in the PLITABS structure must also be valid. This field is supposed to hold the offset to the field specifying the number of tabs set by the structure, and the Enterprise PL/I library code will not work correctly if this is not true.
Automatic prompting

When the program requires input from a file that is associated with a terminal, it issues a prompt. This takes the form of printing a colon on the next line and then skipping to column 1 on the line following the colon. This gives you a full line to enter your input, as follows:

```
:  (space for entry of your data)
```

---

DCL 1 PLITABS STATIC EXTERNAL,
( 2  OFFSET INIT (14),
  2  PAGESIZE INIT (60),
  2  LINESIZE INIT (120),
  2  PAGELENGTH INIT (64),
  2  FILL1 INIT (0),
  2  FILL2 INIT (0),
  2  FILL3 INIT (0),
  2  NUMBER_OF_TABS INIT (5),
  2  TAB1 INIT (25),
  2  TAB2 INIT (49),
  2  TAB3 INIT (73),
  2  TAB4 INIT (97),
  2  TAB5 INIT (121)) FIXED BIN (15,0);

**Figure 14. Declaration of PLITABS.** This declaration gives the standard page size, line size and tabulating positions

---

**Figure 15. PAGELENGTH and PAGESIZE.** PAGELENGTH defines the size of your paper, PAGESIZE the number of lines in the main printing area.

---

**Automatic prompting**

When the program requires input from a file that is associated with a terminal, it issues a prompt. This takes the form of printing a colon on the next line and then skipping to column 1 on the line following the colon. This gives you a full line to enter your input, as follows:

```
:  (space for entry of your data)
```
This type of prompt is referred to as a primary prompt.

**Overriding automatic prompting**

You can override the primary prompt by making a colon the last item in the request for the data. You cannot override the secondary prompt. For example, the two PL/I statements:

```plaintext
PUT SKIP EDIT ('ENTER TIME OF PERIHELION') (A);
GET EDIT (PERITIME) (A(10));
```

result in the terminal displaying:

```plaintext
ENTER TIME OF PERIHELION:
    (automatic prompt)
    (space for entry of data)
```

However, if the first statement has a colon at the end of the output, as follows:

```plaintext
PUT EDIT ('ENTER TIME OF PERIHELION:') (A);
```

the sequence is:

```plaintext
ENTER TIME OF PERIHELION: (space for entry of data)
```

**Note:** The override remains in force for only one prompt. You will be automatically prompted for the next item unless the automatic prompt is again overridden.

**Punctuating long input lines**

**Line continuation character**

To transmit data that requires 2 or more lines of space at the terminal as one data-item, type an SBCS hyphen as the last character in each line except the last line. For example, to transmit the sentence “this data must be transmitted as one unit.” you enter:

```plaintext
:'this data must be transmitted -
+:as one unit.'
```

Transmission does not occur until you press ENTER after “unit.”. The hyphen is removed. The item transmitted is called a “logical line.”

**Note:** To transmit a line whose last data character is a hyphen or a PL/I minus sign, enter two hyphens at the end of the line, followed by a null line as the next line. For example:

```plaintext
xyz--
    (press ENTER only, on this line)
```

**Punctuating GET LIST and GET DATA statements**

For GET LIST and GET DATA statements, a comma is added to the end of each logical line transmitted from the terminal, if the programmer omits it. Thus there is no need to enter blanks or commas to delimit items if they are entered on separate logical lines. For the PL/I statement GET LIST(A,B,C); you can enter at the terminal:

```plaintext
:1
+:2
+:3
```
This rule also applies when entering character-string data. Therefore, a character string must transmit as one logical line. Otherwise, commas are placed at the break points. For example, if you enter:

`: 'COMMAS SHOULD NOT BREAK
+: UP A CLAUSE.'

the resulting string is: “COMMAS SHOULD NOT BREAK, UP A CLAUSE.” The comma is not added if a hyphen was used as a line continuation character.

**Automatic padding for GET EDIT**

For a GET EDIT statement, there is no need to enter blanks at the end of the line. The data will be padded to the specified length. Thus, for the PL/I statement:

```pli
GET EDIT (NAME) (A(15));
```

you can enter the 5 characters SMITH. The data will be padded with ten blanks so that the program receives the fifteen characters:

```
'SMITH
```

**Note:** A single data item must transmit as a logical line. Otherwise, the first line transmitted will be padded with the necessary blanks and taken as the complete data item.

**Use of SKIP for terminal input:** All uses of SKIP for input are interpreted as SKIP(1) when the file is allocated to the terminal. SKIP(1) is treated as an instruction to ignore all unused data on the currently available logical line.

**ENDFILE**

The end-of-file can be entered at the terminal by keying in a logical line that consists of the two characters “/*”. Any further attempts to use the file without closing it result in the ENDFILE condition being raised.

**SYSPRINT considerations**

The PL/I standard SYSPRINT file is shared by multiple enclaves within an application. You can issue I/O requests, for example STREAM PUT, from the same or different enclaves. These requests are handled using the standard PL/I SYSPRINT file as a file which is common to the entire application. The SYSPRINT file is implicitly closed only when the application terminates, not at the termination of the enclave.

The standard PL/I SYSPRINT file contains user-initiated output only, such as STREAM PUTs. Run-time library messages and other similar diagnostic output are directed to the Language Environment MSGFILE. See the z/OS Language Environment Programming Guide for details on redirecting SYSPRINT file output to the Language Environment MSGFILE.

To be shared by multiple enclaves within an application, the PL/I SYSPRINT file must be declared as an EXTERNAL FILE constant with a file name of SYSPRINT and also have the attributes STREAM and OUTPUT as well as the (implied) attribute of PRINT, when OPNEd. This is the standard SYSPRINT file as defaulted by the compiler.

There exists only one standard PL/I SYSPRINT FILE within an application and this file is shared by all enclaves within the application. For example, the SYSPRINT file can be shared by multiple nested enclaves within an application or
by a series of enclaves that are created and terminated within an application by the Language Environment preinitialization function. To be shared by an enclave within an application, the PL/I SYSPRINT file must be declared in that enclave. The standard SYSPRINT file cannot be shared by passing it as a file argument between enclaves. The declared attributes of the standard SYSPRINT file should be the same throughout the application, as with any EXTERNALLY declared constant. PL/I does not enforce this rule. Both the TITLE option and the MSGFILE(SYSPRINT) option attempt to route SYSPRINT to another data set. As such, if the two options were used together, there will be a conflict and the TITLE option will be ignored.

Having a common SYSPRINT file within an application can be an advantage to applications that utilize enclaves that are closely tied together. However, since all enclaves in an application write to the same shared data set, this might require some coordination among the enclaves.

The SYSPRINT file is opened (implicitly or explicitly) when first referenced within an enclave of the application. When the SYSPRINT file is CLOSED, the file resources are released (as though the file had never been opened) and all enclaves are updated to reflect the closed status.

If SYSPRINT is utilized in a multiple enclave application, the LINENO built-in function only returns the current line number until after the first PUT or OPEN in an enclave has been issued. This is required in order to maintain full compatibility with old programs.

The COUNT built-in function is maintained at an enclave level. It always returns a value of zero until the first PUT in the enclave is issued. If a nested child enclave is invoked from a parent enclave, the value of the COUNT built-in function is undefined when the parent enclave regains control from the child enclave.

The TITLE option can be used to associate the standard SYSPRINT file with different operating system data sets, keeping in mind that a particular open association has to be closed before another one is opened. This association is retained across enclaves for the duration of the open.

PL/I condition handling associated with the standard PL/I SYSPRINT file retains its current semantics and scope. For example, an ENDPAGE condition raised within a child enclave will only invoke an established ON-unit within that child enclave. It does not cause invocation of an ON-unit within the parent enclave.

The tabs for the standard PL/I SYSPRINT file can vary when PUTs are done from different enclaves, if the enclaves contain a user PLITABS table.

If the PL/I SYSPRINT file is utilized as a RECORD file or as a STREAM INPUT file, PL/I supports it at an individual enclave or task level, but not as a shareable file among enclaves. If the PL/I SYSPRINT file is open at the same time with different file attributes (e.g. RECORD and STREAM) in different enclaves of the same application, results are unpredictable.

SYSPRINT may also be shared between code compiled by Enterprise PL/I and by older PL/I compilers, but the following must all apply:
- SYSPRINT must be declared as STREAM OUTPUT
- the application must not be running under TSO
• if the runtime option MSGFILE(SYSPRINT) is in effect, then there must be no preinitialized programs and no stored procedures in the application

**Using MSGFILE(SYSPRINT)**

Any file attributes that are specified in the ENVIRONMENT option of the file declaration for SYSPRINT STREAM PRINT are ignored.

Any attributes that are specified on the OPEN statement for SYSPRINT are ignored.

When you use the OPEN statement to open the PL/I SYSPRINT STREAM PRINT file, the file is marked as opened in the PL/I control blocks, but it is actually opened by the Language Environment.

When you use the CLOSE statements to close the PL/I SYSPRINT STREAM PRINT file, the file is marked as closed in the PL/I control blocks, but Language Environment still keeps it open.

The synchronization between the Language Environment messages and PL/I user-specified output is not provided, so the order of the output is unpredictable.

The use of MSGFILE(SYSPRINT) restricts the line size specified by the LINESIZE option to a maximum of 225 characters.

**Using FETCH in your routines**

In Enterprise PL/I, you can fetch routines compiled by PL/I, C, COBOL or assembler.

**Fetching Enterprise PL/I routines**

Almost all the restrictions imposed by the older PL/I compilers on fetched modules have been removed. So a FETCHed module can now:
• Fetch other modules
• Perform any I/O operations on any PL/I file. The file can be opened either by the fetched module, by the main module, or by some other fetched module.
• ALLOCATE and FREE its own CONTROLLED variables

There are, however, a few restrictions on a Enterprise PL/I module that is to be fetched. These restrictions are:

1. OPTIONS(FETCHABLE) should be specified on the PROCEDURE statement of the fetched routine if there is no ENTRY card provided during the link-edit step.
2. The ENTRY card should specify the name of that PL/I entry point
   • If the module is to be fetched from Enterprise PL/I, you may specify CEESTART on the ENTRY card, although this is strongly not recommended.
   • However, if the module is to be fetched from COBOL or assembler, then the ENTRY card absolutely must specify the name of the PL/I entry point into the module and not CEESTART.
3. If the RENT compiler option was used to compile any of the fetched code, then the module must be linked as a DLL.
4. If the NORENT compiler option was used to compile the fetching code, then the fetched module must satisfy at least one of the following:
It is a MAIN module
It consists only of NORENT code
It has as its entry point code compiled with the C or Enterprise PL/I compiler with the NORENT option in effect. In this case, the module may also contain code compiled with the RENT option, but calling that code is not supported.

5. If the RENT compiler option was used to compile the fetching code, then the ENTRY that is fetched must not be declared in the fetching module as OPTIONS(COBOL) or OPTIONS(ASM). If you want to avoid passing descriptors in this situation, you should specify the OPTIONS(NODESCRIPTOR) attribute on the ENTRY declare.

NORENT WRITABLE code is serially usable, and for that reason, the pointer that is used to represent a FFETCHABLE constant is zeroed out in the prologue code of any NORENT WRITABLE routine. While this insures that the code is serially reusable while also providing the correct PL/I semantics, it does impose a restriction on the use of FETCH with TITLE in NORENT WRITABLE code: if a routine that did a FETCH A TITLE('B') is exited and reentered, then it must re-execute the FETCH A TITLE('B'), before executing any CALL A statements (otherwise it would do an implicit FETCH of A (but without any TITLE) before making the CALL).

As an illustration of these restrictions, consider the compiler user exit. If you specify the EXIT compile-time option, the compiler will fetch and call a Enterprise PL/I module named IBMUEXIT.

First note that the compiler user exit must be compiled with the RENT option since the compiler expects it to be a DLL.

In accordance with Item 1 above, the PROCEDURE statement for this routine looks like:

```pli
ibmuexit:
   proc ( addr_Userexit_Interface_Block,
          addr_Request_Area )
   options( fetchable );
   dcl addr_Userexit_Interface_Block pointer byvalue;
   dcl addr_Request_Area pointer byvalue;
```

In accordance with Item 3 above, the linker option DYNAM=DLL must be specified when linking the user exit into a DLL. The DLL must be linked either into a PDSE or into a temporary dataset (in which case DSNTYPE=LIBRARY must be specified on the SYSLMOD DD statement).

All the JCL to compile, link, and invoke the user exit is given in the JCL below in Figure 16 on page 241. The one significant difference between the sample below and the code excerpts above is that, in the code below, the fetched user exit does not receive two BYVALUE pointers to structures, but instead it receives the two structures BYADDR. In order to make this change work, the code specifies OPTIONS(NODESCRIPTOR) on each of its PROCEDURE statements.
// compile the user exit
//PLIEXIT EXEC PGM=IBMZPLI,
//STEPLIB DD DSN=IBMZ.V3R9M0.SIBMZCMP,DISP=SHR
//SYSPRINT DD SYSOUT=* 
//SYSLIN DD DSN=&&LOADSET,DISP=(MOD,PASS),UNIT=SYSSQ,
// SPACE=(CYL,(3,1)) 
//SYSUT1 DD DSN=&&SYSUT1,UNIT=SYSDA,
// SPACE=(1024,(200,50),,CONTIG,ROUND),DCB=BLKSIZE=1024 
//SYSIN DD *
*Process or('|') not('!');
*Process limits(extname(31));
*Process RENT;

/* process JCL to compile, link, and invoke the user exit */
/* NAME - IBMUEXIT.PLI */
/* DESCRIPTION */
/* User-exit sample program. */
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US Government Users Restricted Rights-- Use, duplication or
disclosure restricted by GSA ADP Schedule Contract with
IBM Corp.

DISCLAIMER OF WARRANTIES
The following "enclosed" code is sample code created by IBM
Corporation. This sample code is not part of any standard
IBM product and is provided to you solely for the purpose of
assisting you in the development of your applications. The
code is provided "AS IS", without warranty of any kind.
IBM shall not be liable for any damages arising out of your
use of the sample code, even if IBM has been advised of the
possibility of such damages.

During initialization, IBMUEXIT is called. It reads
information about the messages being screened from a text
file and stores the information in a hash table. IBMUEXIT
also sets up the entry points for the message filter service
and termination service.

For each message generated by the compiler, the compiler
calls the message filter registered by IBMUEXIT. The filter
looks up the message in the hash table previously created.
The termination service is called at the end of the compile
but does nothing. It could be enhanced to generates reports
or do other cleanup work.

Figure 16. Sample JCL to compile, link, and invoke the user exit (Part 1 of 7)
Figure 16. Sample JCL to compile, link, and invoke the user exit (Part 2 of 7)
Severity Codes

- uex_Severity_Normal fixed bin(15) value(0);
- uex_Severity_Warning fixed bin(15) value(4);
- uex_Severity_Error fixed bin(15) value(8);
- uex_Severity_Severe fixed bin(15) value(12);
- uex_Severity_Unrecoverable fixed bin(15) value(16);

Return Codes

- uex_Return_Normal fixed bin(15) value(0);
- uex_Return_Warning fixed bin(15) value(4);
- uex_Return_Error fixed bin(15) value(8);
- uex_Return_Severe fixed bin(15) value(12);
- uex_Return_Unrecoverable fixed bin(15) value(16);

Reason Codes

- uex_Reason_Output fixed bin(15) value(0);
- uex_Reason_Suppress fixed bin(15) value(1);

Figure 16. Sample JCL to compile, link, and invoke the user exit (Part 3 of 7)
ibmuexit: proc ( ue, ia )
  options( fetchable nodelcriptor );
  dcl 1 ue like uex_Uib byaddr;
  dcl 1 ia like uex_Isa byaddr;
  dcl sysuexit file stream input env(recsize(80));
  dcl p pointer;
  dcl bucket fixed bin(31);
  dcl based_Chars char(8) based;
  dcl title_Str char(8) var;
  ue.uex_Uib_Message_Filter = message_Filter;
  ue.uex_Uib_Termination = exitterm;

  on undefinedfile(sysuexit)
  begin;
    put edit ('** User exit unable to open exit file ') (A) skip;
    put skip;
    signal error;
  end;

  if ue.uex_Uib_User_Char_Len = 0 then
    do;
      open file(sysuexit);
    end;
  else
    do;
      title_Str = substr( ue.uex_Uib_User_Char_Str->based_Chars,
        1, ue.uex_Uib_User_Char_Len );
      open file(sysuexit) title(title_Str);
    end;

  on error, endfile(sysuexit)
  goto done;

  allocate message_item set(p);

  /**************************************************************************/
  /* */
  /* Skip header lines and read first data line */
  /* */
  /**************************************************************************/
  get file(sysuexit) list(p->message_info) skip(3);

Figure 16. Sample JCL to compile, link, and invoke the user exit (Part 4 of 7)
do loop;
/*****************************/
/*
/* Put message information in hash table
/*
/*****************************/

bucket = mod(p->msgno, hashsize);
p->link = hashtable(bucket);
hashtable(bucket) = p;

/*****************************/
/*
/* Read next data line
/*
/*****************************/
allocate message_item set(p);
get file(sysuexit) skip;
get file(sysuexit) list(p->message_info);
end;

/*****************************/
/*
/* Clean up
/*
/*****************************/
done:
free p->message_Item;
close file(sysuexit);
end;

message_Filter:
proc ( ue, mf )
options( nodescriptor );
dcl 1 ue like uex_Uib byaddr;
dcl 1 mf like uex_Mfa byaddr;
dcl p pointer;
dcl bucket fixed bin(15);
on error snap system;
ue.uex_Uib_Reason_Code = uex_Reason_Output;
ue.uex_Uib_Return_Code = 0;
mf.uex_Mfa_New_Severity = mf.uex_Mfa_Severity;

/*****************************/
/*
/* Calculate bucket for error message
/*
/*****************************/
bucket = mod(mf.uex_Mfa_Message_No, hashsize);
do p = hashtable(bucket) repeat (p->link) while(p!=null())
    until (p->msgno = mf.uex_Mfa_Message_No & 
          p->facid = mf.Uex_Mfa_Facility_Id);
end;

if p = null() then
    else
        do;

        ue.uex_Uib_Reason_Code = p->reason;
        if p->newsev < 0 then
            else
                mf.uex_Mfa_New_Severity = p->newsev;
            end;
        end;

exitterm:
    proc ( ue, ta )
        options( nodescriptor );
        dcl 1 ue like uex_Uib byaddr;
        dcl 1 ta like uex_Tsa byaddr;
        ue.uex_Uib_return_Code = 0;
        ue.uex_Uib_reason_Code = 0;
    end;
end pack;

// link the user exit
//******************************************************************************
//LKEDEXIT EXEC PGM=IEWL,PARM='XREF,LIST,LET,DYNAM=DLL',
//      COND=(9,LT,PLIEXIT),REGION=5000K
//SYSLIB DD DSN=CCE.SCEELKED,DISP=SHR
//SYSLMOD DD DSN=&&EXITLIB(IBMUEXIT),DISP=(NEW,PASS),UNIT=SYSDA,
//      SPACE=(TRK,(7,1,1)),DSNTYPE=LIBRARY
//SYSUT1 DD DSN=&&SYSUT1,UNIT=SYSDA,SPACE=(CYL,(3,1)),
//      DCB=BLKSIZE=1024
//SYSPRINT DD SYSOUT=X
//SYndefsd DD DUMMY
//SYSlin DD DSN=&&LOADSET,DISP=SHR
//      DD DDNAME=SYSIN
//LKED.SYSIN DD *
//ENTRY IBMUEXIT

Figure 16. Sample JCL to compile, link, and invoke the user exit (Part 6 of 7)
Fetching PL/I MAIN Routines

When you fetch a PL/I MAIN program, a child enclave is created in Language Environment.

You need to follow these rules to fetch a PL/I MAIN program:

- You cannot pass any runtime options to a fetched MAIN program in the parameter string. If you want the fetched MAIN routine to have its own runtime option, use either of the following ways:
  - Declare a PLIXOPT variable in the fetched MAIN routine.
  - Link the fetched MAIN routine with a CEEUOPT module.
- You can pass only a VARYING CHARACTER string to a fetched MAIN routine that is compiled with the SYSTEM(MVS) compiler option.
- You must specify NOEXECOPS in the option on the PROCEDURE statement of a fetched MAIN routine.
- You must not specify OPTION(ASM) or OPTION(NODESCRIPTOR) in the ENTRY declaration for the fetched MAIN routine in the fetching program.

Fetching z/OS C routines

Unless the NORENT option has been specified, the ENTRY declaration in the routine that fetches an z/OS C routine must not specify OPTIONS(COBOL) or OPTIONS(ASM)—these should be specified only for COBOL or ASM routines not linked as DLLs.

The z/OS C documentation provides instructions on how to compile and link an z/OS C DLL.
Fetching assembler routines

Unless the NORENT option has been specified, the ENTRY declaration in the routine that fetches an assembler routine must specify OPTIONS(ASM).

Invoking MAIN under TSO/E

If you compile your MAIN program with the SYSTEM(MVS) option, you can invoke the program using the TSO CALL command or as a TSO command processor. Both the run-time options and parameters can be passed the same way as under MVS batch.

For example, if the MAIN program TSOARG1 was link-edited as a member of a data set named userid.TEST.load, it can be invoked by:

- CALL TEST(TSOARG1) 'RPTSTG(ON),TRAP(ON)/THIS IS MY ARGUMENT'
- CALL TEST(TSOARG1) '/THIS IS MY ARGUMENT'
- TSOARG1 TRAP(ON)/THIS IS MY ARGUMENT
- TSOARG1 /THIS IS MY ARGUMENT

**NOTE:** The data set containing TSOARG1 (userid.TEST.load) must be in the standard TSO program search list to run the program without using the CALL statement. This can be accomplished by issuing the TSO command

```
TSOLIB ACTIVATE DSN('userid.TEST.load')
```

However, if you compile your MAIN program with the SYSTEM(TSO) option, the program will be passed a pointer to the Command Processor Parameter List (CPPL). In this case, NOEXECOPS is in effect. Your program can be invoked as a TSO command, but it cannot be invoked by a TSO CALL statement. For example:

```
TSOARG2 This is my argument
```

The program in Figure 17 on page 249 uses the SYSTEM(TSO) interface to address and display the program arguments from the CPPL.
Whether your MAIN program is invoked as a command or via CALL, you can always specify run-time options via the PLIXOPT string.

### Invoking MAIN under z/OS UNIX

Under z/OS UNIX, if you compile a MAIN program with the SYSTEM(MVS) option, the program will be passed, as usual, one CHARACTER VARYING string containing the parameters specified when it was invoked.

However, under z/OS UNIX, if you compile a MAIN program with the SYSTEM(OS) option, the program will be passed 7 parameters as specified in the z/OS UNIX manuals. These 7 parameters include:

- the argument count (which includes the name of the executable as the first "argument"
- the address of an array of addresses of the lengths of the arguments
- the address of an array of addresses of the arguments as null-terminated character strings
- the count of environment variables set
- the address of an array of addresses of the lengths of the environment variables
- the address of an array of addresses of the environment variables as null-terminated character strings

The program in [Figure 18 on page 250](#) uses the SYSTEM(OS) interface to address and display the individual arguments and environment variables.
*process display(std) system(os);

sayargs:
proc(argc, pArgLen, pArgStr, envc, pEnvLen, pEnvStr, pParmSelf)
options( main, noexecops );

dcl argc fixed bin(31) nonasgn byaddr;
dcl pArgLen pointer nonasgn byvalue;
dcl pArgStr pointer nonasgn byvalue;
dcl envc fixed bin(31) nonasgn byaddr;
dcl pEnvLen pointer nonasgn byvalue;
dcl pEnvStr pointer nonasgn byvalue;
dcl pParmSelf pointer nonasgn byvalue;

dcl q(4095) pointer based;
dcl bxb fixed bin(31) based;
dcl bcz char(31) varz based;

display( 'argc = ' || argc );
do jx = 1 to argc;
display( 'pargStr(jx) = ' || pArgStr->q(jx)->bcz );
end;

display( 'envc = ' || envc );
do jx = 1 to envc;
display( 'pEnvStr(jx) = ' || pEnvStr->q(jx)->bcz );
end;

end;

Figure 18. Sample program to display z/OS UNIX args and environment variables
Part 2. Using I/O facilities

Chapter 6. Using data sets and files

- Allocating files ........................................ 253
- Associating data sets with files under z/OS ........ 254
  - Associating several files with one data set ... 256
  - Associating several data sets with one file ... 256
- Concatenating several data sets .................... 257
- Accessing HFS files under z/OS ..................... 257
- Associating data sets with files under z/OS UNIX .. 258
  - Using environment variables .............. 259
  - Using the TITLE option of the OPEN statement 260
- Attempting to use files not associated with data sets ........................................ 261
- How PL/I finds data sets .............................. 261
- Specifying characteristics using DD_DDNAME
  environment variables .. 261
  - APPEND ........................................ 262
  - BUFSIZE ...................................... 263
  - CHARSET for record I/O ........................ 263
  - CHARSET for stream I/O ....................... 263
  - DELAY ........................................ 263
  - DELIMIT .................................... 264
  - LRECL ...................................... 264
  - LRMSKIP ..................................... 264
  - PROMPT ...................................... 264
  - PUTPAGE .................................... 264
  - REACCOUNT .................................. 265
  - REC[$SIZE .................... 265
  - SAMELINE ................................... 265
  - SKIP0 ....................................... 266
  - TYPE ....................................... 266
- Establishing data set characteristics ............... 267
  - Blocks and records ................................ 267
    - Information interchange codes ............ 268
  - Record formats .................................. 268
    - Fixed-length records ....................... 268
    - Variable-length records .................... 269
    - Undefined-length records .................. 269
  - Data set organization ............................ 270
  - Labels ........................................ 271
  - Data Definition (DD) statement ............... 271
    - Use of the conditional subparameters .... 271
    - Data set characteristics .................... 272
  - Using the TITLE option of the OPEN statement .. 272
  - Associating PL/I files with data sets ........ 273
    - Opening a file ................................ 273
    - Closing a file ................................ 274
  - Specifying characteristics in the
    ENVIRONMENT attribute ......................... 275
    - The ENVIRONMENT attribute .............. 275
    - Record formats for record-oriented data
      transmission .................................. 277
    - Record formats for stream-oriented data
      transmission .................................. 277
    - RECSIZE option ................................ 277
    - BLKSIZE option ................................ 278
  - Record format, BLKSIZE, and RECSIZE
    defaults ........................................ 279
  - GENKEY option — key classification ............ 280
  - SCALARVARYING option — varying-length
    strings .......................................... 281
  - KEYLENGTH option ............................... 282
  - ORGANIZATION option ............................ 282
  - Data set types used by PL/I record I/O ....... 282
- Setting environment variables ....................... 283
  - PL/I standard files (SYSPRINT and SYSIN) .... 284
  - Redirecting standard input, output, and error
    devices .......................................... 284

Chapter 7. Using libraries

- Types of libraries .................................... 285
  - How to use a library ................................ 285
  - Creating a library ................................ 286
  - SP ACE parameter ............. 286
  - Creating and updating a library member ........ 287
  - Examples ....................................... 287
  - Extracting information from a library directory ... 289

Chapter 8. Defining and using consecutive data sets

- Using stream-oriented data transmission ........ 291
  - Defining files using stream I/O ................ 291
  - Defining stream files using PL/I dynamic
    allocation ........................................ 292
  - Specifying ENVIRONMENT options ............... 292
    - CONSECUTIVE .................................. 292
    - Record format options ....................... 293
    - RECSIZE .................................... 293
    - Defaults for record format, BLKSIZE, and
      RECSIZE ........................................ 293
    - GRAPHIC option ................................ 294
  - Creating a data set with stream I/O ............ 294
  - Essential information ............................ 295
  - Examples ....................................... 295
  - Accessing a data set with stream I/O .......... 297
  - Essential information ............................ 298
  - Record format ................................... 298
  - Example ....................................... 298
  - Using PRINT files with stream I/O ................ 299
    - Controlling printed line length ............ 300
    - Overriding the tab control table ............ 302
  - Using SYSPRINT files ............................ 303
  - Controlling input from the terminal ............ 304
  - Format of data ................................... 305
  - Stream and record files .......................... 306
  - Defining QSAM files using PL/I dynamic
    allocation ........................................ 306
  - Capital and lowercase letters .................... 307
  - End-of-file ..................................... 307
  - COPY option of GET statement .................... 307
Chapter 9. Controlling output to the terminal 309
Format of PRINT files ........................................ 309
Stream and record files ....................................... 309
Output from the PUT EDIT command ....................... 309

Chapter 10. Using record-oriented data transmission .... 311
Specifying record format ...................................... 312
Defining files using record I/O ................................. 312
Specifying ENVIRONMENT options ........................... 312
CONSECUTIVE ................................................. 312
ORGANIZATION(CONSECUTIVE) ............................ 313
CTLASA | CTL360 .............................................. 313
LEAVE | REREAD ............................................... 314
Creating a data set with record I/O ......................... 315
Essential information .......................................... 315
Accessing and updating a data set with record I/O ....... 316
Essential information .......................................... 317
Example of consecutive data sets ............................. 317

Chapter 11. Defining and using regional data sets ........ 321
Defining REGIONAL(1) data sets using PL/I dynamic allocation ........................................ 323
Defining files for a regional data set ......................... 323
Specifying ENVIRONMENT options ........................... 323
REGIONAL option .............................................. 324
Using keys with REGIONAL data sets ....................... 324
Using REGIONAL(1) data sets ................................ 324
Dummy Records ................................................. 325
Creating a REGIONAL(1) data set ............................. 325
Example .......................................................... 325
Accessing and updating a REGIONAL(1) data set ........ 326
Sequential access ............................................... 327
Direct access .................................................... 327
Example .......................................................... 327
Essential information for creating and accessing regional data sets ........................................ 329

Chapter 12. Defining and using VSAM data sets ........... 333
Defining VSAM file using PL/I dynamic allocation ........ 333
Using VSAM data sets ........................................... 333
How to run a program with VSAM data sets ............... 333
Pairing an Alternate Index Path with a File ................. 334
VSAM organization .............................................. 334
Keys for VSAM data sets ...................................... 336
Keys for indexed VSAM data sets ............................. 336
Relative byte addresses (RBA) ............................... 337
Relative record numbers ...................................... 337
Choosing a data set type ...................................... 337
Defining files for VSAM data sets ............................ 339
Specifying ENVIRONMENT options ........................... 339
BKWD option .................................................... 340
BUFFD option .................................................... 340
BUFNI option .................................................... 341
BUFFP option .................................................... 341
GENKEY option ................................................ 341
PASSWORD option ............................................. 341
REUSE option ................................................ 341
SKIP option .................................................... 342
Using a SEQUENTIAL file to access an ESDS ............... 345
Defining and loading an ESDS ................................ 345
Updating an ESDS ............................................. 346
Key-sequenced and indexed entry-sequenced data sets .... 347
Alternate Indexes for KSDSs or Indexed ESDs ............. 353
Relative-record data sets ...................................... 360
Using Files Defined for non-VSAM Data Sets .............. 366
Using Shared Data Sets ....................................... 366
Chapter 6. Using data sets and files

Your PL/I programs process and transmit units of information called records. A collection of records is called a data set. Data sets are physical collections of information external to PL/I programs; they can be created, accessed, or modified by programs written in PL/I or other languages or by the utility programs of the operating system.

Your PL/I program recognizes and processes information in a data set by using a symbolic or logical representation of the data set called a file. This chapter describes how to allocate files and associate data sets with the files known within your program. It introduces the five major types of data sets, how they are organized and accessed, and some of the file and data set characteristics you need to know how to specify.

Note: INDEXED implies VSAM and is supported only under batch.

Allocating files

For any type of file, including sequential, VSAM, REGIONAL(1) and HFS, you can define the external name by using the following methods:

- In the MVS or TSO environment:
  - A ddname in the JCL
  - An environment variable name
  - The TITLE option of the OPEN statement
- In the USS environment:
  - An environment variable name
  - The TITLE option of the OPEN statement

The following rules of precedence apply in determining when the dynamic allocation takes place:
1. If one of the following DD statement exists for the file, it is used. This rule is not valid in the USS environment.
   - JCL DD
   - TSO ALLOCATE
   - User-initiated dynamic allocation
2. If a DD statement does not exist for the file and the TITLE option is specified in the OPEN statement, the TITLE option is used by associating it with the external name for the file.
3. If a DD statement does not exist for the file and the TITLE option is not specified, but an environment variable exists for the file, the environment variable is used by associating it with the external name for the file.

The file is dynamically allocated by using the attributes specified by the environment variable or TITLE option. At a minimum, the PATH() or DSN() option must be specified, with the DSN() option accompanied by a disposition value. All options and attributes must be in uppercase, except for the pathname suboption of the PATH option, which is case sensitive. Temporary data set names in the DSN() option are not allowed.
For MVS data sets, the Enterprise PL/I run time checks the contents of the environment variable or TITLE option at each OPEN statement:

- If a file with the same external name was dynamically allocated by a previous OPEN statement, and the contents of the environment variable or TITLE option have changed since that OPEN statement, the run time dynamically deallocates the previous allocation and reallocates the file by using the options that is currently set in the environment variable or specified in the TITLE option.
- If the contents of the environment variable or TITLE option have not changed, the run time uses the current allocation without taking the action of deallocation or reallocation.

For HFS files, the DD statement is deallocated and reallocated at each subsequent OPEN statement.

To use PL/I dynamic allocation, you must specify the file names by using the DSN() format for MVS data sets, or using the PATH() format for HFS files as shown in the following examples:

```
OPEN FILE(FILEIN) TITLE('DSN(USER.FILE.EXT),SHR');
OPEN FILE(FILEIN) TITLE('PATH(/usr/FILE.EXT)');
```

```
EXPORT DD_FILE="DSN(USER.FILE.EXT),SHR"
EXPORT DD_FILE="PATH(/usr/FILE.EXT)"
```

**Notes:**
1. When you use the DSN() or the PATH() format specification for PL/I dynamic allocation, if a DD statement and the TITLE option of the OPEN statement are both specified for a file, the DD statement is used and the TITLE option is ignored.
2. Under the USS environment, user-initiated dynamic allocation is not supported. If it is attempted, the UNDEFINEDFILE condition is raised, even if the TITLE or environment variable option is used, because the external name is in use.

---

**Associating data sets with files under z/OS**

A file used within a PL/I program has a **PL/I file name**. The physical data set external to the program has a name by which it is known to the operating system: a **data set name** or dsname. In some cases the data set has no name; it is known to the system by the device on which it exists.

The operating system needs a way to recognize which physical data set is referred to by your program, so you must write a **data definition** or DD statement, external to your program, that associates the PL/I file name with a dsname. For example, if you have the following file declaration in your program:

```
DCL STOCK FILE STREAM INPUT;
```

you should create a DD statement with a **data definition name** (ddname) that matches the name of the PL/I file. The DD statement specifies a physical data set name (dsname) and gives its characteristics:

```
//GO.STOCK DD DSN=PARTS.INSTOCK, . . .
```

You’ll find some guidance in writing DD statements in this manual, but for more detail refer to the job control language (JCL) manuals for your system.

There is more than one way to associate a data set with a PL/I file. You associate a data set with a PL/I file by ensuring that the dname of the DD statement that defines the data set is the same as one of the following:
The declared PL/I file name

• The character-string value of the expression specified in the TITLE option of the associated OPEN statement.

You must choose your PL/I file names so that the corresponding ddnames conform to the following restrictions:

• If a file is opened implicitly, or if no TITLE option is included in the OPEN statement that explicitly opens the file, the ddname defaults to the file name. If the file name is longer than 8 characters, the default ddname is composed of the first 8 characters of the file name.

• The character set of the JCL does not contain the break character (_). Consequently, this character cannot appear in ddnames. Do not use break characters among the first 8 characters of file names, unless the file is to be opened with a TITLE option with a valid ddname as its expression. The alphabetic extender characters $, @, and #, however, are valid for ddnames, but the first character must be one of the letters A through Z.

Since external names are limited to 7 characters, an external file name of more than 7 characters is shortened into a concatenation of the first 4 and the last 3 characters of the file name. Such a shortened name is **not**, however, the name used as the ddname in the associated DD statement.

Consider the following statements:

1. OPEN FILE(MASTER);
2. OPEN FILE(OLDMASTER);
3. READ FILE(DETAIL) ...;

When statement number 1 is run, the file name MASTER is taken to be the same as the ddname of a DD statement in the current job step. When statement number 2 is run, the name OLDMASTE is taken to be the same as the ddname of a DD statement in the current job step. (The first 8 characters of a file name form the ddname. If OLDMASTER is an external name, it will be shortened by the compiler to OLDMTER for use within the program.) If statement number 3 causes implicit opening of the file DETAIL, the name DETAIL is taken to be the same as the ddname of a DD statement in the current job step.

In each of the above cases, a corresponding DD statement must appear in the job stream; otherwise, the UNDEFINEDFILE condition is raised. The three DD statements could start as follows:

1. //MASTER DD ...
2. //OLDMASTE DD ...
3. //DETAIL DD ...

If the file reference in the statement which explicitly or implicitly opens the file is not a file constant, the DD statement name **must** be the same as the value of the file reference. The following example illustrates how a DD statement should be associated with the value of a file variable:

```pli
DCL PRICES FILE VARIABLE,
  RPRICE FILE;
PRICES = RPRICE;
OPEN FILE(PRICES);
```

The DD statement should associate the data set with the file constant RPRICE, which is the value of the file variable PRICES, thus:
Use of a file variable also allows you to manipulate a number of files at various times by a single statement. For example:

```
DECLARE F FILE VARIABLE,
    A FILE,
    B FILE,
    C FILE;
    ...
    DO F=A,B,C;
        READ FILE (F) ...;
    ...
    END;
```

The READ statement reads the three files A, B, and C, each of which can be associated with a different data set. The files A, B, and C remain open after the READ statement is executed in each instance.

The following OPEN statement illustrates use of the TITLE option:

```
OPEN FILE(DETAIL) TITLE('DETAIL1');
```

For this statement to be executed successfully, you must have a DD statement in the current job step with DETAIL1 as its ddname. It could start as follows:

```
//DETAIL1 DD DSNAME=DETAILA,...
```

Thus, you associate the data set DETAILA with the file DETAIL through the ddname DETAIL1.

### Associating several files with one data set

You can use the TITLE option to associate two or more PL/I files with the same external data set, provided the first file association is closed before opening a second file association against the same TITLE name. The following example, where INVNTRY is the name of a DD statement defining a data set to be associated with two files:

```
OPEN FILE (FILE1) TITLE('INVNTRY');
......
CLOSE FILE (FILE1);
......
OPEN FILE (FILE2) TITLE('INVNTRY');
```

If the file is not closed first before the second open is done, the UNDEFINEDFILE condition will be raised with a subcode 1 value of 59, stating that an open was attempted against a file that was already open.

### Associating several data sets with one file

The file name can, at different times, represent entirely different data sets. In the above example of the OPEN statement, the file DETAIL1 is associated with the data set named in the DSNAME parameter of the DD statement DETAIL1. If you closed and reopened the file, you could specify a different ddname in the TITLE option to associate the file with a different data set.
Use of the TITLE option allows you to choose dynamically, at open time, one among several data sets to be associated with a particular file name. Consider the following example:

```plaintext
DO IDENT='A','B','C';
  OPEN FILE(MASTER)
    TITLE('MASTER1'||IDENT);
.
.
  CLOSE FILE(MASTER);
END;
```

In this example, when MASTER is opened during the first iteration of the do-group, the associated ddname is taken to be MASTER1A. After processing, the file is closed, dissociating the file name and the ddname. During the second iteration of the do-group, MASTER is opened again. This time, MASTER is associated with the ddname MASTER1B. Similarly, during the final iteration of the do-group, MASTER is associated with the ddname MASTER1C.

### Concatenating several data sets

For input only, you can concatenate two or more sequential or regional data sets (that is, link them so that they are processed as one continuous data set) by omitting the ddname from all but the first of the DD statements that describe them. For example, the following DD statements cause the data sets LIST1, LIST2, and LIST3 to be treated as a single data set for the duration of the job step in which the statements appear:

```plaintext
//GO.LIST DD DSNAME=LIST1,DISP=OLD
// DD DSNAME=LIST2,DISP=OLD
// DD DSNAME=LIST3,DISP=OLD
```

When read from a PL/I program, the concatenated data sets need not be on the same volume. You cannot process concatenated data sets backward.

### Accessing HFS files under z/OS

You can access HFS files from a batch program by specifying the HFS file name in the DD statement or in the TITLE option of the OPEN statement.

For example, to access the HFS file `/u/USER/sample.txt` by using the DD HFS, you would code the DD statement as follows:

```plaintext
//HFS DD PATH='/u/USER/sample.txt',PATHOPTS=ORDONLY,DSNTYPE=HFS
```

To access the same file by using the TITLE option of the OPEN statement, you would code:

```plaintext
OPEN FILE(HFS) TITLE('//u/USER/sample.txt');
```

Note the two forward slashes in the TITLE option: the first indicates that what follows is a file name (rather than a DD name), and the second is the start of the fully qualified HFS file name (and fully qualified names have to be used when HFS files are referenced under batch, because there is no current directory that could be used to complete a file specification).

You can access HFS files from a batch program using PL/I dynamic allocation by specifying the HFS file name using one of the following methods:

- The DD statement
- The TITLE option of the OPEN statement
• The PUTENV built-in function
• The PLIXOPT string using the ENVAR option

The following example shows how to access HFS files by using these methods:

```
//HFS DD PATH='/u/USER/sample.txt',PATHOPTS=ORDONLY...
OPEN FILE(HFS) TITLE('PATH(/u/USER/sample.txt)');
xx = putenv('DD_HFS=/u/USER/sample.txt');
```

```
Dcl plixopt char(100) var ext static
init('ENVAR("DD_HFS=PATH(/u/USER/sample.txt)")');
```

**Note:** To use PL/I dynamic allocation, specify the file names by using the DSN() format for MVS data sets, or the PATH() format for HFS files.

PL/I decides how to treat HFS files under batch in the following order:

1. If ENV(F) is specified in the file declaration, the file is assumed to consist of fixed length records.
2. If ENV(V) is specified in the file declaration, the file is assumed to consist of lf-delimited records.
3. If FILEDATA=BINARY is specified on the file's DD statement, the file is assumed to consist of fixed length records.
4. Otherwise the file is assumed to consist of lf-delimited records.

To access a fixed length z/OS file from UNIX, the record size of the file must be specified either in the ENVIRONMENT attribute of the file or in the TITLE option on the OPEN statement. So,

- If the file declaration does not contain ENV( F RECSIZE(...) ), you must specify the data set name and these attributes in the TITLE option. For example, for a file of fixed length 80-byte records, you could specify a TITLE option as follows:

  `/dataset.name,type(fixed),recsize(80)`

- If the ENVIRONMENT attribute specifies only one of F or RECSIZE, you must specify the data set name and the omitted attribute in the TITLE option.

- If the ENVIRONMENT attribute specifies both F and RECSIZE, you need to specify only the data set name in the TITLE option.

---

**Associating data sets with files under z/OS UNIX**

A file used within a PL/I program has a PL/I file name. A data set also has a name by which it is known to the operating system.

PL/I needs a way to recognize the data sets to which the PL/I files in your program refer, so you must provide an identification of the data set to be used, or allow PL/I to use a default identification.

You can identify the data set explicitly using either an environment variable or the TITLE option of the OPEN statement.

To use PL/I dynamic allocation, you must specify the file names by using the DSN() format for MVS data sets, or the PATH() format for HFS files.

To access HFS files from z/OS UNIX program using PL/I dynamic allocation, you can specify the HFS filename by using one of the following methods:

- The TITLE option of the OPEN statement
The PUTENV built-in function
The PLIXOPT string using the ENVAR option
The EXPORT statement

Using environment variables

Use the export command to establish an environment variable that identifies the data set to be associated with a PL/I file, and, optionally, to specify the characteristics of that data set. The information provided by the environment variable is called data definition (or DD) information.

These environment variable names have the form DD_DDNAME where the DDNAME is the name of a PL/I file constant (or an alternate DDNAME, as defined below). If the filename refers to an HFS file, the filename has to be properly qualified. Otherwise, the PL/I library assumes the filename refers to an MVS data set.

Examples:

```
declare MyFile stream output;
export DD_MYFILE=/datapath/mydata.dat
```

`/datapath/mydata.dat` refers to an HFS file. The filename is fully-qualified.

```
export DD_MYFILE=./mydata.dat
```

`.mydata.dat` refers to an HFS file residing in the current directory.

```
export DD_MYFILE=mydata.dat
```

`mydata.dat` refers to an MVS data set.

The following examples show that the HFS files are accessed when using PL/I dynamic allocation:

```
export DD_HFS="PATH(/u/USER/sample.txt)"
export DD_FILE="DSN(USER.FILE.EXT),SHR"
```

If you are familiar with the IBM mainframe environment, you can think of the environment variable much like:
- DD statement in z/OS
- ALLOCATE statement in TSO

For more information about the syntax and options you can use with the DD_DDNAME environment variable, see “Specifying characteristics using DD_DDNAME environment variables” on page 261.

Under z/OS UNIX, where more types of varying length HFS files are supported than under batch, PL/I treats an HFS file as follows:

1. If ENV(F) is specified in the file declaration, the file is assumed to consist of fixed length records.
2. If a TYPE is specified in the file's EXPORT statement, the file is assumed to consist of records of that type.
3. Otherwise the file is assumed to consist of lf-delimited records.
Using the TITLE option of the OPEN statement

You can use the TITLE option of the OPEN statement to identify the data set to be associated with a PL/I file, and, optionally, to provide additional characteristics of that data set.

```plaintext
TITLE('expression')
```

The expression must yield a character string with the following syntax:

```plaintext
alternate_ddname
/filespec/{dd_option}
/DSN({dsname})/{dsn_option}
/PATH({pathname})
```

**alternate_ddname**
The name of an alternate DD_DDNAME environment variable. An alternate DD_DDNAME environment variable is not named after a file constant. For example, if you have a file named INVENTORY in your program, and you establish two DD_DDNAME environment variables—the first named INVENTORY and the second named PARTS—you can associate the file with the second one using this statement:

```plaintext
open file(Inventry) title('PARTS');
```

**filespec**
Any valid file specification on the system you are using. The maximum length of filespec is 1023 characters.

**dd_option**
One or more options allowed in a DD_DDNAME environment variable

For more information about the options of the DD_DDNAME environment variable, see "Specifying characteristics using DD_DDNAME environment variables" on page 261.

**dsname**
The fully qualified MVS data set name

**dsn_option**
One or more DSN options

For more information about the DSN options, see "Defining QSAM files using PL/I dynamic allocation" on page 306, "Defining REGIONAL(1) data sets using PL/I dynamic allocation" on page 323, and "Defining VSAM file using PL/I dynamic allocation" on page 333.

**pathname**
The fully qualified HFS path name

Here is an example of using the OPEN statement in this manner with a z/OS DSN:

```plaintext
open file(Payroll) title('/June.Dat,append(n),recsize(52)');
```
Note the required leading forward slash in the TITLE option. This leading forward slash indicates that what follows is a file name (rather than a DD name). In this case, June.Dat refers to an MVS dataset.

If June.Dat is an HFS file, the example looks like this:
```
open file(Payroll) title('//u/USER/June.Dat,append(n),recsize(52)');
```

Note the two forward slashes in the TITLE option: the first indicates that what follows is a file name (rather than a DD name), and the second is the start of the fully qualified HFS file name.

Relative HFS file names can also be specified in place of fully qualified names, for example:
```
open file(Payroll) title('./June.Dat,append(n),recsize(52)');
```

The dataset name June.Dat will be prefixed with the pathname of the current z/OS UNIX directory.

With this form, PL/I obtains all DD information either from the TITLE expression or from the ENVIRONMENT attribute of a file declaration - a DD_DDNAME environment variable is not referenced.

The following examples show how to use the OPEN statement with PL/I dynamic allocation support:

- For a z/OS data set:
  ```
  OPEN FILE(QSAM01) title('DSN(USER.FILE.EXT),SHR');
  ```

- For an HFS file:
  ```
  OPEN FILE(QSAM01) title('PATH(/u/USER/sample.txt)');
  ```

**Attempting to use files not associated with data sets**

If you attempt to use a file that has not been associated with a data set, (either through the use of the TITLE option of the OPEN statement or by establishing a DD_DDNAME environment variable), the UNDEFINEDFILE condition is raised. The only exceptions are the files SYSIN and SYSPRINT; these default to stdin and stdout, respectively.

**How PL/I finds data sets**

PL/I establishes the path for creating new data sets or accessing existing data sets in one of the following ways:

- The current directory.
- The paths as defined by the export DD_DDNAME environment variable.

**Specifying characteristics using DD_DDNAME environment variables**

You use the export command to establish an environment variable that identifies the data set to be associated with a PL/I file, and, optionally, provide additional characteristics of that data set. This information provided by the environment variable is called data definition (or DD) information.

The syntax of the DD_DDNAME environment variable is:
Blanks are acceptable within the syntax. In addition, the syntax of the statement is not checked at the time the command is entered. It is verified when the data set is opened. If the syntax is wrong, UNDEFINEDFILE is raised with the oncode 96.

**DD_DDNAME**
The name of the environment variable. The DDNAME must be in uppercase and can be either the name of a file constant or an alternate DDNAME that you specify in the TITLE option of your OPEN statement. The TITLE option is described in “Using the TITLE option of the OPEN statement” on page 260.

If you use an alternate DDNAME, and it is longer than 31 characters, only the first 31 characters are used in forming the environment variable name.

**filespec**
The specifications of a file or the name of a device to be associated with the PL/I file

**option**
The options that you can specify as DD information

**dsnname**
The fully-qualified MVS data set name

**pathname**
The fully-qualified HFS path name

The options that you can specify as DD information are described in the following topics, beginning with "APPEND" and ending with "TYPE" on page 266. Note that these options do no apply to the DSN() or PATH() formats.

**APPEND**
The APPEND option specifies whether an existing data set is to be extended or re-created.

**Y** Specifies that new records are to be added to the end of a sequential data set, or inserted in a relative or indexed data set.

**N** Specifies that, if the file exists, it is to be recreated.

The APPEND option applies only to OUTPUT files. APPEND is ignored if:
- The file does not exist
- The file does not have the OUTPUT attribute
- The organization is REGIONAL(1)
**BUFSIZE**
The BUFSIZE option specifies the number of bytes for a buffer.

```
BUFSIZE (n)
```

RECORD output is buffered by default and has a default value for BUFSIZE of 64k. STREAM output is buffered, but not by default, and has a default value for BUFSIZE of zero.

If the value of zero is given to BUFSIZE, the number of bytes for buffering is equal to the value specified in the RECSIZE or LRECL option.

The BUFSIZE option is valid only for a consecutive binary file. If the file is used for terminal input, you should assign the value of zero to BUFSIZE for increased efficiency.

**CHARSET for record I/O**
This version of the CHARSET option applies only to consecutive files using record I/O. It gives the user the capability of using ASCII data files as input files, and specifying the character set of output files.

```
CHARSET (ASIS EBCDIC ASCII)
```

Choose a suboption of CHARSET based on what form the file has (input) or what form you want the file to have (output).

**CHARSET for stream I/O**
This version of the CHARSET option applies for stream input and output files. It gives the user the capability of using ASCII data files as input files, and specifying the character set of output files. If you attempt to specify ASIS when using stream I/O, no error is issued and character sets are treated as EBCDIC.

```
CHARSET (EBCDIC ASCII)
```

Choose a suboption of CHARSET based on what form the file has (input) or what form you want the file to have (output).

**DELAY**
The DELAY option specifies the number of milliseconds to delay before retrying an operation that fails when a file or record lock cannot be obtained by the system.

```
DELAY (0)
```

This option is applicable only to VSAM files.
**DELIMIT**
The DELIMIT option specifies whether the input file contains field delimiters or not. A field delimiter is a blank or a user-defined character that separates the fields in a record. This is applicable for sort input files only.

\[
\text{DELIMIT} (\text{Y})
\]

The sort utility distinguishes text files from binary files with the presence of field delimiters. Input files that contain field delimiters are processed as text files; otherwise, they are considered to be binary files. The library needs this information in order to pass the correct parameters to the sort utility.

**LRECL**
The LRECL option is the same as the RECSIZE option.

\[
\text{LRECL} (n)
\]

If LRECL is not specified and not implied by a LINESIZE value (except for TYPE(FIXED) files, the default is 1024.

**LRMSKIP**
The LRMSKIP option allows output to commence on the nth (n refers to the value specified with the SKIP option of the PUT or GET statement) line of the first page for the first SKIP format item to be executed after a file is opened.

\[
\text{LRMSKIP} (\text{Y})
\]

If n is zero or 1, output commences on the first line of the first page.

**PROMPT**
The PROMPT option specifies whether or not colons should be visible as prompts for stream input from the terminal.

\[
\text{PROMPT} (\text{Y})
\]

**PUTPAGE**
The PUTPAGE option specifies whether or not the form feed character should be followed by a carriage return character. This option applies only to printer-destined files. Printer-destined files are stream output files declared with the PRINT attribute, or record output files declared with the CTLASA environment option.

\[
\text{PUTPAGE} (\text{NOCR})
\]

**NOCR**
Indicates that the form feed character (\text{C'R})x is not followed by a carriage return character (\text{C'D})x.
CR Indicates that the carriage return character is appended to the form feed character. This option should be specified if output is sent to non-IBM printers.

RECCOUNT
The RECCOUNT option specifies the maximum number of records that can be loaded into a relative or regional data set that is created during the PL/I file opening process.

```
RECCOUNT{(n)}
```

The RECCOUNT option is ignored if PL/I does not create, or recreate, the data set.

The default for the RECCOUNT option is 50.

Note: Under z/OS, it is recommended to omit the TITLE option with both the /filespec parameter and RECCOUNT parameter for improved functionality and performance of REGIONAL(1) data sets. In such a case, the number of records that will be loaded into the file depends on the space allocated to the first extent of the data set. See Chapter 11, “Defining and using regional data sets,” on page 321 for additional information.

RECSIZE
The RECSIZE option specifies the length, \( n \), of records in the data set.

```
RECSIZE{\[512\]}{(n)}
```

For regional and fixed-length data sets, RECSIZE specifies the length of each record in the data set; for all other data set types, RECSIZE specifies the maximum length records may have.

SAMELINE
The SAMELINE option specifies whether the system prompt occurs on the same line as the statement that prompts for input.

```
SAMELINE{(Y)}{(N)}
```

The following examples show the results of certain combinations of the PROMPT and SAMELINE options:

**Example 1**
Given the statement PUT SKIP LIST('ENTER:');, output is as follows:

<table>
<thead>
<tr>
<th>prompt</th>
<th>sameline</th>
<th>output</th>
</tr>
</thead>
<tbody>
<tr>
<td>y</td>
<td>y</td>
<td>ENTER: (cursor)</td>
</tr>
<tr>
<td>y</td>
<td>n</td>
<td>ENTER:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(cursor)</td>
</tr>
<tr>
<td>n</td>
<td>y</td>
<td>ENTER: (cursor)</td>
</tr>
<tr>
<td>n</td>
<td>n</td>
<td>ENTER: (cursor)</td>
</tr>
</tbody>
</table>

**Example 2**
Given the statement PUT SKIP LIST('ENTER');, output is as follows:
The SKIP0 option specifies where the line cursor moves when SKIP(0) statement is coded in the source program. SKIP0 applies to terminal files that are not linked as PM applications.

**SKIP0**

<table>
<thead>
<tr>
<th>SKIP0(N)</th>
<th>Specifies that the cursor is to be moved to the beginning of the next line.</th>
</tr>
</thead>
<tbody>
<tr>
<td>SKIP0(Y)</td>
<td>Specifies that the cursor to be moved to the beginning of the current line.</td>
</tr>
</tbody>
</table>

The following example shows how you could make the output to the terminal skip zero lines so that the cursor moves to the beginning of the current output line:

```plaintext
export DD(SYSPRINT='stdout:,SKIP0(Y)')
```

**TYPE**

The TYPE option specifies the format of records in a native file.

| CRLF | Specifies that records are delimited by the CR - LF character combination. ('CR' and 'LF' represent the ASCII values of carriage return and line feed, '0D'x and '0A'x, respectively. For an output file, PL/I places the characters at the end of each record; for an input file, PL/I discards the characters. For both input and output, the characters are not counted in consideration for RECSIZE.)
<table>
<thead>
<tr>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>LF</td>
</tr>
</tbody>
</table>
TEXT
   Equivalent to LF.

FIXED
   Specifies that each record in the data set has the same length. The length
determined for records in the data set is used to recognize record boundaries.

   All characters in a TYPE(FIXED) file are considered as data, including control
characters if they exist. Make sure the record length you specify reflects the
presence of these characters or make sure the record length you specify
accounts for all characters in the record.

CRLFEOF
   Except for output files, this suboption specifies the same information as CRLF.
   When one of these files is closed for output, an end-of-file marker is appended
to the last record.

U
   Indicates that records are unformatted. These unformatted files cannot be used
by any record or stream I/O statements except OPEN and CLOSE. You can
read from a TYPE(U) file only by using the FILEREAD built-in function. You
can write to a TYPE(U) file only by using the FILEWRITE built-in function.

The TYPE option applies only to CONSECUTIVE files, except that it is ignored for
printer-destined files with ASA(N) applied.

If your program attempts to access an existing data set with TYPE(FIXED) in effect
and the length of the data set is not a multiple of the logical record length you
specify, PL/I raises the UNDEFINEDFILE condition.

When using nonprint files with the TYPE(FIXED) attribute, SKIP is replaced by
trailing blanks to the end of the line. If TYPE(LF) is being used, SKIP is replaced
by LF with no trailing blanks.

Establishing data set characteristics

A data set consists of records stored in a particular format which the operating
system data management routines understand. When you declare or open a file in
your program, you are describing to PL/I and to the operating system the
characteristics of the records that file will contain. You can also use JCL or an
expression in the TITLE option of the OPEN statement to describe to the operating
system the characteristics of the data in data sets or in the PL/I files associated
with them.

You do not always need to describe your data both within the program and
outside it; often one description will serve for both data sets and their associated
PL/I files. There are, in fact, advantages to describing your data's characteristics in
only one place. These are described later in this chapter and in following chapters.

To effectively describe your program data and the data sets you will be using, you
need to understand something of how the operating system moves and stores data.

Blocks and records

The items of data in a data set are arranged in blocks separated by interblock gaps
(IBG). (Some manuals refer to these as interrecord gaps.)
A block is the unit of data transmitted to and from a data set. Each block contains one record, part of a record, or several records. You can specify the block size in the BLKSIZE parameter of the DD statement or in the BLKSIZE option of the ENVIRONMENT attribute.

A record is the unit of data transmitted to and from a program. You can specify the record length in the LRECL parameter of the DD statement, in the TITLE option of the OPEN statement, or in the RECSIZE option of the ENVIRONMENT attribute.

When writing a PL/I program, you need consider only the records that you are reading or writing; but when you describe the data sets that your program will create or access, you must be aware of the relationship between blocks and records.

Blocking conserves storage space in a magnetic storage volume because it reduces the number of interblock gaps, and it can increase efficiency by reducing the number of input/output operations required to process a data set. Records are blocked and deblocked by the data management routines.

**Information interchange codes**
The normal code in which data is recorded is the Extended Binary Coded Decimal Interchange Code (EBCDIC).

Each character in the ASCII code is represented by a 7-bit pattern and there are 128 such patterns. The ASCII set includes a substitute character (the SUB control character) that is used to represent EBCDIC characters having no valid ASCII code. The ASCII substitute character is translated to the EBCDIC SUB character, which has the bit pattern 00111111.

**Record formats**
The records in a data set have one of the following formats:
- Fixed-length
- Variable-length
- Undefined-length.

Records can be blocked if required. The operating system will deblock fixed-length and variable-length records, but you must provide code in your program to deblock undefined-length records.

You specify the record format in the RECFM parameter of the DD statement, in the TITLE option of the OPEN statement, or as an option of the ENVIRONMENT attribute.

**Fixed-length records**
You can specify the following formats for fixed-length records:
- F Fixed-length, unblocked
- FB Fixed-length, blocked
- FS Fixed-length, unblocked, standard
- FBS Fixed-length, blocked, standard.

In a data set with fixed-length records, as shown in Figure 19 on page 269, all records have the same length. If the records are blocked, each block usually contains an equal number of fixed-length records (although a block can be truncated). If the records are unblocked, each record constitutes a block.
Because it bases blocking and de_blocking on a constant record length, the operating system processes fixed-length records faster than variable-length records.

**Variable-length records**
You can specify the following formats for variable-length records:

- V  Variable-length, unblocked
- VB Variable-length, blocked
- VS Variable-length, unblocked, spanned
- VBS Variable-length, blocked, spanned

V-format allows both variable-length records and variable-length blocks. A 4-byte prefix of each record and the first 4 bytes of each block contain control information for use by the operating system (including the length in bytes of the record or block). Because of these control fields, variable-length records cannot be read backward.

V-format signifies unblocked variable-length records. Each record is treated as a block containing only one record. The first 4 bytes of the block contain block control information, and the next 4 contain record control information.

VB-format signifies blocked variable-length records. Each block contains as many complete records as it can accommodate. The first 4 bytes of the block contain block control information, and a 4-byte prefix of each record contains record control information.

**Spanned Records**: A spanned record is a variable-length record in which the length of the record can exceed the size of a block. If this occurs, the record is divided into segments and accommodated in two or more consecutive blocks by specifying the record format as either VS or VBS. Segmentation and assembly are handled by the operating system. The use of spanned records allows you to select a block size, independently of record length, that will combine optimum use of auxiliary storage with maximum efficiency of transmission.

VS-format is similar to V-format. Each block contains only one record or segment of a record. The first 4 bytes of the block contain block control information, and the next 4 contain record or segment control information (including an indication of whether the record is complete or is a first, intermediate, or last segment).
VBS-format differs from VS-format in that each block contains as many complete records or segments as it can accommodate; each block is, therefore, approximately the same size (although there can be a variation of up to 4 bytes, since each segment must contain at least 1 byte of data).

**Undefined-length records**

U-format allows the processing of records that do not conform to F- and V-formats. The operating system and the compiler treat each block as a record; your program must perform any required blocking or deblocking.

**Data set organization**

The data management routines of the operating system can handle a number of types of data sets, which differ in the way data is stored within them and in the allowed means of access to the data. The three main types of non-VSAM data sets and the corresponding keywords describing their PL/I organization\(^1\) are as follows:

<table>
<thead>
<tr>
<th>Type of data set</th>
<th>PL/I organization</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sequential</td>
<td>CONSECUTIVE or ORGANIZATION(consecutive)</td>
</tr>
<tr>
<td>Indexed</td>
<td>INDEXED or ORGANIZATION(indexed)</td>
</tr>
<tr>
<td>Direct</td>
<td>REGIONAL or ORGANIZATION(relative)</td>
</tr>
</tbody>
</table>

A fourth type, *partitioned*, has no corresponding PL/I organization.

PL/I also provides support for three types of VSAM data organization: *ESDS*, *KSDS*, and *RRDS*. For more information about VSAM data sets, see [Chapter 12](#). "Defining and using VSAM data sets," on page 333.

In a *sequential* (or CONSECUTIVE) data set, records are placed in physical sequence. Given one record, the location of the next record is determined by its physical position in the data set. Sequential organization can be selected for direct access devices.

An *indexed sequential* (or INDEXED) data set must reside on a direct access volume. An index or set of indexes maintained by the operating system gives the location of certain principal records. This allows direct retrieval, replacement, addition, and deletion of records, as well as sequential processing.

A *direct* (or REGIONAL) data set must reside on a direct access volume. The data set is divided into regions, each of which contains one or more records. A key that specifies the region number allows direct access to any record; sequential processing is also possible.

In a *partitioned* data set, independent groups of sequentially organized data, each called a member, reside in a direct access data set. The data set includes a directory that lists the location of each member. Partitioned data sets are often called *libraries*. The compiler includes no special facilities for creating and accessing partitioned data sets. Each member can be processed as a CONSECUTIVE data set by a PL/I program. The use of partitioned data sets as libraries is described under [Chapter 7](#). "Using libraries," on page 285.

---

\(^1\) Do not confuse the terms “sequential” and “direct” with the PL/I file attributes SEQUENTIAL and DIRECT. The attributes refer to how the file is to be processed, and not to the way the corresponding data set is organized.
Labels

The operating system uses internal labels to identify direct access volumes and to store data set attributes (for example, record length and block size). The attribute information must originally come from a DD statement or from your program.

IBM standard labels have two parts: the initial volume label and header labels. The initial volume label identifies a volume and its owner; the header labels precede and follow each data set on the volume. Header labels contain system information, device-dependent information (for example, recording technique), and dataset characteristics.

direct access volumes have IBM standard labels. Each volume is identified by a volume label, which is stored on the volume. This label contains a volume serial number and the address of a volume table of contents (VTOC). The table of contents, in turn, contains a label, termed a data set control block (DSCB), for each data set stored on the volume.

Data Definition (DD) statement

A data definition (DD) statement is a job control statement that defines a data set to the operating system, and is a request to the operating system for the allocation of input/output resources. If the data sets are not dynamically allocated, each job step must include a DD statement for each data set that is processed by the step.

Your z/OS JCL User’s Guide describes the syntax of job control statements. The operand field of the DD statement can contain keyword parameters that describe the location of the data set (for example, volume serial number and identification of the unit on which the volume will be mounted) and the attributes of the data itself (for example, record format).

The DD statement enables you to write PL/I source programs that are independent of the data sets and input/output devices they will use. You can modify the parameters of a data set or process different data sets without recompiling your program.

The following paragraphs describe the relationship of some operands of the DD statement to your PL/I program.

The LEAVE and REREAD options of the ENVIRONMENT attribute allow you to use the DISP parameter to control the action taken when the end of a magnetic-tape volume is reached or when a magnetic-tape data set is closed. The LEAVE and REREAD options are described under “LEAVE|REREAD” on page 314.

Write validity checking, which was standard in PL/I Version 1, is no longer performed. Write validity checking can be requested through the OPTCD subparameter of the DCB parameter of the JCL DD statement. See OS/VS2 Job Control Language manual.

Use of the conditional subparameters

If you use the conditional subparameters of the DISP parameter for data sets processed by PL/I programs, the step abend facility must be used. The step abend facility is obtained as follows:

1. The ERROR condition should be raised or signaled whenever the program is to terminate execution after a failure that requires the application of the conditional subparameters.
2. The PL/I user exit must be changed to request an ABEND.

**Data set characteristics**
The DCB (data control block) parameter of the DD statement allows you to
describe the characteristics of the data in a data set, and the way it will be
processed, at run time. Whereas the other parameters of the DD statement deal
chiefly with the identity, location, and disposal of the data set, the DCB parameter
specifies information required for the processing of the records themselves. The
subparameters of the DCB parameter are described in your z/OS JCL User’s Guide.

The DCB parameter contains subparameters that describe:
- The organization of the data set and how it will be accessed (CYLOFL, DSORG,
  LIMCT, NTM, and OPTCD subparameters)
- Device-dependent information such as the line spacing for a printer (CODE,
  FUNC, MODE, OPTCD=J, PRTSP, and STACK subparameters)
- The record format (BLKSIZE, KEYLEN, LRECL, and RECFM subparameters)
- The ASA control characters (if any) that will be inserted in the first byte of each
  record (RECFM subparameter).

You can specify BLKSIZE, LRECL, KEYLEN, and RECFM (or their equivalents) in
the ENVIRONMENT attribute of a file declaration in your PL/I program instead of
in the DCB parameter.

You cannot use the DCB parameter to override information already established for
the data set in your PL/I program (by the file attributes declared and the other
attributes that are implied by them). DCB subparameters that attempt to change
information already supplied are ignored.

For a new dataset, the attributes of the file defined in the program will be used if
there is a conflict with the DD statement.

You may see message IEC225I with RC=4 issued when closing PDS files. This
message can be safely ignored.

An example of the DCB parameter is:

```
DCB=(RECFM=FB,BLKSIZE=400,LRECL=40)
```

which specifies that fixed-length records, 40 bytes in length, are to be grouped
together in a block 400 bytes long.

**Using the TITLE option of the OPEN statement**
You can use the TITLE option of the OPEN statement to identify the data set to be
associated with a PL/I file and, optionally, to provide additional characteristics of
the data set.

For more information about using the TITLE option of the OPEN statement, see
page 260.
Associating PL/I files with data sets

Opening a file
The execution of a PL/I OPEN statement associates a file with a data set. This
requires merging of the information describing the file and the data set. If any
conflict is detected between file attributes and data set characteristics, the
UNDEFINEDFILE condition is raised.

Subroutines of the PL/I library create a skeleton data control block for the data set.
They use the file attributes from the DECLARE and OPEN statements and any
attributes implied by the declared attributes, to complete the data control block as
far as possible. (See Figure 20 on page 274.) They then issue an OPEN macro
instruction, which calls the data management routines to check that the correct
volume is mounted and to complete the data control block.

The data management routines examine the data control block to see what
information is still needed and then look for this information, first in the DD
statement, and finally, if the data set exists and has standard labels, in the data set
labels. For new data sets, the data management routines begin to create the labels
(if they are required) and to fill them with information from the data control block.

For INPUT data sets, the PL/I program can override the DCB attributes as long as
there is no conflict in attributes. For OUTPUT data sets, the PL/I program cannot
override the DCB attributes. However, if any DCB attributes are missing from
the data set when it is opened, they will be obtained from the PL/I program, if
provided.

When the DCB fields are filled in from these sources, control returns to the PL/I
library subroutines. If any fields still are not filled in, the PL/I OPEN subroutine
provides default information for some of them. For example, if LRECL is not
specified, it is provided from the value given for BLKSIZE.
Using system-determined block size: If you use the system-determined block size function of the Data Facility Product on z/OS, DFP determines the optimal block size for the device type that is assigned. When you create a new DASD data set, the system derives the optimum block size and saves it in the data set label when all of the following conditions are true:

- Block size is not available or specified from any source. BLKSIZE=0 can be specified.
- You specify LRECL or it is in the data class. The data set does not have to be SMS managed.
- You specify RECFM or it is in the data class. It must be fixed or variable.
- You specify DSORG as PS or PO or you omit DSORG and it is PS or PO in the data class.

When system-determined block size is active, DFP determines the block size and places it in the data set label before PL/I opens the file. Therefore, if the PL/I program specifies a block size with its ENVIRONMENT option, it must not be in conflict with the value from system-determined block size.

For detailed information about system-determined block size, see related topics in z/OS DFSMS Using Data Sets.

Closing a file

The execution of a PL/I CLOSE statement disassociates a file from the data set with which it was associated. The PL/I library subroutines first issue a CLOSE macro instruction and, when control returns from the data management routines, release the data control block that was created when the file was opened. The data management routines complete the writing of labels for new data sets and update the labels of existing data sets.
Specifying characteristics in the ENVIRONMENT attribute

You can use various options in the ENVIRONMENT attribute. Each type of file has different attributes and environment options, which are listed below.

The ENVIRONMENT attribute

You use the ENVIRONMENT attribute of a PL/I file declaration file to specify information about the physical organization of the data set associated with a file, and other related information. The format of this information must be a parenthesized option list.

\[ \text{ENVIRONMENT} \left( \text{option-list} \right) \]

Abbreviation: ENV

You can specify the options in any order, separated by blanks or commas.

The following example illustrates the syntax of the ENVIRONMENT attribute in the context of a complete file declaration (the options specified are for VSAM and are discussed in Chapter 12, “Defining and using VSAM data sets,” on page 333).

DCL FILENAME FILE RECORD SEQUENTIAL
   INPUT ENV(VSAM GENKEY);

Table 14 summarizes the ENVIRONMENT options and file attributes. Certain qualifications on their use are presented in the notes and comments for the figure. Those options that apply to more than one data set organization are described in the remainder of this chapter. In addition, in the following chapters, each option is described with each data set organization to which it applies.

Table 14. Attributes of PL/I file declarations

<table>
<thead>
<tr>
<th>Data set type</th>
<th>Stream</th>
<th>Record</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Sequential</td>
<td>Direct</td>
</tr>
<tr>
<td></td>
<td>Consecutive</td>
<td></td>
</tr>
<tr>
<td>File Type</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>C</td>
<td>U</td>
</tr>
<tr>
<td></td>
<td>B</td>
<td>R</td>
</tr>
<tr>
<td></td>
<td>U</td>
<td>e</td>
</tr>
<tr>
<td></td>
<td>f</td>
<td>g</td>
</tr>
<tr>
<td></td>
<td>r</td>
<td>s</td>
</tr>
<tr>
<td></td>
<td>e</td>
<td>o</td>
</tr>
<tr>
<td></td>
<td>n</td>
<td>e</td>
</tr>
<tr>
<td></td>
<td>a</td>
<td>n</td>
</tr>
<tr>
<td></td>
<td>e</td>
<td>A</td>
</tr>
<tr>
<td></td>
<td>d</td>
<td>d</td>
</tr>
<tr>
<td></td>
<td>g</td>
<td>d</td>
</tr>
<tr>
<td></td>
<td>M</td>
<td>l</td>
</tr>
<tr>
<td></td>
<td>d</td>
<td>M</td>
</tr>
</tbody>
</table>

Legend:
- C: Checked for VSAM
- D: Default
- I: Must be specified or implied
- N: Ignored for VSAM
- O: Optional
- S: Must be specified
- -: Invalid

Attributes implied
### Data set organization options:

The options that specify data set organization are:

```
CONSECUTIVE   INDEXED   REGIONAL   VSAM
```

Each option is described in the discussion of the data set organization to which it applies.

### Other ENVIRONMENT options:

You can use a constant or variable with those ENVIRONMENT options that require integer arguments, such as block sizes and record lengths. The variable must not be subscripted or qualified, and must have attributes FIXED BINARY(31,0) and STATIC.

The list of equivalents for ENVIRONMENT options and DCB parameters are:

<table>
<thead>
<tr>
<th>ENVIRONMENT option</th>
<th>DCB subparameter</th>
</tr>
</thead>
<tbody>
<tr>
<td>Record format</td>
<td>RECFM</td>
</tr>
<tr>
<td>RECSIZE</td>
<td>LRECL</td>
</tr>
<tr>
<td>BLKSIZE</td>
<td>BLKSIZE</td>
</tr>
<tr>
<td>CTLASA</td>
<td>CTL360</td>
</tr>
<tr>
<td>KEYLENGTH</td>
<td>KEYLEN</td>
</tr>
</tbody>
</table>

**Note:** 1VS must be specified as an ENVIRONMENT option, not in the DCB.
Record formats for record-oriented data transmission

Record formats supported depend on the data set organization.

Records can have one of the following formats:

<table>
<thead>
<tr>
<th>Format</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fixed-length</td>
<td>F  unblocked</td>
</tr>
<tr>
<td></td>
<td>FB blocked</td>
</tr>
<tr>
<td></td>
<td>FS unblocked, standard</td>
</tr>
<tr>
<td></td>
<td>FBS blocked, standard</td>
</tr>
<tr>
<td>Variable-length</td>
<td>V  unblocked</td>
</tr>
<tr>
<td></td>
<td>VB blocked</td>
</tr>
<tr>
<td></td>
<td>VS spanned</td>
</tr>
<tr>
<td></td>
<td>VBS blocked, spanned</td>
</tr>
<tr>
<td>Undefined-length</td>
<td>U  (cannot be blocked)</td>
</tr>
</tbody>
</table>

When U-format records are read into a varying-length string, PL/I sets the length of the string to the block length of the retrieved data.

These record format options do not apply to VSAM data sets. If you specify a record format option for a file associated with a VSAM data set, the option is ignored.

You can only specify VS-format records for data sets with consecutive organization.

Record formats for stream-oriented data transmission

The record format options for stream-oriented data transmission are discussed in “Using stream-oriented data transmission” on page 291.

RECSIZE option

The RECSIZE option specifies the record length.

```
RECSIZE(---record-length---)
```

For files associated with VSAM data sets, `record-length` is the sum of:
1. The length required for data. For variable-length and undefined-length records, this is the maximum length.
2. Any control bytes required. Variable-length records require 4 (for the record-length prefix); fixed-length and undefined-length records do not require any.

For VSAM data sets, the maximum and average lengths of the records are specified to the Access Method Services utility when the data set is defined. If you include the RECSIZE option in the file declaration for checking purposes, you
should specify the maximum record size. If you specify RECSIZE and it conflicts
with the values defined for the data set, the UNDEFINEDFILE condition is raised.

You can specify record-length as an integer or as a variable with attributes FIXED
BINARY(31,0) STATIC.

The value is subject to the following conventions:

Maximum:
  Fixed-length, and undefined (except ASCII data sets): 32760
  V-format, and VS- and VBS-format with UPDATE files: 32756
  VS- and VBS-format with INPUT and OUTPUT files: 16777215
ASCII data sets: 9999
VSAM data sets: 32761

Note: For VS- and VBS-format records longer than 32,756 bytes, you must
specify the length in the RECSIZE option of ENVIRONMENT, and for the
DCB subparameter of the DD statement you must specify LRECL=X. If
RECSIZE exceeds the allowed maximum for INPUT or OUTPUT, either a
record condition occurs or the record is truncated. UPDATE files are not
supported with LRECL=X.

Zero value:
  A search for a valid value is made first:
  • In the DD statement for the data set associated with the file, and second
    • In the data set label.

  If neither of these provides a value, default action is taken (see “Record
  format, BLKSIZE, and RECSIZE defaults” on page 279).

Negative Value:
  The UNDEFINEDFILE condition is raised.

BLKSIZE option
The BLKSIZE option specifies the maximum block size on the data set.

---BLKSIZE—(block-size)—---

block-size is the sum of:

1. The total length(s) of one of the following:
   • A single record
   • A single record and either one or two record segments
   • Several records
   • Several records and either one or two record segments
   • Two record segments
   • A single record segment.

For variable-length records, the length of each record or record segment
includes the 4 control bytes for the record or segment length.

The preceding list summarizes all the possible combinations of records and
record segments options: fixed- or variable-length blocked or unblocked,
spanned or unspanned. When specifying a blocksize for spanned records, note
that each record and each record segment requires 4 control bytes for the record
length and that these quantities are in addition to the 4 control bytes required
for each block.
2. Any further control bytes required.
   - Variable-length blocked records require 4 (for the block size).
   - Fixed-length and undefined-length records do not require any further control bytes.

3. Any block prefix bytes required (ASCII data sets only).

block-size can be specified as an integer, or as a variable with attributes FIXED BINARY(31,0) STATIC.

The value is subject to the following conventions:

**Maximum:**

32760

**Zero value:**

If you set BLKSIZE to 0, under z/OS the Data Facility Product sets the block size. For an elaboration of this topic, see "Record format, BLKSIZE, and RECSIZE defaults."

**Negative value:**

The UNDEFINEDFILE condition is raised.

The relationship of block size to record length depends on the record format:

**FB-format or FBS-format**

The block size must be a multiple of the record length.

**VB-format:**

The block size must be equal to or greater than the sum of:
1. The maximum length of any record
2. Four control bytes.

**VS-format or VBS-format:**

The block size can be less than, equal to, or greater than the record length.

**Notes:**

- Use the BLKSIZE option with unblocked (F- or V-format) records in either of the following ways:
  - Specify the BLKSIZE option, but not the RECSIZE option. Set the record length equal to the block size (minus any control or prefix bytes), and leave the record format unchanged.
  - Specify both BLKSIZE and RECSIZE and ensure that the relationship of the two values is compatible with blocking for the record format you use. Set the record format to FB or VB, whichever is appropriate.
- If for FB-format or FBS-format records the block size equals the record length, the record format is set to F.
- The BLKSIZE option does not apply to VSAM data sets, and is ignored if you specify it for one.

**Record format, BLKSIZE, and RECSIZE defaults**

If you do not specify either the record format, block size, or record length for a non-VSAM data set, the following default action is taken:

**Record format:**

A search is made in the associated DD statement or data set label. If the search does not provide a value, the UNDEFINEDFILE condition is raised, except for files associated with dummy data sets or the foreground terminal, in which case the record format is set to U.
Block size or record length:
If one of these is specified, a search is made for the other in the associated DD statement or data set label. If the search provides a value, and if this value is incompatible with the value in the specified option, the UNDEFINEDFILE condition is raised. If the search is unsuccessful, a value is derived from the specified option (with the addition or subtraction of any control or prefix bytes).

If neither is specified, the UNDEFINEDFILE condition is raised, except for files associated with dummy data sets, in which case BLKSIZE is set to 121 for F-format or U-format records and to 129 for V-format records. For files associated with the foreground terminal, RECSIZE is set to 120.

If you are using z/OS with the Data Facility Product system-determined block size, DFP determines the optimum block size for the device type assigned. If you specify BLKSIZE(0) in either the DD assignment or the ENVIRONMENT statement, DFP calculates BLKSIZE using the record length, record format, and device type.

GENKEY option — key classification
The GENKEY (generic key) option applies only to INDEXED and VSAM key-sequenced data sets. It enables you to classify keys recorded in a data set and to use a SEQUENTIAL KEYED INPUT or SEQUENTIAL KEYED UPDATE file to access records according to their key classes.

A generic key is a character string that identifies a class of keys; all keys that begin with the string are members of that class. For example, the recorded keys “ABCD”, “ABCE”, and “ABDF” are all members of the classes identified by the generic keys “A” and “AB”, and the first two are also members of the class “ABC”; and the three recorded keys can be considered to be unique members of the classes “ABCD”, “ABCE”, and “ABDF”, respectively.

The GENKEY option allows you to start sequential reading or updating of a VSAM data set from the first record that has a key in a particular class, and for an INDEXED data set from the first nondummy record that has a key in a particular class. You identify the class by including its generic key in the KEY option of a READ statement. Subsequent records can be read by READ statements without the KEY option. No indication is given when the end of a key class is reached.

Although you can retrieve the first record having a key in a particular class by using a READ with the KEY option, you cannot obtain the actual key unless the records have embedded keys, since the KEYTO option cannot be used in the same statement as the KEY option.

In the following example, a key length of more than 3 bytes is assumed:

```pli
DCL IND FILE RECORD SEQUENTIAL KEYED
UPDATE ENV (GENKEY);

READ FILE(IND) INTO(INFIELD)
   KEY ('ABC');
```
NEXT: READ FILE (IND) INTO (INFIELD);
    .
    .
    GO TO NEXT;

The first READ statement causes the first nondummy record in the data set whose key begins with “ABC” to be read into INFIELD; each time the second READ statement is executed, the nondummy record with the next higher key is retrieved. Repeated execution of the second READ statement could result in reading records from higher key classes, since no indication is given when the end of a key class is reached. It is your responsibility to check each key if you do not wish to read beyond the key class. Any subsequent execution of the first READ statement would reposition the file to the first record of the key class “ABC”.

If the data set contains no records with keys in the specified class, or if all the records with keys in the specified class are dummy records, the KEY condition is raised. The data set is then positioned either at the next record that has a higher key or at the end of the file.

The presence or absence of the GENKEY option affects the execution of a READ statement which supplies a source key that is shorter than the key length specified in the KEYLEN subparameter. This KEYLEN subparameter is found in the DD statement that defines the indexed data set. If you specify the GENKEY option, it causes the source key to be interpreted as a generic key, and the data set is positioned to the first nondummy record in the data set whose key begins with the source key. If you do not specify the GENKEY option, a READ statement’s short source key is padded on the right with blanks to the specified key length, and the data set is positioned to the record that has this padded key (if such a record exists). For a WRITE statement, a short source key is always padded with blanks.

Use of the GENKEY option does not affect the result of supplying a source key whose length is greater than or equal to the specified key length. The source key, truncated on the right if necessary, identifies a specific record (whose key can be considered to be the only member of its class).

**SCALARVARYING option — varying-length strings**

You use the SCALARVARYING option in the input/output of varying-length strings; you can use it with records of any format.

When storage is allocated for a varying-length string, the compiler includes a 2-byte prefix that specifies the current length of the string. For an element varying-length string, this prefix is included on output, or recognized on input, only if SCALARVARYING is specified for the file.

When you use locate mode statements (LOCATE and READ SET) to create and read a data set with element varying-length strings, you must specify SCALARVARYING to indicate that a length prefix is present, since the pointer that locates the buffer is always assumed to point to the start of the length prefix.

When you specify SCALARVARYING and element varying-length strings are transmitted, you must allow two bytes in the record length to include the length prefix.
A data set created using SCALARVARYING should be accessed only by a file that also specifies SCALARVARYING.

You must not specify SCALARVARYING and CTLASA/CTL360 for the same file, as this causes the first data byte to be ambiguous.

**KEYLENGTH option**

Use the KEYLENGTH option to specify the length of the recorded key for KEYED files where \( n \) is the length. You can specify KEYLENGTH for INDEXED files.

```
     KEYLENGTH(\( n \))
```

If you include the KEYLENGTH option in a VSAM file declaration for checking purposes, and the key length you specify in the option conflicts with the value defined for the data set, the UNDEFINEDFILE condition is raised.

**ORGANIZATION option**

The ORGANIZATION option specifies the organization of the data set associated with the PL/I file.

```
     ORGANIZATION(\( CONSECUTIVE, INDEXED, RELATIVE \))
```

**CONSECUTIVE**

Specifies that the file is associated with a consecutive data set. A consecutive file can be either a native data set or a VSAM, ESDS, RRDS, or KSDS data set.

**RELATIVE**

Specifies that the file is associated with a relative data set. RELATIVE specifies that the data set contains records that do not have recorded keys. A relative file is a VSAM direct data set. Relative keys range from 1 to \( nn \).

**Data set types used by PL/I record I/O**

Data sets with the RECORD attribute are processed by record-oriented data transmission in which data is transmitted to and from auxiliary storage exactly as it appears in the program variables; no data conversion takes place. A record in a data set corresponds to a variable in the program.

Table 15 shows the facilities that are available with the various types of data sets that can be used with PL/I Record I/O.

<table>
<thead>
<tr>
<th></th>
<th>VSAM KSDS</th>
<th>VSAM ESDS</th>
<th>VSAM RRDS</th>
<th>INDEXED</th>
<th>CONSECUTIVE</th>
<th>REGIONAL (1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEQUENCE</td>
<td>Key order</td>
<td>Entry order</td>
<td>Numbered</td>
<td>Key order</td>
<td>Entry order</td>
<td>By region</td>
</tr>
<tr>
<td>DEVICES</td>
<td>DASD</td>
<td>DASD</td>
<td>DASD</td>
<td>DASD</td>
<td>DASD, card, etc.</td>
<td>DASD</td>
</tr>
</tbody>
</table>

**ACCESS**

<table>
<thead>
<tr>
<th></th>
<th>By key</th>
<th>123</th>
<th>123</th>
<th>123</th>
<th>12</th>
<th>2</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Sequential</td>
<td>123</td>
<td>123</td>
<td>123</td>
<td>12</td>
<td>2</td>
<td>12</td>
</tr>
<tr>
<td>3</td>
<td>Backward</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

282  Enterprise PL/I for z/OS Programming Guide
Table 15. A comparison of data set types available to PL/I record I/O (continued)

<table>
<thead>
<tr>
<th></th>
<th>VSAM KSDS</th>
<th>VSAM ESDS</th>
<th>VSAM RRDS</th>
<th>INDEXED</th>
<th>CONSECUTIVE</th>
<th>REGIONAL (I)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alternate index</td>
<td>123</td>
<td>123</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>access as above</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>How extended</td>
<td>With new</td>
<td>At</td>
<td>In empty</td>
<td>With new</td>
<td>At</td>
<td>In</td>
</tr>
<tr>
<td></td>
<td>keys</td>
<td>end</td>
<td>slots</td>
<td>keys</td>
<td>end</td>
<td>empty slots</td>
</tr>
<tr>
<td>DELETION</td>
<td>Yes, 1</td>
<td>No</td>
<td>Yes, 1</td>
<td>Yes, 2</td>
<td>No</td>
<td>Yes, 1</td>
</tr>
<tr>
<td></td>
<td>Space</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>reusable</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Space not</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>reusable</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The following chapters describe how to use Record I/O data sets for different types of data sets:
- Chapter 8, “Defining and using consecutive data sets,” on page 291
- Chapter 11, “Defining and using regional data sets,” on page 321
- Chapter 12, “Defining and using VSAM data sets,” on page 333

Setting environment variables

<table>
<thead>
<tr>
<th>z/OS UNIX System Services Only</th>
</tr>
</thead>
</table>

There are a number of environment variables that can be set and exported for use with z/OS UNIX.

To set the environment variables system wide so all users have access to them, add the lines suggested in the subsections to the file /etc/profile. To set them for a specific user only, add them to the file .profile in the user's home directory. The variables are set the next time the user logs on.

The following example illustrates how to set environment variables:

```
LANG=ja_JP
NLSPATH=/usr/lib/nls/msg/%L/%N:/usr/lib/nls/msg/prime/%N
LIBPATH=/home/joe/usr/lib:/home/joe/mylib:/usr/lib
export LANG NLSPATH LIBPATH
```

Rather than using the last statement in the previous example, you could have added export to each of the preceding lines (export LANG=ja_JP...).

You can use the ECHO command to determine the current setting of an environment variable. To define the value of BYPASS, you can use either of the following two examples:

```
echo $LANG
```

```
echo $LIBPATH
```

End of z/OS UNIX System Services Only
**PL/I standard files (SYSPRINT and SYSIN)**

SYSIN is read from stdin and SYSPRINT is directed to stdout by default. If you want either to be associated differently, you must use the TITLE option of the OPEN statement, or establish a DD_DDNAME environment variable naming a data set or another device. Environment variables are discussed above in "Setting environment variables" on page 283.

---

**Redirecting standard input, output, and error devices**

You can also redirect standard input, standard output, and standard error devices to a file. You can use redirection in the following program:

```
Hello2: proc options(main);
   put list('Hello!');
end;
```

After compiling and linking the program, you can invoke it from the command line by entering:

```
hello2 > hello2.out
```

If you want to combine stdout and stderr in a single file, enter the following command:

```
hello2 > hello2.out 2>&1
```

As is true with display statements, the greater than sign redirects the output to the file that is specified after it, in this case hello2.out. This means that the word 'Hello' is written in the file hello2.out. Note also that the output includes printer control characters since the PRINT attribute is applied to SYSPRINT by default.

READ statements can access data from stdin; however, the record into which the data is to be put must have an LRECL equal to 1.

---
Chapter 7. Using libraries

Within the z/OS operating system, the terms “partitioned data set”, “partitioned data set/extension”, and “library” are synonymous and refer to a type of data set that can be used for the storage of other data sets (usually programs in the form of source, object or load modules). A library must be stored on direct access storage and be wholly contained in one volume. It contains independent, consecutively organized data sets, called members. Each member has a unique name, not more than 8 characters long, which is stored in a directory that is part of the library. All the members of one library must have the same data characteristics because only one data set label is maintained.

You can create members individually until there is insufficient space left for a new entry in the directory, or until there is insufficient space for the member itself. You can access members individually by specifying the member name.

Use DD statements or their conversational mode equivalent to create and access members.

You can delete members by means of the IBM utility program IEHPROGM. This deletes the member name from the directory so that the member can no longer be accessed, but you cannot use the space occupied by the member itself again unless you recreate the library or compress the unused space using, for example, the IBM utility program IEBCOPY. If you attempt to delete a member by using the DISP parameter of a DD statement, it causes the whole data set to be deleted.

Types of libraries

You can use the following types of libraries with a PL/I program:

- The system program library SYS1.LINKLIB or its equivalent. This can contain all system processing programs such as compilers and the linkage editor.
- Private program libraries. These usually contain user-written programs. It is often convenient to create a temporary private library to store the load module output from the linkage editor until it is executed by a later job step in the same job. The temporary library will be deleted at the end of the job. Private libraries are also used for automatic library call by the linkage editor and the loader.
- The system procedure library SYS1.PROCLIB or its equivalent. This contains the job control procedures that have been cataloged for your installation.

How to use a library

A PL/I program can use a library directly. If you are adding a new member to a library, its directory entry will be made by the operating system when the associated file is closed, using the member name specified as part of the data set name.

If you are accessing a member of a library, its directory entry can be found by the operating system from the member name that you specify as part of the data set name.
More than one member of the same library can be processed by the same PL/I program, but only one such file can be open as output at any one time. You access different members by giving the member name in a DD statement.

Creating a library

To create a library include in your job step a DD statement containing the information given in Table 16. The information required is similar to that for a consecutively organized data set (see “Defining files using record I/O” on page 312) except for the SPACE parameter.

Table 16. Information required when creating a library

<table>
<thead>
<tr>
<th>Information Required</th>
<th>Parameter of DD statement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type of device that will be used</td>
<td>UNIT=</td>
</tr>
<tr>
<td>Serial number of the volume that will contain the library</td>
<td>VOLUME=SER</td>
</tr>
<tr>
<td>Name of the library</td>
<td>DSNAME=</td>
</tr>
<tr>
<td>Amount of space required for the library</td>
<td>SPACE=</td>
</tr>
<tr>
<td>Disposition of the library</td>
<td>DISP=</td>
</tr>
</tbody>
</table>

SPACE parameter

The SPACE parameter in a DD statement that defines a library must always be of the form:

```
SPACE=(units,(quantity,increment, directory))
```

Although you can omit the third term (increment), indicating its absence by a comma, the last term, specifying the number of directory blocks to be allocated, must always be present.

The amount of auxiliary storage required for a library depends on the number and sizes of the members to be stored in it and on how often members will be added or replaced. (Space occupied by deleted members is not released.) The number of directory blocks required depends on the number of members and the number of aliases. You can specify an incremental quantity in the SPACE parameter that allows the operating system to obtain more space for the data set, if such is necessary at the time of creation or at the time a new member is added; the number of directory blocks, however, is fixed at the time of creation and cannot be increased.

For example, the DD statement:

```pli
// PDS DD UNIT=SYSDA,VOL=SER=3412,
// DSNAME=ALIB,
// SPACE=(CYL,(5,,10)),
// DISP=(,CATLG)
```

requests the job scheduler to allocate 5 cylinders of the DASD with a volume serial number 3412 for a new library name ALIB, and to enter this name in the system catalog. The last term of the SPACE parameter requests that part of the space allocated to the data set be reserved for ten directory blocks.
Creating and updating a library member

The members of a library must have identical characteristics. Otherwise, you might later have difficulty retrieving them. Identical characteristics are necessary because the volume table of contents (VTOC) will contain only one data set control block (DSCB) for the library and not one for each member. When using a PL/I program to create a member, the operating system creates the directory entry; you cannot place information in the user data field.

When creating a library and a member at the same time, your DD statement must include all the parameters listed under “Creating a library” on page 286 (although you can omit the DISP parameter if the data set is to be temporary). The DSNAME parameter must include the member name in parentheses. For example, DSNAME=ALIB(MEM1) names the member MEM1 in the data set ALIB. If the member is placed in the library by the linkage editor, you can use the linkage editor NAME statement or the NAME compile-time option instead of including the member name in the DSNAME parameter. You must also describe the characteristics of the member (record format, etc.) either in the DCB parameter or in your PL/I program. These characteristics will also apply to other members added to the data set.

When creating a member to be added to an existing library, you do not need the SPACE parameter. The original space allocation applies to the whole of the library and not to an individual member. Furthermore, you do not need to describe the characteristics of the member, since these are already recorded in the DSCB for the library.

To add two more members to a library in one job step, you must include a DD statement for each member, and you must close one file that refers to the library before you open another.

Examples

The use of the cataloged procedure IBMZC to compile a simple PL/I program and place the object module in a new library named EXLIB is shown in Figure 21 on page 288. The DD statement that defines the new library and names the object module overrides the DD statement SYSLIN in the cataloged procedure. (The PL/I program is a function procedure that, given two values in the form of the character string produced by the TIME built-in function, returns the difference in milliseconds.)

The use of the cataloged procedure IBMZCL to compile and link-edit a PL/I program and place the load module in the existing library HPU8.CCLM is shown in Figure 22 on page 288.
To use a PL/I program to add or delete one or more records within a member of a library, you must rewrite the entire member in another part of the library. This is rarely an economic proposition, since the space originally occupied by the member cannot be used again. You must use two files in your PL/I program, but both can be associated with the same DD statement. The program shown in Figure 24 on page 289 updates the member created by the program in Figure 23 on page 289. It copies all the records of the original member except those that contain only blanks.

```pli
//OPT10#1 JOB
//TR EXEC IBMZC
//PLI.SYSLIN DD UNIT=SYSDA,DSNAME=HPUB.EXLIB(ELAPSE),
// SPACE=(TRK,(1,1)),DISP=(NEW,CATLG)
//PLI.SYSIN DD *
ELAPSE: PROC(TIME1,TIME2);
  DCL (TIME1,TIME2) CHAR(9),
    H1 PIC '99' DEF TIME1,
    M1 PIC '99' DEF TIME1 POS(3),
    MS1 PIC '99999' DEF TIME1 POS(5),
    H2 PIC '99' DEF TIME2,
    M2 PIC '99' DEF TIME2 POS(3),
    MS2 PIC '99999' DEF TIME2 POS(5),
    ETIME FIXED DEC(7);
  IF H2<H1 THEN H2=H2+24;
  ETIME=((H2*60+M2)*60000+MS2)-((H1*60+M1)*60000+MS1);
  RETURN(ETIME);
END ELAPSE;
/*
Figure 21. Creating new libraries for compiled object modules

//OPT10#2 JOB
//TRLE EXEC IBMZCL
//PLI.SYSIN DD *
MNAME: PROC OPTIONS(MAIN);
  .
  .
  .
  program
  .
  .
  .
END MNAME;
/*
//LKED.SYSLMOD DD DSNAME=HPUB.CCLM(DIRLIST),DISP=OLD

Figure 22. Placing a load module in an existing library
```
The directory of a library is a series of records (entries) at the beginning of the data set. There is at least one directory entry for each member. Each entry contains a member name, the relative address of the member within the library, and a variable amount of user data.

Figure 23. Creating a library member in a PL/I program

Figure 24. Updating a library member
User data is information inserted by the program that created the member. An entry that refers to a member (load module) written by the linkage editor includes user data in a standard format, described in the systems manuals.

If you use a PL/I program to create a member, the operating system creates the directory entry for you and you cannot write any user data. However, you can use assembler language macro instructions to create a member and write your own user data. The method for using macro instructions to do this is described in the data management manuals.
Chapter 8. Defining and using consecutive data sets

This chapter covers consecutive data set organization and the ENVIRONMENT options that define consecutive data sets for stream and record-oriented data transmission. It then covers how to create, access, and update consecutive data sets for each type of transmission.

In a data set with consecutive organization, records are organized solely on the basis of their successive physical positions; when the data set is created, records are written consecutively in the order in which they are presented. You can retrieve the records only in the order in which they were written. See Table 14 on page 275 for valid file attributes and ENVIRONMENT options for consecutive data sets.

Using stream-oriented data transmission

This section covers how to define data sets for use with PL/I files that have the STREAM attribute. It covers the ENVIRONMENT options you can use and how to create and access data sets. The essential parameters of the DD statements you use in creating and accessing these data sets are summarized in tables, and several examples of PL/I programs are included to illustrate the text.

Data sets with the STREAM attribute are processed by stream-oriented data transmission, which allows your PL/I program to ignore block and record boundaries and treat a data set as a continuous stream of data values in character or graphic form.

You create and access data sets for stream-oriented data transmission using the list-, data-, and edit-directed input and output statements described in the PL/I Language Reference.

For output, PL/I converts the data items from program variables into character form if necessary, and builds the stream of characters or graphics into records for transmission to the data set.

For input, PL/I takes records from the data set and separates them into the data items requested by your program, converting them into the appropriate form for assignment to program variables.

You can use stream-oriented data transmission to read or write graphic data. There are terminals, printers, and data-entry devices that, with the appropriate programming support, can display, print, and enter graphics. You must be sure that your data is in a format acceptable for the intended device, or for a print utility program.

Defining files using stream I/O

You define files for stream-oriented data transmission by a file declaration with the following attributes:

```pli
DCL filename FILE STREAM
    INPUT | (OUTPUT [PRINT])
    ENVIRONMENT(options);
```
Default file attributes are shown in Table 14 on page 275. The FILE attribute is described in the PL/I Language Reference. The PRINT attribute is described further in “Using PRINT files with stream I/O” on page 299. Options of the ENVIRONMENT attribute are discussed below.

**Defining stream files using PL/I dynamic allocation**

To define the stream files, you can use a DD statement, an environment variable, or the TITLE option of the OPEN statement.

When an environment variable or the TITLE option is used, the name must be in uppercase. Specify the MVS data set in one of the following ways:

- DSN(data-set-name)
- DSN(data-set-name(member-name))

*data-set-name* must be fully qualified and cannot be a temporary data set; for example, it must not start with &.

Specify the HFS file as follows:

PATH(absolute-path-name)

You can specify the following attributes in any order after the DSN keyword:

- NEW, OLD, SHR, or MOD
- TRACKS or CYL
- SPACE(n,m)
- VOL(volser)
- UNIT(type)
- KEEP, DELETE, CATALOG, or UNCATALOG
- STORCLAS(storageclass)
- MGMTCLAS(managementclass)
- DATACLAS(dataclass)

**Note:** You cannot create a PDS or PDSE using an environment variable or the TITLE option of the OPEN statement, but you can create a new member in an existing PDS or PDSE.

**Specifying ENVIRONMENT options**

Table 14 on page 275 summarizes the ENVIRONMENT options. The options applicable to stream-oriented data transmission are:

- CONSECUTIVE or ORGANIZATION(CONSECUTIVE)
- F|FB|FS|V|VB|VS|VBS|U
- RECSIZE(record-length)
- BLKSIZE(block-size)
- GRAPHIC
- LEAVE|REREAD

BLKSIZE is described in Chapter 6, “Using data sets and files,” beginning on page 278. LEAVE and REREAD are described later in this chapter, beginning at “LEAVE|REREAD” on page 314. Descriptions of the rest of these options follow immediately below.

**CONSECUTIVE**

STREAM files must have CONSECUTIVE data set organization; however, it is not necessary to specify this in the ENVIRONMENT options since CONSECUTIVE is the default data set organization. The CONSECUTIVE option for STREAM files is the same as that described in “Data set organization” on page 270.
Record format options
Although record boundaries are ignored in stream-oriented data transmission, record format is important when creating a data set. This is not only because record format affects the amount of storage space occupied by the data set and the efficiency of the program that processes the data, but also because the data set can later be processed by record-oriented data transmission.

Having specified the record format, you need not concern yourself with records and blocks as long as you use stream-oriented data transmission. You can consider your data set a series of characters or graphics arranged in lines, and you can use the SKIP option or format item (and, for a PRINT file, the PAGE and LINE options and format items) to select a new line.

Records can have one of the following formats, which are described in [Record formats](#) on page 268.

| Fixed-length   | F       | unblocked |
|               | FB      | blocked   |
|               | FS      | unblocked, standard |
|               | FBS     | blocked, standard |
| Variable-length| V       | unblocked |
|               | VB      | blocked   |
|               | VS      |           |
|               | VBS     |           |
| Undefined-length | U   | (cannot be blocked) |

Blocking and deblocking of records are performed automatically.

**RECSIZE**
RECSIZE for stream-oriented data transmission is the same as that described in [“Specifying characteristics in the ENVIRONMENT attribute” on page 275](#). Additionally, a value specified by the LINESIZE option of the OPEN statement overrides a value specified in the RECSIZE option. LINESIZE is discussed in the [PL/I Language Reference](#).

Additional record-size considerations for list- and data-directed transmission of graphics are given in the [PL/I Language Reference](#).

**Defaults for record format, BLKSIZE, and RECSIZE**
If you do not specify the record format, BLKSIZE, or RECSIZE option in the ENVIRONMENT attribute, or in the associated DD statement or data set label, the following action is taken:
**Input files:**

Defaults are applied as for record-oriented data transmission, described in "Record format, BLKSIZE, and RECSIZE defaults" on page 279.

**Output files:**

**Record format**
Set to VB-format

**Record length**

The specified or default LINESIZE value is used:

- PRINT files:
  - F, FB, FBS, or U: line size + 1
  - V or VB: line size + 5
- Non-PRINT files:
  - F, FB, FBS, or U: linesize
  - V or VB: linesize + 4

**Block Size**

Files associated with SYSOUT:

- F, FB, or FBS: record length
- V or VB: record length + 4

New or Temporary data set:

- Optimum block size determined by DFP

**GRAPHIC option**

Specify the GRAPHIC option for edit-directed I/O.

The ERROR condition is raised for list- and data-directed I/O if you have graphics in input or output data and do not specify the GRAPHIC option.

For edit-directed I/O, the GRAPHIC option specifies that left and right delimiters are added to DBCS variables and constants on output, and that input graphics will have left and right delimiters. If you do not specify the GRAPHIC option, left and right delimiters are not added to output data, and input graphics do not require left and right delimiters. When you do specify the GRAPHIC option, the ERROR condition is raised if left and right delimiters are missing from the input data.

For information on the graphic data type, and on the G-format item for edit-directed I/O, see the PL/I Language Reference.

**Creating a data set with stream I/O**

To create a data set, you must give the operating system certain information either in your PL/I program or in the DD statement that defines the data set. For z/OS UNIX, use one of the following to provide the additional information:

- TITLE option of the OPEN statement
- DD_DDNAME environment variable
- ENVIRONMENT attribute

The following paragraphs indicate the essential information, and discuss some of the optional information you can supply.
**Essential information**

When your application creates a STREAM file, PL/I will derive a line-size value for that file from one of the following sources in order of declining precedence.

- LINESIZE option of the OPEN statement
- RECSIZE option of the ENVIRONMENT attribute
- RECSIZE option of the TITLE option of the OPEN statement
- RECSIZE option of the DD_DDNAME environment variable
- PL/I-supplied default value

If a LINESIZE value is supplied, but a RECSIZE value is not, then PL/I derives the record-length value as follows:

- For a V-format PRINT file, the value is LINESIZE + 5
- For a V-format non-PRINT file, the value is LINESIZE + 4
- For a F-format PRINT file, the value is LINESIZE + 1
- In all other cases, the value is LINESIZE

If a LINESIZE value is not supplied, but a RECSIZE value is, then PL/I derives the line-size value from RECSIZE as follows:

- For a V-format PRINT file, the value is RECSIZE - 5
- For a V-format non-PRINT file, the value is RECSIZE - 4
- For a F-format PRINT file, the value is RECSIZE - 1
- In all other cases, the value is RECSIZE

If neither LINESIZE nor RECSIZE is supplied, then PL/I determines a default line-size value based on the attributes of the file and the type of associated data set. In cases where PL/I cannot supply an appropriate default line size, the UNDEFINEDFILE condition is raised.

A default line-size value is supplied for an OUTPUT file when:

- The file has the PRINT attribute. In this case, the value is obtained from the tab control table.
- The associated data set is the terminal (stdout: or stderr:). In this case the value is 120.

Note that if the LINESIZE option is specified (on the OPEN statement) and RECSIZE is also specified (in the ENVIRONMENT attribute, the TITLE option or the DD statement), if the record size value is too small to hold the LINESIZE (taking into account the record format and appropriate control byte overhead), then

- For users who have LE for z/OS 1.9 or earlier releases
  For DD SYSOUT= files, the LINESIZE option will be used to determine a new record size that matches the given LINESIZE. For DD DSN= files and all other files, the UNDEFINEDFILE condition will be raised.
- For users with LE for z/OS releases subsequent to 1.9
  The UNDEFINEDFILE condition will be raised for all files

**Examples**

The use of edit-directed stream-oriented data transmission to create a data set on a direct access storage device is shown in [Figure 25 on page 296](#). The data read from the input stream by the file SYSIN includes a field VREC that contains five unnamed 7-character subfields; the field NUM defines the number of these
subfields that contain information. The output file WORK transmits to the data set the whole of the field FREC and only those subfields of VREC that contain information.

    //EX7#2  JOB
    //STEP1  EXEC IBMZCBG
    //PL1.SYSIN  DD *
PEOPLE: PROC OPTIONS(MAIN);
    DCL WORK FILE STREAM OUTPUT,
        1 REC,
        2 FREC,
        3 NAME CHAR(19),
        3 NUM CHAR(1),
        3 PAD CHAR(25),
        2 VREC CHAR(35),
    EOF BIT(1) INIT('0'B),
    IN CHAR(80) DEF REC;
ON ENDFILE(SYSIN) EOF='1'B;
OPEN FILE(WORK) LINESIZE(400);
GET FILE(SYSIN) EDIT(IN)(A(80));
DO WHILE (¬EOF);
PUT FILE(WORK) EDIT(IN)(A(45+7*NUM));
GET FILE(SYSIN) EDIT(IN)(A(80));
END;
CLOSE FILE(WORK);
END PEOPLE;

Figure 25. Creating a data set with stream-oriented data transmission

Figure 26 on page 297 shows an example of a program using list-directed output to write graphics to a stream file. It assumes that you have an output device that can print graphic data. The program reads employee records and selects persons living in a certain area. It then edits the address field, inserting one graphic blank between each address item, and prints the employee number, name, and address.
Accessing a data set with stream I/O

A data set accessed using stream-oriented data transmission need not have been created by stream-oriented data transmission, but it must have CONSECUTIVE organization, and all the data in it must be in character or graphic form. You can open the associated file for input, and read the records the data set contains; or you can open the file for output, and extend the data set by adding records at the end.
To access a data set, you must use one of the following to identify it:
- ENVIRONMENT attribute
- DD_DDNAME environment variable
- TITLE option of the OPEN statement

The following paragraphs describe the essential information you must include in the DD statement, and discuss some of the optional information you can supply. The discussions do not apply to data sets in the input stream.

**Essential information**
When your application accesses an existing STREAM file, PL/I must obtain a record-length value for that file. If the data set does not have a record-length, the value can come from one of the following sources:
- The LINESIZE option of the OPEN statement
- The RECSIZE option of the ENVIRONMENT attribute
- The RECSIZE option of the DD_DDNAME environment variable
- The RECSIZE option of the TITLE option of the OPEN statement
- PL/I-supplied default value

If you are using an existing OUTPUT file, or if you supply a RECSIZE value, PL/I determines the record-length value as described in “Creating a data set with stream I/O” on page 294.

PL/I uses a default record-length value for an INPUT file when:
- The file is SYSIN, value = 80
- The file is associated with the terminal (stdout: or stderr:), value = 120

**Record format**
When using stream-oriented data transmission to access a data set, you do not need to know the record format of the data set (except when you must specify a block size); each GET statement transfers a discrete number of characters or graphics to your program from the data stream.

If you do give record-format information, it must be compatible with the actual structure of the data set. For example, if a data set is created with F-format records, a record size of 600 bytes, and a block size of 3600 bytes, you can access the records as if they are U-format with a maximum block size of 3600 bytes; but if you specify a block size of 3500 bytes, your data will be truncated.

**Example**
The program in Figure 27 on page 299 reads the data set created by the program in Figure 25 on page 296 and uses the file SYSPRINT to list the data it contains. (For details on SYSPRINT, see “Using SYSIN and SYSPRINT files” on page 303.) Each set of data is read, by the GET statement, into two variables: FREC, which always contains 45 characters; and VREC, which always contains 35 characters. At each execution of the GET statement, VREC consists of the number of characters generated by the expression $7^*NUM$, together with sufficient blanks to bring the total number of characters to 35. The DISP parameter of the DD statement could read simply DISP=OLD; if DELETE is omitted, an existing data set will not be deleted.
Using PRINT files with stream I/O

Both the operating system and the PL/I language include features that facilitate the formatting of printed output. The operating system allows you to use the first byte of each record for a print control character. The control characters, which are not printed, cause the printer to skip to a new line or page. (Tables of print control characters are given in Figure 30 on page 313 and Table 18 on page 314.)

In a PL/I program, the use of a PRINT file provides a convenient means of controlling the layout of printed output from stream-oriented data transmission. The compiler automatically inserts print control characters in response to the PAGE, SKIP, and LINE options and format items.

You can apply the PRINT attribute to any STREAM OUTPUT file, even if you do not intend to print the associated data set directly. When a PRINT file is associated with a direct access data set, the print control characters have no effect on the layout of the data set, but appear as part of the data in the records.

PRINT files opened with FB or VB will cause the UNDEFINEDFILE condition to be raised. PRINT files should be opened with the "A" option; i.e., FBA or VBA.

The compiler reserves the first byte of each record transmitted by a PRINT file for an American National Standard print control character, and inserts the appropriate characters automatically.

A PRINT file uses only the following five print control characters:

<table>
<thead>
<tr>
<th>Character</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Space 1 line before printing (blank character)</td>
</tr>
</tbody>
</table>

Figure 27. Accessing a data set with stream-oriented data transmission
The compiler handles the PAGE, SKIP, and LINE options or format items by padding the remainder of the current record with blanks and inserting the appropriate control character in the next record. If SKIP or LINE specifies more than a 3-line space, the compiler inserts sufficient blank records with appropriate control characters to accomplish the required spacing. In the absence of a print control option or format item, when a record is full the compiler inserts a blank character (single line space) in the first byte of the next record.

If a PRINT file is being transmitted to a terminal, the PAGE, SKIP, and LINE options will never cause more than 3 lines to be skipped, unless formatted output is specified.

Controlling printed line length
You can limit the length of the printed line produced by a PRINT file either by specifying a record length in your PL/I program (ENVIRONMENT attribute) or in a DD statement, or by giving a line size in an OPEN statement (LINESIZE option). The record length must include the extra byte for the print control character, that is, it must be 1 byte larger than the length of the printed line (5 bytes larger for V-format records). The value you specify in the LINESIZE option refers to the number of characters in the printed line; the compiler adds the print control character.

The blocking of records has no effect on the appearance of the output produced by a PRINT file, but it does result in more efficient use of auxiliary storage when the file is associated with a data set on a direct access device. If you use the LINESIZE option, ensure that your line size is compatible with your block size. For F-format records, block size must be an exact multiple of (line size+1); for V-format records, block size must be at least 9 bytes greater than line size.

Although you can vary the line size for a PRINT file during execution by closing the file and opening it again with a new line size, you must do so with caution if you are using the PRINT file to create a data set on a direct access device. You cannot change the record format that is established for the data set when the file is first opened. If the line size you specify in an OPEN statement conflicts with the record format already established, the UNDEFINEDFILE condition is raised. To prevent this, either specify V-format records with a block size at least 9 bytes greater than the maximum line size you intend to use, or ensure that the first OPEN statement specifies the maximum line size. (Output destined for the printer can be stored temporarily on a direct access device, unless you specify a printer by using UNIT=, even if you intend it to be fed directly to the printer.)

Since PRINT files have a default line size of 120 characters, you need not give any record format information for them. In the absence of other information, the compiler assumes V-format records. The complete default information is:

- BLKSIZE=129
- LRECL=125
- RECFM=VBA.

Example: Figure 28 on page 302 illustrates the use of a PRINT file and the printing options of stream-oriented data transmission statements to format a table.
and write it onto a direct access device for printing on a later occasion. The table comprises the natural sines of the angles from 0° to 359° 54' in steps of 6'.

The statements in the ENDPAGE ON-unit insert a page number at the bottom of each page, and set up the headings for the following page.

The DD statement defining the data set created by this program includes no record-format information. The compiler infers the following from the file declaration and the line size specified in the statement that opens the file TABLE:

Record format =
  V (the default for a PRINT file).

Record size =
  98 (line size + 1 byte for print control character + 4 bytes for record control field).

Block size =
  102 (record length + 4 bytes for block control field).

The program in Figure 32 on page 320 uses record-oriented data transmission to print the table created by the program in Figure 28 on page 302.
Overriding the tab control table

Data-directed and list-directed output to a PRINT file are aligned on preset tabulator positions. See Figure 14 on page 235 and Figure 29 on page 303 for examples of declaring a tab table. The definitions of the fields in the table are as follows:

OFFSET OF TAB COUNT:
Halfword binary integer that gives the offset of “Tab count,” the field that indicates the number of tabs to be used.

PAGESIZE:
Halfword binary integer that defines the default page size. This page size is used for dump output to the PLIDUMP data set as well as for stream output.

Figure 28. Creating a print file via stream data transmission. The example in Figure 32 on page 320 will print the resultant file.

Figure 32 on page 320

%PROCESS INT F(I) AG A(F) OP STG NEST X(F) SOURCE;
%PROCESS LIST;

SINE: PROC OPTIONS(MAIN);
   DCL TABLE FILE STREAM OUTPUT PRINT;
   DCL DEG FIXED DEC(5,1) INIT(0); /* INIT(0) FOR ENDPAGE */
   DCL MIN FIXED DEC(3,1);
   DCL PGNO FIXED DEC(2) INIT(0);
   DCL ONCODE BUILTIN;

   ON ERROR
   BEGIN;
   ON ERROR SYSTEM;
   DISPLAY ('ONCODE = '|| ONCODE);
   END;

   ON ENDPAGE(TABLE)
   BEGIN;
   DCL I;
   IF PGNO = 0 THEN
      PUT FILE(TABLE) EDIT ('PAGE',PGNO)
         (LINE(55),COL(80),A,F(3));
   IF DEG = 360 THEN
      DO;
      PUT FILE(TABLE) PAGE EDIT ('NATURAL SINES') (A);
      IF PGNO = 0 THEN
         PUT FILE(TABLE) EDIT ((I DO I = 0 TO 54 BY 6))
            (SKIP(3),10 F(9));
      END;
   ELSE
      PGNO = PGNO + 1;
      END;
   ELSE
      PUT FILE(TABLE) PAGE;
   END;

   OPEN FILE(TABLE) PAGESIZE(52) LINESIZE(93);
   SIGNAL ENDPAGE(TABLE);

   PUT FILE(TABLE) EDIT
      ((DEG,(SIND(DEG+MIN) DO MIN = 0 TO .9 BY .1) DD DEG = 0 TO 359))
      (SKIP(2), 5 (COL(1), F(3), 10 F(9,4) ));
   PUT FILE(TABLE) SKIP(52);
   END SINE;

302   Enterprise PL/I for z/OS Programming Guide
LINESIZE:
Halfword binary integer that defines the default line size.

PAGELENGTH:
Halfword binary integer that defines the default page length for printing at
a terminal.

FILLERS:
Three halfword binary integers; reserved for future use.

TAB COUNT:
Halfword binary integer that defines the number of tab position entries in
the table (maximum 255). If tab count = 0, any specified tab positions are
ignored.

Tab1–Tabn:
\( n \) halfword binary integers that define the tab positions within the print
line. The first position is numbered 1, and the highest position is numbered
255. The value of each tab should be greater than that of the tab preceding
it in the table; otherwise, it is ignored. The first data field in the printed
output begins at the next available tab position.

You can override the default PL/I tab settings for your program by causing the
linkage editor to resolve an external reference to PLITABS. To cause the reference
to be resolved, supply a table with the name PLITABS, in the format described
above.

To supply this tab table, include a PL/I structure in your source program with the
name PLITABS, which you must declare to be STATIC EXTERNAL in your MAIN
procedure or in a program linked with your MAIN procedure. An example of the
PL/I structure is shown in Figure 29. This example creates three tab settings, in
positions 30, 60, and 90, and uses the defaults for page size and line size. Note that
TAB1 identifies the position of the second item printed on a line; the first item on a
line always starts at the left margin. The first item in the structure is the offset to
the NO_OF_TABS field. The FILL fields must not be omitted.

```pli
DCL 1 PLITABS STATIC EXT,
  2 (OFFSET INIT(14),
    PAGESIZE INIT(60),
    LINESIZE INIT(120),
    PAGELENGTH INIT(0),
    FILL1 INIT(0),
    FILL2 INIT(0),
    FILL3 INIT(0),
    NO_OF_TABS INIT(3),
    TAB1 INIT(30),
    TAB2 INIT(60),
    TAB3 INIT(90)) FIXED BIN(15,0);
```

Figure 29. PL/I structure PLITABS for modifying the preset tab settings

### Using SYSIN and SYSPRINT files

If you code a GET statement without the FILE option in your program, the
compiler inserts the file name SYSIN. If you code a PUT statement without the
FILE option, the compiler inserts the name SYSPRINT.

If you do not declare SYSPRINT, the compiler gives the file the attribute PRINT in
addition to the normal default attributes. The complete set of attributes will be:
Since SYSPRINT is a PRINT file, the compiler also supplies a default line size of 120 characters and a V-format record. You need give only a minimum of information in the corresponding DD statement; if your installation uses the usual convention that the system output device of class A is a printer, the following is sufficient:

```
//SYSPRINT DD SYSOUT=A
```

**Note:** SYSIN and SYSPRINT are established in the User Exit during initialization. IBM-supplied defaults for SYSIN and SYSPRINT are directed to the terminal.

You can override the attributes given to SYSPRINT by the compiler by explicitly declaring or opening the file. For more information about the interaction between SYSPRINT and the z/OS Language Environment message file option, see the z/OS Language Environment Programming Guide.

The compiler does not supply any special attributes for the input file SYSIN; if you do not declare it, it receives only the default attributes. The data set associated with SYSIN is usually in the input stream; if it is not in the input stream, you must supply full DD information.

For more information about SYSPRINT, see “SYSPRINT considerations” on page 237.

---

### Controlling input from the terminal

You can enter data at the terminal for an input file in your PL/I program if you do the following:

1. Declare the input file explicitly or implicitly with the CONSECUTIVE environment option (all stream files meet this condition)
2. Allocate the input file to the terminal.

You can usually use the standard default input file SYSIN because it is a stream file and can be allocated to the terminal.

You are prompted for input to stream files by a colon (:). You will see the colon each time a GET statement is executed in the program. The GET statement causes the system to go to the next line. You can then enter the required data. If you enter a line that does not contain enough data to complete execution of the GET statement, a further prompt, which is a plus sign followed by a colon (+:), is displayed.

By adding a hyphen to the end of any line that is to continue, you can delay transmission of the data to your program until you enter two or more lines.

If you include output statements that prompt you for input in your program, you can inhibit the initial system prompt by ending your own prompt with a colon. For example, the GET statement could be preceded by a PUT statement such as:

```
PUT SKIP LIST('ENTER NEXT ITEM:');
```

To inhibit the system prompt for the next GET statement, your own prompt must meet the following conditions:
1. It must be either list-directed or edit-directed, and if list-directed, must be to a PRINT file.
2. The file transmitting the prompt must be allocated to the terminal. If you are merely copying the file at the terminal, the system prompt is not inhibited.

Under TSO, there is support of an environment variable called TSO_INPUT_OPT to help control the input from a terminal in a more flexible way than the default way described above.

The syntax for the TSO_INPUT_OPT environment variable, which has to be in uppercase, is:

\[ \text{TSO_INPUT_OPT} = \text{option} \]

When specifying the options, which could be in uppercase or lowercase, blanks are not allowed. If more than one option is specified, they have to be separated by a comma. In addition, the syntax of the statement is not checked at the time the command is entered. It is verified when the data set is opened. If the syntax is wrong, the UNDEFINEDFILE condition is raised with the oncode 96.

The options you can specify are:

**PROMPT**
The PROMPT option specifies whether or not a colon should be visible as prompts for stream input from the terminal.

\[ \text{PROMPT} = \begin{cases} N \quad \text{(Y)} \end{cases} \]

**SAMELINE**
The SAMELINE option specifies whether the system prompt occurs on the same line as the statement that prompts for input.

\[ \text{SAMELINE} = \begin{cases} N \quad \text{(Y)} \end{cases} \]

For more information on how these options will affect your input and output to the terminal, see Example 1 and Example 2 under the SAMELINE option in Chapter 6.

One way to specify this environment variable under TSO is via the PLIXOPT string. For example:

```sql
DCL PLIXOPT char(50) var ext static
    init('ENVAR("TSO_INPUT_OPT=PROMPT(Y),SAMELINE(Y)")');
```

**Format of data**

The data you enter at the terminal should have exactly the same format as stream input data in batch mode, except for the following variations:

- Simplified punctuation for input: If you enter separate items of input on separate lines, there is no need to enter intervening blanks or commas; the compiler will insert a comma at the end of each line.
  For instance, in response to the statement:
GET LIST(I,J,K);

your terminal interaction could be as follows:

: 1
+:2
+:3

with a carriage return following each item. It would be equivalent to:

: 1,2,3

If you wish to continue an item onto another line, you must end the first line
with a continuation character. Otherwise, for a GET LIST or GET DATA
statement, a comma will be inserted, and for a GET EDIT statement, the item
will be padded (see next paragraph).

- Automatic padding for GET EDIT: There is no need to enter blanks at the end of
a line of input for a GET EDIT statement. The item you enter will be padded to
the correct length.

For instance, for the PL/I statement:
GET EDIT(NAME)(A(15));

you could enter the five characters:
SMITH

followed immediately by a carriage return. The item will be padded with 10
blanks, so that the program receives a string 15 characters long. If you wish to
continue an item on a second or subsequent line, you must add a continuation
character to the end of every line except the last; the first line transmitted would
otherwise be padded and treated as the complete data item.

- SKIP option or format item: A SKIP in a GET statement asks the program to
ignore data not yet entered. All uses of SKIP(n) where n is greater than one are
taken to mean SKIP(1). SKIP(1) is taken to mean that all unused data on the
current line is ignored.

Stream and record files

You can allocate both stream and record files to the terminal. However, no
prompting is provided for record files. If you allocate more than one file to the
terminal, and one or more of them is a record file, the output of the files will not
necessarily be synchronized. The order in which data is transmitted to and from
the terminal is not guaranteed to be the same order in which the corresponding
PL/I I/O statements are executed.

Also, record file input from the terminal is received in upper case letters because of
a TCAM restriction. To avoid problems you should use stream files wherever
possible.

Defining QSAM files using PL/I dynamic allocation

QSAM or HFS files can be defined using a DD statement, an environment variable,
or the TITLE option of the OPEN statement.

When an environment variable or TITLE option is used, the name must be in
uppercase. Specify the MVS data set in one of the following ways:

- DSN(data-set-name)
• DSN(data-set-name (member-name))

data-set-name must be fully qualified and cannot be a temporary data set; for example, it must not start with &.

Specify the HFS file as follows:

PATH (absolute-path-name)

The following attributes can be specified in any order after the DSN keyword:

NEW, OLD, SHR, or MOD
TRACKS or CYL
SPACE(n,m)
VOL(volser)
UNIT(type)
KEEP, DELETE, CATALOG, or UNCATALOG
STORCLAS(storageclass)
MGMTCLAS(managementclass)
DATACLAS(dataclass)

Note: You cannot create a PDS or PDSE by using an environment variable or the TITLE option of the OPEN statement, but you can create a new member in an existing PDS or PDSE.

**Capital and lowercase letters**

For stream files, character strings are transmitted to the program as entered in lowercase or uppercase. For record files, all characters become uppercase.

**End-of-file**

The characters /* in positions one and two of a line that contains no other characters are treated as an end-of-file mark, that is, they raise the ENDFILE condition.

**COPY option of GET statement**

The GET statement can specify the COPY option; but if the COPY file, as well as the input file, is allocated to the terminal, no copy of the data will be printed.
Chapter 9. Controlling output to the terminal

At your terminal you can obtain data from a PL/I file that has been both:
1. Declared explicitly or implicitly with the CONSECUTIVE environment option. All stream files meet this condition.
2. Allocated to the terminal.

The standard print file SYSPRINT generally meets both these conditions.

Format of PRINT files

Data from SYSPRINT or other PRINT files is not normally formatted into pages at the terminal. Three lines are always skipped for PAGE and LINE options and format items. The ENDPAGE condition is normally never raised. SKIP(n), where n is greater than three, causes only three lines to be skipped. SKIP(0) is implemented by backspacing, and should therefore not be used with terminals that do not have a backspace feature.

You can cause a PRINT file to be formatted into pages by inserting a tab control table in your program. The table must be called PLITABS, and its contents are explained in “Overriding the tab control table” on page 302. You must initialize the element PAGELENGTH to the length of page you require—that is, the length of the sheet of paper on which each page is to be printed, expressed as the maximum number of lines that could be printed on it. You must initialize the element PAGESIZE to the actual number of lines to be printed on each page. After the number of lines in PAGESIZE has been printed on a page, ENDPAGE is raised, for which standard system action is to skip the number of lines equal to PAGELENGTH minus PAGESIZE, and then start printing the next page. For other than standard layout, you must initialize the other elements in PLITABS to the values shown in Figure 14 on page 235. You can also use PLITABS to alter the tabulating positions of list-directed and data-directed output. You can use PLITABS for SYSPRINT when you need to format page breaks in ILC applications. Set PAGESIZE to 32767 and use the PUT PAGE statement to control page breaks.

Although some types of terminals have a tabulating facility, tabulating of list-directed and data-directed output is always achieved by transmission of blank characters.

Stream and record files

You can allocate both stream and record files to the terminal. However, if you allocate more than one file to the terminal, and one of the files is SYSPRINT or a record file, the output of the files is not necessarily synchronized. There is no guarantee that the order in which data is transmitted between the program and the terminal is the same as the order in which the corresponding PL/I output statements are executed.

Output from the PUT EDIT command

The format of the output from a PUT EDIT command to a terminal is line mode TPUTs with “Start of field” and “end of field” characters appearing as blanks on the screen.
Chapter 10. Using record-oriented data transmission

PL/I supports various types of data sets with the RECORD attribute (see Table 20 on page 315). This section covers how to use consecutive data sets.

Table 17 lists the statements and options that you can use to create and access a consecutive data set using record-oriented data transmission.

Table 17. Statements and options allowed for creating and accessing consecutive data sets

<table>
<thead>
<tr>
<th>File declaration</th>
<th>Valid statements with Options you must specify</th>
<th>Other options you can specify</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEQUENTIAL OUTPUT BUFFERED</td>
<td>WRITE FILE(file-reference) FROM(reference); LOCATE based-variable FILE(file-reference);</td>
<td>SET(pointer-reference)</td>
</tr>
<tr>
<td>SEQUENTIAL OUTPUT</td>
<td>WRITE FILE(file-reference) FROM(reference);</td>
<td></td>
</tr>
<tr>
<td>SEQUENTIAL INPUT BUFFERED</td>
<td>READ FILE(file-reference) INTO(reference); READ FILE(file-reference) SET(pointer-reference); READ FILE(file-reference) IGNORE(expression);</td>
<td></td>
</tr>
<tr>
<td>SEQUENTIAL INPUT</td>
<td>READ FILE(file-reference) INTO(reference); READ FILE(file-reference) IGNORE(expression);</td>
<td></td>
</tr>
<tr>
<td>SEQUENTIAL UPDATE BUFFERED</td>
<td>READ FILE(file-reference) INTO(reference); READ FILE(file-reference) SET(pointer-reference); READ FILE(file-reference) IGNORE(expression);</td>
<td>FROM(reference)</td>
</tr>
<tr>
<td>SEQUENTIAL UPDATE</td>
<td>READ FILE(file-reference) INTO(reference); READ FILE(file-reference) IGNORE(expression);</td>
<td></td>
</tr>
<tr>
<td></td>
<td>REWRITE FILE(file-reference);</td>
<td></td>
</tr>
</tbody>
</table>

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Table 17. Statements and options allowed for creating and accessing consecutive data sets (continued)

<table>
<thead>
<tr>
<th>File declaration</th>
<th>Valid statements with Options you must specify</th>
<th>Other options you can specify</th>
</tr>
</thead>
</table>

Notes:
1. The complete file declaration would include the attributes FILE, RECORD and ENVIRONMENT.
2. The statement READ FILE (file-reference); is a valid statement and is equivalent to READ FILE(file-reference) IGNORE (1);

Specifying record format

If you give record-format information, it must be compatible with the actual structure of the data set. For example, if you create a data set with FB-format records, with a record size of 600 bytes and a block size of 3600 bytes, you can access the records as if they are U-format with a maximum block size of 3600 bytes. If you specify a block size of 3500 bytes, your data is truncated.

Defining files using record I/O

You define files for record-oriented data transmission by using a file declaration with the following attributes:

DCL filename FILE RECORD
  INPUT | OUTPUT | UPDATE
  SEQUENTIAL
  BUFFERED
  ENVIRONMENT(options);

Default file attributes are shown in Table 14 on page 275 The file attributes are described in the PL/I Language Reference. Options of the ENVIRONMENT attribute are discussed below.

Specifying ENVIRONMENT options

The ENVIRONMENT options applicable to consecutive data sets are:

F|FB|FS|FBS|V|VB|U
RECSIZE(record-length)
BLKSIZE(block-size)
SCALARVARYING

CONSECUTIVE or ORGANIZATION(CONSECUTIVE)
CTLASA|CTL360
LEAVE|REREAD

The options through SCALARVARYING are described in “Specifying characteristics in the ENVIRONMENT attribute” on page 275, and those after SCALARVARYING are described below.

See Table 14 on page 275 to find which options you must specify, which are optional, and which are defaults.

CONSECUTIVE

The CONSECUTIVE option defines a file with consecutive data set organization, which is described in this chapter and in “Data set organization” on page 270.
CONSECUTIVE is the default.

**ORGANIZATION**(CONSECUTIVE)

Specifies that the file is associated with a consecutive data set. The ORGANIZATION option is described in “ORGANIZATION option” on page 282.

The file can be either a native data set or a VSAM data set.

**CTLASA|CTL360**

The printer control options CTLASA and CTL360 apply only to OUTPUT files associated with consecutive data sets. They specify that the first character of a record is to be interpreted as a control character.

<table>
<thead>
<tr>
<th>Code</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Space 2 lines before printing</td>
</tr>
<tr>
<td>1</td>
<td>Skip to channel 1</td>
</tr>
<tr>
<td>2</td>
<td>Skip to channel 2</td>
</tr>
<tr>
<td>3</td>
<td>Skip to channel 3</td>
</tr>
<tr>
<td>4</td>
<td>Skip to channel 4</td>
</tr>
<tr>
<td>5</td>
<td>Skip to channel 5</td>
</tr>
<tr>
<td>6</td>
<td>Skip to channel 6</td>
</tr>
<tr>
<td>7</td>
<td>Skip to channel 7</td>
</tr>
<tr>
<td>8</td>
<td>Skip to channel 8</td>
</tr>
<tr>
<td>9</td>
<td>Skip to channel 9</td>
</tr>
<tr>
<td>A</td>
<td>Skip to channel 10</td>
</tr>
<tr>
<td>B</td>
<td>Skip to channel 11</td>
</tr>
<tr>
<td>C</td>
<td>Skip to channel 12</td>
</tr>
<tr>
<td>V</td>
<td>Select stacker 1</td>
</tr>
<tr>
<td>W</td>
<td>Select stacker 2</td>
</tr>
</tbody>
</table>

The CTLASA option specifies American National Standard Vertical Carriage Positioning Characters or American National Standard Pocket Select Characters (Level 1). The CTL360 option specifies IBM machine-code control characters.

The American National Standard control characters, listed in [Figure 30](#), cause the specified action to occur before the associated record is printed or punched.

The machine code control characters differ according to the type of device. The IBM machine code control characters for printers are listed in [Table 18 on page 314](#).

*Figure 30. American National Standard print and card punch control characters (CTLASA)*
Table 18. IBM machine code print control characters (CTL360)

<table>
<thead>
<tr>
<th>Print and Then Act</th>
<th>Action</th>
<th>Act immediately (no printing)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Code byte</td>
<td></td>
<td>Code byte</td>
</tr>
<tr>
<td>00000001</td>
<td>Print only (no space)</td>
<td>—</td>
</tr>
<tr>
<td>00001001</td>
<td>Space 1 line</td>
<td>00001001</td>
</tr>
<tr>
<td>00010001</td>
<td>Space 2 lines</td>
<td>00100001</td>
</tr>
<tr>
<td>00011001</td>
<td>Space 3 lines</td>
<td>00110001</td>
</tr>
<tr>
<td>10001001</td>
<td>Skip to channel 1</td>
<td>10001001</td>
</tr>
<tr>
<td>10010001</td>
<td>Skip to channel 2</td>
<td>10010001</td>
</tr>
<tr>
<td>10011001</td>
<td>Skip to channel 3</td>
<td>10011001</td>
</tr>
<tr>
<td>10100001</td>
<td>Skip to channel 4</td>
<td>10100001</td>
</tr>
<tr>
<td>10101001</td>
<td>Skip to channel 5</td>
<td>10101001</td>
</tr>
<tr>
<td>10110001</td>
<td>Skip to channel 6</td>
<td>10110001</td>
</tr>
<tr>
<td>10111001</td>
<td>Skip to channel 7</td>
<td>10111001</td>
</tr>
<tr>
<td>11000001</td>
<td>Skip to channel 8</td>
<td>11000001</td>
</tr>
<tr>
<td>11001001</td>
<td>Skip to channel 9</td>
<td>11001001</td>
</tr>
<tr>
<td>11010001</td>
<td>Skip to channel 10</td>
<td>11010001</td>
</tr>
<tr>
<td>11011001</td>
<td>Skip to channel 11</td>
<td>11011001</td>
</tr>
<tr>
<td>11100001</td>
<td>Skip to channel 12</td>
<td>11100001</td>
</tr>
</tbody>
</table>

**LEAVE IREREAD**

The magnetic tape handling options LEAVE and REREAD allow you to specify the action to be taken when the end of a magnetic tape volume is reached, or when a data set on a magnetic tape volume is closed. The LEAVE option prevents the tape from being rewound. The REREAD option rewinds the tape to allow reprocessing of the data set. If you do not specify either of these, the action at end-of-volume or on closing of a data set is controlled by the DISP parameter of the associated DD statement.

If a data set is first read or written forward and then read backward in the same program, specify the LEAVE option to prevent rewinding when the file is closed (or, with a multivolume data set, when volume switching occurs).

The effects of the LEAVE and REREAD options are summarized in Table 19.

Table 19. Effect of LEAVE and REREAD Options

<table>
<thead>
<tr>
<th>ENVIRONMENT option</th>
<th>DISP parameter</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>REREAD</td>
<td>—</td>
<td>Positions the current volume to reprocess the data set.</td>
</tr>
<tr>
<td>LEAVE</td>
<td>—</td>
<td>Positions the current volume at the logical end of the data set.</td>
</tr>
</tbody>
</table>
Table 19. Effect of LEAVE and REREAD Options (continued)

<table>
<thead>
<tr>
<th>ENVIRONMENT option</th>
<th>DISP parameter</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Neither REREAD nor LEAVE</td>
<td>PASS</td>
<td>Positions the volume at the end of the data set.</td>
</tr>
<tr>
<td></td>
<td>DELETE</td>
<td>Rewinds the current volume.</td>
</tr>
<tr>
<td></td>
<td>KEEP, CATLG, UNCATLG</td>
<td>Rewinds and unloads the current volume.</td>
</tr>
</tbody>
</table>

Creating a data set with record I/O

When you create a consecutive data set, you must open the associated file for SEQUENTIAL OUTPUT. You can use either the WRITE or LOCATE statement to write records. Table 17 on page 311 shows the statements and options for creating a consecutive data set.

When creating a data set, you must identify it to the operating system in a DD statement. The following paragraphs, summarized in Table 20, tell what essential information you must include in the DD statement and discuss some of the optional information you can supply.

Table 20. Creating a consecutive data set with record I/O: essential parameters of the DD statement

<table>
<thead>
<tr>
<th>Storage device</th>
<th>When required</th>
<th>What you must state</th>
<th>Parameters</th>
</tr>
</thead>
<tbody>
<tr>
<td>All</td>
<td>Always</td>
<td>Output device</td>
<td>UNIT= or SYSOUT= or VOLUME=REF=</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Block size¹</td>
<td>DCB=(BLKSIZE=...</td>
</tr>
<tr>
<td>Direct access</td>
<td>Always</td>
<td>Storage space required</td>
<td>SPACE=</td>
</tr>
<tr>
<td>only</td>
<td></td>
<td>Disposition</td>
<td>DISP=</td>
</tr>
<tr>
<td></td>
<td>Data set to be used by another job step but not required at end of job</td>
<td>Disposition</td>
<td>DISP=</td>
</tr>
<tr>
<td></td>
<td>Data set to be kept after end of job</td>
<td>Name of data set</td>
<td>DSNAME=</td>
</tr>
<tr>
<td></td>
<td>Data set to be on particular device</td>
<td>Volume serial number</td>
<td>VOLUME=SER= or VOLUME=REF=</td>
</tr>
</tbody>
</table>

Notes: ¹Or you could specify the block size in your PL/I program by using the ENVIRONMENT attribute.

Essential information

When you create a consecutive data set you must specify:

- The name of data set to be associated with your PL/I file. A data set with consecutive organization can exist on any type of device.
The record length. You can specify the record length using the RECSIZE option of the ENVIRONMENT attribute, of the DD_DDNAME environment variable, or of the TITLE option of the OPEN statement.

For files associated with the terminal device (stdout: or stderr:), PL/I uses a default record length of 120 when the RECSIZE option is not specified.

### Accessing and updating a data set with record I/O

Once you create a consecutive data set, you can open the file that accesses it for sequential input, for sequential output, or, for data sets on direct access devices, for updating. See Figure 31 on page 318 for an example of a program that accesses and updates a consecutive data set. If you open the file for output, and extend the data set by adding records at the end, you must specify DISP=MOD in the DD statement. If you do not, the data set will be overwritten. If you open a file for updating, you can update only records in their existing sequence, and if you want to insert records, you must create a new data set. Table 17 on page 311 shows the statements and options for accessing and updating a consecutive data set.

When you access a consecutive data set by a SEQUENTIAL UPDATE file, you must retrieve a record with a READ statement before you can update it with a REWRITE statement; however, every record that is retrieved need not be rewritten. A REWRITE statement will always update the last record read.

Consider the following:

```
READ FILE(F) INTO(A);
  .
  .
  .
READ FILE(F) INTO(B);
  .
  .
  .
REWRITE FILE(F) FROM(A);
```

The REWRITE statement updates the record that was read by the second READ statement. The record that was read by the first statement cannot be rewritten after the second READ statement has been executed.

You cannot update a consecutive data set on magnetic tape except by adding records at the end. To replace or insert records, you must read the data set and write the updated records into a new data set.

You can read a consecutive data set on magnetic tape forward only. Reading backward is not supported.

To access a data set, you must identify it to the operating system in a DD statement. Table 21 on page 317 summarizes the DD statement parameters needed to access a consecutive data set.
Table 21. Accessing a consecutive data set with record I/O: essential parameters of the DD statement

<table>
<thead>
<tr>
<th>Parameters</th>
<th>What you must state</th>
<th>When required</th>
</tr>
</thead>
<tbody>
<tr>
<td>DSNAME=</td>
<td>Name of data set</td>
<td>Always</td>
</tr>
<tr>
<td>DISP=</td>
<td>Disposition of data set</td>
<td></td>
</tr>
<tr>
<td>UNIT= or VOLUME=REF=</td>
<td>Input device</td>
<td>If data set not cataloged (all devices)</td>
</tr>
<tr>
<td>VOLUME=SER=</td>
<td>Volume serial number</td>
<td>If data set not cataloged (direct access)</td>
</tr>
<tr>
<td>DCB=(BLKSIZE=</td>
<td>Block size</td>
<td>If data set does not have standard labels</td>
</tr>
</tbody>
</table>

Note: 'Or you could specify the block size in your PL/I program by using the ENVIRONMENT attribute.

The following paragraphs indicate the essential information you must include in the DD statement, and discuss some of the optional information you can supply. The discussions do not apply to data sets in the input stream.

**Essential information**

If the data set is cataloged, you need to supply only the following information in the DD statement:

- The name of the data set (DSNAME parameter). The operating system will locate the information describing the data set in the system catalog, and, if necessary, will request the operator to mount the volume containing it.
- Confirmation that the data set exists (DISP parameter). If you open the data set for output with the intention of extending it by adding records at the end, code "DISP=MOD"; otherwise, opening the data set for output will result in it being overwritten.

If the data set is not cataloged, you must additionally specify the device that will read the data set and, direct access devices, give the serial number of the volume that contains the data set (UNIT and VOLUME parameters).

**Example of consecutive data sets**

Creating and accessing consecutive data sets are illustrated in the program in Figure 31 on page 318. The program merges the contents of two data sets, in the input stream, and writes them onto a new data set, &TEMP; each of the original data sets contains 15-byte fixed-length records arranged in EBCDIC collating sequence. The two input files, INPUT1 and INPUT2, have the default attribute BUFFERED, and locate mode is used to read records from the associated data sets into the respective buffers. Access of based variables in the buffers should not be attempted after the file has been closed.
//EXAMPLE JOB
//STEPI EXEC IBMZCBG
//PLI.SYIN DD *
%PROCESS INT F(I) AG A(F) OP STG NEST X(F) SOURCE ;
%PROCESS LIST;

MERGE: PROC OPTIONS(MAIN);
    DCL (INPUT1, /* FIRST INPUT FILE */
         INPUT2, /* SECOND INPUT FILE */
         OUT ) FILE RECORD SEQUENTIAL; /* RESULTING MERGED FILE*/
    DCL SYSPRINT FILE PRINT; /* NORMAL PRINT FILE */
    DCL INPUT1_EOF BIT(1) INIT('0'B); /* EOF FLAG FOR INPUT1 */
    DCL INPUT2_EOF BIT(1) INIT('0'B); /* EOF FLAG FOR INPUT2 */
    DCL OUT_EOF BIT(1) INIT('0'B); /* EOF FLAG FOR OUT */
    DCL TRUE BIT(1) INIT('1'B); /* CONSTANT TRUE */
    DCL FALSE BIT(1) INIT('0'B); /* CONSTANT FALSE */
    DCL ITEM1 CHAR(15) BASED(A); /* ITEM FROM INPUT1 */
    DCL ITEM2 CHAR(15) BASED(B); /* ITEM FROM INPUT2 */
    DCL INPUT_LINE CHAR(15); /* INPUT FOR READ INTO */
    DCL A POINTER; /* POINTER VAR */
    DCL B POINTER; /* POINTER VAR */

    ON ENDFILE(INPUT1) INPUT1_EOF = TRUE;
    ON ENDFILE(INPUT2) INPUT2_EOF = TRUE;
    ON ENDFILE(OUT) OUT_EOF = TRUE;

    OPEN FILE(INPUT1) INPUT,
        FILE(INPUT2) INPUT,
        FILE(OUT) OUTPUT;

    READ FILE(INPUT1) SET(A); /* PRIMING READ */
    READ FILE(INPUT2) SET(B);

    DO WHILE ((INPUT1_EOF = FALSE) & (INPUT2_EOF = FALSE));
        IF ITEM1 > ITEM2 THEN
            DO;
                WRITE FILE(OUT) FROM(ITEM2);
                PUT FILE(SYSPRINT) SKIP EDIT('1>2', ITEM1, ITEM2)
                    (A(5),A,A);
                READ FILE(INPUT2) SET(B);
            END;
        ELSE
            DO;
                WRITE FILE(OUT) FROM(ITEM1);
                PUT FILE(SYSPRINT) SKIP EDIT('1<2', ITEM1, ITEM2)
                    (A(5),A,A);
                READ FILE(INPUT1) SET(A);
            END;
        END;
    END;

Figure 31. Merge Sort—creating and accessing a consecutive data set (Part 1 of 2)
The program in Figure 32 on page 320 uses record-oriented data transmission to print the table created by the program in Figure 28 on page 302.
%PROCESS INT F(I) AG A(F) OP STG NEST X(F) SOURCE ;
%PROCESS LIST;

PRT: PROC OPTIONS(MAIN);
   DCL TABLE FILE RECORD INPUT SEQUENTIAL;
   DCL PRINTER FILE RECORD OUTPUT SEQL
   ENV(V BLKSIZE(102) CTLASA);
   DCL LINE CHAR(94) VAR;
   DCL TABLE_EOF BIT(1) INIT('0'B); /* EOF FLAG FOR TABLE */
   DCL TRUE BIT(1) INIT('1'B); /* CONSTANT TRUE */
   DCL FALSE BIT(1) INIT('0'B); /* CONSTANT FALSE */

   ON ENDFILE(TABLE) TABLE_EOF = TRUE;
   OPEN FILE(TABLE),
      FILE(PRINTER);
   READ FILE(TABLE) INTO(LINE); /* PRIMING READ */
   DO WHILE (TABLE_EOF = FALSE);
   WRITE FILE(PRINTER) FROM(LINE);
   READ FILE(TABLE) INTO(LINE);
   END;
   CLOSE FILE(TABLE),
      FILE(PRINTER);
END PRT;

Figure 32. Printing record-oriented data transmission
Chapter 11. Defining and using regional data sets

This chapter covers regional data set organization, data transmission statements, and ENVIRONMENT options that define regional data sets. How to create and access regional data sets for each type of regional organization is then discussed.

A data set with regional organization is divided into regions, each of which is identified by a region number, and each of which can contain one record or more than one record, depending on the type of regional organization. The regions are numbered in succession, beginning with zero, and a record can be accessed by specifying its region number, and perhaps a key, in a data transmission statement.

Regional data sets are confined to direct access devices.

Regional organization of a data set allows you to control the physical placement of records in the data set, and to optimize the access time for a particular application. Such optimization is not available with consecutive or indexed organization, in which successive records are written either in strict physical sequence or in logical sequence depending on ascending key values; neither of these methods takes full advantage of the characteristics of direct access storage devices.

You can create a regional data set in a manner similar to a consecutive or indexed data set, presenting records in the order of ascending region numbers; alternatively, you can use direct access, in which you present records in random sequence and insert them directly into preformatted regions. Once you create a regional data set, you can access it by using a file with the attributes SEQUENTIAL or DIRECT as well as INPUT or UPDATE. You do not need to specify either a region number or a key if the data set is associated with a SEQUENTIAL INPUT or SEQUENTIAL UPDATE file. When the file has the DIRECT attribute, you can retrieve, add, delete, and replace records at random.

Records within a regional data set are either actual records containing valid data or dummy records.

The major advantage of regional organization over other types of data set organization is that it allows you to control the relative placement of records; by judicious programming, you can optimize record access in terms of device capabilities and the requirements of particular applications.

Direct access of regional data sets is quicker than that of indexed data sets, but regional data sets have the disadvantage that sequential processing can present records in random sequence; the order of sequential retrieval is not necessarily that in which the records were presented, nor need it be related to the relative key values.

Table 22 on page 322 lists the data transmission statements and options that you can use to create and access a regional data set.
<table>
<thead>
<tr>
<th>File declaration</th>
<th>Valid statements with options you must include</th>
<th>Other options you can also include</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SEQUENTIAL OUTPUT</strong></td>
<td>WRITE FILE(file-reference) FROM(reference) KEYFROM(expression); LOCATE based-variable FROM(file-reference) KEYFROM(expression);</td>
<td>SET(pointer-reference)</td>
</tr>
<tr>
<td><strong>SEQUENTIAL INPUT</strong></td>
<td>READ FILE(file-reference) INTO(reference); READ FILE(file-reference) SET(pointer-reference); READ FILE(file-reference) IGNORE(expression);</td>
<td>KEYTO(reference)</td>
</tr>
<tr>
<td><strong>SEQUENTIAL UPDATE</strong></td>
<td>READ FILE(file-reference) INTO(reference); READ FILE(file-reference) SET(pointer-reference); READ FILE(file-reference) IGNORE(expression);</td>
<td>KEYTO(reference)</td>
</tr>
<tr>
<td><strong>DIRECT OUTPUT</strong></td>
<td>WRITE FILE(file-reference) FROM(reference) KEYFROM(expression);</td>
<td></td>
</tr>
<tr>
<td><strong>DIRECT INPUT</strong></td>
<td>READ FILE(file-reference) INTO(reference) KEY(expression);</td>
<td></td>
</tr>
<tr>
<td><strong>DIRECT UPDATE</strong></td>
<td>READ FILE(file-reference) INTO(reference) KEY(expression); REWRITE FILE(file-reference) FROM(reference) KEY(expression); WRITE FILE(file-reference) FROM(reference) KEYFROM(expression);</td>
<td></td>
</tr>
<tr>
<td><strong>DELETE FILE</strong></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**
1. The complete file declaration would include the attributes FILE, RECORD, and ENVIRONMENT; if you use any of the options KEY, KEYFROM, or KEYTO, you must also include the attribute KEYED.
2. The statement READ FILE(file-reference); is equivalent to the statement READ FILE(file-reference) IGNORE(1);
3. The file must not have the UPDATE attribute when creating new data sets.
Defining REGIONAL(1) data sets using PL/I dynamic allocation

REGIONAL(1) data sets can be defined by using either a DD statement, an environment variable, or the TITLE option of the OPEN statement.

When an environment variable or TITLE option is used, the name must be in uppercase. Specify the MVS data set in the following way:

```
DSN(data-set-name)
```

`data-set-name` must be fully qualified and cannot be a temporary data set; for example, it must not start with $.

You must specify one of the following attributes after the DSN keyword:

- OLD
- SHR

Defining files for a regional data set

Use a file declaration with the following attributes to define a sequential regional data set:

```
DCL filename FILE RECORD
   INPUT | OUTPUT | UPDATE
   SEQUENTIAL
   BUFFERED
   [KEYED]
   ENVIRONMENT(options);
```

Since BUFFERED and UNBUFFERED will be treated the same for REGIONAL(1) data sets, either option can be specified in the ENV option. For example, the FROM option is not required on a REWRITE for a SEQUENTIAL UNBUFFERED file and the LOCATE statement is allowed for OUTPUT SEQUENTIAL data sets even if UNBUFFERED is specified.

To define a direct regional data set, use a file declaration with the following attributes:

```
DCL filename FILE RECORD
   INPUT | OUTPUT | UPDATE
   DIRECT
   ENVIRONMENT(options);
```

Default file attributes are shown in Table 14 on page 275. The file attributes are described in the PL/I Language Reference. Options of the ENVIRONMENT attribute are discussed below.

Specifying ENVIRONMENT options

The ENVIRONMENT options applicable to regional data sets are:

- REGIONAL((1))
- F
- RECSIZE(record-length)
- BLKSIZE(block-size)
- SCALARVARYING
**REGIONAL option**

Use the REGIONAL option to define a file with regional organization.

```plaintext
REGIONAL(1)
```

1 specifies REGIONAL(1)

**REGIONAL(1)**

specifies that the data set contains F-format records that do not have recorded keys. Each region in the data set contains only one record; therefore, each region number corresponds to a relative record within the data set (that is, region numbers start with 0 at the beginning of the data set).

Although REGIONAL(1) data sets have no recorded keys, you can use REGIONAL(1) DIRECT INPUT or UPDATE files to process data sets that do have recorded keys.

**RECSIZE(record-length)**

**BLKSIZE(block-size)**

If both RECSIZE and BLKSIZE are specified, they must specify the same value.

REGIONAL(1) organization is most suited to applications where there are no duplicate region numbers, and where most of the regions will be filled (reducing wasted space in the data set).

**Using keys with REGIONAL data sets**

There are two kinds of keys, recorded keys and source keys. A **recorded key** is a character string that immediately precedes each record in the data set to identify that record; its length cannot exceed 255 characters. A **source key** is the character value of the expression that appears in the KEY or KEYFROM option of a data transmission statement to identify the record to which the statement refers. When you access a record in a regional data set, the source key gives a region number, and can also give a recorded key.

Unlike the keys for indexed data sets, recorded keys in a regional data set are never embedded within the record.

**Using REGIONAL(1) data sets**

In a REGIONAL(1) data set, since there are no recorded keys, the region number serves as the sole identification of a particular record. The character value of the source key should represent an unsigned decimal integer that should not exceed 16777215 (although the actual number of records allowed can be smaller, depending on a combination of record size, device capacity, and limits of your access method. For direct regional(1) files with fixed format records, the maximum number of tracks which can be addressed by relative track addressing is 65,536.) If the region number exceeds this figure, it is treated as modulo 16777216; for instance, 16777226 is treated as 10. Only the characters 0 through 9 and the blank character are valid in the source key; leading blanks are interpreted as zeros. Embedded blanks are not allowed in the number; the first embedded blank, if any, terminates the region number. If more than 8 characters appear in the source key, only the rightmost 8 are used as the region number; if there are fewer than 8 characters, blanks (interpreted as zeros) are inserted on the left.
Dummy Records

Records in a REGIONAL(1) data set are either actual records containing valid data or dummy records. A dummy record in a REGIONAL(1) data set is identified by the constant (8)'1'B in its first byte. Although such dummy records are inserted in the data set either when it is created or when a record is deleted, they are not ignored when the data set is read; your PL/I program must be prepared to recognize them. You can replace dummy records with valid data. Note that if you insert (8)'1'B in the first byte, the record can be lost if you copy the file onto a data set that has dummy records that are not retrieved.

Creating a REGIONAL(1) data set

You can create a REGIONAL(1) data set either sequentially or by direct access. Table 22 on page 322 shows the statements and options for creating a regional data set.

When you use a SEQUENTIAL OUTPUT file to create the data set, the opening of the file causes all tracks on the data set to be cleared, and a capacity record to be written at the beginning of each track to record the amount of space available on that track. You must present records in ascending order of region numbers; any region you omit from the sequence is filled with a dummy record. If there is an error in the sequence, or if you present a duplicate key, the KEY condition is raised. When the file is closed, any space remaining at the end of the current extent is filled with dummy records.

If you use a DIRECT OUTPUT file to create the data set, the whole primary extent allocated to the data set is filled with dummy records when the file is opened. You can present records in random order; if you present a duplicate, the existing record will be overwritten.

For sequential creation, the data set can have up to 15 extents, which can be on more than one volume. For direct creation, the data set can have only one extent, and can therefore reside on only one volume.

Example

Creating a REGIONAL(1) data set is illustrated in Figure 33 on page 326. The data set is a list of telephone numbers with the names of the subscribers to whom they are allocated. The telephone numbers correspond with the region numbers in the data set, the data in each occupied region being a subscriber’s name.
Accessing and updating a REGIONAL(1) data set

Once you create a REGIONAL(1) data set, you can open the file that accesses it for SEQUENTIAL INPUT or UPDATE, or for DIRECT INPUT or UPDATE. You can
open it for OUTPUT only if the existing data set is to be overwritten. Table 22 on page 322 shows the statements and options for accessing a regional data set.

Sequential access
To open a SEQUENTIAL file that is used to process a REGIONAL(1) data set, use either the INPUT or UPDATE attribute. You must not include the KEY option in data transmission statements, but the file can have the KEYED attribute, since you can use the KEYTO option. If the target character string referenced in the KEYTO option has more than 8 characters, the value returned (the 8-character region number) is padded on the left with blanks. If the target string has fewer than 8 characters, the value returned is truncated on the left.

Sequential access is in the order of ascending region numbers. All records are retrieved, whether dummy or actual, and you must ensure that your PL/I program recognizes dummy records.

Using sequential input with a REGIONAL(1) data set, you can read all the records in ascending region-number sequence, and in sequential update you can read and rewrite each record in turn.

The rules governing the relationship between READ and REWRITE statements for a SEQUENTIAL UPDATE file that accesses a REGIONAL(1) data set are identical to those for a consecutive data set. Consecutive data sets are discussed in detail in Chapter 8, “Defining and using consecutive data sets,” on page 291.

Direct access
To open a DIRECT file that is used to process a REGIONAL(1) data set you can use either the INPUT or the UPDATE attribute. All data transmission statements must include source keys; the DIRECT attribute implies the KEYED attribute.

Use DIRECT UPDATE files to retrieve, add, delete, or replace records in a REGIONAL(1) data set according to the following conventions:

Retrieval
All records, whether dummy or actual, are retrieved. Your program must recognize dummy records.

Addition
A WRITE statement substitutes a new record for the existing record (actual or dummy) in the region specified by the source key.

Deletion
The record you specify by the source key in a DELETE statement is converted to a dummy record.

Replacement
The record you specify by the source key in a REWRITE statement, whether dummy or actual, is replaced.

Example
Updating a REGIONAL(1) data set is illustrated in Figure 34 on page 328. This program updates the data set and lists its contents. Before each new or updated record is written, the existing record in the region is tested to ensure that it is a dummy; this is necessary because a WRITE statement can overwrite an existing record in a REGIONAL(1) data set even if it is not a dummy. Similarly, during the sequential reading and printing of the contents of the data set, each record is tested and dummy records are not printed.
//EX10 JOB
//STEP2 EXEC IBMZCBG,PARM.PLI='NOP,MAR(1,72)',PARM.BIND='LIST'
//PLI.SYSIN DO *
ACR1: PROC OPTIONS(MAIN);
/* UPDATING A REGIONAL(1) DATA SET - PHONE DIRECTORY */
DCL NOS FILE RECORD KEYED ENV(REGIONAL(1));
DCL SYSIN FILE INPUT RECORD;
DCL (SYSIN REC,NOS REC) BIT(1) INIT('1'B);
DCL 1 CARD,
2 NAME CHAR(20),
2 (NEWNO,OLDNO) CHAR(2),
2 CARD_1 CHAR(1),
2 CODE CHAR(1),
2 CARD_2 CHAR(54);
DCL IOFIELD CHAR(20);
DCL BYTE CHAR(1) DEF IOFIELD;
ON ENDFILE(SYSIN) SYSIN_REC = '0'B;
OPEN FILE (NOS) DIRECT UPDATE;
READ FILE(SYSIN) INTO(CARD);
DO WHILE(SYSIN_REC);
SELECT(Code);
WHEN('A','C') DO;
IF CODE = 'C' THEN
DELETE FILE(NOS) KEY(OLDNO);
READ FILE(NOS) KEY(NEWNO) INTO(IOFIELD);
IF UNSPEC(BYTE) = (8)'1'B THEN WRITE FILE(NOS) KEYFROM(NEWNO) FROM(NAME);
ELSE PUT FILE(SYSPRINT) SKIP LIST ('DUPLICATE:',NAME);
END;
WHEN('D') DELETE FILE(NOS) KEY(OLDNO);
OTHERWISE PUT FILE(SYSPRINT) SKIP LIST ('INVALID CODE:',NAME);
END;
READ FILE(SYSIN) INTO(CARD);
END;
CLOSE FILE(SYSIN),FILE(NOS);
PUT FILE(SYSPRINT) PAGE;
OPEN FILE(NOS) SEQUENTIAL INPUT;
ON ENDFILE(NOS) NOS_REC = '0'B;
READ FILE(NOS) INTO(IOFIELD) KEYTO(NEWNO);
DO WHILE(NOS_REC);
IF UNSPEC(BYTE) = (8)'1'B THEN PUT FILE(SYSPRINT) SKIP EDIT(NEWNO,IOFIELD)(A(2),X(3),A);
PUT FILE(SYSPRINT) SKIP EDIT(IOFIELD)(A);
READ FILE(NOS) INTO(IOFIELD) KEYTO(NEWNO);
END;
CLOSE FILE(NOS);
END ACR1;
/*
Figure 34. Updating a REGIONAL(1) data set (Part 1 of 2)
Essential information for creating and accessing regional data sets

To create a regional data set, you must give the operating system certain information, either in your PL/I program or in the DD statement that defines the data set. The following paragraphs indicate the essential information, and discuss some of the optional information you can supply.

You must supply the following information when creating a regional data set:

- Device that will write your data set (UNIT or VOLUME parameter of DD statement).
- Block size: You can specify the block size either in your PL/I program (in the BLKSIZE option of the ENVIRONMENT attribute) or in the DD statement (BLKSIZE subparameter). If you do not specify a record length, unblocked records are the default and the record length is determined from the block size. If you do specify a record length, it must be equal to the block size.

If you want to keep a data set (that is, you do not want the operating system to delete it at the end of your job), the DD statement must name the data set and indicate how it is to be disposed of (DSNAME and DISP parameters). The DISP parameter alone will suffice if you want to use the data set in a later step but do not need it after the end of your job.

If you want your data set stored on a particular direct access device, you must indicate the volume serial number in the DD statement (SER or REF subparameter of VOLUME parameter). If you do not supply a serial number for a data set that you want to keep, the operating system allocates one, informs the operator, and prints the number on your program listing. All the essential parameters required in a DD statement for the creation of a regional data set are summarized in Table 23 on page 330 and Table 24 on page 330 lists the DCB subparameters needed. See your z/OS JCL User’s Guide for a description of the DCB subparameters.

You cannot place a regional data set on a system output (SYSOUT) device.

In the DCB parameter, if you specify the DSORG parameter, you must specify the data set organization as direct by coding DSORG=DA. You cannot specify the
DUMMY or DSN=NULLFILE parameters in a DD statement for a regional data set. Using DSORG=DA may cause message IEC225I to be issued. This message can be safely ignored.

Table 23. Creating a regional data set: essential parameters of the DD statement

<table>
<thead>
<tr>
<th>Parameters</th>
<th>What you must state</th>
<th>When required</th>
</tr>
</thead>
<tbody>
<tr>
<td>UNIT= or VOLUME=REF=</td>
<td>Output device(^1)</td>
<td>Always</td>
</tr>
<tr>
<td>SPACE=</td>
<td>Storage space required(^2)</td>
<td></td>
</tr>
<tr>
<td>DCB=</td>
<td>Data control block information: see Table 24</td>
<td></td>
</tr>
<tr>
<td>DISP=</td>
<td>Disposition</td>
<td>Data set to be used in another job step but not required in another job</td>
</tr>
<tr>
<td>DISP=</td>
<td>Disposition</td>
<td>Data set to be kept after end of job</td>
</tr>
<tr>
<td>DSNNAME=</td>
<td>Name of data set</td>
<td></td>
</tr>
<tr>
<td>VOLUME=SER= or VOLUME=REF=</td>
<td>Volume serial number</td>
<td>Data set to be on particular volume</td>
</tr>
</tbody>
</table>

\(^1\)Regional data sets are confined to direct access devices.

\(^2\)For sequential access, the data set can have up to 15 extents, which can be on more than one volume. For creation with DIRECT access, the data set can have only one extent.

To access a regional data set, you must identify it to the operating system in a DD statement. The following paragraphs indicate the minimum information you must include in the DD statement; this information is summarized in Table 25 on page 331.

If the data set is cataloged, you need to supply only the following information in your DD statement:

- The name of the data set (DSNAME parameter). The operating system locates the information that describes the data set in the system catalog and, if necessary, requests the operator to mount the volume that contains it.
- Confirmation that the data set exists (DISP parameter).

If the data set is not cataloged, you must, in addition, specify the device that will read the data set and give the serial number of the volume that contains the data set (UNIT and VOLUME parameters).

When opening a multiple-volume regional data set for sequential update, the ENDFILE condition is raised at the end of the first volume.

Table 24. DCB subparameters for a regional data set

<table>
<thead>
<tr>
<th>Subparameters</th>
<th>To specify</th>
<th>When required</th>
</tr>
</thead>
<tbody>
<tr>
<td>RECFM=F</td>
<td>Record format(^1)</td>
<td>These are always required</td>
</tr>
<tr>
<td>BLKSIZE=</td>
<td>Block size(^1)</td>
<td></td>
</tr>
<tr>
<td>DSORG=DA</td>
<td>Data set organization</td>
<td></td>
</tr>
</tbody>
</table>

\(^1\)Or you can specify the block size in the ENVIRONMENT attribute.
Table 25. Accessing a regional data set: essential parameters of the DD statement

<table>
<thead>
<tr>
<th>Parameters</th>
<th>What you must state</th>
<th>When required</th>
</tr>
</thead>
<tbody>
<tr>
<td>DSNAME=</td>
<td>Name of data set</td>
<td>Always</td>
</tr>
<tr>
<td>DISP=</td>
<td>Disposition of data set</td>
<td></td>
</tr>
<tr>
<td>UNIT= or</td>
<td>Input device</td>
<td>If data set not cataloged</td>
</tr>
<tr>
<td>VOLUME=REF=</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VOLUME=SER=</td>
<td>Volume serial number</td>
<td></td>
</tr>
</tbody>
</table>
Chapter 12. Defining and using VSAM data sets

This chapter covers VSAM (the Virtual Storage Access Method) organization for record-oriented data transmission, VSAM ENVIRONMENT options, compatibility with other PL/I data set organizations, and the statements you use to load and access the three types of VSAM data sets that PL/I supports—entry-sequenced, key-sequenced, and relative record. The chapter is concluded by a series of examples showing the PL/I statements, Access Method Services commands, and JCL statements necessary to create and access VSAM data sets.

Enterprise PL/I provides no support for ISAM datasets.

For additional information about the facilities of VSAM, the structure of VSAM data sets and indexes, the way in which they are defined by Access Method Services, and the required JCL statements, see the VSAM publications for your system.

Defining VSAM file using PL/I dynamic allocation

VSAM data sets can be defined by using either a DD statement, an environment variable, or the TITLE option of the OPEN statement.

When an environment variable or TITLE option is used, the name must be in uppercase. Specify the MVS data set as follows:

```
DSN(data-set-name)
```

`data-set-name` must be fully qualified and cannot be a temporary data set; for example, it must not start with `&`.

You must specify one of the following attributes after the DSN keyword:

```
OLD
SHR
```

Using VSAM data sets

How to run a program with VSAM data sets

Before you execute a program that accesses a VSAM data set, you need to know:
- The name of the VSAM data set
- The name of the PL/I file
- Whether you intend to share the data set with other users

Then you can write the required DD statement to access the data set:

```
//filename DD DSNAME=dsname,DISP=OLD|SHR
```

For example, if your file is named PL1FILE, your data set named VSAMDS, and you want exclusive control of the data set, enter:

```
//PL1FILE DD DSNAME=VSAMDS,DISP=OLD
```

To share your data set, use DISP=SHR.
Enterprise PL/I has no support for ISAM data sets.

To optimize VSAM's performance by controlling the number of VSAM buffers used for your data set, see the VSAM publications.

**Pairing an Alternate Index Path with a File**

When using an alternate index, you simply specify the name of the *path* in the DSNAMES parameter of the DD statement associating the base data set/alternate index pair with your PL/I file. Before using an alternate index, you should be aware of the restrictions on processing; these are summarized in Table 27 on page 339.

Given a PL/I file called PL1FILE and the alternate index path called PERSALPH, the DD statement required would be:

```
//PL1FILE DD DSNAMES=PERSALPH,DISP=OLD
```

---

**VSAM organization**

PL/I provides support for three types of VSAM data sets:

- Key-sequenced data sets (KSDS)
- Entry-sequenced data sets (ESDS)
- Relative record data sets (RRDS).

These correspond roughly to PL/I indexed, consecutive, and regional data set organizations, respectively. They are all ordered, and they can all have keys associated with their records. Both sequential and keyed access are possible with all three types.

Although only key-sequenced data sets have keys as part of their logical records, keyed access is also possible for entry-sequenced data sets (using relative-byte addresses) and relative record data sets (using relative record numbers).

All VSAM data sets are held on direct access storage devices, and a virtual storage operating system is required to use them.

The physical organization of VSAM data sets differs from those used by other access methods. VSAM does not use the concept of blocking, and, except for relative record data sets, records need not be of a fixed length. In data sets with VSAM organization, the data items are arranged in *control intervals*, which are in turn arranged in *control areas*. For processing purposes, the data items within a control interval are arranged in logical records. A control interval can contain one or more logical records, and a logical record can span two or more control intervals. Concern about blocking factors and record length is largely removed by VSAM, although records cannot exceed the maximum specified size. VSAM allows access to the control intervals, but this type of access is not supported by PL/I.

VSAM data sets can have two types of indexes—prime and alternate. A *prime index* is the index to a KSDS that is established when you define a data set; it always exists and can be the only index for a KSDS. You can have one or more *alternate indexes* on a KSDS or an ESDS. Defining an alternate index for an ESDS enables you to treat the ESDS, in general, as a KSDS. An alternate index on a KSDS enables a field in the logical record different from that in the prime index to be used as the key field. Alternate indexes can be either *nonunique*, in which duplicate keys are allowed, or *unique*, in which they are not. The prime index can never have duplicate keys.
Any change in a data set that has alternate indexes must be reflected in all the indexes if they are to remain useful. This activity is known as index upgrade, and is done by VSAM for any index in the index upgrade set of the data set. (For a KSDS, the prime index is always a member of the index upgrade set.) However, you must avoid making changes in the data set that would cause duplicate keys in the prime index or in a unique alternate index.

Before using a VSAM data set for the first time, you need to define it to the system with the DEFINE command of Access Method Services, which you can use to completely define the type, structure, and required space of the data set. This command also defines the data set’s indexes (together with their key lengths and locations) and the index upgrade set if the data set is a KSDS or has one or more alternate indexes. A VSAM data set is thus “created” by Access Method Services.

Use the three different types of data sets according to the following purposes:

- Use entry-sequenced data sets for data that you primarily access in the order in which it was created (or the reverse order).
- Use key-sequenced data sets when you normally access records through keys within the records (for example, a stock-control file where the part number is used to access a record).
- Use relative record data sets for data in which each item has a particular number, and you normally access the relevant record by that number (for example, a telephone system with a record associated with each number).

You can access records in all types of VSAM data sets either directly by means of a key, or sequentially (backward or forward). You can also use a combination of the two ways: Select a starting point with a key and then read forward or backward from that point.

You can create alternate indexes for key-sequenced and entry-sequenced data sets. You can then access your data in many sequences or by one of many keys. For example, you could take a data set held or indexed in order of employee number and index it by name in an alternate index. Then you could access it in alphabetic order, in reverse alphabetic order, or directly using the name as a key. You could also access it in the same kind of combinations by employee number.

Table 26 on page 336 shows how the same data could be held in the three different types of VSAM data sets and illustrates their respective advantages and disadvantages.
Table 26. Types and advantages of VSAM data sets

<table>
<thead>
<tr>
<th>Data set type</th>
<th>Method of loading</th>
<th>Method of reading</th>
<th>Method of updating</th>
<th>Pros and cons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key-Sequenced</td>
<td>Sequentially in order or prime index which must be unique</td>
<td>KEKENED by specifying key of record in prime index</td>
<td>KEKENED specifying a unique key in any index</td>
<td>Advantages: Complete access and updating</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SEQUENTIAL backward or forward in order of any index</td>
<td>SEQUENTIAL following positioning by unique key</td>
<td>Disadvantages: Records must be in order of prime index before loading</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Positioning by key followed by sequential reading either backward or forward</td>
<td>Record deletion allowed</td>
<td>Uses: For uses where access will be related to key</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Record insertion allowed</td>
<td></td>
</tr>
<tr>
<td>Entry-Sequenced</td>
<td>Sequentially (forward only)</td>
<td>SEQUENTIAL backward or forward</td>
<td>New records at end only</td>
<td>Advantages: Simple fast creation</td>
</tr>
<tr>
<td></td>
<td>The RBA of each record can be obtained and used as a key</td>
<td>KEYED using RBA</td>
<td>Existing records cannot have length changed</td>
<td>No requirement for a unique index</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Positioning by key followed by sequential either backward or forward</td>
<td>Record deletion not allowed</td>
<td>Disadvantages: Limited updating facilities</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Uses: For uses where data will primarily be accessed sequentially</td>
</tr>
<tr>
<td>Relative Record</td>
<td>Sequentially starting from slot 1</td>
<td>KEKENED specifying numbers as key</td>
<td>Sequentially starting at a specified slot and continuing with next slot</td>
<td>Advantages: Speedy access to record by number</td>
</tr>
<tr>
<td></td>
<td>KEYED specifying number of slot</td>
<td>Sequential forward or backward omitting empty records</td>
<td>Keyed specifying numbers as key</td>
<td>Disadvantages: Structure tied to numbering sequences</td>
</tr>
<tr>
<td></td>
<td>Positioning by key followed by sequential writes</td>
<td></td>
<td>Record deletion allowed</td>
<td>Fixed length records</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Record insertion into empty slots allowed</td>
<td>Uses: For use where records will be accessed by number</td>
</tr>
</tbody>
</table>

**Keys for VSAM data sets**

All VSAM data sets can have keys associated with their records. For key-sequenced data sets, and for entry-sequenced data sets accessed via an alternate index, the key is a defined field within the logical record. For entry-sequenced data sets, the key is the relative byte address (RBA) of the record. For relative-record data sets, the key is a relative record number.

**Keys for indexed VSAM data sets**

Keys for key-sequenced data sets and for entry-sequenced data sets accessed via an alternate index are part of the logical records recorded on the data set. You define the length and location of the keys when you create the data set.
The ways you can reference the keys in the KEY, KEYFROM, and KEYTO options are as described under “KEY(expression) Option,” “KEYFROM(expression) Option,” and “KEYTO(reference) Option” in Chapter 12 of the PL/I Language Reference.

**Relative byte addresses (RBA)**
Relative byte addresses allow you to use keyed access on an ESDS associated with a KEYED SEQUENTIAL file. The RBAs, or keys, are character strings of length 4, and their values are defined by VSAM. You cannot construct or manipulate RBAs in PL/I; you can, however, compare their values in order to determine the relative positions of records within the data set. RBAs are not normally printable.

You can obtain the RBA for a record by using the KEYTO option, either on a WRITE statement when you are loading or extending the data set, or on a READ statement when the data set is being read. You can subsequently use an RBA obtained in either of these ways in the KEY option of a READ or REWRITE statement.

Do not use an RBA in the KEYFROM option of a WRITE statement.

VSAM allows use of the relative byte address as a key to a KSDS, but this use is not supported by PL/I.

**Relative record numbers**
Records in an RRDS are identified by a relative record number that starts at 1 and is incremented by 1 for each succeeding record. You can use these relative record numbers as keys for keyed access to the data set.

Keys used as relative record numbers are character strings of length 8. The character value of a source key you use in the KEY or KEYFROM option must represent an unsigned integer. If the source key is not 8 characters long, it is truncated or padded with blanks (interpreted as zeros) on the left. The value returned by the KEYTO option is a character string of length 8, with leading zeros suppressed.

**Choosing a data set type**
When planning your program, the first decision to be made is which type of data set to use. There are three types of VSAM data sets and five types of non-VSAM data sets available to you. VSAM data sets can provide all the function of the other types of data sets, plus additional function available only in VSAM. VSAM can usually match other data set types in performance, and often improve upon it. However, VSAM is more subject to performance degradation through misuse of function.

The comparison of all eight types of data sets given in Table 15 on page 282 is helpful; however, many factors in the choice of data set type for a large installation are beyond the scope of this book.

When choosing between the VSAM data set types, you should base your choice on the most common sequence in which you will require your data. The following is a suggested procedure that you can use to help ensure a combination of data sets and indexes that provide the function you require.

1. Determine the type of data and how it will be accessed.
   a. Primarily sequentially — favors ESDS.
   b. Primarily by key — favors KSDS.
c. Primarily by number — favors RRDS.

2. Determine how you will load the data set. Note that you must load a KSDS in key sequence; thus an ESDS with an alternate index path can be a more practical alternative for some applications.

3. Determine whether you require access through an alternate index path. These are only supported on KSDS and ESDS. If you require an alternate index path, determine whether the alternate index will have unique or nonunique keys. Use of nonunique keys can limit key processing. However, it might also be impractical to assume that you will use unique keys for all future records; if you attempt to insert a record with a nonunique key in an index that you have created for unique keys, it will cause an error.

4. When you have determined the data sets and paths that you require, ensure that the operations you have in mind are supported. Figure 35 might be helpful.

Do not try to access a dummy VSAM data set, because you will receive an error message indicating that you have an undefined file.

Table 28 on page 344, Table 29 on page 347, and Table 30 on page 360 show the statements allowed for entry-sequenced data sets, indexed data sets, and relative record data sets, respectively.

<table>
<thead>
<tr>
<th>SEQUENTIAL</th>
<th>KEYED SEQUENTIAL</th>
<th>DIRECT</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>INPUT</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ESDS</td>
<td>ESDS</td>
<td>KSDS</td>
</tr>
<tr>
<td>KSDS</td>
<td>KSDS</td>
<td>RRDS</td>
</tr>
<tr>
<td>RRDS</td>
<td>RRDS</td>
<td>Path(U)</td>
</tr>
<tr>
<td>Path(N)</td>
<td>Path(N)</td>
<td></td>
</tr>
<tr>
<td>Path(U)</td>
<td>Path(U)</td>
<td></td>
</tr>
<tr>
<td><strong>OUTPUT</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ESDS</td>
<td>ESDS</td>
<td>KSDS</td>
</tr>
<tr>
<td>RRDS</td>
<td>RRDS</td>
<td>RRDS</td>
</tr>
<tr>
<td>RRDS</td>
<td>RRDS</td>
<td>Path(U)</td>
</tr>
<tr>
<td><strong>UPDATE</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ESDS</td>
<td>ESDS</td>
<td>KSDS</td>
</tr>
<tr>
<td>KSDS</td>
<td>KSDS</td>
<td>RRDS</td>
</tr>
<tr>
<td>RRDS</td>
<td>RRDS</td>
<td>Path(U)</td>
</tr>
<tr>
<td>Path(N)</td>
<td>Path(N)</td>
<td></td>
</tr>
<tr>
<td>Path(U)</td>
<td>Path(U)</td>
<td></td>
</tr>
</tbody>
</table>

Key:  
- ESDS    Entry-sequenced data set  
- KSDS    Key-sequenced data set  
- RRDS    Relative record data set  
- Path(N) Alternate index path with nonunique keys  
- Path(U) Alternate index path with unique keys

You can combine the attributes on the left with those at the top of the figure for the data sets and paths shown. For example, only an ESDS and an RRDS can be SEQUENTIAL OUTPUT.

PL/I does not support dummy VSAM data sets.

Figure 35. VSAM data sets and allowed file attributes
Table 27. Processing Allowed on Alternate Index Paths

<table>
<thead>
<tr>
<th>Base Cluster Type</th>
<th>Alternate Index Key Type</th>
<th>Processing</th>
<th>Restrictions</th>
</tr>
</thead>
<tbody>
<tr>
<td>KSDS</td>
<td>Unique key</td>
<td>As normal KSDS</td>
<td>May not modify key of access.</td>
</tr>
<tr>
<td></td>
<td>Nonunique key</td>
<td>Limited keyed access</td>
<td>May not modify key of access.</td>
</tr>
<tr>
<td>ESDS</td>
<td>Unique key</td>
<td>As KSDS</td>
<td>No deletion.</td>
</tr>
<tr>
<td></td>
<td>Nonunique key</td>
<td>Limited keyed access</td>
<td>May not modify key of access.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>No deletion.</td>
</tr>
</tbody>
</table>

Defining files for VSAM data sets

You define a sequential VSAM data set by using a file declaration with the following attributes:

```
DCL filename FILE RECORD
   INPUT | OUTPUT | UPDATE
   SEQUENTIAL
   BUFFERED
   [KEYED]
   ENVIRONMENT(options);
```

You define a direct VSAM data set by using a file declaration with the following attributes:

```
DCL filename FILE RECORD
   INPUT | OUTPUT | UPDATE
   DIRECT
   [KEYED]
   ENVIRONMENT(options);
```

Table 14 on page 275 shows the default attributes. The file attributes are described in the PL/I Language Reference. Options of the ENVIRONMENT attribute are discussed below.

Some combinations of the file attributes INPUT or OUTPUT or UPDATE and DIRECT or SEQUENTIAL or KEYED SEQUENTIAL are allowed only for certain types of VSAM data sets. Figure 35 on page 338 shows the compatible combinations.

Specifying ENVIRONMENT options

Many of the options of the ENVIRONMENT attribute affecting data set structure are not needed for VSAM data sets. If you specify them, they are either ignored or are used for checking purposes. If those that are checked conflict with the values defined for the data set, the UNDEFINEDFILE condition is raised when an attempt is made to open the file.

The ENVIRONMENT options applicable to VSAM data sets are:

- BKWD
- BUFND (n)
- BUFNI (n)
- BUFSP (n)
GENKEY
PASSWORD (password-specification)
REUSE
SCALARVARYING
SKIP
VSAM

GENKEY and SCALARVARYING options have the same effect as they do when you use them for non-VSAM data sets. Note that under VSAM RLS, options BUFND, BUFNI and BUFSP are ignored.

The options that are checked for a VSAM data set are RECSIZE and, for a key-sequenced data set, KEYLENGTH and KEYLOC. Table 14 on page 275 shows which options are ignored for VSAM. Table 14 on page 275 also shows the required and default options.

For VSAM data sets, you specify the maximum and average lengths of the records to the Access Method Services utility when you define the data set. If you include the RECSIZE option in the file declaration for checking purposes, specify the maximum record size. If you specify RECSIZE and it conflicts with the values defined for the data set, the UNDEFINEDFILE condition is raised.

**BKWD option**
Use the BKWD option to specify backward processing for a SEQUENTIAL INPUT or SEQUENTIAL UPDATE file associated with a VSAM data set.

Sequential reads (that is, reads without the KEY option) retrieve the previous record in sequence. For indexed data sets, the previous record is, in general, the record with the next lower key. However, if you are accessing the data set via a nonunique alternate index, records with the same key are recovered in their normal sequence. For example, if the records are:

A B C1 C2 C3 D E

where C1, C2, and C3 have the same key, they are recovered in the sequence:

E D C1 C2 C3 B A

When a file with the BKWD option is opened, the data set is positioned at the last record. ENDFILE is raised in the normal way when the start of the data set is reached.

Do not specify the BKWD option with either the REUSE option or the GENKEY option. Also, the WRITE statement is not allowed for files declared with the BKWD option.

**BUFND option**
Use the BUFND option to specify the number of data buffers required for a VSAM data set.

n specifies an integer, or a variable with attributes FIXED BINARY(31) STATIC.
Multiple data buffers help performance when the file has the SEQUENTIAL attribute and you are processing long group of contiguous records sequentially.

**BUFNI option**

Use the BUFNI option to specify the number of index buffers required for a VSAM key-sequence data set.

\[ \text{BUFNI} \langle n \rangle \]

\( n \) specifies an integer, or a variable with attributes FIXED BINARY(31) STATIC.

Multiple index buffers help performance when the file has the KEYED attribute. Specify at least as many index buffers as there are levels in the index.

**BUFSP option**

Use the BUFSP option to specify, in bytes, the total buffer space required for a VSAM data set (for both the data and index components).

\[ \text{BUFSP} \langle n \rangle \]

\( n \) specifies an integer, or a variable with attributes FIXED BINARY(31) STATIC.

It is usually preferable to specify BUFNI and BUFND options rather than BUFSP.

**GENKEY option**

For the description of this option, see “GENKEY option — key classification” on page 280.

**PASSWORD option**

When you define a VSAM data set to the system (using the DEFINE command of Access Method Services), you can associate READ and UPDATE passwords with it. From that point on, you must include the appropriate password in the declaration of any PL/I file that you use to access the data set.

\[ \text{PASSWORD} \langle \text{password-specification} \rangle \]

**password-specification**

is a character constant or character variable that specifies the password for the type of access your program requires. If you specify a constant, it must not contain a repetition factor; if you specify a variable, it must be level-1, element, static, and unsubscripted.

The character string is padded or truncated to 8 characters and passed to VSAM for inspection. If the password is incorrect, the system operator is given a number of chances to specify the correct password. You specify the number of chances to be allowed when you define the data set. After this number of unsuccessful tries, the UNDEFINEDFILE condition is raised.

**REUSE option**

Use the REUSE option to specify that an OUTPUT file associated with a VSAM data set is to be used as a work file.
The data set is treated as an empty data set each time the file is opened. Any secondary allocations for the data set are released, and the data set is treated exactly as if it were being opened for the first time.

Do not associate a file that has the REUSE option with a data set that has alternate indexes or the BKWD option, and do not open it for INPUT or UPDATE.

The REUSE option takes effect only if you specify REUSE in the Access Method Services DEFINE CLUSTER command.

**SKIP option**
Use the SKIP option of the ENVIRONMENT attribute to specify that the VSAM OPTCD "SKP" is to be used whenever possible. It is applicable to key-sequenced data sets that you access by means of a KEYED SEQUENTIAL INPUT or UPDATE file.

```
   SKIP
```

You should specify this option for the file if your program accesses individual records scattered throughout the data set, but does so primarily in ascending key order.

Omit this option if your program reads large numbers of records sequentially without the use of the KEY option, or if it inserts large numbers of records at specific points in the data set (mass sequential insert).

It is never an error to specify (or omit) the SKIP option; its effect on performance is significant only in the circumstances described.

**VSAM option**
You must specify the VSAM option for VSAM data sets.

```
   VSAM
```

**Performance options**
You can specify the buffer options in the AMP parameter of the DD statement; they are explained in your Access Method Services manual.

**Defining Files for Alternate Index Paths**
VSAM allows you to define alternate indexes on key sequenced and entry sequenced data sets. This enables you to access key sequenced data sets in a number of ways other than from the prime index. This also allows you to index and access entry sequenced data sets by key or sequentially in order of the keys. Consequently, data created in one form can be accessed in a large number of different ways. For example, an employee file might be indexed by personnel number, by name, and also by department number.

When an alternate index has been built, you actually access the data set through a third object known as an alternate index path that acts as a connection between the alternate index and the data set.
Two types of alternate indexes are allowed—unique key and nonunique key. For a unique key alternate index, each record must have a different alternate key. For a nonunique key alternate index, any number of records can have the same alternate key. In the example suggested above, the alternate index using the names could be a unique key alternate index (provided each person had a different name). The alternate index using the department number would be a nonunique key alternate index because more than one person would be in each department.

In most respects, you can treat a data set accessed through a unique key alternate index path like a KSDS accessed through its prime index. You can access the records by key or sequentially, you can update records, and you can add new records. If the data set is a KSDS, you can delete records, and alter the length of updated records. Restrictions and allowed processing are shown in Table 27 on page 339. When you add or delete records, all indexes associated with the data set are by default altered to reflect the new situation.

In data sets accessed through a nonunique key alternate index path, the record accessed is determined by the key and the sequence. The key can be used to establish positioning so that sequential access can follow. The use of the key accesses the first record with that key. When the data set is read backwards, only the order of the keys is reversed. The order of the records with the same key remains the same whichever way the data set is read.

### Defining VSAM data sets

Use the DEFINE CLUSTER command of Access Method Services to define and catalog VSAM data sets. To use the DEFINE command, you need to know:

- The name and password of the master catalog if the master catalog is password protected
- The name and password of the VSAM private catalog you are using if you are not using the master catalog
- Whether VSAM space for your data set is available
- The type of VSAM data set you are going to create
- The volume on which your data set is to be placed
- The average and maximum record size in your data set
- The position and length of the key for an indexed data set
- The space to be allocated for your data set
- How to code the DEFINE command
- How to use the Access Method Services program.

When you have the information, you are in a position to code the DEFINE command and then define and catalog the data set using Access Method Services.
### Entry-sequenced data sets

The statements and options allowed for files associated with an ESDS are shown in Table 28.

#### Table 28. Statements and options allowed for loading and accessing VSAM entry-sequenced data sets

<table>
<thead>
<tr>
<th>File declaration</th>
<th>Valid statements, with options you must include</th>
<th>Other options you can also include</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEQUENTIAL OUTPUT BUFFERED</td>
<td>WRITE FILE(file-reference) FROM(reference); LOCATE based-variable FILE(file-reference); SET(pointer-reference)</td>
<td>KEYTO(reference)</td>
</tr>
<tr>
<td>SEQUENTIAL INPUT BUFFERED</td>
<td>READ FILE(file-reference) INTO(reference); READ FILE(file-reference) SET(pointer-reference); READ FILE(file-reference)</td>
<td>KEYTO(reference) or KEY(expression)</td>
</tr>
<tr>
<td>SEQUENTIAL UPDATE BUFFERED</td>
<td>READ FILE(file-reference) INTO(reference); READ FILE(file-reference) SET(pointer-reference); READ FILE(file-reference)</td>
<td>KEYTO(reference) or KEY(expression)</td>
</tr>
<tr>
<td></td>
<td>WRITE FILE(file-reference) FROM(reference); REWRITE FILE(file-reference);</td>
<td>KEYTO(reference)</td>
</tr>
</tbody>
</table>

#### Notes:

1. The complete file declaration would include the attributes FILE, RECORD, and ENVIRONMENT; if you use either of the options KEY or KEYTO, it must also include the attribute KEYED.
2. The statement “READ FILE(file-reference);” is equivalent to the statement “READ FILE(file-reference) IGNORE (1);”.
3. The expression used in the KEY option must be a relative byte address, previously obtained by means of the KEYTO option.

### Loading an ESDS

When an ESDS is being loaded, the associated file must be opened for SEQUENTIAL OUTPUT. The records are retained in the order in which they are presented.

You can use the KEYTO option to obtain the relative byte address of each record as it is written. You can subsequently use these keys to achieve keyed access to the data set.
Using a SEQUENTIAL file to access an ESDS

You can open a SEQUENTIAL file that is used to access an ESDS with either the INPUT or the UPDATE attribute. If you use either of the options KEY or KEYTO, the file must also have the KEYED attribute.

Sequential access is in the order that the records were originally loaded into the data set. You can use the KEYTO option on the READ statements to recover the RBAs of the records that are read. If you use the KEY option, the record that is recovered is the one with the RBA you specify. Subsequent sequential access continues from the new position in the data set.

For an UPDATE file, the WRITE statement adds a new record at the end of the data set. With a REWRITE statement, the record rewritten is the one with the specified RBA if you use the KEY option; otherwise, it is the record accessed on the previous READ. You must not attempt to change the length of the record that is being replaced with a REWRITE statement.

The DELETE statement is not allowed for entry-sequenced data sets.

Defining and loading an ESDS

In Figure 36 on page 346 the data set is defined with the DEFINE CLUSTER command and given the name PLIVSAM.AJC1.BASE. The NONINDEXED keyword causes an ESDS to be defined.

The PL/I program writes the data set using a SEQUENTIAL OUTPUT file and a WRITE FROM statement. The DD statement for the file contains the DSNAME of the data set given in the NAME parameter of the DEFINE CLUSTER command.

The RBA of the records could have been obtained during the writing for subsequent use as keys in a KEYED file. To do this, a suitable variable would have to be declared to hold the key and the WRITE...KEYTO statement used. For example:

DCL CHARS CHAR(4);
WRITE FILE(FAMFILE) FROM (STRING)
   KEYTO(CHARS);

Note that the keys would not normally be printable, but could be retained for subsequent use.

The cataloged procedure IBMZCBG is used. Because the same program (in Figure 36 on page 346) can be used for adding records to the data set, it is retained in a library. This procedure is shown in the next example.
Updating an ESDS

Figure 37 shows the addition of a new record on the end of an ESDS. This is done by executing again the program shown in Figure 36. A SEQUENTIAL OUTPUT file is used and the data set associated with it by use of the DSNNAME parameter specifying the name PLIVSAM.AJC1.BASE specified in the DEFINE command shown in Figure 36.

```
//OPT9#    JOB
//STEP1    EXEC   PGM=IDCAMS,REGION=512K
//SYSPRINT DD SYSOUT=A
//SYSIN    DD *    
   DEFINE CLUSTER -
      (NAME(PLIVSAM.AJC1.BASE) -
       VOLUMES(nnnnnn) -
       NONINDEXED -
       RECORDSIZE(80 80) -
       TRACKS(2 2))
/*
//STEP2    EXEC IBMZCLG
//PLI.SYSIN DD *
   CREATE: PROC OPTIONS(MAIN);
   DCL
      FAMFILE FILE SEQUENTIAL OUTPUT ENV(VSAM),
      IN FILE RECORD INPUT,
      STRING CHAR(80),
      EOF BIT(1) INIT('0'B);
   ON ENDFILE(IN) EOF='1'B;
   READ FILE(IN) INTO (STRING);
   DO I=1 BY 1 WHILE (¬EOF);
      PUT FILE(SYSPRINT) SKIP EDIT (STRING) (A);
      WRITE FILE(FAMFILE) FROM (STRING);
      READ FILE(IN) INTO (STRING);
   END;
   PUT SKIP EDIT(I-1,' RECORDS PROCESSED')(A);
   END;
/*
//LKED.SYSLMOD DD DSN=HPU8.MYDS(PGMA),DISP=(NEW,CATLG),
   UNIT=SYSDA,SPACE=(CYL,(1,1,1))
//GO.FAMFILE DD DSNNAME=PLIVSAM.AJC1.BASE,DISP=OLD
//GO.IN DD *
FRED 69 M
ANDY 70 M
SUZAN 72 F
/*
```

Figure 36. Defining and loading an entry-sequenced data set (ESDS)
You can rewrite existing records in an ESDS, provided that the length of the record is not changed. You can use a SEQUENTIAL or KEYED SEQUENTIAL update file to do this. If you use keys, they can be the RBAs or keys of an alternate index path.

Delete is not allowed for ESDS.

Key-sequenced and indexed entry-sequenced data sets

The statements and options allowed for indexed VSAM data sets are shown in Table 29. An indexed data set can be a KSDS with its prime index, or either a KSDS or an ESDS with an alternate index path. Except where otherwise stated, the following description applies to all indexed VSAM data sets.

Table 29. Statements and options allowed for loading and accessing VSAM indexed data sets

<table>
<thead>
<tr>
<th>File declaration</th>
<th>Valid statements, with options you must include</th>
<th>Other options you can also include</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEQUENTIAL OUTPUT BUFFERED</td>
<td>WRITE FILE(file-reference) FROM(reference) KEYFROM(expression); LOCATE based-variable FILE(file-reference) KEYFROM(expression);</td>
<td>SET(pointer-reference)</td>
</tr>
<tr>
<td>SEQUENTIAL INPUT BUFFERED</td>
<td>READ FILE(file-reference) INTO(reference); KEY(expression) or KEYTO(reference)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>READ FILE(file-reference) SET(pointer-reference); KEY(expression) or KEYTO(reference)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>READ FILE(file-reference) IGNORE(expression)</td>
<td></td>
</tr>
<tr>
<td>File declaration</td>
<td>Valid statements, with options you must include</td>
<td>Other options you can also include</td>
</tr>
<tr>
<td>------------------</td>
<td>-----------------------------------------------</td>
<td>-----------------------------------</td>
</tr>
<tr>
<td>SEQUENTIAL UPDATE BUFFERED</td>
<td>READ FILE(file-reference) INTO(reference);</td>
<td>KEY(expression) or KEYTO(expression)</td>
</tr>
<tr>
<td></td>
<td>READ FILE(file-reference) SET(pointer-reference);</td>
<td>KEY(expression) or KEYTO(expression)</td>
</tr>
<tr>
<td></td>
<td>READ FILE(file-reference)(^c)</td>
<td>IGNORE(expression)</td>
</tr>
<tr>
<td></td>
<td>WRITE FILE(file-reference) FROM(reference) KEYFROM(expression);</td>
<td></td>
</tr>
<tr>
<td></td>
<td>REWRITE FILE(file-reference);</td>
<td>FROM(reference) and/or KEY(expression)</td>
</tr>
<tr>
<td></td>
<td>DELETE FILE(file-reference)</td>
<td>KEY(expression)</td>
</tr>
<tr>
<td>DIRECT BUFFERED</td>
<td>READ FILE(file-reference) INTO(reference) KEY(expression);</td>
<td></td>
</tr>
<tr>
<td></td>
<td>READ FILE(file-reference) SET(pointer-reference) KEY(expression);</td>
<td></td>
</tr>
<tr>
<td>DIRECT OUTPUT BUFFERED</td>
<td>WRITE FILE(file-reference) FROM(reference) KEYFROM(expression);</td>
<td></td>
</tr>
<tr>
<td>DIRECT BUFFERED</td>
<td>READ FILE(file-reference) INTO(reference) KEY(expression);</td>
<td></td>
</tr>
<tr>
<td></td>
<td>READ FILE(file-reference) SET(pointer-reference) KEY(expression);</td>
<td></td>
</tr>
<tr>
<td></td>
<td>REWRITE FILE(file-reference) FROM(reference) KEY(expression);</td>
<td></td>
</tr>
<tr>
<td></td>
<td>DELETE FILE(file-reference) KEY(expression);</td>
<td></td>
</tr>
<tr>
<td></td>
<td>WRITE FILE(file-reference) FROM(reference) KEYFROM(expression);</td>
<td></td>
</tr>
</tbody>
</table>
Table 29. Statements and options allowed for loading and accessing VSAM indexed data sets (continued)

<table>
<thead>
<tr>
<th>File declaration</th>
<th>Valid statements, with options you must include</th>
<th>Other options you can also include</th>
</tr>
</thead>
</table>

Notes:
1. The complete file declaration would include the attributes FILE and RECORD. If you use any of the options KEY, KEYFROM, or KEYTO, you must also include the attribute KEYED in the declaration.
2. The statement READ FILE(file-reference); is equivalent to the statement READ FILE(file-reference) IGNORE(1);
3. Do not associate a SEQUENTIAL OUTPUT file with a data set accessed via an alternate index.
4. Do not associate a DIRECT file with a data set accessed via a nonunique alternate index.
5. DELETE statements are not allowed for a file associated with an ESDS accessed via an alternate index.

Loading a KSDS or indexed ESDS: When a KSDS is being loaded, you must open the associated file for KEYED SEQUENTIAL OUTPUT. You must present the records in ascending key order, and you must use the KEYFROM option. Note that you must use the prime index for loading the data set; you cannot load a VSAM data set via an alternate index.

If a KSDS already contains some records, and you open the associated file with the SEQUENTIAL and OUTPUT attributes, you can add only records at the end of the data set. The rules given in the previous paragraph apply; in particular, the first record you present must have a key greater than the highest key present on the data set.

Figure 38 on page 350 shows the DEFINE command used to define a KSDS. The data set is given the name PLIVSAM.AJC2.BASE and defined as a KSDS because of the use of the INDEXED operand. The position of the keys within the record is defined in the KEYS operand.

Within the PL/I program, a KEYED SEQUENTIAL OUTPUT file is used with a WRITE...FROM...KEYFROM statement. The data is presented in ascending key order. A KSDS must be loaded in this manner.

The file is associated with the data set by a DD statement which uses the name given in the DEFINE command as the DSNNAME parameter.
Using a SEQUENTIAL file to access a KSDS or indexed ESDS: You can open a SEQUENTIAL file that is used to access a KSDS with either the INPUT or the UPDATE attribute.

For READ statements without the KEY option, the records are recovered in ascending key order (or in descending key order if the BKWD option is used). You can obtain the key of a record recovered in this way by means of the KEYTO option.

Figure 38. Defining and loading a key-sequenced data set (KSDS)
If you use the KEY option, the record recovered by a READ statement is the one with the specified key. Such a READ statement positions the data set at the specified record; subsequent sequential reads will recover the following records in sequence.

WRITE statements with the KEYFROM option are allowed for KEYED SEQUENTIAL UPDATE files. You can make insertions anywhere in the data set, without respect to the position of any previous access. If you are accessing the data set via a unique index, the KEY condition is raised if an attempt is made to insert a record with the same key as a record that already exists on the data set. For a nonunique index, subsequent retrieval of records with the same key is in the order that they were added to the data set.

REWITE statements with or without the KEY option are allowed for UPDATE files. If you use the KEY option, the record that is rewritten is the first record with the specified key; otherwise, it is the record that was accessed by the previous READ statement. When you rewrite a record using an alternate index, do not change the prime key of the record.

Using a DIRECT file to access a KSDS or indexed ESDS: You can open a DIRECT file that is used to access an indexed VSAM data set with the INPUT, OUTPUT, or UPDATE attribute. Do not use a DIRECT file to access the data set via a nonunique index.

If you use a DIRECT OUTPUT file to add records to the data set, and if an attempt is made to insert a record with the same key as a record that already exists, the KEY condition is raised.

If you use a DIRECT INPUT or DIRECT UPDATE file, you can read, write, rewrite, or delete records in the same way as for a KEYED SEQUENTIAL file.

Figure 39 on page 352 shows one method by which a KSDS can be updated using the prime index.
//OPT9#13 JOB
//STEP1 EXEC IBMZCBG
//PLI.SYSIN DD *

DIRUPDT: PROC OPTIONS(MAIN);

DCL DIREC FILE RECORD KEYED ENV(VSAM),
    ONCODE BUILTIN,
    OUTREC CHAR(23),
    NUMBER CHAR(3) DEF OUTREC POS(21),
    NAME CHAR(20) DEF OUTREC,
    CODE CHAR(1),
    EOF BIT(1) INIT('0'B);

ON ENDFILE(SYSIN) EOF='1'B;

ON KEY(DIREC) BEGIN;
    IF ONCODE=51 THEN PUT FILE(SYSPRINT) SKIP EDIT
        ('NOT FOUND: ',NAME)(A(15),A);
    IF ONCODE=52 THEN PUT FILE(SYSPRINT) SKIP EDIT
        ('DUPLICATE: ',NAME)(A(15),A);
END;

OPEN FILE(DIREC) DIRECT UPDATE;

GET FILE(SYSIN) EDIT (NAME,NUMBER,CODE)
    (COLUMN(1),A(20),A(3),A(1));
DO WHILE (¬EOF);
    PUT FILE(SYSPRINT) SKIP EDIT (' ',NAME,'#',NUMBER,' ',CODE)
        (A(1),A(20),A(1),A(3),A(1),A(1));
    SELECT (CODE);
    WHEN('A') WRITE FILE(DIREC) FROM(OUTREC) KEYFROM(NAME);
    WHEN('C') REWRITE FILE(DIREC) FROM(OUTREC) KEY(NAME);
    WHEN('D') DELETE FILE(DIREC) KEY(NAME);
    OTHERWISE PUT FILE(SYSPRINT) SKIP EDIT
        ('INVALID CODE: ',NAME) (A(15),A);
END;

GET FILE(SYSIN) EDIT (NAME,NUMBER,CODE)
    (COLUMN(1),A(20),A(3),A(1));
END;

CLOSE FILE(DIREC);
PUT FILE(SYSPRINT) PAGE;
OPEN FILE(DIREC) SEQUENTIAL INPUT;

EOF='0'B;
ON ENDFILE(DIREC) EOF='1'B;

READ FILE(DIREC) INTO(OUTREC);
DO WHILE (¬EOF);
    PUT FILE(SYSPRINT) SKIP EDIT(OUTREC)(A);
    READ FILE(DIREC) INTO(OUTREC);
END;

CLOSE FILE(DIREC);
END DIRUPDT;

Figure 39. Updating a KSDS (Part 1 of 2)
A DIRECT update file is used and the data is altered according to a code that is passed in the records in the file SYSIN:

A   Add a new record
C   Change the number of an existing name
D   Delete a record

At the label NEXT, the name, number, and code are read in and action taken according to the value of the code. A KEY ON-unit is used to handle any incorrect keys. When the updating is finished (at the label PRINT), the file DIREC is closed and reopened with the attributes SEQUENTIAL INPUT. The file is then read sequentially and printed.

The file is associated with the data set by a DD statement that uses the DSNAME PLIVSAM.AJC2.BASE defined in the Access Method Services DEFINE CLUSTER command in Figure 38 on page 350.

Methods of updating a KSDS: There are a number of methods of updating a KSDS. The method shown using a DIRECT file is suitable for the data as it is shown in the example. For mass sequential insertion, use a KEYED SEQUENTIAL UPDATE file. This gives faster performance because the data is written onto the data set only when strictly necessary and not after every write statement, and because the balance of free space within the data set is retained.

Statements to achieve effective mass sequential insertion are:

DCL DIREC KEYED SEQUENTIAL UPDATE
   ENV(VSAM);
WRITE FILE(DIREC) FROM(OUTREC) KEYFROM(NAME);

The PL/I input/output routines detect that the keys are in sequence and make the correct requests to VSAM. If the keys are not in sequence, this too is detected and no error occurs, although the performance advantage is lost.

Alternate Indexes for KSDSs or Indexed ESDSs
Alternate indexes allow you to access KSDSs or indexed ESDSs in various ways, using either unique or nonunique keys.
Unique Key Alternate Index Path: Figure 40 shows the creation of a unique key alternate index path for the ESDS defined and loaded in Figure 36 on page 346. Using this path, the data set is indexed by the name of the child in the first 15 bytes of the record.

Three Access Method Services commands are used. These are:

DEFINE ALTERNATEINDEX: defines the alternate index as a data set to VSAM.

BLDINDEX: places the pointers to the relevant records in the alternate index.

DEFINE PATH: defines an entity that can be associated with a PL/I file in a DD statement.

DD statements are required for the INFILE and OUTFILE operands of BLDINDEX and for the sort files. Care should be taken that the correct names are specified at the various points.

Nonunique Key Alternate Index Path: Figure 41 on page 355 shows the creation of a nonunique key alternate index path for an ESDS. The alternate index enables the data to be selected by the sex of the children. This enables the girls or the boys to be accessed separately and every member of each group to be accessed by use of the key.

The three Access Method Services commands used are:

DEFINE ALTERNATEINDEX: defines the alternate index as a data set to VSAM.

BLDINDEX: places the pointers to the relevant records in the alternate index.

DEFINE PATH: defines an entity that can be associated with a PL/I file in a DD statement.

DD statements are required for the INFILE and OUTFILE operands of BLDINDEX and for the sort files. Care should be taken that the correct names are specified at the various points.
The fact that the index has nonunique keys is specified by the use of the NONUNIQUEKEY operand. When creating an index with nonunique keys, be careful to ensure that the RECORDSIZE you specify is large enough. In a nonunique alternate index, each alternate index record contains pointers to all the records that have the associated index key. The pointer takes the form of an RBA for an ESDS and the prime key for a KSDS. When a large number of records might have the same key, a large record is required.

Figure 42 on page 356 shows the creation of a unique key alternate index path for a KSDS. The data set is indexed by the telephone number, enabling the number to be used as a key to discover the name of the person on that extension. The fact that keys are to be unique is specified by UNIQUEKEY. Also, the data set will be able to be listed in numerical order to show which numbers are not used. The three Access Method Services commands used are:

DEFINE ALTERNATEINDEX: defines the data set that will hold the alternate index data.

BLDINDEX: places the pointer to the relevant records in the alternate index.

DEFINE PATH: defines the entity that can be associated with a PL/I file in a DD statement.

DD statements are required for the INFILE and OUTFILE of BLDINDEX and for the sort files. Be careful not to confuse the names involved.
When creating an alternate index with a unique key, you should ensure that no further records could be included with the same alternate key. In practice, a unique key alternate index would not be entirely satisfactory for a telephone directory as it would not allow two people to have the same number. Similarly, the prime key would prevent one person having two numbers. A solution would be to have an ESDS with two nonunique key alternate indexes, or to restructure the data format to allow more than one number per person and to have a nonunique key alternate index for the numbers.

Detecting Nonunique Alternate Index Keys: If you are accessing a VSAM data set by means of an alternate index path, the presence of nonunique keys can be detected by means of the SAMEKEY built-in function. After each retrieval, SAMEKEY indicates whether any further records exist with the same alternate index key as the record just retrieved. Hence, it is possible to stop at the last of a series of records with nonunique keys without having to read beyond the last record. SAMEKEY (file-reference) returns '1'B if the input/output statement has completed successfully and the accessed record is followed by another with the same key; otherwise, it returns '0'B.

Using Alternate Indexes with ESDSs: Figure 43 on page 358 shows the use of alternate indexes and backward reading on an ESDS. The program has four files:

BASEFLE
reads the base data set forward.

BACKFLE
reads the base data set backward.

ALPHFLE
is the alphabetic alternate index path indexing the children by name.

SEXFILE
is the alternate index path that corresponds to the sex of the children.

There are DD statements for all the files. They connect BASEFLE and BACKFLE to the base data set by specifying the name of the base data set in the DSNAME parameter, and connect ALPHFLE and SEXFILE by specifying the names of the paths given in Figure 40 on page 354 and Figure 41 on page 355.

The program uses SEQUENTIAL files to access the data and print it first in the normal order, then in the reverse order. At the label AGEQUERY, a DIRECT file is used to read the data associated with an alternate index key in the unique alternate index.

Finally, at the label SPRINT, a KEYED SEQUENTIAL file is used to print a list of the females in the family, using the nonunique key alternate index path. The SAMEKEY built-in function is used to read all the records with the same key. The names of the females will be accessed in the order in which they were originally entered. This will happen whether the file is read forward or backward. For a nonunique key path, the BKWD option only affects the order in which the keys are read; the order of items with the same key remains the same as it is when the file is read forward.

**Deletion:** At the end of the example, the Access Method Services DELETE command is used to delete the base data set. When this is done, the associated alternate indexes and paths will also be deleted.

**Using Alternate Indexes with KSDSs:** Figure 44 on page 360 shows the use of a path with a unique alternate index key to update a KSDS and then to access and print it in the order of the alternate index.

The alternate index path is associated with the PL/I file by a DD statement that specifies the name of the path (PLIVSAM.AJC2.NUMPATH, given in the DEFINE PATH command in Figure 42 on page 356) as the DSNAME.

In the first section of the program, a DIRECT OUTPUT file is used to insert a new record using the alternate index key. Note that any alteration made with an alternate index must not alter the prime key or the alternate index key of access of an existing record. Also, the alternation must not add a duplicate key in the prime index or any unique key alternate index.

In the second section of the program (at the label PRINTIT), the data set is read in the order of the alternate index keys using a SEQUENTIAL INPUT file. It is then printed onto SYSPRINT.
//OPT9#15 JOB
//STEP1 EXEC IMMICLGL
//PL1.SYSIN DD *
READIT: PROC OPTIONS(MAIN);
  DCL BASEFILE FILE SEQUENTIAL INPUT ENV(VSAM), /*File to read base data set forward */
    BACKFILE FILE SEQUENTIAL INPUT ENV(VSAM BKWD), /*File to read base data set backward */
    ALPHFILE FILE DIRECT INPUT ENV(VSAM), /*File to access via unique alternate index path */
    SEXFILE FILE KEYED SEQUENTIAL INPUT ENV(VSAM), /*File to access via nonunique alternate index path */
    STRING CHAR(80), /*String to be read into */
    1 STRUC DEF (STRING),
    2 NAME CHAR(25),
    2 DATE_OF_BIRTH CHAR(2),
    2 FILL CHAR(10),
    2 SEX CHAR(1);
    DCL NAMEHOLD CHAR(25),SAMEKEY BUILTIN;
    DCL EOF BIT(1) INIT('0'B);
/*Print out the family eldest first*/
  ON ENDFILE(BASEFILE) EOF='1'B;
    PUT EDIT('FAMILY ELDEST FIRST')(A);
    READ FILE(BASEFILE) INTO (STRING);
    DO WHILE(¬EOF);
      PUT SKIP EDIT(STRING)(A);
      READ FILE(BASEFILE) INTO (STRING);
    END;
    CLOSE FILE(BASEFILE);
    PUT SKIP(2);
/*Close before using data set from other file not necessary but good practice to prevent potential problems*/
    EOF='0'B;
  ON ENDFILE(BACKFILE) EOF='1'B;
    PUT SKIP(3) EDIT(STRING)(A);
    READ FILE(BACKFILE) INTO (STRING);
    DO WHILE(¬EOF);
      PUT SKIP EDIT(STRING)(A);
      READ FILE(BACKFILE) INTO (STRING);
    END;
    CLOSE FILE(BACKFILE);
    PUT SKIP(2);
/*Print date of birth of child specified in the file SYSIN*/
  ON KEY(ALPHFILE) BEGIN;
    PUT SKIP(3) EDIT(NAMEHOLD,' NOT A MEMBER OF THE SMITH FAMILY') (A);
    GO TO SPRINT;
  END;
/*Print out the family youngest first*/
  EOF='1'B;
  ON ENDFILE(BACKFILE) EOF='1'B;
    PUT SKIP(3) EDIT(STRING)(A);
    READ FILE(BACKFILE) INTO (STRING);
    DO WHILE(¬EOF);
      PUT SKIP EDIT(STRING)(A);
      READ FILE(BACKFILE) INTO (STRING);
    END;
    CLOSE FILE(BACKFILE);
    PUT SKIP(2);
/*Print date of birth of child specified in the file SYSIN*/
  ON KEY(ALPHFILE) BEGIN;
    PUT SKIP(3) EDIT(NAMEHOLD,' NOT A MEMBER OF THE SMITH FAMILY') (A);
    GO TO SPRINT;
  END;
/*Print out the family youngest first*/

Figure 43. Alternate Index Paths and Backward Reading with an ESDS (Part 1 of 2)
AGEQUERY:
EOF='0'B;
ON ENDFILE(SYSIN) EOF='1'B;
GET SKIP EDIT(NAMEHOLD)(A(25));
DO WHILE(¬EOF);
   READ FILE(ALPHFLE) INTO (STRING) KEY(NAMEHOLD);
   PUT SKIP (2) EDIT(NAMEHOLD,' WAS BORN IN ',
   DATE_OF_BIRTH)(A,X(1),A,X(1),A);
   GET SKIP EDIT(NAMEHOLD)(A(25));
END;
SPRINT:
CLOSE FILE(ALPHFLE);
PUT SKIP(1);
/*Use the alternate index to print out all the females in the
family*/
ON ENDFILE(SEXFILE) GOTO FINITO;
PUT SKIP(2) EDIT('ALL THE FEMALES')(A);
READ FILE(SEXFILE) INTO (STRING) KEY('F');
PUT SKIP EDIT(STRING)(A);
DO WHILE(SAMEKEY(SEXFILE));
   PUT SKIP EDIT(STRING)(A);
END;
FINITO:
END;
/*GO BASEFILE DD DSN=PLIVSAM.AJC1.BASE,DISP=SHR
//GO BACKFILE DD DSN=PLIVSAM.AJC1.BASE,DISP=SHR
//GO ALPHFILE DD DSN=PLIVSAM.AJC1. ALPHPATH,DISP=SHR
//GO SEXFILE DD DSN=PLIVSAM.AJC1. SEXPATH,DISP=SHR
//GO SYSIN DD *
ANDY
*/
//STEP2 EXEC PGM=IDCAMS,REGION=512K
//SYSPRINT DD SYSOUT=A
//SYSIN DD *
   DELETE -
      PLIVSAM.AJC1.BASE
//

Figure 43. Alternate Index Paths and Backward Reading with an ESDS (Part 2 of 2)
Relative-record data sets

The statements and options allowed for VSAM relative-record data sets (RRDS) are shown in Table 30.

Table 30. Statements and options allowed for loading and accessing VSAM relative-record data sets

<table>
<thead>
<tr>
<th>File declaration</th>
<th>Valid statements, with options you must include</th>
<th>Other options you can also include</th>
</tr>
</thead>
</table>
| SEQUENTIAL OUTPUT
BUFFERED | WRITE FILE(file-reference) FROM(reference); | KEYFROM(expression) or KEYTO(reference) |
|                  | LOCATE based-variable FILE(file-reference); | SET(pointer-reference) |

Figure 44. Using a Unique Alternate Index Path to Access a KSDS

Relative-record data sets

The statements and options allowed for VSAM relative-record data sets (RRDS) are shown in Table 30.
Table 30. Statements and options allowed for loading and accessing VSAM relative-record data sets (continued)

<table>
<thead>
<tr>
<th>File declaration</th>
<th>Valid statements, with options you must include</th>
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</tr>
</thead>
<tbody>
<tr>
<td>SEQUENTIAL INPUT BUFFERED</td>
<td>READ FILE(file-reference) INTO(reference);</td>
<td>KEY(expression) or KEYTO(reference)</td>
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<td></td>
<td>READ FILE(file-reference) SET(pointer-reference);</td>
<td>KEY(expression) or KEYTO(reference)</td>
</tr>
<tr>
<td></td>
<td>READ FILE(file-reference)</td>
<td>IGNORE(expression)</td>
</tr>
<tr>
<td>SEQUENTIAL UPDATE BUFFERED</td>
<td>READ FILE(file-reference) INTO(reference);</td>
<td>KEY(expression) or KEYTO(reference)</td>
</tr>
<tr>
<td></td>
<td>READ FILE(file-reference) SET(pointer-reference);</td>
<td>KEY(expression) or KEYTO(reference)</td>
</tr>
<tr>
<td></td>
<td>READ FILE(file-reference)</td>
<td>IGNORE(expression)</td>
</tr>
<tr>
<td></td>
<td>WRITE FILE(file-reference) FROM(reference);</td>
<td>KEYFROM(expression) or KEYTO(expression)</td>
</tr>
<tr>
<td></td>
<td>REWRITE FILE(file-reference);</td>
<td>FROM(reference) and/or KEY(expression)</td>
</tr>
<tr>
<td></td>
<td>DELETE FILE(file-reference);</td>
<td>KEY(expression)</td>
</tr>
<tr>
<td>DIRECT OUTPUT BUFFERED</td>
<td>WRITE FILE(file-reference) FROM(reference) KEYFROM(expression);</td>
<td></td>
</tr>
<tr>
<td>DIRECT INPUT BUFFERED</td>
<td>READ FILE(file-reference) INTO(reference) KEY(expression);</td>
<td></td>
</tr>
<tr>
<td></td>
<td>READ FILE(file-reference) SET(pointer-reference) KEY(expression);</td>
<td></td>
</tr>
<tr>
<td>DIRECT UPDATE BUFFERED</td>
<td>READ FILE(file-reference) INTO(reference) KEY(expression);</td>
<td></td>
</tr>
<tr>
<td></td>
<td>READ FILE(file-reference) SET(pointer-reference) KEY(expression);</td>
<td></td>
</tr>
<tr>
<td></td>
<td>REWRITE FILE(file-reference) FROM(reference) KEY(expression);</td>
<td></td>
</tr>
<tr>
<td></td>
<td>DELETE FILE(file-reference) KEY(expression);</td>
<td></td>
</tr>
<tr>
<td></td>
<td>WRITE FILE(file-reference) FROM(reference) KEYFROM(expression);</td>
<td></td>
</tr>
</tbody>
</table>
Table 30. Statements and options allowed for loading and accessing VSAM relative-record data sets (continued)

<table>
<thead>
<tr>
<th>File declaration</th>
<th>Valid statements, with other options you can also include</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Options you must include</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Notes:
1. The complete file declaration would include the attributes FILE and RECORD. If you use any of the options KEY, KEYFROM, or KEYTO, your declaration must also include the attribute KEYED.
   The UNLOCK statement for DIRECT UPDATE files is ignored if you use it for files associated with a VSAM RRDS.
2. The statement READ FILE(file-reference); is equivalent to the statement READ FILE(file-reference) IGNORE(1);

Loading an RRDS: When an RRDS is being loaded, you must open the associated file for OUTPUT. Use either a DIRECT or a SEQUENTIAL file.

For a DIRECT OUTPUT file, each record is placed in the position specified by the relative record number (or key) in the KEYFROM option of the WRITE statement (see “Keys for VSAM data sets” on page 336).

For a SEQUENTIAL OUTPUT file, use WRITE statements with or without the KEYFROM option. If you specify the KEYFROM option, the record is placed in the specified slot; if you omit it, the record is placed in the slot following the current position. There is no requirement for the records to be presented in ascending relative record number order. If you omit the KEYFROM option, you can obtain the relative record number of the written record by means of the KEYTO option.

If you want to load an RRDS sequentially, without use of the KEYFROM or KEYTO options, your file is not required to have the KEYED attribute.

It is an error to attempt to load a record into a position that already contains a record: if you use the KEYFROM option, the KEY condition is raised; if you omit it, the ERROR condition is raised.

In Figure 45 on page 363, the data set is defined with a DEFINE CLUSTER command and given the name PLIVSAM.AJC3.BASE. The fact that it is an RRDS is determined by the NUMBERED keyword. In the PL/I program, it is loaded with a DIRECT OUTPUT file and a WRITE...FROM...KEYFROM statement is used.

If the data had been in order and the keys in sequence, it would have been possible to use a SEQUENTIAL file and write into the data set from the start. The records would then have been placed in the next available slot and given the appropriate number. The number of the key for each record could have been returned using the KEYTO option.

The PL/I file is associated with the data set by the DD statement, which uses as the DSNAMES the name given in the DEFINE CLUSTER command.
Using a SEQUENTIAL file to access an RRDS:

You can open a SEQUENTIAL file that is used to access an RRDS with either the INPUT or the UPDATE attribute. If you use any of the options KEY, KEYTO, or KEYFROM, your file must also have the KEYED attribute.

For READ statements without the KEY option, the records are recovered in ascending relative record number order. Any empty slots in the data set are skipped.
If you use the KEY option, the record recovered by a READ statement is the one with the relative record number you specify. Such a READ statement positions the data set at the specified record; subsequent sequential reads will recover the following records in sequence.

WRITE statements with or without the KEYFROM option are allowed for KEYED SEQUENTIAL UPDATE files. You can make insertions anywhere in the data set, regardless of the position of any previous access. For WRITE with the KEYFROM option, the KEY condition is raised if an attempt is made to insert a record with the same relative record number as a record that already exists on the data set. If you omit the KEYFROM option, an attempt is made to write the record in the next slot, relative to the current position. The ERROR condition is raised if this slot is not empty.

You can use the KEYTO option to recover the key of a record that is added by means of a WRITE statement without the KEYFROM option.

REWRITE statements, with or without the KEY option, are allowed for UPDATE files. If you use the KEY option, the record that is rewritten is the record with the relative record number you specify; otherwise, it is the record that was accessed by the previous READ statement.

DELETE statements, with or without the KEY option, can be used to delete records from the dataset.

Using a DIRECT file to access an RRDS: A DIRECT file used to access an RRDS can have the OUTPUT, INPUT, or UPDATE attribute. You can read, write, rewrite, or delete records exactly as though a KEYED SEQUENTIAL file were used.

Figure 46 on page 365 shows an RRDS being updated. A DIRECT UPDATE file is used and new records are written by key. There is no need to check for the records being empty, because the empty records are not available under VSAM.

In the second half of the program, starting at the label PRINT, the updated file is printed out. Again there is no need to check for the empty records as there is in REGIONAL(1).

The PL/I file is associated with the data sets by a DD statement that specifies the DSNAMED LIVSAM.AJC3.BASE, the name given in the DEFINE CLUSTER command in Figure 46 on page 365.

At the end of the example, the DELETE command is used to delete the data set.
/* NOTE: WITH A WRITE STATEMENT AFTER THE DELETE FILE STATEMENT,
   /* A DUPLICATE MESSAGE IS EXPECTED FOR CODE 'C' ITEMS
   /* WHOSE NEWNO CORRESPONDS TO AN EXISTING NUMBER IN THE LIST,
   /* FOR EXAMPLE, ELLIOT.
   /* WITH A REWRITE STATEMENT AFTER THE DELETE FILE STATEMENT,
   /* A NOT FOUND MESSAGE IS EXPECTED FOR CODE 'C' ITEMS
   /* WHOSE NEWNO DOES NOT CORRESPOND TO AN EXISTING NUMBER IN
   /* THE LIST, FOR EXAMPLE, NEWMAN AND BRAMLEY.

//OPT9#18 JOB
//STEPI EXEC IBMZCBG
//PLI.SYSIN DD *

ACR1: PROC OPTIONS(MAIN);
   DCL NOS FILE RECORD KEYED ENV(VSAM),NAME CHAR(20),
      (NEWNO,OLDNO) CHAR(2),CODE CHAR(1),IOFIELD CHAR(20),
      BYTE CHAR(1) DEF IOFIELD, EOF BIT(1) INIT('0'B),
      ONCODE BUILTIN;
   ON ENDFILE(SYSIN) EOF='1'B;
   OPEN FILE(NOS) DIRECT UPDATE;
   ON KEY(NOS) BEGIN;
      IF ONCODE=51 THEN PUT FILE(SYSPRINT) SKIP EDIT
         ('NOT FOUND:',NAME)(A(15),A);
      IF ONCODE=52 THEN PUT FILE(SYSPRINT) SKIP EDIT
         ('DUPLICATE:',NAME)(A(15),A);
   END;
   GET FILE(SYSIN) EDIT(NAME,NEWNO,OLDNO,CODE)
      (COLUMN(1),A(20),A(2),A(2),A(1));
   DO WHILE (¬EOF);
      PUT FILE(SYSPRINT) SKIP EDIT (' ',NAME,'#',NEWNO,OLDNO,' ',CODE)
         (A(1),A(20),A(1),2(A(2)),X(5),2(A(1)));
      SELECT(CODE);
      WHEN('A') WRITE FILE(NOS) KEYFROM(NEWNO) FROM(NAME);
      WHEN('C') DO;
         DELETE FILE(NOS) KEY(OLDNO);
         WRITE FILE(NOS) KEYFROM(NEWNO) FROM(NAME);
      END;
      WHEN('D') DELETE FILE(NOS) KEY(OLDNO);
      OTHERWISE PUT FILE(SYSPRINT) SKIP EDIT
         ('INVALID CODE: ',NAME)(A(15),A);
   END;

Figure 46. Updating an RRDS (Part 1 of 2)
Using Files Defined for non-VSAM Data Sets

Using Shared Data Sets

PL/I allows cross-region or cross-system sharing of data sets. The support for this type of sharing is provided by VSAM. For details about the support, see the following DFSMS manuals:

- DFSMS: Using Data Sets
- DFSMS: Access Method Services for Catalogs
Part 3. Improving your program

Chapter 13. Improving performance .... 369
Selecting compiler options for optimal performance .... 369
OPTIMIZE .... 369
GONUMBER .... 369
ARCH .... 369
REDUCE .... 370
RULES .... 370
IBM/ANS .... 370
(NO)LAXCTL .... 371
PREFIX .... 371
CONVERSION .... 371
FIXEDOVERRIDE .... 372
DEFAULT .... 372
BYADDR or BYVALUE .... 372
(NO)CONNECTED .... 373
(NO)DESCRIPTION .... 373
(NO)INLINE .... 374
LINKAGE .... 374
(RE)ORDER .... 374
NOOVERRIDE .... 375
RETURNS(BYVALUE) or 
RETURNS(BYADDR) .... 375
Summary of compiler options that improve performance .... 375
Coding for better performance .... 375
DATA-directed input and output .... 375
Input-only parameters .... 376
GOTO statements .... 376
String assignments .... 376
Loop control variables .... 377
PACKAGEs versus nested PROCEDUREs .... 377
Example with nested procedures .... 378
Example with packaged procedures .... 378
REDUCIBLE Functions .... 378
DESCLOCATOR or DESCLIST .... 379
DEFINED versus UNION .... 379
Named constants versus static variables .... 379
Example with optimal code but no meaningful names .... 380
Example with meaningful names but not optimal code .... 380
Example with optimal code AND meaningful names .... 380
Avoiding calls to library routines .... 381
Preloading library routines .... 381
Chapter 13. Improving performance

Many considerations for improving the speed of your program are independent of the compiler that you use and the platform on which it runs. This chapter, however, identifies those considerations that are unique to the PL/I compiler and the code it generates.

Selecting compiler options for optimal performance

The compiler options you choose can greatly improve the performance of the code generated by the compiler; however, like most performance considerations, there are trade-offs associated with these choices. Fortunately, you can weigh the trade-offs associated with compiler options without editing your source code because these options can be specified on the command line or in the configuration file.

If you want to avoid details, the least complex way to improve the performance of generated code is to specify the following (nondefault) compiler options:

OPT(2) or OPT(3)
DFT(REORDER)

The following sections describe, in more detail, performance improvements and trade-offs associated with specific compiler options.

OPTIMIZE

You can specify the OPTIMIZE option to improve the speed of your program; otherwise, the compiler makes only basic optimization efforts.

Choosing OPTIMIZE(2) directs the compiler to generate code for better performance. Usually, the resultant code is shorter than when the program is compiled under NOOPTIMIZE. Sometimes, however, a longer sequence of instructions runs faster than a shorter sequence. This occurs, for instance, when a branch table is created for a SELECT statement where the values in the WHEN clauses contain gaps. The increased number of instructions generated is usually offset by the execution of fewer instructions in other places.

Choosing OPTIMIZE(3) directs the compiler to generate even better code. However, when you specify the OPTIMIZE(3) option, the compilation will take longer (and sometimes much, much longer) than when you specify OPTIMIZE(2).

GONUMBER

Using this option results in a statement number table used for debugging. This added information can be extremely helpful when debugging, but including statement number tables increases the size of your executable file. Larger executable files can take longer to load.

ARCH

Using the highest value in the ARCH option allows the compiler to select from the largest set of instructions available under z/OS and thus permits it to generate the most optimal code.
Improving performance

REDUCE

The REDUCE option specifies that the compiler is permitted to reduce an assignment of a null string to a structure into a simple copy operation - even if that means padding bytes might be overwritten.

The REDUCE option will cause fewer lines of code to be generated for an assignment of a null string to a structure, and that will usually mean your compilation will be quicker and your code will run much faster. However, padding bytes may be zeroed out.

For instance, in the following structure, there is one byte of padding between field11 and field12.

dcl
1 sample ext,
  5 field10 bin fixed(31),
  5 field11 dec fixed(13),
  5 field12 bin fixed(31),
  5 field13 bin fixed(31),
  5 field14 bit(32),
  5 field15 bin fixed(31),
  5 field16 bit(32),
  5 field17 bin fixed(31);

Now consider the assignment sample = ‘’;

Under the NOREDUCE option, it will cause eight assignments to be generated, but the padding byte will be unchanged.

However, under REDUCE, the assignment would be reduced to three operations.

RULES

Most of the RULES suboptions affect only the severity with which certain coding practices, such as not declaring variables, are flagged and have no impact on performance. However, these suboptions do have an impact on performance.

IBM/ANS

When you use the RULES(IBM) option, the compiler supports scaled FIXED BINARY and, what is more important for performance, generates scaled FIXED BINARY results in some operations. Under RULES(ANS), scaled FIXED BINARY is not supported and scaled FIXED BINARY results are never generated. This means that the code generated under RULES(ANS) always runs at least as fast as the code generated under RULES(IBM), and sometimes runs faster.

For example, consider the following code fragment:

dcl (i,j,k) fixed bin(15);
  
  
  i = j / k;

Under RULES(IBM), the result of the division has the attributes FIXED BIN(31,16). This means that a shift instruction is required before the division and several more instructions are needed to perform the assignment.

Under RULES(ANS), the result of the division has the attributes FIXED BIN(15,0). This means that a shift is not needed before the division, and no extra instructions are needed to perform the assignment.
Under RULES(LAXCTL), a CONTROLLED variable may be declared with constant extents and yet allocated with different extents.

For instance, under RULES(LAXCTL), you may declare a structure as follows:

```pli
dcl
  1 a controlled,
  2 b char(17),
  2 c char(29);
```

However, you could then allocate it as follows:

```pli
allocate
  1 a,
  2 b char(170),
  2 c char(290);
```

This has disastrous consequences for performance because it means that whenever the compiler sees a reference to the structure A or to any member of that structure, the compiler is forced to assume that it knows nothing about the lengths, dimensions or offsets of the fields in it.

However, the RULES(NOLAXCTL) option disallows this coding practice: under RULES(NOLAXCTL), if you then want to allocate a CONTROLLED variable with a variable extent, then that extents must be declared either with an asterisk or with a non-constant expression. Consequently, under RULES(NOLAXCTL), when a CONTROLLED variable is declared with constant extents, then the compiler can generate much better code for any reference to that variable.

**PREFIX**

This option determines if selected PL/I conditions are enabled by default. The default suboptions for PREFIX are set to conform to the PL/I language definition; however, overriding the defaults can have a significant effect on the performance of your program. The default suboptions are:

- CONVERSION
- INVALIDOP
- FIXEDOVERFLOW
- OVERFLOW
- INVALIDOP
- NOSIZE
- NOSTRINGRANGE
- NOSTRINGSIZE
- NOSUBSCRIPTRANGE
- UNDERFLOW
- ZERODIVIDE

By specifying the SIZE, STRINGRANGE, STRINGSIZE, or SUBSCRIPTRANGE suboptions, the compiler generates extra code that helps you pinpoint various problem areas in your source that would otherwise be hard to find. This extra code, however, can slow program performance significantly.

**CONVERSION**

When you disable the CONVERSION condition, some character-to-numeric conversions are done inline and without checking the validity of the source; therefore, specifying NOCONVERSION also affects program performance.
**FIXEDOVERFLOW**

On some platforms, the FIXEDOVERFLOW condition is raised by the hardware and the compiler does not need to generate any extra code to detect it.

**DEFAULT**

Using the DEFAULT option, you can select attribute defaults. As is true with the PREFIX option, the suboptions for DEFAULT are set to conform to the PL/I language definition. Changing the defaults in some instances can affect performance.

Some of the suboptions, such IBM/ANS and ASSIGNABLE/NONASSIGNABLE, have no effect on program performance. But other suboptions can affect performance to varying degrees and, if applied inappropriately, can make your program invalid. The more important of these suboptions are:

**BYADDR or BYVALUE**

When the DEFAULT(BYADDR) option is in effect, arguments are passed by reference (as required by PL/I) unless an attribute in an entry declaration indicates otherwise. As arguments are passed by reference, the address of the argument is passed from one routine (calling routine) to another (called routine) as the variable itself is passed. Any change made to the argument while in the called routine is reflected in the calling routine when it resumes execution.

Program logic often depends on passing variables by reference. Passing a variable by reference, however, can hinder performance in two ways:

1. Every reference to that parameter requires an extra instruction.
2. Since the address of the variable is passed to another routine, the compiler is forced to make assumptions about when that variable might change and generate very conservative code for any reference to that variable.

Consequently, you should pass parameters by value using the BYVALUE suboption whenever your program logic allows. Even if you use the BYADDR attribute to indicate that one parameter should be passed by reference, you can use the DEFAULT(BYVALUE) option to ensure that all other parameters are passed by value.

A BYVALUE argument should be one that could reasonably be passed in a register. Hence its type should be one of:

- REAL FIXED BIN
- REAL FLOAT
- POINTER
- OFFSET
- HANDLE
- LIMITED ENTRY
- FILE
- ORDINAL
- CHAR(1)
- WCHAR(1)
- ALIGNED BIT(n) with n less than or equal to 8
Moreover, special care is required when using BYVALUE parameters with assembler code as any BYVALUE parameter that does not require a multiple of 4 bytes will be widened so that 4 bytes are used in the parameter list.

If a procedure receives and modifies only one parameter that is passed by BYADDR, consider converting the procedure to a function that receives that parameter by value. The function would then end with a RETURN statement containing the updated value of the parameter.

Procedure with BYADDR parameter:
```plaintext
a: proc( parm1, parm2, ..., parmN );
   dcl parm1 byaddr ...;
   dcl parm2 byvalue ...;
   ...;
   dcl parmN byvalue ...;
   /* program logic */
end;
```

Faster, equivalent function with BYVALUE parameter:
```plaintext
a: proc( parm1, parm2, ..., parmN )
   returns( ... /* attributes of parm1 */ );
   dcl parm1 byvalue ...;
   dcl parm2 byvalue ...;
   ...;
   dcl parmN byvalue ...;
   /* program logic */
   return( parm1 );
end;
```

(NON)CONNECTED
The DEFAULT(NONCONNECTED) option indicates that the compiler assumes that any aggregate parameters are NONCONNECTED. References to elements of NONCONNECTED aggregate parameters require the compiler to generate code to access the parameter’s descriptor, even if the aggregate is declared with constant extents.

The compiler does not generate these instructions if the aggregate parameter has constant extents and is CONNECTED. Consequently, if your application never passes nonconnected parameters, your code is more optimal if you use the DEFAULT(CONNECTED) option.

(NO)DESCRIPTOR
The DEFAULT(DESCRIPTOR) option indicates that, by default, a descriptor is passed for any string, area, or aggregate parameter; however, the descriptor is used only if the parameter has nonconstant extents or if the parameter is an array with the NONCONNECTED attribute. In this case, the instructions and space required to pass the descriptor provide no benefit and incur substantial cost (the size of a structure descriptor is often greater than size of the structure itself). Consequently,
by specifying DEFAULT(NODESCRIPTOR) and using OPTIONS(DESCRIPTOR) only as needed on PROEDURE statements and ENTRY declarations, your code runs more optimally.

(NO)INLINE
The suboption NOINLINE indicates that procedures and begin blocks should not be inlined.

Inlining occurs only when you specify optimization.

Inlining user code eliminates the overhead of the function call and linkage, and also exposes the function’s code to the optimizer, resulting in faster code performance. Inlining produces the best results when the overhead for the function is nontrivial, for example, when functions are called within nested loops. Inlining is also beneficial when the inlined function provides additional opportunities for optimization, such as when constant arguments are used.

For programs containing many procedures that are not nested:
- If the procedures are small and only called from a few places, you can increase performance by specifying INLINE.
- If the procedures are large and called from several places, inlining duplicates code throughout the program. This increase in the size of the program might offset any increase of speed. In this case, you might prefer to leave NOINLINE as the default and specify OPTIONS(INLINE) only on individually selected procedures.

When you use inlining, you need more stack space. When a function is called, its local storage is allocated at the time of the call and freed when it returns to the calling function. If that same function is inlined, its storage is allocated when the function that calls it is entered, and is not freed until that calling function ends. Ensure that you have enough stack space for the local storage of the inlined functions.

LINKAGE
This suboption tells the compiler the default linkage to use when the LINKAGE suboption of the OPTIONS attribute or option for an entry has not been specified.

The compiler supports various linkages, each with its unique performance characteristics. When you invoke an ENTRY provided by an external entity (such as an operating system), you must use the linkage previously defined for that ENTRY.

As you create your own applications, however, you can choose the linkage convention. The OPTLINK linkage is strongly recommended because it provides significantly better performance than other linkage conventions.

(RE)ORDER
The DEFAULT(ORDER) option indicates that the ORDER option is applied to every block, meaning that variables in that block referenced in ON-units (or blocks dynamically descendant from ON-units) have their latest values. This effectively prohibits almost all optimization on such variables. Consequently, if your program logic allows, use DEFAULT(REORDER) to generate superior code.
Implying performance

**NOOVERLAP**
The DEFAULT(NOOVERLAP) option lets the compiler assume that the source and target in an assignment do not overlap, and it can therefore generate smaller and faster code.

However, if you this option, you must insure that the source and target in assignment do not overlap. For example, under the DEFAULT(NOOVERLAP) option, the assignment in this example would be invalid:

```plaintext
dcl c char(20);
substr(c,2,5) = substr(c,1,5);
```

**RETURNS(BYVALUE) or RETURNS(BYADDR)**
When the DEFAULT(RETURNS(BYVALUE)) option is in effect, the BYVALUE attribute is applied to all RETURNS description lists that do not specify BYADDR. This means that these functions return values in registers, when possible, in order to produce the most optimal code.

**Summary of compiler options that improve performance**
In summary, the following options (if appropriate for your application) can improve performance:
- OPTIMIZE(3)
- ARCH(9)
- REDUCE
- RULES(ANS NOLAXCTL)
- DEFAULT with the following suboptions
  - BYVALUE
  - CONNECTED
  - NODESCRIPTOR
  - INLINE
  - LINKAGE(OPTLINK)
  - REORDER
  - NOOVERLAP
  - RETURNS(BYVALUE)

**Coding for better performance**
As you write code, there is generally more than one correct way to accomplish a given task. Many important factors influence the coding style you choose, including readability and maintainability. The following sections discuss choices that you can make while coding that potentially affect the performance of your program.

**DATA-directed input and output**
Using GET DATA and PUT DATA statements for debugging can prove very helpful. When you use these statements, however, you generally pay the price of decreased performance. This cost to performance is usually very high when you use either GET DATA or PUT DATA without a variable list.

Many programmers use PUT DATA statements in their ON ERROR code as illustrated in the following example:

```plaintext
on error
begin;
  on error system;
  .
  .
```
Coding for better performance

.  
put data;
.
.
end;

In this case, the program would perform more optimally by including a list of selected variables with the PUT DATA statement.

The ON ERROR block in the previous example contained an ON ERROR system statement before the PUT DATA statement. This prevents the program from getting caught in an infinite loop if an error occurs in the PUT DATA statement (which could occur if any variables to be listed contained invalid FIXED DECIMAL values) or elsewhere in the ON ERROR block.

Input-only parameters
If a procedure has a BYADDR parameter which it uses as input only, it is best to declare that parameter as NONASSIGNABLE (rather than letting it get the default attribute of ASSIGNABLE). If that procedure is later called with a constant for that parameter, the compiler can put that constant in static storage and pass the address of that static area.

This practice is particularly useful for strings and other parameters that cannot be passed in registers (input-only parameters that can be passed in registers are best declared as BYVALUE).

In the following declaration, for instance, the first parameter to getenv is an input-only CHAR VARYINGZ string:

dcl getenv entry( char(*) varyingz nonasgn byaddr, 
               pointer byaddr ) 
         returns( native fixed bin(31) optional ) 
         options( nodescriptor );

If this function is invoked with the string 'IBM_OPTIONS', the compiler can pass the address of that string rather than assigning it to a compiler-generated temporary storage area and passing the address of that area.

GOTO statements
A GOTO statement that uses either a label in another block or a label variable severely limits optimizations that the compiler might perform. If a label array is initialized and declared AUTOMATIC, either implicitly or explicitly, any GOTO to an element of that array will hinder optimization. However, if the array is declared as STATIC, the compiler assumes the CONSTANT attribute for it and no optimization is hindered.

String assignments
When one string is assigned to another, the compiler ensures that:
• The target has the correct value even if the source and target overlap.
• The source string is truncated if it is longer than the target.

This assurance comes at the price of some extra instructions. The compiler attempts to generate these extra instructions only when necessary, but often you, as the programmer, know they are not necessary when the compiler cannot be sure.
For instance, if the source and target are based character strings and you know
they cannot overlap, you could use the PLIMOVE built-in function to eliminate the extra code the compiler would otherwise be forced to generate.

In the example which follows, faster code is generated for the second assignment statement:

dcl based_Str char(64) based( null() );
dcl target_Addr pointer;
dcl source_Addr pointer;

target_Addr->based_Str = source_Addr->based_Str;
call plimove( target_Addr, source_Addr, stg(based_Str) );

If you have any doubts about whether the source and target might overlap or whether the target is big enough to hold the source, you should not use the PLIMOVE built-in.

**Loop control variables**

Program performance improves if your loop control variables are one of the types in the following list. You should rarely, if ever, use other types of variables.

- FIXED BINARY with zero scale factor
- FLOAT
- ORDINAL
- HANDLE
- POINTER
- OFFSET

Performance also improves if loop control variables are not members of arrays, structures, or unions. The compiler issues a warning message when they are. Loop control variables that are AUTOMATIC and not used for any other purpose give you the optimal code generation.

If a loop control variable is a FIXED BINARY, performance is best if it has precision 31 and is SIGNED.

Performance is decreased if your program depends not only on the value of a loop control variable, but also on its address. For example, the performance is decreased if the ADDR built-in function is applied to the variable or if the variable is passed by BYADDR to another routine.

**PACKAGEs versus nested PROCEDUREs**

Calling nested procedures requires that an extra *hidden parameter* (the backchain pointer) is passed. As a result, the fewer nested procedures that your application contains, the faster it runs.

To improve the performance of your application, you can convert a mother-daughter pair of nested procedures into level-1 sister procedures inside of a package. This conversion is possible if your nested procedure does not rely on any of the automatic and internal static variables declared in its parent procedures.

If procedure b in Example with nested procedures does not use any of the variables declared in a, you can improve the performance of both procedures by reorganizing them into the package illustrated in Example with packaged procedures.
Example with nested procedures

```pli
a: proc;

dcl (i,j,k) fixed bin;
dcl ib based fixed bin;
.
.
call b( addr(i) );
.
.
b: proc( px );
dcl px pointer;
display( px->ib );
end;
end;
```

Example with packaged procedures

```pli
p: package exports( a );
dcl ib based fixed bin;
a: proc;

dcl (i,j,k) fixed bin;
.
.
call b( addr(i) );
.
.end;
b: proc( px );
dcl px pointer;
display( px->ib );
end;
end p;
```

REDUCIBLE Functions

REDUCIBLE indicates that a procedure or entry need not be invoked multiple times if the argument(s) stays unchanged, and that the invocation of the procedure has no side effects.

For example, a user-written function that computes a result based on unchanging data should be declared REDUCIBLE. A function that computes a result based on changing data, such as a random number or time of day, should be declared IRREDUCIBLE.

In the following example, \( f \) is invoked only once since REDUCIBLE is part of the declaration. If IRREDUCIBLE had been used in the declaration, \( f \) would be invoked twice.

```pli
dcl (f) entry options( reducible ) returns( fixed bin );

select;
  when( f(x) < 0 )
    .
    .
```
Coding for better performance

```plaintext
when( f(x) > 0 )
  .
  .
  .
otherwise
  .
  .
end;
```

**DESCLOCATOR or DESCLIST**

When the DEFAULT(DESCLOCATOR) option is in effect, the compiler passes arguments requiring descriptors (such as strings and structures) via a descriptor locator in much the same way that the old compiler did. More information on descriptors and how they are passed is available in Chapter 23, “PL/I descriptors,” on page 541.

This option allows you to invoke an entry point that is not always passed all of the arguments that it declares.

This option also allows you to continue the somewhat unwise programming practice of passing a structure and receiving it as a pointer.

However, the code generated by the compiler for DEFAULT(DESCLOCATOR) may, in some situations, perform less well than that for DEFAULT(DESCLIST).

**DEFINED versus UNION**

The UNION attribute is more powerful than the DEFINED attribute and provides more function. In addition, the compiler generates better code for union references.

In the following example, the pair of variables b3 and b4 perform the same function as b1 and b2, but the compiler generates more optimal code for the pair in the union.

```plaintext
dcl b1 bit(31);
dcl b2 bit(16) def b1;

dcl 1 * union,
    2 b3 bit(32),
    2 b4 bit(16);
```

Code that uses UNIONS instead of the DEFINED attribute is subject to less misinterpretation. Variable declarations in unions are in a single location making it easy to realize that when one member of the union changes, all of the others change also. This dynamic change is less obvious in declarations that use DEFINED variables since the declare statements can be several lines apart.

**Named constants versus static variables**

You can define named constants by declaring a variable with the VALUE attribute. If you use static variables with the INITIAL attribute and you do not alter the variable, you should declare the variable a named constant using the VALUE attribute. The compiler does not treat NONASSIGNABLE scalar STATIC variables as true named constants.

The compiler generates better code whenever expressions are evaluated during compilation, so you can use named constants to produce efficient code with no loss
Coding for better performance

in readability. For example, identical object code is produced for the two usages of
the VERIFY built-in function in the following example:
dcl numeric char value('0123456789');
jx = verify( string, numeric );
jx = verify( string, '0123456789' );

The following examples illustrate how you can use the VALUE attribute to get
optimal code without sacrificing readability.

Example with optimal code but no meaningful names
dcl x bit(8) aligned;
select( x );
  when( '01'b4 )
    .
    .
  when( '02'b4 )
    .
    .
  when( '03'b4 )
    .
    .
end;

Example with meaningful names but not optimal code
dcl ( a1 init( '01'b4)
 ,a2 init( '02'b4)
 ,a3 init( '03'b4)
 ,a4 init( '04'b4)
 ,a5 init( '05'b4)
 ) bit(8) aligned static nonassignable;
dcl x bit(8) aligned;
select( x );
  when( a1 )
    .
    .
  when( a2 )
    .
    .
  when( a3 )
    .
    .
end;

Example with optimal code AND meaningful names
dcl ( a1 value( '01'b4)
 ,a2 value( '02'b4)
 ,a3 value( '03'b4)
 ,a4 value( '04'b4)
 ,a5 value( '05'b4)
 ) bit(8);
dcl x bit(8) aligned;
Coding for better performance

```
select( x );
when( a1 )
  .
  .
when( a2 )
  .
  .
when( a3 )
  .
  .
end;
```

**Avoiding calls to library routines**

The bitwise operations (prefix NOT, infix AND, infix OR, and infix EXCLUSIVE OR) are often evaluated by calls to library routines. These operations are, however, handled without a library call if either of the following conditions is true:

- Both operands are bit(1)
- Both operands are aligned and have the same constant length.

For certain assignments, expressions, and built-in function references, the compiler generates calls to library routines. If you avoid these calls, your code generally runs faster.

To help you determine when the compiler generates such calls, the compiler generates a message whenever a conversion is done using a library routine.

When your code refers to a member of a BASED structure using REFER, the compiler often has to generate one or more calls to a library routine to map the structure at run-time. These calls can be expensive, and so when the compiler makes these calls, it will issue a message so that you can locate these potential hot-spots in your code.

If you do have code that uses BASED structures with REFER and which the compiler flags with this message, you may be able to get better performance by passing the structure to a subroutine that declares a corresponding structure with * extents. This will cause the structure to be mapped once at the CALL statement, but there will no further remappings when it is accessed in the called subroutine.

**Preloading library routines**

The PL/I library contains one RMODE 24 routine that is used for low-level system i/o functions: IBMPOIOA. If your code does RECORD i/o or uses SYSPRINT as a STREAM OUTPUT file (without compiling with the STDSYS option), then you will significantly improve your performance if you preload this routine or put it into the (E)LPA.
Coding for better performance
Part 4. Using interfaces to other products

Chapter 14. Using the Sort program

Preparing to use Sort
Choosing the type of Sort
Specifying the sorting field
Specifying the records to be sorted
Maximum record lengths
Determining storage needed for Sort
Main storage
Auxiliary storage
Calling the Sort program
Example 1
Example 2
Example 3
Example 4
Example 5
Determining whether the Sort was successful
Establishing data sets for Sort
Sort work data sets
Input data set
Output data set
Checkpoint data set
Sort data input and output
Data input and output handling routines
E15—Input handling routine (Sort Exit E15)
E35—Output handling routine (Sort Exit E35)
Calling PLISRTA example
Calling PLISRTB example
Calling PLISRTC example
Calling PLISRTD example
Sorting variable-length records example

Chapter 15. ILC with C

Equivalent data types
Simple type equivalence
Struct type equivalence
Enum type equivalence
File type equivalence
Using C functions
Matching simple parameter types
Matching string parameter types
Functions returning ENTRYs
Linkages
Sharing output and input
Sharing output
Sharing input
Using the ATTACH statement
Redirecting C standard streams
Summary

Chapter 16. Interfacing with Java

Java Native Interface (JNI)
Calling PL/I program from Java
JNI Sample Program #1 - 'Hello World'
Writing Java Sample Program #1
Step 1: Writing the Java Program
Step 2: Compiling the Java Program
Step 3: Writing the PL/I Program
Step 4: Compiling and Linking the PL/I Program
Step 5: Running the Sample Program
JNI Sample Program #2 - Passing a String
Writing Java Sample Program #2
Step 1: Writing the Java Program
Step 2: Compiling the Java Program
Step 3: Writing the PL/I Program
Step 4: Compiling and Linking the PL/I Program
Step 5: Running the Sample Program
JNI Sample Program #3 - Passing an Integer
Writing Java Sample Program #3
Step 1: Writing the Java Program
Step 2: Compiling the Java Program
Step 3: Writing the PL/I Program
Step 4: Compiling and Linking the PL/I Program
Step 5: Running the Sample Program
JNI Sample Program #4 - Java Invocation API
Writing Java Sample Program #4
Step 1: Writing the Java Program
Step 2: Compiling the Java Program
Step 3: Writing the PL/I Program
Step 4: Compiling and Linking the PL/I Program
Step 5: Running the Sample Program
JNI Sample Program #5 - Java Invocation API
Determining equivalent Java and PL/I data types

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The compiler provides an interface called PLISRTX (X = A, B, C, or D) that allows you to make use of the IBM-supplied Sort programs.

To use the Sort program with PLISRTX, you must:
1. Include a call to one of the entry points of PLISRTX, passing it the information on the fields to be sorted. This information includes the length of the records, the maximum amount of storage to use, the name of a variable to be used as a return code, and other information required to carry out the sort.
2. Specify the data sets required by the Sort program in JCL DD statements.

When used from PL/I, the Sort program sorts records of all normal lengths on a large number of sorting fields. Data of most types can be sorted into ascending or descending order. The source of the data to be sorted can be either a data set or a user-written PL/I procedure that the Sort program will call each time a record is required for the sort. Similarly, the destination of the sort can be a data set or a PL/I procedure that handles the sorted records.

Using PL/I procedures allows processing to be done before or after the sort itself, thus allowing a complete sorting operation to be handled completely by a call to the sort interface. It is important to understand that the PL/I procedures handling input or output are called from the Sort program itself and will effectively become part of it.

PL/I can operate with DFSORT™ or a program with the same interface. DFSORT is a release of the program product 5740-SM1. DFSORT has many built-in features you can use to eliminate the need for writing program logic (for example, INCLUDE, OMIT, OUTREC and SUM statement plus the many ICETOOL operators). See DFSORT Application Programming Guide for details and Getting Started with DFSORT for a tutorial.

The following material applies to DFSORT. Because you can use programs other than DFSORT, the actual capabilities and restrictions vary. For these capabilities and restrictions, see DFSORT Application Programming Guide, or the equivalent publication for your sort product.

To use the Sort program you must include the correct PL/I statements in your source program and specify the correct data sets in your JCL.
is sorted, and to make immediate use of it in its sorted form. If you decide to use an input or output handling subroutine, you will need to read “Data input and output handling routines” on page 396.

The entry points and the source and destination of data are as follows:

<table>
<thead>
<tr>
<th>Entry point</th>
<th>Source</th>
<th>Destination</th>
</tr>
</thead>
<tbody>
<tr>
<td>PLISRTA</td>
<td>Data set</td>
<td>Data set</td>
</tr>
<tr>
<td>PLISRTB</td>
<td>Subroutine</td>
<td>Data set</td>
</tr>
<tr>
<td>PLISRTC</td>
<td>Data set</td>
<td>Subroutine</td>
</tr>
<tr>
<td>PLISRTD</td>
<td>Subroutine</td>
<td>Subroutine</td>
</tr>
</tbody>
</table>

Having determined the entry point you are using, you must now determine the following things about your data set:

- The position of the sorting fields; these can be either the complete record or any part or parts of it
- The type of data these fields represent, for example, character or binary
- Whether you want the sort on each field to be in ascending or descending order
- Whether you want equal records to be retained in the order of the input, or whether their order can be altered during sorting

Specify these options on the SORT statement, which is the first argument to PLISRTx. After you have determined these, you must determine two things about the records to be sorted:

- Whether the record format is fixed or varying
- The length of the record, which is the maximum length for varying

Specify these on the RECORD statement, which is the second argument to PLISRTx.

Finally, you must decide on the amount of main and auxiliary storage you will allow for the Sort program. For further details, see “Determining storage needed for Sort” on page 391.

Choosing the type of Sort

If you want to make the best use of the Sort program, you must understand something of how it works. In your PL/I program you specify a sort by using a CALL statement to the sort interface subroutine PLISRTx. This subroutine has four entry points: x=A, B, C, and D. Each specifies a different source for the unsorted data and destination for the data when it has been sorted. For example, a call to PLISRTA specifies that the unsorted data (the input to sort) is on a data set, and that the sorted data (the output from sort) is to be placed on another data set. The CALL PLISRTx statement must contain an argument list giving the Sort program information about the data set to be sorted, the fields on which it is to be sorted, the amount of space available, the name of a variable into which Sort will place a return code indicating the success or failure of the sort, and the name of any output or input handling procedure that can be used.

The sort interface routine builds an argument list for the Sort program from the information supplied by the PLISRTx argument list and the choice of PLISRTx entry point. Control is then transferred to the Sort program. If you have specified an output- or input-handling routine, this will be called by the Sort program as many times as is necessary to handle each of the unsorted or sorted records. When
the sort operation is complete, the Sort program returns to the PL/I calling procedure communicating its success or failure in a return code, which is placed in one of the arguments passed to the interface routine. The return code can then be tested in the PL/I routine to discover whether processing should continue. Figure 47 on page 388 is a simplified flowchart showing this operation.
Within the Sort program itself, the flow of control between the Sort program and input- and output-handling routines is controlled by return codes. The Sort
program calls these routines at the appropriate point in its processing. (Within the Sort program, and its associated documentation, these routines are known as user exits. The routine that passes input to be sorted is the E15 sort user exit. The routine that processes sorted output is the E35 sort user exit.) From the routines, Sort expects a return code indicating either that it should call the routine again, or that it should continue with the next stage of processing.

The important points to remember about Sort are: (1) it is a self-contained program that handles the complete sort operation, and (2) it communicates with the caller, and with the user exits that it calls, by means of return codes.

The remainder of this chapter gives detailed information on how to use Sort from PL/I. First the required PL/I statements are described, and then the data set requirements. The chapter finishes with a series of examples showing the use of the four entry points of the sort interface routine.

**Specifying the sorting field**

The SORT statement is the first argument to PLISRTx. The syntax of the SORT statement must be a character string expression that takes the form:

'bSORTbFIELDS=(start1,length1,form1,seq1, ...startn,lengthn,formn,seqn)
[,other options]b'

For example:

' SORT FIELDS=(1,10,CH,A) '

represents one or more blanks. Blanks shown are mandatory. No other blanks are allowed.

**start, length, form, seq**

defines a sorting field. You can specify any number of sorting fields, but there is a limit on the total length of the fields. If more than one field is to be sorted on, the records are sorted first according to the first field, and then those that are of equal value are sorted according to the second field, and so on. If all the sorting values are equal, the order of equal records will be arbitrary unless you use the EQUALS option. (See later in this definition list.) Fields can overlay each other.

For DFSORT (5740-SM1), the maximum total length of the sorting fields is restricted to 4092 bytes and all sorting fields must be within 4092 bytes of the start of the record. Other sort products might have different restrictions.

**start** is the starting position within the record. Give the value in bytes except for binary data where you can use a “byte.bit” notation. The first byte in a string is considered to be byte 1, the first bit is bit 0. (Thus the second bit in byte 2 is referred to as 2.1.) For varying length records you must include the 4-byte length prefix, making 5 the first byte of data.

**length** is the length of the sorting field. Give the value in bytes except for binary where you can use “byte.bit” notation. The length of sorting fields is restricted according to their data type.

**form** is the format of the data. This is the format assumed for the purpose of sorting. All data passed between PL/I routines and Sort must be in the form of character strings. The main data types and the restrictions on their length are shown below. Additional data types are available for special-purpose sorts. See the DFSORT Application Programming Guide, or the equivalent publication for your sort product.
Code   Data type and length
CH     character 1–4096
ZD     zoned decimal, signed 1–32
PD     packed decimal, signed 1–32
FI     fixed point, signed 1–256
BI     binary, signed 1 bit to 4092 bytes
FL     floating-point, signed 1–256

The sum of the lengths of all fields must not exceed 4092 bytes.

seq is the sequence in which the data will be sorted as follows:
A     ascending (that is, 1,2,3,...)
D     descending (that is, ...,3,2,1)

Note: You cannot specify E, because PL/I does not provide a method of passing a user-supplied sequence.

other options
You can specify a number of other options, depending on your Sort program. You must separate them from the FIELDS operand and from each other by commas. Do not place blanks between operands.

FILSZ=\$y specifies the number of records in the sort and allows for optimization by Sort. If y is only approximate, E should precede y.

SKIPREC=\$y specifies that y records at the start of the input file are to be ignored before sorting the remaining records.

CKPT or CHKPT specifies that checkpoints are to be taken. If you use this option, you must provide a SORTCKPT data set and DFSORT's 16NCKPT=NO installation option must be specified.

EQUALS|NOEQUALS specifies whether the order of equal records will be preserved as it was in the input (EQUALS) or will be arbitrary (NOEQUALS). You could improve sort performance by using the NOEQUALS. The default option is chosen when Sort is installed. The IBM-supplied default is NOEQUALS.

DYNALLOC=(d,n) (OS/VS Sort only) specifies that the program dynamically allocates intermediate storage.
\$d     is the device type (3380, etc.).
\$n     is the number of work areas.

Specifying the records to be sorted
Use the RECORD statement as the second argument to PLISRTx. The syntax of the RECORD statement must be a character string expression which, when evaluated, takes the syntax shown below:

`'bRECORDbTYPE=rectype[,LENGTH=(L1,[,,L4,L5])]b'``

For example:

`' RECORD TYPE=F, LENGTH=(80) ' `
represents one or more blanks. Blanks shown are mandatory. No other blanks are allowed.

**TYPE**

specifies the type of record as follows:

- F  fixed length
- V  varying length EBCDIC
- D  varying length ASCII

Even when you use input and output routines to handle the unsorted and sorted data, you must specify the record type as it applies to the work data sets used by Sort.

If varying length strings are passed to Sort from an input routine (E15 exit), you should normally specify V as a record format. However, if you specify F, the records are padded to the maximum length with blanks.

**LENGTH**

specifies the length of the record to be sorted. You can omit LENGTH if you use PLISRRA or PLISRTC, because the length will be taken from the input data set. Note that there is a restriction on the maximum and minimum length of the record that can be sorted (see below). For varying length records, you must include the four-byte prefix.

- **L1** is the length of the record to be sorted. For VSAM data sets sorted as varying records it is the maximum record size+4.
- **L4** specifies the minimum length of record when varying length records are used. If supplied, it is used by Sort for optimization purposes.
- **L5** specifies the modal (most common) length of record when varying length records are used. If supplied, it is used by Sort for optimization purposes.

**Maximum record lengths**

The length of a record can never exceed the maximum length specified by the user. The maximum record length for variable length records is 32756 bytes and for fixed length records it is 32760 bytes.

**Determining storage needed for Sort**

**Main storage**

Sort requires both main and auxiliary storage. The minimum main storage for DFSORT is 88K bytes, but for best performance, more storage (on the order of 1 megabyte or more) is recommended. DFSORT can take advantage of storage above 16M virtual or extended architecture processors. Under z/OS, DFSORT can also take advantage of expanded storage. You can specify that Sort use the maximum amount of storage available by passing a storage parameter in the following manner:

```plaintext
DCL MAXSTOR FIXED BINARY (31,0);
UNSPEC(MAXSTOR)='00000000'B||UNSPEC('MAX');
CALL PLISRRA
  ( 'SORT FIELDS=(1,80,CH,A)' ,
    'RECORD TYPE=F,LENGTH=(80)' ,
    MAXSTOR ,
    RETCODE ,
    'TASK');
```

Chapter 14. Using the Sort program  391
If files are opened in E15 or E35 exit routines, enough residual storage should be allowed for the files to open successfully.

**Auxiliary storage**
Calculating the minimum auxiliary storage for a particular sorting operation is a complicated task. To achieve maximum efficiency with auxiliary storage, use direct access storage devices (DASDs) whenever possible. For more information on improving program efficiency, see the *DFSORT Application Programming Guide*, particularly the information about dynamic allocation of workspace which allows DFSORT to determine the auxiliary storage needed and allocate it for you.

If you are interested only in providing enough storage to ensure that the sort will work, make the total size of the SORTWK data sets large enough to hold three sets of the records being sorted. (You will not gain any advantage by specifying more than three if you have enough space in three data sets.)

However, because this suggestion is an approximation, it might not work, so you should check the sort manuals. If this suggestion does work, you will probably have wasted space.

**Calling the Sort program**

When you have determined the points described above, you are in a position to write the CALL PLISRTx statement. You should do this with some care; for the entry points and arguments to use, see Table 31.

**Table 31. The entry points and arguments to PLISRTx (x = A, B, C, or D)**

<table>
<thead>
<tr>
<th>Entry points</th>
<th>Arguments</th>
</tr>
</thead>
<tbody>
<tr>
<td>PLISRTA</td>
<td>(sort statement,record statement,storage,return code)</td>
</tr>
<tr>
<td></td>
<td>[,data set prefix,message level, sort technique])</td>
</tr>
<tr>
<td>PLISRTB</td>
<td>(sort statement,record statement,storage,return code,input routine)</td>
</tr>
<tr>
<td></td>
<td>[,data set prefix,message level,sort technique])</td>
</tr>
<tr>
<td>PLISRTC</td>
<td>(sort statement,record statement,storage,return code,output routine)</td>
</tr>
<tr>
<td></td>
<td>[,data set prefix,message level,sort technique])</td>
</tr>
<tr>
<td>PLISRTD</td>
<td>(sort statement,record statement,storage,return code,input routine, output routine[,data set prefix,message level,sort technique])</td>
</tr>
<tr>
<td><strong>Sort statement</strong></td>
<td>Character string expression containing the Sort program SORT statement. Describes sorting fields and format. See “Specifying the sorting field” on page 389.</td>
</tr>
<tr>
<td><strong>Record statement</strong></td>
<td>Character string expression containing the Sort program RECORD statement. Describes the length and record format of data. See “Specifying the records to be sorted” on page 390.</td>
</tr>
<tr>
<td><strong>Storage</strong></td>
<td>Fixed binary expression giving maximum amount of main storage to be used by the Sort program. Must be &gt;88K bytes for DFSORT. See also “Determining storage needed for Sort” on page 391.</td>
</tr>
<tr>
<td><strong>Return code</strong></td>
<td>Fixed binary variable of precision (31,0) in which Sort places a return code when it has completed. The meaning of the return code is: 0=Sort successful 16=Sort failed 20=Sort message data set missing</td>
</tr>
</tbody>
</table>
Table 31. The entry points and arguments to PLISRTx (x = A, B, C, or D) (continued)

<table>
<thead>
<tr>
<th>Entry points</th>
<th>Arguments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Input routine</td>
<td>(PLISRTB and PLISRTD only.) Name of the PL/I external or internal procedure used to supply the records for the Sort program at sort exit E15.</td>
</tr>
<tr>
<td>Output routine</td>
<td>(PLISRTC and PLISRTD only.) Name of the PL/I external or internal procedure to which Sort passes the sorted records at sort exit E35.</td>
</tr>
<tr>
<td>Data set prefix</td>
<td>Character string expression of four characters that replaces the default prefix of 'SORT' in the names of the sort data sets SORTIN, SORTOUT, SORTWKnn and SORTCNTL, if used. Thus if the argument is “TASK”, the data sets TASKIN, TASKOUT, TASKWKnn, and TASKCNTL can be used. This facility enables multiple invocations of Sort to be made in the same job step. The four characters must start with an alphabetic character and must not be one of the reserved names PEER, BALN, CRCX, OSCL, POLY, DIAG, SYSC, or LIST. You must code a null string for this argument if you require either of the following arguments but do not require this argument.</td>
</tr>
</tbody>
</table>
| Message level | Character string expression of two characters indicating how Sort's diagnostic messages are to be handled, as follows:  
  NO No messages to SYSOUT  
  AP All messages to SYSOUT  
  CP Critical messages to SYSOUT  
SYSOUT will normally be allocated to the printer, hence the use of the mnemonic letter “P”. Other codes are also allowed for certain of the Sort programs. For further details on these codes, see DFSORT Application Programming Guide. You must code a null string for this argument if you require the following argument but you do not require this argument. |
| Sort technique | Character string of length 4 that indicates the type of sort to be carried out, as follows:  
  PEER Peerage sort  
  BALN Balanced  
  CRCX Criss-cross sort  
  OSCL Oscillating  
  POLY Polyphase sort  
Normally the Sort program will analyze the amount of space available and choose the most effective technique without any action from you. You should use this argument only as a bypass for sorting problems or when you are certain that performance could be improved by another technique. See DFSORT Application Programming Guide for further information. |

The examples below indicate the form that the CALL PLISRTx statement normally takes.

**Example 1**

A call to PLISRTA sorting 80-byte records from SORTIN to SORTOUT using 1048576 (1 megabyte) of storage, and a return code, RETCODE, declared as FIXED BINARY (31,0).

```
CALL PLISRTA ('SORT FIELDS=(1,80,CH,A)',  
  'RECORD TYPE=F,LENGTH=(80)',  
  1048576,  
  RETCODE);
```
Example 2

This example is the same as example 1 except that the input, output, and work data sets are called TASKIN, TASKOUT, TASKWK01, and so forth. This might occur if Sort was being called twice in one job step.

```
CALL PLISRTA (' SORT FIELDS=(1,80,CH,A) ',
              ' RECORD TYPE=F,LENGTH=(80) ',
              1048576,
              RETCODE,
              'TASK');
```

Example 3

This example is the same as example 1 except that the sort is to be undertaken on two fields. First, bytes 1 to 10 which are characters, and then, if these are equal, bytes 11 and 12 which contain a binary field, both fields are to be sorted in ascending order.

```
CALL PLISRTA (' SORT FIELDS=(1,10,CH,A,11,2,BI,A) ',
              ' RECORD TYPE=F,LENGTH=(80) ',
              1048576,
              RETCODE);
```

Example 4

This example shows a call to PLISRTB. The input is to be passed to Sort by the PL/I routine PUTIN, the sort is to be carried out on characters 1 to 10 of an 80 byte fixed length record. Other information as above.

```
CALL PLISRTB (' SORT FIELDS=(1,10,CH,A) ',
              ' RECORD TYPE=F,LENGTH=(80) ',
              1048576,
              RETCODE,
              PUTIN);
```

Example 5

This example shows a call to PLISRTD. The input is to be supplied by the PL/I routine PUTIN and the output is to be passed to the PL/I routine PUTOUT. The record to be sorted is 84 bytes varying (including the length prefix). It is to be sorted on bytes 1 through 5 of the data in ascending order, then if these fields are equal, on bytes 6 through 10 in descending order. (Note that the 4-byte length prefix is included so that the actual values used are 5 and 10 for the starting points.) If both these fields are the same, the order of the input is to be retained. (The EQUALS option does this.)

```
CALL PLISRTD (' SORT FIELDS=(5,5,CH,A,10,5,CH,D),EQUALS ',
              ' RECORD TYPE=V,LENGTH=(84) ',
              1048576,
              RETCODE,
              PUTIN, /*input routine (sort exit E15)*/
              PUTOUT); /*output routine (sort exit E35)*/
```

Determining whether the Sort was successful

When the sort is completed, Sort sets a return code in the variable named in the fourth argument of the call to PLISRTx. It then returns control to the statement that follows the CALL PLISRTx statement. The value returned indicates the success or failure of the sort as follows:

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Sort successful</td>
</tr>
<tr>
<td>16</td>
<td>Sort failed</td>
</tr>
<tr>
<td>20</td>
<td>Sort message data set missing</td>
</tr>
</tbody>
</table>
You must declare the variable to which the return code is passed as FIXED
BINARY (31,0). It is standard practice to test the value of the return code after the
CALL PLISRTx statement and take appropriate action according to the success or
failure of the operation.

For example (assuming the return code was called RETCODE):

IF RETCODE=0 THEN DO;
  PUT DATA(RETCODE);
  SIGNAL ERROR;
END;

If the job step that follows the sort depends on the success or failure of the sort,
you should set the value returned in the Sort program as the return code from the
PL/I program. This return code is then available for the following job step. The
PL/I return code is set by a call to PLIRETC. You can call PLIRETC with the value
returned from Sort thus:

CALL PLIRETC(RETCODE);

You should not confuse this call to PLIRETC with the calls made in the input and
output routines, where a return code is used for passing control information to
Sort.

Establishing data sets for Sort
If DFSORT was installed in a library not known to the system, you must specify
the DFSORT library in a JOBLIB or STEPLIB DD statement.

When you call Sort, certain sort data sets must not be open. These are:

SYSOUT
  A data set (normally the printer) on which messages from the Sort program
  will be written.

Sort work data sets
SORTWK01–SORTWK32

Note: If you specify more than 32 sort work data sets, DFSORT will only use
the first 32.

****WK01–****WK32
From 1 to 32 working data sets used in the sorting process. These must be
direct access. For a discussion of space required and number of data sets, see
"Determining storage needed for Sort" on page 391.

**** represents the four characters that you can specify as the data set prefix
argument in calls to PLISRTx. This allows you to use data sets with prefixes
other than SORT. They must start with an alphabetic character and must not be
the names PEER, BALN, CRCX, OSCL, POLY, SYSC, LIST, or DIAG.

Input data set
SORTIN

****IN
The input data set used when PLISRTA and PLISRTC are called.

See ****WK01–****WK32 above for a detailed description.
Output data set
SORTOUT

****OUT
The output data set used when PLISRTA and PLISRTB are called.
See ****WK01–****WK32 above for a detailed description.

Checkpoint data set
SORTCKPT

Data set used to hold checkpoint data, if CKPT or CHKPT option was used in
the SORT statement argument and DFSORT’s 16NCKPT=NO installation option
was specified. For information on this program DD statement, see DFSORT
Application Programming Guide.

DFSPARM SORTCNTL

Data set from which additional or changed control statements can be read
(optional). For additional information on this program DD statement, see
DFSORT Application Programming Guide.
See ****WK01–****WK32 above for a detailed description.

Sort data input and output

The source of the data to be sorted is provided either directly from a data set or
indirectly by a routine (Sort Exit E15) written by the user. Similarly, the destination
of the sorted output is either a data set or a routine (Sort Exit E35) provided by the
user.

PLISRTA is the simplest of all of the interfaces because it sorts from data set to
data set. An example of a PLISRTA program is in Figure 51 on page 401. Other
interfaces require either the input handling routine or the output handling routine,
or both.

Data input and output handling routines

The input handling and output handling routines are called by Sort when
PLISRTB, PLISRTC, or PLISRTD is used. They must be written in PL/I, and can be
either internal or external procedures. If they are internal to the routine that calls
PLISRTx, they behave in the same way as ordinary internal procedures in respect
of scope of names. The input and output procedure names must themselves be
known in the procedure that makes the call to PLISRTx.

The routines are called individually for each record required by Sort or passed
from Sort. Therefore, each routine must be written to handle one record at a time.
Variables declared as AUTOMATIC within the procedures will not retain their
values between calls. Consequently, items such as counters, which need to be
retained from one call to the next, should either be declared as STATIC or be
declared in the containing block.

The E15 and E35 sort exits must not be MAIN procedures.
E15—Input handling routine (Sort Exit E15)

Input routines are normally used to process the data in some way before it is sorted. You can use input routines to print the data, as shown in the Figure 52 on page 402 and Figure 54 on page 404, or to generate or manipulate the sorting fields to achieve the correct results.

The input handling routine is used by Sort when a call is made to either PLISRTB or PLISRDT. When Sort requires a record, it calls the input routine which should return a record in character string format, with a return code of 12. This return code means that the record passed is to be included in the sort. Sort continues to call the routine until a return code of 8 is passed. A return code of 8 means that all records have already been passed, and that Sort is not to call the routine again. If a record is returned when the return code is 8, it is ignored by Sort.

The data returned by the routine must be a character string. It can be fixed or varying. If it is varying, you should normally specify V as the record format in the RECORD statement which is the second argument in the call to PLISRTx. However, you can specify F, in which case the string will be padded to its maximum length with blanks. The record is returned with a RETURN statement, and you must specify the RETURNS attribute in the PROCEDURE statement. The return code is set in a call to PLIRETC. A flowchart for a typical input routine is shown in Figure 48 on page 398.
Skeletal code for a typical input routine is shown in Figure 49 on page 399.

Your code to process record

CALL PLIRETC(12)

RETURN RECORD

END

CALL PLIRETC(8)

LAST RECORD ALREADY SENT

YES

END

NO

Input Handling Subroutine

Output Handling Subroutine

Figure 48. Flowcharts for input and output handling subroutines

Skeletal code for a typical input routine is shown in Figure 49 on page 399.
Examples of an input routine are given in Figure 52 on page 402 and Figure 54 on page 404.

In addition to the return codes of 12 (include current record in sort) and 8 (all records sent), Sort allows the use of a return code of 16. This ends the sort and causes Sort to return to your PL/I program with a return code of 16–Sort failed.

**Note:** A call to PLIRETC sets a return code that will be passed by your PL/I program, and will be available to any job steps that follow it. When an output handling routine has been used, it is good practice to reset the return code with a call to PLIRETC after the call to PLISRTx to avoid receiving a nonzero completion code. By calling PLIRETC with the return code from Sort as the argument, you can make the PL/I return code reflect the success or failure of the sort. This practice is shown in Figure 53 on page 403.

E15: PROC RETURNS (CHAR(80));

```pli
/*RETURNS attribute must be used specifying length of data to be */
/* sorted, maximum length if varying strings are passed to Sort. */
FLICT STRING CHAR(80); /*A character string variable will normally be*/
/* required to return the data to Sort */
/*--------------------------------------------*/

IF LAST_RECORD_SENT THEN
    CALL PLIRETC(8); /*Set return code of 8, meaning last record */
    RETURN('');
END;
ELSE
    CALL PLIRETC (12); /*Set return code of 12, meaning this */
    RETURN (STRING); /*Return data with RETURN statement*/
END; /*End of the input procedure*/
```

Figure 49. Skeletal code for an input procedure

Examples of an input routine are given in Figure 52 on page 402 and Figure 54 on page 404.

In addition to the return codes of 12 (include current record in sort) and 8 (all records sent), Sort allows the use of a return code of 16. This ends the sort and causes Sort to return to your PL/I program with a return code of 16–Sort failed.

**Note:** A call to PLIRETC sets a return code that will be passed by your PL/I program, and will be available to any job steps that follow it. When an output handling routine has been used, it is good practice to reset the return code with a call to PLIRETC after the call to PLISRTx to avoid receiving a nonzero completion code. By calling PLIRETC with the return code from Sort as the argument, you can make the PL/I return code reflect the success or failure of the sort. This practice is shown in Figure 53 on page 403.
E35—Output handling routine (Sort Exit E35)

Output handling routines are normally used for any processing that is necessary after the sort. This could be to print the sorted data, as shown in Figure 53 on page 403 and Figure 54 on page 404 or to use the sorted data to generate further information. The output handling routine is used by Sort when a call is made to PLISRTC or PLISRTD. When the records have been sorted, Sort passes them, one at a time, to the output handling routine. The output routine then processes them as required. When all the records have been passed, Sort sets up its return code and returns to the statement after the CALL PLISRTx statement. There is no indication from Sort to the output handling routine that the last record has been reached. Any end-of-data handling must therefore be done in the procedure that calls PLISRTx.

The record is passed from Sort to the output routine as a character string, and you must declare a character string parameter in the output handling subroutine to receive the data. The output handling subroutine must also pass a return code of 4 to Sort to indicate that it is ready for another record. You set the return code by a call to PLIRETC.

The sort can be stopped by passing a return code of 16 to Sort. This will result in Sort returning to the calling program with a return code of 16—Sort failed.

The record passed to the routine by Sort is a character string parameter. If you specified the record type as F in the second argument in the call to PLISRTx, you should declare the parameter with the length of the record. If you specified the record type as V , you should declare the parameter as adjustable, as in the following example:

```pli
DCL STRING CHAR(*);
```

Figure 55 on page 406 shows a program that sorts varying length records.

A flowchart for a typical output handling routine is given in Figure 48 on page 398. Skeletal code for a typical output handling routine is shown in Figure 50.

---

```
E35: PROC(STRING); /*The procedure must have a character string parameter to receive the record from Sort*/

DCL STRING CHAR(80); /*Declaration of parameter*/

(Your code goes here)

CALL PLIRETC(4); /*Pass return code to Sort indicating that the next sorted record is to be passed to this procedure.*/

END E35; /*End of procedure returns control to Sort*/
```

---

**Figure 50. Skeletal code for an output handling procedure**

You should note that a call to PLIRETC sets a return code that will be passed by your PL/I program, and will be available to any job steps that follow it. When you have used an output handling routine, it is good practice to reset the return code with a call to PLIRETC after the call to PLISRTx to avoid receiving a nonzero completion code. By calling PLIRETC with the return code from Sort as the argument, you can make the PL/I return code reflect the success or failure of the sort. This practice is shown in the examples at the end of this chapter.
Calling PLISRTA example

After each time that the PL/I input- and output-handling routines communicate
the return-code information to the Sort program, the return-code field is reset to
zero; therefore, it is not used as a regular return code other than its specific use for
the Sort program.

For details on handling conditions, especially those that occur during the input-
and output-handling routines, see z/OS Language Environment Programming Guide.

//OPT14#7 JOB ...
//STEP1 EXEC IBMZCBG
//PLI.SYSIN DD *
EX106: PROC OPTIONS(MAIN);
  DCL RETURN_CODE FIXED BIN(31,0);
  CALL PLISRTA (' SORT FIELDS=(7,74,CH,A) ',
               ' RECORD TYPE=F,LENGTH=(80) ',
               1048576
               RETURN_CODE);
  SELECT (RETURN_CODE);
  WHEN(0) PUT SKIP EDIT ('SORT COMPLETE RETURN_CODE 0') (A);
  WHEN(16) PUT SKIP EDIT ('SORT FAILED, RETURN_CODE 16') (A);
  WHEN(20) PUT SKIP EDIT ('SORT MESSAGE DATASET MISSING ') (A);
  OTHER PUT SKIP EDIT ('INVALID SORT RETURN_CODE = ', RETURN_CODE) (A,F(2));
END /* select */;
CALL PLIRETC(RETURN_CODE);
/*set PL/I return code to reflect success of sort*/
END EX106;

//GO.SORTIN DD *
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003077ROOKER & SON, LITTLETON NURSERIES, SHOLTS PAR
059334HOOK E.H. 109 ELMTREE ROAD, GANNET PARK, NORTHAMPTON
073872HOME TAVERN, WESTLEIGH
000931FOREST, IVER, BUCKS

/*
//GO.SYSPRINT DD SYSOUT=A
//GO.SORTOUT DD SYSOUT=A
//GO.SYSOUT DD SYSOUT=A
//GO.SORTWK01 DD UNIT=SYSDA,SPACE=(CYL,2)
*/

Figure 51. PLISRTA—sorting from input data set to output data set
Calling PLISRTB example

/*OPT14#8 JOB ...
//STEP1 EXEC IBMZCBG
//PLI.SYIN DD *
EX107: PROC OPTIONS(MAIN);
    DCL RETURN_CODE FIXED BIN(31,0);

    CALL PLISRTB (' SORT FIELDS=(7,74,CH,A) ',
                   ' RECORD TYPE=F,LENGTH=(B0) ',
                   1048576
                   RETURN_CODE,
                   E15X);
    SELECT(RETURN_CODE);
      WHEN(0) PUT SKIP EDIT
               ('SORT COMPLETE RETURN_CODE 0') (A);
      WHEN(16) PUT SKIP EDIT
               ('SORT FAILED, RETURN_CODE 16') (A);
      WHEN(20) PUT SKIP EDIT
               ('SORT MESSAGE DATASET MISSING ') (A);
      OTHER PUT SKIP EDIT
               ('INVALID RETURN_CODE = ',RETURN_CODE)(A,F(2));
    END /* select */;
    CALL PLIRETC(RETURN_CODE);
    /*set PL/I return code to reflect success of sort*/
E15X: /* INPUT HANDLING ROUTINE GETS RECORDS FROM THE INPUT
      STREAM AND PUTS THEM BEFORE THEY ARE SORTED*/
    PROC RETURNS (CHAR(80));
        DCL SYSIN FILE RECORD INPUT,
            INFIELD CHAR(80);

        ON ENDFILE(SYSIN) BEGIN;
            PUT SKIP(3) EDIT ('END OF SORT PROGRAM INPUT')(A);
            CALL PLIRETC(8); /* signal that last record has
                              already been sent to sort*/
            INFIELD = '';
            GOTO ENDE15;
        END;

        READ FILE (SYSIN) INTO (INFIELD);
        PUT SKIP EDIT (INFIELD)(A(80)); /*PRINT INPUT*/
        CALL PLIRETC(12); /* request sort to include current
                           record and return for more*/

    ENDE15:
        RETURN(INFIELD);
    END E15X;
END EX107;

/*GO.SYIN DD *
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059334HOOK E.H. 109 ELMTREE ROAD, GANNET PARK, NORTHAMPTON
073872HOME TAVERN, WESTLEIGH
000931FOREST, IVER, BUCKS
*/
/*GO.SYSPRINT DD SYSOUT=A
/*GO.SORTOUT DD SYSOUT=A
/*GO.SYSOUT DD SYSOUT=A
*/
/*GO.SORTCNTL DD *
    OPTION DYNALLOC=(3380,2),SKIPREC=2
*/
Figure 52. PLISRTB—sorting from input handling routine to output data set

402  Enterprise PL/I for z/OS Programming Guide
Calling PLISRTC example

//OPT14#9 JOB ...
//STEP1 EXEC IBMZCBG
//PLI.SYSIN DD *
EX108: PROC OPTIONS(MAIN);

   DCL RETURN_CODE FIXED BIN(31,0);
   CALL PLISRTC (' SORT FIELDS=(7,74,CH,A) ',
                  ' RECORD TYPE=F,LENGTH=(80) ',
                  1048576
                  RETURN_CODE,
                  E35X);
   SELECT(RETURN_CODE);
      WHEN(0) PUT SKIP EDIT
               ('SORT COMPLETE RETURN_CODE 0') (A);
      WHEN(16) PUT SKIP EDIT
               ('SORT FAILED, RETURN_CODE 16') (A);
      WHEN(20) PUT SKIP EDIT
               ('SORT MESSAGE DATASET MISSING ') (A);
      OTHER PUT SKIP EDIT
               ('INVALID RETURN_CODE = ', RETURN_CODE) (A,F(2));
   END /* select */;
   CALL PLIRETC (RETURN_CODE);
   /*set PL/I return code to reflect success of sort*/
E35X: /* output handling routine prints sorted records*/
   PROC (INREC);
      DCL INREC CHAR(80);
      PUT SKIP EDIT (INREC) (A);
      CALL PLIRETC(4); /*request next record from sort*/
   END E35X;
   END EX108;
/*
//GO.STEPLIB DD DSN=SYS1.SORTLINK,DISP=SHR
//GO.SYSPRINT DD SYSOUT=A
//GO.SYSOUT DD SYSOUT=A
//GO.SORTIN DD *
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003077ROOKER & SON, LITTLETON NURSERIES, SHOLTSPAR
059334HOOK E.H. 109 ELMTREE ROAD, GANNET PARK, NORTHAMPTON
073872HOME TAVERN, WESTLEIGH
000931FOREST, IVER, BUCKS
/*
//GO.SORTCNTL DD *
   OPTION DYNALLOC=(3380,2),SKIPREC=2
/*

Figure 53. PLISRTC—sorting from input data set to output handling routine
Calling PLISRTD example

```pli
//OPTI4#10 JOB ...  
//STEP1 EXEC IBMZCBG  
//PLI.SYSIN DD *  
EX109: PROC OPTIONS(MAIN);  
   DCL RETURN_CODE FIXED BIN(31,0);  
   CALL PLISRTD ( ' SORT FIELDS=(7,74,CH,A) ',  
                  ' RECORD TYPE=F,LENGTH=(80) ',  
                  1048576  
                  RETURN_CODE,  
                  E15X,  
                  E35X);  
   SELECT(RETURN_CODE);  
      WHEN(0) PUT SKIP EDIT  
         ('SORT COMPLETE RETURN_CODE 0') (A);  
      WHEN(20) PUT SKIP EDIT  
         ('SORT MESSAGE DATASET MISSING ') (A);  
      OTHER PUT SKIP EDIT  
         ('INVALID RETURN_CODE = ', RETURN_CODE) (A,F(2));  
   END /* select */;  
   CALL PLIRETC(RETURN_CODE);  
/*set PL/I return code to reflect success of sort*/  
E15X: /* Input handling routine prints input before sorting*/  
   PROC RETURNS(CHAR(80));  
      DCL INFIELD CHAR(80);  
      ON ENDFILE(SYSIN) BEGIN;  
         PUT SKIP(3) EDIT ('END OF SORT PROGRAM INPUT. ',  
                          'SORTED OUTPUT SHOULD FOLLOW')(A);  
         CALL PLIRETC(8); /* Signal end of input to sort*/  
         INFIELD = '';  
         GOTO ENDE15;  
      END;  
      GET FILE (SYSIN) EDIT (INFIELD) (A(80));  
      PUT SKIP EDIT (INFIELD)(A);  
      CALL PLIRETC(12); /*Input to sort continues*/  
   ENDE15:  
      RETURN(INFIELD);  
   END E15X;  
E35X: /* Output handling routine prints the sorted records*/  
   PROC (INREC);  
      DCL INREC CHAR(80);  
      PUT SKIP EDIT (INREC) (A);  
      NEXT: CALL PLIRETC(4); /* Request next record from sort*/  
   END E35X;  
END EX109;  
```

Figure 54. PLISRTD—sorting from input handling routine to output handling routine (Part 1 of 2)
/*
//GO.SYSOUT DD SYSOUT=A
//GO.SYSPRINT DD SYSOUT=A
//GO.SORTWK01 DD UNIT=SYSDA,SPACE=(CYL,1)
//GO.SORTWK02 DD UNIT=SYSDA,SPACE=(CYL,1)
//GO.SORTWK03 DD UNIT=SYSDA,SPACE=(CYL,1)
//GO.SYSIN DD *
003329HOOKER S.W. RIVERDALE, SATCHWELL LANE, BACONSFIELD
002886BOOKER R.R. ROTORUA, LINKEDGE LANE, TOBLEY
003077ROOKER & SON, LITTLETON NURSERIES, SHOLTSPAR
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*/

Figure 54. PLISRTD—sorting from input handling routine to output handling routine (Part 2 of 2)
Sorting variable-length records example

//OPT14#11 JOB ...
//STEP1 EXEC IBMZCBG
//PLI.SYSIN DD *
/* PL/I EXAMPLE USING PLISRTD TO SORT VARIABLE-LENGTH
 RECORDS */

EX1306: PROC OPTIONS(MAIN);
DCL RETURN_CODE FIXED BIN(31,0);
CALL PLISRTD (' SORT FIELDS=(11,14,CH,A) ',
 ' RECORD TYPE=V,LENGTH=(84,,,24,44) ',
 /*NOTE THAT LENGTH IS MAX AND INCLUDES
  4 BYTE LENGTH PREFIX*/
1048576
RETURN_CODE,
PUTIN,
PUTOUT);

SELECT(RETURN_CODE);
WHEN(0) PUT SKIP EDIT (
'SORT COMPLETE RETURN_CODE 0') (A);
WHEN(16) PUT SKIP EDIT (
'SORT FAILED, RETURN_CODE 16') (A);
WHEN(20) PUT SKIP EDIT (
'SORT MESSAGE DATASET MISSING ') (A);
OTHER PUT SKIP EDIT (
'INVALID RETURN_CODE = ', RETURN_CODE)
(A,F(2));
END /* SELECT */;

CALL PLIRETC(RETURN_CODE);
/*SET PL/I RETURN CODE TO REFLECT SUCCESS OF SORT*/

PUTIN: PROC RETURNS (CHAR(80) VARYING);
/*OUTPUT HANDLING ROUTINE*/
/*NOTE THAT VARYING MUST BE USED ON RETURNS ATTRIBUTE
 WHEN USING VARYING LENGTH RECORDS*/
DCL STRING CHAR(80) VAR;
ON ENDFILE(SYSIN) BEGIN;
PUT SKIP EDIT ('END OF INPUT')(A);
CALL PLIRETC(8);
STRING = '';
GOTO ENDPUT;
END;
GET EDIT(STRING)(A(80));
I=INDEX(STRING||' ',' ')-1;/*RESET LENGTH OF THE*/
STRING = SUBSTR(STRING,1,I); /* STRING FROM 80 TO */
/* LENGTH OF TEXT IN */
/* EACH INPUT RECORD.*/

Figure 55. Sorting varying-length records using input and output handling routines (Part 1 of 2)
Figure 55. Sorting varying-length records using input and output handling routines (Part 2 of 2)
Chapter 15. ILC with C

This chapter describes some aspects of InterLanguage Communication (ILC) between PL/I and C. The examples illustrate how to use many of the data types common to both languages and should enable you to write PL/I code that either calls or is called by C.

Equivalent data types

The table Table 32 lists the common C and PL/I data type equivalents.

Table 32. C and PL/I Type Equivalents

<table>
<thead>
<tr>
<th>C type</th>
<th>Matching PL/I type</th>
</tr>
</thead>
<tbody>
<tr>
<td>char[...]</td>
<td>char(...) varyingz</td>
</tr>
<tr>
<td>wchar[...]</td>
<td>wchar(...) varyingz</td>
</tr>
<tr>
<td>signed char</td>
<td>fixed bin(7)</td>
</tr>
<tr>
<td>unsigned char</td>
<td>unsigned fixed bin(8)</td>
</tr>
<tr>
<td>short</td>
<td>fixed bin(15)</td>
</tr>
<tr>
<td>unsigned short</td>
<td>unsigned fixed bin(16)</td>
</tr>
<tr>
<td>int</td>
<td>fixed bin(31)</td>
</tr>
<tr>
<td>unsigned int</td>
<td>unsigned fixed bin(32)</td>
</tr>
<tr>
<td>long long</td>
<td>fixed bin(63)</td>
</tr>
<tr>
<td>unsigned long long</td>
<td>unsigned fixed bin(64)</td>
</tr>
<tr>
<td>float</td>
<td>float bin(21)</td>
</tr>
<tr>
<td>double</td>
<td>float bin(33)</td>
</tr>
<tr>
<td>long double</td>
<td>float bin(p) (p &gt;= 54)</td>
</tr>
<tr>
<td>enum</td>
<td>ordinal</td>
</tr>
<tr>
<td>typedef</td>
<td>define alias</td>
</tr>
<tr>
<td>struct</td>
<td>define struct</td>
</tr>
<tr>
<td>union</td>
<td>define union</td>
</tr>
<tr>
<td>struct *</td>
<td>handle</td>
</tr>
</tbody>
</table>

Simple type equivalence

So, for example, the following illustrates the translation of the simple typedef for `time_t` from the C header file `time.h`:

```c
typedef long time_t;
define alias time_t fixed bin(31);
```

Figure 56. Simple type equivalence
Struct type equivalence

The following example illustrates the translation of the simple struct for \textit{tm} from the C header file \textit{time.h}:

```pli
struct tm {
  int tm_sec;
  int tm_min;
  int tm_hour;
  int tm_mday;
  int tm_mon;
  int tm_year;
  int tm_wday;
  int tm_yday;
  int tm_isdst;
};
```

```pli
define structure
1 tm
  ,2 tm_sec fixed bin(31)
  ,2 tm_min fixed bin(31)
  ,2 tm_hour fixed bin(31)
  ,2 tm_mday fixed bin(31)
  ,2 tm_mon fixed bin(31)
  ,2 tm_year fixed bin(31)
  ,2 tm_wday fixed bin(31)
  ,2 tm_yday fixed bin(31)
  ,2 tm_isdst fixed bin(31)
};
```

\textit{Figure 57. Sample struct type equivalence}

Enum type equivalence

The following example illustrates the translation of the simple enum \texttt{__device\_t} from the C header file \textit{stdio.h}:
File type equivalence

A C file declaration depends on the platform, but it often starts as follows:

```c
typedef enum {
    __disk = 0,
    __terminal = 1,
    __printer = 2,
    __tape = 3,
    __tdq = 5,
    __dummy = 6,
    __memory = 8,
    __hfs = 9,
    __hiperspace = 10
} __device_t;
```

```c
#define ordinal __device_t (
    __disk value(0),
    __terminal value(1),
    __printer value(2),
    __tape value(3),
    __tdq value(4),
    __dummy value(5),
    __memory value(8),
    __hfs value(9),
    __hiperspace value(10)
);
```

Figure 58. Sample enum type equivalence

```c
typedef enum {
    __disk = 0,
    __terminal = 1,
    __printer = 2,
    __tape = 3,
    __tdq = 5,
    __dummy = 6,
    __memory = 8,
    __hfs = 9,
    __hiperspace = 10
} __device_t;
```

```c
#define ordinal __device_t (
    __disk value(0),
    __terminal value(1),
    __printer value(2),
    __tape value(3),
    __tdq value(4),
    __dummy value(5),
    __memory value(8),
    __hfs value(9),
    __hiperspace value(10)
);
```

Figure 58. Sample enum type equivalence

File type equivalence

A C file declaration depends on the platform, but it often starts as follows:

```c
typedef enum {
    __disk = 0,
    __terminal = 1,
    __printer = 2,
    __tape = 3,
    __tdq = 5,
    __dummy = 6,
    __memory = 8,
    __hfs = 9,
    __hiperspace = 10
} __device_t;
```

```c
#define ordinal __device_t (
    __disk value(0),
    __terminal value(1),
    __printer value(2),
    __tape value(3),
    __tdq value(4),
    __dummy value(5),
    __memory value(8),
    __hfs value(9),
    __hiperspace value(10)
);
```

Figure 58. Sample enum type equivalence

```c
typedef enum {
    __disk = 0,
    __terminal = 1,
    __printer = 2,
    __tape = 3,
    __tdq = 5,
    __dummy = 6,
    __memory = 8,
    __hfs = 9,
    __hiperspace = 10
} __device_t;
```

```c
#define ordinal __device_t (
    __disk value(0),
    __terminal value(1),
    __printer value(2),
    __tape value(3),
    __tdq value(4),
    __dummy value(5),
    __memory value(8),
    __hfs value(9),
    __hiperspace value(10)
);
```

Figure 58. Sample enum type equivalence

### Using C functions

Let's say we wanted to write a program to read a file and dump it as formatted hex - using the C functions fopen and fread.

The code for this program is straightforward:
Most of the declarations in the INCLUDE file *filedump* are obvious:

```pli
filedump:
  proc(fn) options(noexecops main);
  dcl fn char(*) var;
%include filedump;
  file = fopen( fn, 'rb' );
  if file = sysnull() then
    do;
      display( 'file could not be opened' );
      return;
    end;
  end forever;
  unspec(buffer) = ''b;
  read_In = fread( addr(buffer), 1, stg(buffer), file );
  if read_In = 0 then
    leave;
  display( heximage(addr(buffer),16,' ') || ' ' || translate(buffer,(32)',',unprintable) );
  if read_In < stg(buffer) then
    leave;
  end;
  call fclose( file );
end filedump;
```

*Figure 61. Sample code to use fopen and fread to dump a file*

**Matching simple parameter types**

It would be easy to mistranslate the declarations for the C functions. For instance, you could take the following declaration for the C function *fread*:

```pli
define struct 1 file;
define alias file_Handle handle file;
define alias size_t unsigned fixed bin(32);
define alias int signed fixed bin(31);
dcl file type(file_Handle);
dcl read_In fixed bin(31);
dcl buffer char(16);
dcl unprintable char(32) value( substr(collate(),1,32) );
```

*Figure 62. Declarations for filedump program*
On some platforms, this would not link successfully because C names are case sensitive. In order to prevent this kind of linker problem, it is best to specify the name in mixed case using the extended form of the external attribute. So, for instance, the declare for `fread` would be better as:

```plaintext
size_t fread( void *,
             size_t,
             size_t,
             FILE *);
```

Figure 63. C declaration of fread

and translate it to:

```plaintext
dcl fread      ext
    entry( pointer,
           type size_t,
           type size_t,
           type file_Handle )
    returns( type size_t );
```

Figure 64. First incorrect declaration of fread

On some platforms, this would not link successfully because C names are case sensitive. In order to prevent this kind of linker problem, it is best to specify the name in mixed case using the extended form of the external attribute. So, for instance, the declare for `fread` would be better as:

```plaintext
dcl fread      ext('fread')
    entry( pointer,
           type size_t,
           type size_t,
           type file_Handle )
    returns( type size_t );
```

Figure 65. Second incorrect declaration of fread

But this wouldn’t run right, because while PL/I parameters are byaddr by default, C parameters are byvalue by default; so we fix that by adding the byvalue attribute to the parameters:

```plaintext
dcl fread      ext('fread')
    entry( pointer byvalue,
           type size_t byvalue,
           type size_t byvalue,
           type file_Handle byvalue )
    returns( type size_t );
```

Figure 66. Third incorrect declaration of fread

But note how the return value is set in Figure 67 on page 414; a fourth parameter (the address of the temporary `_temp5`) is passed to the function `fread`, which is then expected to place the return code in the integer at that address. This is the convention for how values are returned when the byaddr attribute applies to returns, and PL/I uses this convention by default.
This wouldn't run right, because C return values are byvalue. So, we fix that with one more byvalue attribute.

```
read_In = fread( addr(buffer), 1, stg(buffer), file );
```

```
L r4,FILE,(r13,176)
L r1,fread,(r5,12)
LA r2,_temp5,(r13,420)
LA r8,BUFFER,(r13,184)
L r15,&EPA &WSA,(r1,8)
L r0,&EPA &WSA,(r1,12)
ST r0,.CEECAA_,(r12,500)
LA r1,#MX_TEMP1,(r13,152)
ST r8,#MX_TEMP1,(r13,152)
LA r8,1
ST r8,#MX_TEMP1,(r13,156)
ST r7,#MX_TEMP1,(r13,160)
ST r4,#MX_TEMP1,(r13,164)
ST r2,#MX_TEMP1,(r13,168)
BALR r14,r15
L r0,_temp5,(r13,420)
ST r0,READ_IN,(r13,180)
```

**Figure 67. Code generated for RETURNS BYADDR**

This wouldn't run right, because C return values are byvalue. So, we fix that with one more byvalue attribute.

```
dcl fread  ext('fread')
entry( pointer byvalue,
    type size_t byvalue,
    type size_t byvalue,
    type file_Handle byvalue )
returns( type size_t byvalue );
```

**Figure 68. Correct declaration of fread**

Note how the return value is set now in Figure 69, no extra address is passed, and the return value is simply returned in register 15.

```
read_In = fread( addr(buffer), 1, stg(buffer), file );
```

```
L r2,FILE,(r13,176)
L r1,fread,(r5,12)
LA r7,BUFFER,(r13,184)
L r15,&EPA &WSA,(r1,8)
L r0,&EPA &WSA,(r1,12)
ST r0,.CEECAA_,(r12,500)
LA r1,#MX_TEMP1,(r13,152)
ST r7,#MX_TEMP1,(r13,152)
LA r7,1
ST r7,#MX_TEMP1,(r13,156)
ST r4,#MX_TEMP1,(r13,160)
ST r2,#MX_TEMP1,(r13,164)
BALR r14,r15
LR r0,r15
ST r0,READ_IN,(r13,180)
```

**Figure 69. Code generated for RETURNS BYVALUE**
Matching string parameter types

Now that we have translated `fread` correctly, we might try this translation for `fopen`:

```c

dcl fopen ext('fopen')
  entry( char(*) varyingz byvalue,
         char(*) varyingz byvalue )
  returns( byvalue type file_handle );
```

*Figure 70. First incorrect declaration of fopen*

But C really has no strings, only pointers, and these pointers would be passed byvalue; so the strings should be byaddr:

```c

dcl fopen ext('fopen')
  entry( char(*) varyingz byaddr,
         char(*) varyingz byaddr )
  returns( byvalue type file_handle );
```

*Figure 71. Second incorrect declaration of fopen*

But PL/I passes descriptors with strings and C doesn't understand them, so they must be suppressed. We can do this by adding `options(nodescriptor)` to the declaration:

```c

dcl fopen ext('fopen')
  entry( char(*) varyingz byaddr,
         char(*) varyingz byaddr )
  returns( byvalue type file_handle )
  options ( nodescriptor );
```

*Figure 72. Correct declaration of fopen*

This will work, but isn't optimal since the parameters are input-only; if the parameter is a constant, the `nonassignable` attribute will prevent a copy being made and passed. Hence, the best translation of the declaration of `fopen` is:

```c

dcl fopen ext('fopen')
  entry( char(*) varyingz nonasgn byaddr,
         char(*) varyingz nonasgn byaddr )
  returns( byvalue type file_handle )
  options ( nodescriptor );
```

*Figure 73. Optimal, correct declaration of fopen*

At this point, the declare for the `fclose` function presents few surprises except perhaps for the `optional` attribute in the returns specification. This attribute allows us to invoke the `fclose` function via a CALL statement and not have to dispose of the return code. But note that if the file were an output file, the return code on `fclose` should always be checked since the last buffer may be written out only when the file is closed and that write could fail for lack of space.
Now, on z/OS UNIX, we can compile and run the programs with the commands:

```
pli -qdisplay=std filedump.pli
filedump filedump.pli
```

This would produce the following output:

```
15408689 938584A4 94977A40 97999683 . filedump: proc
4D86955D 409697A3 899695A2 4D959685 (fn) options(noe
A7858396 97A24094 8189955D 5E151540 xecops main);..
```

### Functions returning ENTRYs

The C quicksort function `qsort` takes a compare routine. For instance, to sort an array of integers, the following function (which use the `byvalue` attribute twice - for the reasons discussed above) could be used:

```
cmpl2:
  proc( key, element )
  returns( fixed bin(31) byvalue );
  dcl (key, element) pointer byvalue;
  dcl word based fixed bin(31);
  select;
    when( key->word < element->word )
      return( -1 );
    when( key->word = element->word )
      return( 0 );
    otherwise
      return( +1 );
  end;
end;
```

And the C `qsort` function could be used with this compare routine to sort an array of integers, as in the following code fragment:
But since C function pointers are not the same as PL/I ENTRY variables, the C `qsort` function must not be declared as simply:

```
dcl a(1:4) fixed bin(31) init(19,17,13,11);
put skip data( a );
call qsort( addr(a), dim(a), stg(a(1)), comp2 );
put skip data( a );
```

**Figure 78. Sample code to use C qsort function**

But since C function pointers are not the same as PL/I ENTRY variables, the C `qsort` function must not be declared as simply:

```
dcl qsort ext('qsort')
   entry( pointer,
      fixed bin(31),
      fixed bin(31),
      entry returns( byvalue fixed bin(31) )
   )
   options( byvalue nodescriptor );
```

**Figure 79. Incorrect declaration of qsort**

Recall that a PL/I ENTRY variable may point to a nested function (and thus requires a backchain address as well as an entry point address). But a C function pointer is limited in pointing to a non-nested function only and so, a PL/I ENTRY variable and a C function pointer do not even use the amount of storage.

However, a C function pointer is equivalent to the new PL/I type: a LIMITED ENTRY. and hence the C `qsort` function could be declared as:

```
dcl qsort ext('qsort')
   entry( pointer,
      fixed bin(31),
      fixed bin(31),
      limited entry
      returns( byvalue fixed bin(31) )
   )
   options( byvalue nodescriptor );
```

**Figure 80. Correct declaration of qsort**

### Linkages

On z/OS, there are two crucial facts about linkages:
- IBM C, JAVA and Enterprise PL/I use the same linkage by default.
- This linkage is not the system linkage.

For a traditional PL/I application where all parameters are `byaddr`, the differences between the code generated when a function has the default linkage and when it has the system linkage would usually not matter. But if the parameters are `byvalue` (as they usually are in C and JAVA), the differences can break your code.
In fact, there is only a small difference if the parameters are \textit{byaddr}. In \textbf{Figure 81},
the only difference between the code generated for a function with the default
linkage and for one with the system linkage is that the high-order bit is turned on
for the last parameter of the system linkage call.

This difference would be transparent to most programs.

```pli

dcl dftv ext entry( fixed bin(31) byaddr
, fixed bin(31) byaddr );
dcl sysv ext entry( fixed bin(31) byaddr
, fixed bin(31) byaddr )
options( linkage(system) );

* call dfta( n, m );
*
  LA r0,M(,r13,172)
  LA r2,N(,r13,168)
  L  r15,=V(DFTV)(,r3,126)
  LA r1,#MX_TEMP1(,r13,152)
  ST r2,#MX_TEMP1(,r13,152)
  ST r0,#MX_TEMP1(,r13,156)
  BALR r14,r15

* call sysa( n, m );
*
  LA r0,M(,r13,172)
  LA r2,N(,r13,168)
  O r0,=X'80000000'
  L  r15,=V(SYSV)(,r3,130)
  LA r1,#MX_TEMP1(,r13,152)
  ST r2,#MX_TEMP1(,r13,152)
  ST r0,#MX_TEMP1(,r13,156)
  BALR r14,r15
```

\textbf{Figure 81. Code when parameters are BYADDR}

But, there is a big difference if the parameters are \textit{byvalue} rather than \textit{byaddr}. In
\textbf{Figure 82 on page 419} for the function with the default linkage, register 1 points to
the values of the integers passed, while for the function with the system linkage,
register 1 points to the addresses of those values.

This difference would not be transparent to most programs.
Sharing output and input

The following topics contain the information about sharing output and input with a C program by specifying the STDSYS option.

For more information and limitations about the STDSYS option, see the following manuals:

- "STDSYS" on page 131 in Chapter 1, "Using compiler options and facilities," on page 5.

- Stream I/O with unprintable characters in Enterprise PL/I for z/OS Compiler and Run-Time Migration Guide.

Sharing output

If you want to share SYSPRINT with a C program, you must compile your PL/I code with the STDSYS option.

By default, DISPLAY statements use WTO’s to display their output. If you specify the DISPLAY(STD) compiler option, DISPLAY statements will use the C puts function to display their output. This can be particularly useful under z/OS UNIX.

Behavior of the standard C stream for sharing output under MVS batch, TSO batch, IMS batch, and IMS interactive is as follows:

Figure 82. Code when parameters are BYVALUE
stdout goes first to DD:SYSPRINT. If DD:SYSPRINT does not exist, stdout looks for DD:SYSTEM and then DD:SYSERR. If neither of these files exist, the library opens a sysout=* data set using DD SYSPRINT and sends the stdout stream to it.

Sharing input
To share SYSIN with a C program, you must compile the application with the STDSYS option and open SYSIN as an input stream file or avoid using the DD names that are reserved by the C Library. You can also copy SYSIN to a temporary data set in a prior job step and use that as SYSIN in your PL/I job step; it can be shared when it is not allocated to an instream file.

An input stream file can be opened only once when it is allocated to the SYSIN DD in JCL.

Behavior of the standard C stream for sharing input under MVS batch, TSO batch, IMS batch, and IMS interactive is as follows:

stdin goes to DD:SYSIN. If DD:SYSIN does not exist, all read operations from stdin fails.

Using the ATTACH statement
The ATTACH statement in a PL/I program uses the underlying pthread library to perform thread management. When the ATTACH statement is issued, the pthread library tries to allocate standard C stream files.

After the ATTACH statement is issued, any attempt to open SYSIN by the application fails when SYSIN is an instream file that is allocated to the SYSIN DD in JCL (for example, //SYSIN DD * or //SYSIN DD DATA). A SYSIN OPEN FAILED error is issued.

Redirecting C standard streams
Use the STDSYS option in all mixed PL/I and C applications and all multithreading applications.

If you compile your program with the NOSTDSYS option, it might conflict with the use of the SYSIN DD name and the SYSPRINT DD name in C.

For example, if your program has the ATTACH statement, it starts the C environment directly. Starting the C environment causes the SYSIN and SYSPRINT streams to be opened and closed independent of your PL/I application programs. In same cases, SYSIN might fail to open or the SYSPRINT data set might be overwritten.

Summary
What we have learned in this chapter:
- C is case sensitive.
- Parameters should be BYVALUE.
- Return values should be BYVALUE.
- String parameters should be BYADDR.
- Arrays and structures should also be BYADDR.
- No descriptors should be passed.
- Input-only strings should be NONASSIGNABLE.
• C function pointers map to LIMITED ENTRYs.
• The IBM C compilers and the IBM PL/I compilers use the same default linkage (and it matters).
Chapter 16. Interfacing with Java

This chapter gives a brief description of Java and the Java Native Interface (JNI) and explains why you might be interested in using it with PL/I. A simple Java - PL/I application will be described and information on compatibility between the two languages will also be discussed. Instructions on how to build and run the Java - PL/I sample applications assume the work is being done in the z/OS UNIX System Services environment of z/OS.

Before you can communicate with Java from PL/I you need to have Java installed on your z/OS system. Contact your local System Administrator for more information on how to set up your z/OS Java environment.

These sample programs have been compiled and tested with Java 2 Version 1.4.2. To determine the level of Java in your z/OS UNIX System Services environment enter this command from the command line:

```
java -version
```

The active Java version will then be displayed and will look something like:

```
Java(TM) 2 Runtime Environment, Standard Edition (build 1.4.2)
Classic VM (build 1.4.2, J2RE 1.4.2 IBM z/OS Persistent Reusable VM build cm142
```

Java Native Interface (JNI)

Java is an object-oriented programming language invented by Sun Microsystems and provides a powerful way to make Internet documents interactive.

The Java Native Interface (JNI) is the Java interface to native programming languages and is part of the Java Development Kits. By writing programs that use the JNI, you ensure that your code is portable across many platforms.

The JNI allows Java code that runs within a Java Virtual Machine (JVM) to operate with applications and libraries written in other languages, such as PL/I. In addition, the Invocation API allows you to embed a Java Virtual Machine into your native PL/I applications.

Java is a fairly complete programming language; however, there are situations in which you want to call a program written in another programming language. You would do this from Java with a method call to a native language, known as a native method.

Some reasons to use native methods may include the following:

- The native language has a special capability that your application needs and that the standard Java class libraries lack.
- You already have many existing applications in your native language and you wish to make them accessible to a Java application.
- You wish to implement a intensive series of complicated calculations in your native language and have your Java applications call these functions.
- You or your programmers have a broader skill set in your native language and you do not wish to loose this advantage.
Programming through the JNI lets you use native methods to do many different operations. A native method can:

- utilize Java objects in the same way that a Java method uses these objects.
- create Java objects, including arrays and strings, and then inspect and use these objects to perform its tasks.
- inspect and use objects created by Java application code.
- update Java objects that it created or were passed to it, and these updated objects can then be made available to the Java application.

Finally, native methods can also easily call already existing Java methods, capitalizing on the functionality already incorporated in the Java programming framework. In these ways, both the native language side and the Java side of an application can create, update, and access Java objects and then share these objects between them.

**Calling PL/I program from Java**

When a PL/I program is called from a Java program, all files opened in PL/I must be explicitly closed in PL/I before PL/I returns control to Java for the last time. Similarly, all modules that are fetched in the PL/I program must be released.

---

**JNI Sample Program #1 - 'Hello World'**

**Writing Java Sample Program #1**

The first sample program is yet another variation of the "Hello World!" program.

The "Hello World!" program has one Java class, `callingPLI.java`. The native method, written in PL/I, is contained in `hiFromPLI.pli`. Here is a brief overview of the steps for creating this sample program:

1. Write a Java program that defines a class containing a native method, loads the native load library, and calls the native method.
2. Compile the Java program to create a Java class.
3. Write a PL/I program that implements the native method and displays the "Hello!" text.
4. Compile and link the PL/I program.
5. Run the Java program which calls the native method in the PL/I program.

**Step 1: Writing the Java Program**

**Declare the Native Method:** All methods, whether Java methods or native methods, must be declared within a Java class. The only difference in the declaration of a Java method and a native method is the keyword `native`. The `native` keyword tells Java that the implementation of this method will be found in a native library that will be loaded during the execution of the program. The declaration of the native method looks like this:

```java
public native void callToPLI();
```

In the above statement, the `void` means that there is no return value expected from this native method call. The empty parentheses in the method name `callToPLI()`, means that there are no parameters being passed on the call to the native method.
Load the Native Library:  A step that loads the native library must be included so
the native library will be loaded at execution time. The Java statement that loads
the native library looks like this:

```java
static {
    System.loadLibrary("hiFromPLI");
}
```

In the above statement, the Java System method `System.loadLibrary(...)` is called to
find and load the native library. The PL/I shared library, `libhiFromPLI.so`, will
created during the step that compiles and links the PL/I program.

Write the Java Main Method:  The `callingPLI` class also includes a `main` method to
instantiate the class and call the native method. The `main` method instantiates
`callingPLI` and calls the `callToPLI()` native method.

The complete definition of the `callingPLI` class, including all the points addressed
above in this section, looks like this:

```java
public class callingPLI {
    public native void callToPLI();
    static {
        System.loadLibrary("hiFromPLI");
    }
    public static void main(String[] argv) {
        callingPLI callPLI = new callingPLI();
        callPLI.callToPLI();
        System.out.println("And Hello from Java, too!");
    }
}
```

Step 2: Compiling the Java Program
Use the Java compiler to compile the `callingPLI` class into an executable form. The
command would look like this:

```
javac callingPLI.java
```

Step 3: Writing the PL/I Program
The PL/I implementation of the native method looks much like any other PL/I
subroutine.

Useful PL/I Compiler Options:  The sample program contains a series of
*PROCESS statements that define the important compiler options.

```
*PROCESS Limits( Extname( 100 ) ) Margins( 1, 100 ) ;
*PROCESS Display(Std) Dllinit Extrn(Short);
*PROCESS Rent Default( ASCII IEEE );
```

Here is a brief description of them and why they are useful:

**Extname(100)**
Allows for longer, Java style, external names.

**Margins(1,100)**
Extending the margins gives you more room for Java style names and
identifiers.

**Display(Std)**
Writes the "Hello World" text to stdout, not via WTOs. In the z/OS UNIX
environment WTOs would not be seen by the user.

**Dllinit**
Includes the initialization coded needed for creating a DLL.
**Extn(Short)**
EXTRNs are emitted only for those constants that are referenced. This option is necessary for Enterprise PL/I V3R3 and later.

**Default( ASCII IEEE );**
- *ASCII* specifies that CHARACTER and PICTURE data is held in ASCII - the form in which it is held by JAVA
- *IEEE* specifies that FLOAT data is held in IEEE format - the form in which it is held by JAVA

**RENT**
The RENT option insures that code is reentrant even if it writes on static variables.

**Correct Form of PL/I Procedure Name and Procedure Statement:**
The PL/I procedure name must conform to the Java naming convention in order to be located by the Java Class Loader at execution time. The Java naming scheme consists of three parts. The first part identifies the routine to the Java environment, the second part is the name of the Java class that defines the native method, and the third part is the name of the native method itself.

Here is a breakdown of PL/I procedure name *java_callingPLI_callToPLI* in the sample program:

- **Java**
  All native methods resident in dynamic libraries must begin with *Java*
- **_callingPLI**
  The name of the Java class that declares the native method
- **_callToPLI**
  The name of the native method itself.

**Note:** There is an important difference between coding a native method in PL/I and in C. The *javah* tool, which is shipped with the JDK, generates the form of the external references required for C programs. When you write your native methods in PL/I and follow the rules above for naming your PL/I external references, performing the *javah* step is not necessary for PL/I native methods.

In addition, the following options need to be specified in the OPTIONS option on the PROCEDURE statement:
- FromAlien
- NoDescriptor
- ByValue

The complete procedure statement for the sample program looks like this:

```
Java_callingPLI_callToPLI:
Proc( JNIEnv , MyJObject )
    External( "Java_callingPLI_callToPLI" )
    Options( FromAlien NoDescriptor ByValue );
```

**JNI Include File:**
The two PL/I include files which contain the PL/I definitions of the Java Native interface are *ibmzjni.inc* which in turn includes *ibmzjni.inc*. These include files are included with this statement:

```
%include ibmzjni;
```
The *ibmzjni* and *ibmzjinm* include files are provided in the PL/I **SIBMZSAM** data set.

**The Complete PL/I Procedure:** For completeness, here is the entire PL/I program that defines the native method:

```pli
*Process Limits( Extname( 100 ) ) Margins( 1, 100 ) ;
*Process Display(Std) DLimit Extn(Short);
*Process Rent Default( ASCII IEEE );
PliJava_Demo: Package Exports(*);

Java_callingPLI_callToPLI:
Proc( JNIEnv , MyJObject )
   External( "Java_callingPLI_callToPLI" )
   Options( FromAlien NoDescriptor ByValValue );

%include ibmzjni;
Dcl myJObject    Type jObject;
Display('Hello from Enterprise PL/I!');
End;
```

**Step 4: Compiling and Linking the PL/I Program**

**Compiling the PL/I Program:** Compile the PL/I sample program with the following command:

```
pli -c hiFromPLI.pli
```

**Linking the Shared Library:** Link the resulting PL/I object deck into a shared library with this command:

```
c89 -o libhiFromPLI.so hiFromPLI.o
```

Be sure to include the *lib* prefix on the name of the PL/I shared library or the Java class loader will not find it.

**Step 5: Running the Sample Program**

Run the Java - PL/I sample program with this command:

```
java callingPLI
```

The output of the sample program will look like this:

```
Hello from Enterprise PL/I!
And Hello from Java, too!
```

The first line written from the PL/I native method. The second line is from the calling Java class after returning from the PL/I native method call.

---

**JNI Sample Program #2 - Passing a String**

**Writing Java Sample Program #2**

This sample program passes a string back and forth between Java and PL/I. See Figure 83 on page 429 for the complete listing of the *jPassString.java* program. The Java portion has one Java class, *jPassString.java*. The native method, written in PL/I, is contained in *passString.pli*. Much of the information from the first sample program applies to this sample program as well. Only new or different aspects will be discussed for this sample program.
Step 1: Writing the Java Program

Declare the Native Method: The native method for this sample program looks like this:

```java
public native void pliShowString();
```

Load the Native Library: The Java statement that loads the native library for this sample program looks like this:

```java
static {
    System.loadLibrary("passString");
}
```

Write the Java Main Method: The `jPassString` class also includes a `main` method to instantiate the class and call the native method. The `main` method instantiates `jPassString` and calls the `pliShowString()` native method.

This sample program prompts the user for a string and reads that value in from the command line. This is done within a `try/catch` statement as shown in Figure 83 on page 429.
Step 2: Compiling the Java Program

The command to compile the Java code would look like this:

```
javac jPassString.java
```
Step 3: Writing the PL/I Program

All of the information about writing the PL/I "Hello World" sample program applies to this program as well.

Correct Form of PL/I Procedure Name and Procedure Statement: The PL/I procedure name for this program would be Java_jPassString_pliShowString.

The complete procedure statement for the sample program looks like this:

```pli
Java_jPassString_pliShowString:
Proc( JNIEnv , myjobject )
extrinsic("Java_jPassString_pliShowString")
Options( FromAlien NoDescriptor ByValValue );
```

JNI Include File: The two PL/I include files which contain the PL/I definitions of the Java Native interface are ibmzjni.inc which in turn includes ibmzjnim.inc. These include files are included with this statement:

```pli
%include ibmzjni;
```

The ibmzjni and ibmzjnim include files are provided in the PL/I SIBMZSAM data set.

**The Complete PL/I Procedure:** The complete PL/I program is shown in Figure 84 on page 431. This sample PL/I program makes several calls through the JNI.

Upon entry, a reference to the calling Java Object, myObject is passed into the PL/I procedure. The PL/I program will use this reference to get information from the calling object. The first piece of information is the Class of the calling object which is retrieved using the GetObjectClass JNI function. This Class value is then used by the GetFieldID JNI function to get the identity of the Java string field in the Java object that we are interested in. This Java field is further identified by providing the name of the field, myString, and the JNI field descriptor, Ljava/lang/String;, which identifies the field as a Java String field. The value of the Java string field is then retrieved using the GetObjectField JNI function. Before PL/I can use the Java string value, it must be unpacked into a form that PL/I can understand. The GetStringUTFChars JNI function is used to convert the Java string into a PL/I varyingz string which is then displayed by the PL/I program.

After displaying the retrieved Java string, the PL/I program prompts the user for a PL/I string to be used to update the string field in the calling Java object. The PL/I string value is converted to a Java string using the NewString JNI function. This new Java string is then used to update the string field in the calling Java object using the SetObjectField JNI function.

When the PL/I program ends control is returned to Java, where the newly updated Java string is displayed by the Java program.
Step 4: Compiling and Linking the PL/I Program

Compiling the PL/I Program: Compile the PL/I sample program with the following command:

```
pli -c passString.pli
```
Linking the Shared Library:  Link the resulting PL/I object deck into a shared library with this command:

    c89 -o libpassString.so passString.o

Be sure to include the lib prefix on the name or the PL/I shared library or the Java class loader will not find it.

Step 5: Running the Sample Program
Run the Java - PL/I sample program with this command:

    java jPassString

The output of the sample program, complete with the prompts for user input from both Java and PL/I, will look like this:

    >java jPassString

From Java: Enter a string or 'quit' to quit.
Java Prompt > A string entered in Java

From PL/I: String retrieved from Java is: A string entered in Java
From PL/I: Enter a string to be returned to Java:
A string entered in PL/I

From Java: String set by PL/I is: A string entered in PL/I
From Java: Enter a string or 'quit' to quit.
Java Prompt > quit

JNI Sample Program #3 - Passing an Integer

Writing Java Sample Program #3
This sample program passes an integer back and forth between Java and PL/I. See Figure 85 on page 433 for the complete listing of the jPassInt.java program. The Java portion has one Java class, jPassInt.java. The native method, written in PL/I, is contained in passInt.pli. Much of the information from the first sample program applies to this sample program as well. Only new or different aspects will be discussed for this sample program.

Step 1: Writing the Java Program

Declare the Native Method:  The native method for this sample program looks like this:
public native void pliShowInt();

Load the Native Library:  The Java statement that loads the native library for this sample program looks like this:
static {
    System.loadLibrary("passInt");
}

Write the Java Main Method:  The jPassInt class also includes a main method to instantiate the class and call the native method. The main method instantiates jPassInt and calls the pliShowInt() native method.

This sample program prompts the user for an integer and reads that value in from the command line. This is done within a try/catch statement as shown in Figure 85 on page 433.
// Read an integer, call PL/I, display new integer upon return
import java.io.*;
import java.lang.*;

public class jPassInt{

    /* Fields to hold Java string and int */
    int myInt;
    String myString;

    /* Load the PL/I native library */
    static {
        System.loadLibrary("passInt");
    }

    /* Declare the PL/I native method */
    public native void pliShowInt();

    /* Main Java class */
    public static void main(String[] arg) {
        System.out.println(" ");
        jPassInt pInt = new jPassInt();
        pInt.myInt = 1024;
        pInt.myString = " ";

        /* Prompt user for an integer */
        try {
            BufferedReader in = new BufferedReader(
                new InputStreamReader(System.in));
            /* Process until 'quit' received */
            while (!pInt.myString.equalsIgnoreCase("quit")) {
                System.out.println("From Java: Enter an Integer or 'quit' to quit.");
                System.out.print("Java Prompt > ");
                /* Get string from command line */
                pInt.myString = in.readLine();
                if (!pInt.myString.equalsIgnoreCase("quit")) {
                    /* Set int to integer value of String */
                    pInt.myInt = Integer.parseInt( pInt.myString);
                    /* Call PL/I native method */
                    pInt.pliShowInt();
                    /* Return from PL/I and display new string */
                    System.out.println(" ");
                    System.out.println("From Java: Integer set by PL/I is: " + pInt.myInt);
                }
            }
            catch (IOException e) {
            }
        }
    }
}

Figure 85. Java Sample Program #3 - Passing an Integer
Step 2: Compiling the Java Program
The command to compile the Java code would look like this:
```
javac jPassInt.java
```

Step 3: Writing the PL/I Program
All of the information about writing the PL/I "Hello World" sample program applies to this program as well.

Correct Form of PL/I Procedure Name and Procedure Statement: The PL/I procedure name for this program would be `Java_jPassInt_pliShowInt`.

The complete procedure statement for the sample program looks like this:
```
Java_passNum_pliShowInt:
  Proc( JNIEnv , myjobject )
  external( "Java_jPassInt_pliShowInt" )
  Options( FromAlien NoDescriptor ByValue );
```

JNI Include File: The two PL/I include files which contain the PL/I definitions of the Java Native interface are `ibmzjni.inc` which in turn includes `ibmzjnim.inc`. These include files are included with this statement:
```
%include ibmzjni;
```

The `ibmzjni` and `ibmzjnim` include files are provided in the PL/I `SIBMZSAM` data set.

The Complete PL/I Procedure: The complete PL/I program is shown in Figure 86 on page 435. This sample PL/I program makes several calls through the JNI.

Upon entry, a reference to the calling Java object, `myObject`, is passed into the PL/I procedure. The PL/I program will use this reference to get information from the calling object. The first piece of information is the Class of the calling object which is retrieved using the `GetObjectClass` JNI function. This Class value is then used by the `GetFieldID` JNI function to get the identity of the Java integer field in the Java object that we are interested in. This Java field is further identified by providing the name of the field, `myInt`, and the JNI field descriptor, `I`, which identifies the field as an integer field. The value of the Java integer field is then retrieved using the `GetIntField` JNI function which is then displayed by the PL/I program.

After displaying the retrieved Java integer, the PL/I program prompts the user for a PL/I integer to be used to update the integer field in the calling Java object. The PL/I integer value is then used to update the integer field in the calling Java object using the `SetIntField` JNI function.

When the PL/I program ends, control is returned to Java, where the newly updated Java integer is displayed by the Java program.
Step 4: Compiling and Linking the PL/I Program

Compiling the PL/I Program:  Compile the PL/I sample program with the following command:

```
pli -c passInt.pli
```

Linking the Shared Library:  Link the resulting PL/I object deck into a shared library with this command:

```
c89 -o libpassInt.so passInt.o
```

Be sure to include the `lib` prefix on the name or the PL/I shared library or the Java class loader will not find it.
Step 5: Running the Sample Program
Run the Java - PL/I sample program with this command:

```
java jPassInt
```

The output of the sample program, complete with the prompts for user input from both Java and PL/I, will look like this:

```java
>java jPassInt

From Java: Enter an Integer or 'quit' to quit.
Java Prompt > 12345

From PL/I: Integer retrieved from Java is: 12345
From PL/I: Enter an integer to be returned to Java:
54321

From Java: Integer set by PL/I is: 54321
From Java: Enter an Integer or 'quit' to quit.
Java Prompt > quit
```

JNI Sample Program #4 - Java Invocation API

Writing Java Sample Program #4

This sample program is a little different from the previous samples. In this sample PL/I invokes Java first, through the Java Invocation API, creating an embedded Java Virtual Machine (JVM). PL/I then calls a Java method passing it a string which the Java method then displays.

The PL/I sample program is named `createJVM.pli` and the Java method it calls is contained in `javaPart.java`.

Step 1: Writing the Java Program
Since this sample does not use a PL/I native method there is no need to declare one. Instead, the Java portion for this sample is just a simple Java method.

Write the Java Main Method: The `javaPart` class contains only one statement. This statement prints out a short 'Hello World...' from Java then appends the string that was passed to it from the PL/I program. The entire class is shown in Figure 87.

```java
// Receive a string from PL/I then display it after saying "Hello"
public class javaPart {
    public static void main(String[] args) {
        System.out.println("From Java - Hello World... " + args[0]);
    }
}
```

Figure 87. Java Sample Program #4 - Receiving and printing a String

Step 2: Compiling the Java Program
The command to compile the Java code looks like this:

```
javac javaPart.java
```

Step 3: Writing the PL/I Program
Most of the information about writing the PL/I "Hello World" sample program applies to this program as well. However, since in this sample PL/I is calling Java, there are some additional points to consider.
Correct Form of PL/I Procedure Name and Procedure Statement: Since in this sample the PL/I program is calling Java, the PL/I program is MAIN. There is no need to be concerned about the external name of this PL/I program because it is not referenced.

The complete procedure statement for the sample program looks like this:
```pli
createJVM: Proc Options(Main);
```

JNI Include File: The two PL/I include files which contain the PL/I definitions of the Java Native interface are `ibmzjni.inc` which in turn includes `ibmzjnim.inc`. Even though in this sample PL/I is calling Java, these include files are still necessary. These include files are included with this statement:
```pli
%include ibmzjni;
```

The `ibmzjni` and `ibmzjnim` include files are provided in the PL/I SIBMZSAM data set.

Linking the PL/I program with the Java library: Since this PL/I sample program calls Java we need to prepare it to link to the Java library. The Java libraries are linked with XPLINK and the PL/I modules are not. PL/I can still link to and call XPLINK libraries but must use the PLIXOPT variable to specify the XPLINK=ON run-time option. This is what the declare of the PLIXOPT variable would look like:
```pli
Dcl PLIXOPT Char(40) Varying Ext Static Init('XPLINK(ON)');
```

For a description of using PLIXOPT, see z/OS Language Environment Programming Guide.

Using the Java Invocation API: This PL/I sample program calls the Java Invocation API `JNI_CreateJavaVM` to create its own embedded JVM. This API requires certain structures to be set up and initialized correctly as shown in Figure 88 on page 439. First, `JNI_GetDefaultJavaVMInitArgs` is called to get the default initialization options. Next, these default options are modified with the addition of the `java.class.path` information. Finally, `JNI_CreateJavaVM` is called to create the embedded JVM.

The Complete PL/I Program: The complete PL/I program is shown in Figure 88 on page 439. This sample PL/I program makes several calls through the JNI.

In this sample the reference to the Java object, a newly created JVM in this case, is not passed in but is instead returned from the call to the `JNI_CreateJavaVM` API. The PL/I program will use this reference to get information from the JVM. The first piece of information is the Class containing the Java method we wish to call. This Class is found by using the `FindClass` JNI function. The Class value is then used by the `GetStaticMethodID` JNI function to get the identity of the Java method that will be called.

Before we call this Java method we need to convert the PL/I string into a format that Java understands. The PL/I program holds the string in ASCII format. Java strings are stored in UTF format. In addition, Java strings are not really strings as PL/I programmers understand them but are themselves a Java class and can only be modified through methods. We create a Java string by using the `NewStringUTF` JNI function. This function returns a Java object called `myJString` that contains the PL/I string converted to UTF. Next we create a Java object array by calling the `NewObjectArray` JNI function passing it the reference to the `myJString` object. This function returns a reference to a Java object array containing the string we want the Java method to display.
Now the Java method can be called with the `CallStaticVoidMethod` JNI function and will then display the string passed to it. After displaying the string, the PL/I program destroys the embedded JVM with the `DestroyJavaVM` JNI function and the PL/I program completes.

The complete source of the PL/I program is in Figure 88 on page 439.
Figure 88. PL/I Sample Program #4 - Calling the Java Invocation API
Step 4: Compiling and Linking the PL/I Program

Compiling the PL/I Program: Compile the PL/I sample program with the following command:

```
pli -c createJVM.pli
```

Linking the PL/I program to the Java Library: Link the resulting PL/I object deck with the Java library with this command:

```
c89 -o createJVM createJVM.o $JAVA_HOME/bin/classic/libjvm.x
```

Notice the reference to the $JAVA_HOME environment variable. This variable should point to the directory that your Java 1.4 product is installed in. For example, to set up this variable in your environment you would use the following command:

```
export JAVA_HOME="/usr/lpp/java/J1.4"
```

In this case the Java 1.4 product is assumed to be installed in /usr/lpp/java/J1.4.

Step 5: Running the Sample Program

Run the PL/I - Java sample program with this command:

```
createJVM
```

The output of the sample program will look like this:

From PL/I - Beginning execution of createJVM...
From PL/I - Calling Java method in new JVM from PL/I...
From Java - Hello World... ... a PLI string in a Java Virtual Machine!
From PL/I - Destroying the new JVM from PL/I...

Determining equivalent Java and PL/I data types

When you communicate with Java from PL/I you will need to match the data types between the two programming languages. This table shows Java primitive types and their PL/I equivalents:

```
<table>
<thead>
<tr>
<th>Java Type</th>
<th>PL/I Type</th>
<th>Size in Bits</th>
</tr>
</thead>
<tbody>
<tr>
<td>boolean</td>
<td>jboolean</td>
<td>8, unsigned</td>
</tr>
<tr>
<td>byte</td>
<td>jbyte</td>
<td>8</td>
</tr>
<tr>
<td>char</td>
<td>jchar</td>
<td>16, unsigned</td>
</tr>
<tr>
<td>short</td>
<td>jshort</td>
<td>16</td>
</tr>
<tr>
<td>int</td>
<td>jint</td>
<td>32</td>
</tr>
<tr>
<td>long</td>
<td>jlong</td>
<td>64</td>
</tr>
<tr>
<td>float</td>
<td>jfloat</td>
<td>21</td>
</tr>
<tr>
<td>double</td>
<td>jdouble</td>
<td>53</td>
</tr>
<tr>
<td>void</td>
<td>jvoid</td>
<td>n/a</td>
</tr>
</tbody>
</table>
```
# Part 5. Specialized programming tasks

## Chapter 17. Using the PLISAXA and PLISAXB XML parsers

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Overview</td>
<td>443</td>
</tr>
<tr>
<td>The PLISAXA built-in subroutine</td>
<td>444</td>
</tr>
<tr>
<td>The PLISAXB built-in subroutine</td>
<td>444</td>
</tr>
<tr>
<td>The SAX event structure</td>
<td>445</td>
</tr>
<tr>
<td>start_of_document</td>
<td>445</td>
</tr>
<tr>
<td>version_information</td>
<td>445</td>
</tr>
<tr>
<td>encoding_declaration</td>
<td>446</td>
</tr>
<tr>
<td>standalone_declaration</td>
<td>446</td>
</tr>
<tr>
<td>document_type_declaration</td>
<td>446</td>
</tr>
<tr>
<td>end_of_document</td>
<td>446</td>
</tr>
<tr>
<td>start_of_element</td>
<td>446</td>
</tr>
<tr>
<td>attribute_name</td>
<td>446</td>
</tr>
<tr>
<td>attribute_characters</td>
<td>446</td>
</tr>
<tr>
<td>attribute_predefined_reference</td>
<td>447</td>
</tr>
<tr>
<td>attribute_character_reference</td>
<td>447</td>
</tr>
<tr>
<td>end_of_element</td>
<td>447</td>
</tr>
<tr>
<td>start_of_CDATA_section</td>
<td>447</td>
</tr>
<tr>
<td>end_of_CDATA_section</td>
<td>447</td>
</tr>
<tr>
<td>content_characters</td>
<td>447</td>
</tr>
<tr>
<td>processing_instruction</td>
<td>448</td>
</tr>
<tr>
<td>comment</td>
<td>448</td>
</tr>
<tr>
<td>namespace_declare</td>
<td>448</td>
</tr>
<tr>
<td>end_of_input</td>
<td>448</td>
</tr>
<tr>
<td>unresolved_reference</td>
<td>448</td>
</tr>
<tr>
<td>exception</td>
<td>448</td>
</tr>
<tr>
<td>Parameters to the event functions</td>
<td>448</td>
</tr>
<tr>
<td>Coded character sets for XML documents</td>
<td>449</td>
</tr>
<tr>
<td>Supported EBCDIC code pages</td>
<td>450</td>
</tr>
<tr>
<td>Supported ASCII code pages</td>
<td>450</td>
</tr>
<tr>
<td>Specifying the code page</td>
<td>450</td>
</tr>
<tr>
<td>Using a number</td>
<td>451</td>
</tr>
<tr>
<td>Using an alias</td>
<td>451</td>
</tr>
<tr>
<td>Exceptions</td>
<td>451</td>
</tr>
<tr>
<td>Example</td>
<td>452</td>
</tr>
<tr>
<td>Continuable exception codes</td>
<td>464</td>
</tr>
<tr>
<td>Terminating exception codes</td>
<td>467</td>
</tr>
</tbody>
</table>

## Chapter 18. Using the PLISAXC and PLISAXD XML parsers

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Overview</td>
<td>473</td>
</tr>
<tr>
<td>The PLISAXC built-in subroutine</td>
<td>474</td>
</tr>
<tr>
<td>The PLISAXD built-in subroutine</td>
<td>474</td>
</tr>
<tr>
<td>The SAX event structure</td>
<td>475</td>
</tr>
<tr>
<td>start_of_document</td>
<td>475</td>
</tr>
<tr>
<td>version_information</td>
<td>475</td>
</tr>
<tr>
<td>encoding_declaration</td>
<td>476</td>
</tr>
<tr>
<td>standalone_declaration</td>
<td>476</td>
</tr>
<tr>
<td>document_type_declaration</td>
<td>476</td>
</tr>
<tr>
<td>end_of_document</td>
<td>476</td>
</tr>
<tr>
<td>start_of_element</td>
<td>476</td>
</tr>
<tr>
<td>attribute_name</td>
<td>476</td>
</tr>
<tr>
<td>attribute_characters</td>
<td>476</td>
</tr>
<tr>
<td>end_of_element</td>
<td>476</td>
</tr>
<tr>
<td>start_of_CDATA_section</td>
<td>476</td>
</tr>
<tr>
<td>end_of_CDATA_section</td>
<td>476</td>
</tr>
<tr>
<td>content_characters</td>
<td>476</td>
</tr>
<tr>
<td>processing_instruction</td>
<td>477</td>
</tr>
<tr>
<td>comment</td>
<td>477</td>
</tr>
<tr>
<td>namespace_declare</td>
<td>477</td>
</tr>
<tr>
<td>end_of_input</td>
<td>477</td>
</tr>
<tr>
<td>unresolved_reference</td>
<td>478</td>
</tr>
<tr>
<td>exception</td>
<td>478</td>
</tr>
<tr>
<td>Parameters to the event functions</td>
<td>478</td>
</tr>
<tr>
<td>Differences in the events</td>
<td>479</td>
</tr>
<tr>
<td>Coded character sets for XML documents</td>
<td>480</td>
</tr>
<tr>
<td>Supported code pages</td>
<td>481</td>
</tr>
<tr>
<td>Specifying the code page</td>
<td>481</td>
</tr>
<tr>
<td>Using a number</td>
<td>481</td>
</tr>
<tr>
<td>Using an alias</td>
<td>482</td>
</tr>
<tr>
<td>Exceptions</td>
<td>482</td>
</tr>
<tr>
<td>Parsing XML documents with validation</td>
<td>482</td>
</tr>
<tr>
<td>XML schema</td>
<td>482</td>
</tr>
<tr>
<td>Creating an OSR</td>
<td>483</td>
</tr>
<tr>
<td>Example with a simple document</td>
<td>484</td>
</tr>
<tr>
<td>Example of using the PLISAXC built-in subroutine</td>
<td>484</td>
</tr>
<tr>
<td>Example of using the PLISAXD built-in subroutine</td>
<td>494</td>
</tr>
</tbody>
</table>

## Chapter 19. Using PLIDUMP

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>PLIDUMP usage notes</td>
<td>507</td>
</tr>
<tr>
<td>Locating variables in the PLIDUMP output</td>
<td>508</td>
</tr>
<tr>
<td>Locating AUTOMATIC variables</td>
<td>509</td>
</tr>
<tr>
<td>Locating STATIC variables</td>
<td>510</td>
</tr>
<tr>
<td>Locating CONTROLLED variables</td>
<td>511</td>
</tr>
<tr>
<td>Under NORENT WRITABLE</td>
<td>511</td>
</tr>
<tr>
<td>Under NORENT NOWRITABLE(FWS)</td>
<td>512</td>
</tr>
<tr>
<td>Under NORENT NOWRITABLE(PRVT)</td>
<td>513</td>
</tr>
<tr>
<td>Saved Compilation Data</td>
<td>514</td>
</tr>
<tr>
<td>Copyright</td>
<td>514</td>
</tr>
<tr>
<td>Timestamp</td>
<td>514</td>
</tr>
<tr>
<td>Saved options string</td>
<td>515</td>
</tr>
</tbody>
</table>

## Chapter 20. Interrupts and attention processing

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Using ATTENTION ON-units</td>
<td>521</td>
</tr>
<tr>
<td>Interaction with a debugging tool</td>
<td>522</td>
</tr>
</tbody>
</table>

## Chapter 21. Using the Checkpoint/Restart facility

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Requesting a checkpoint record</td>
<td>523</td>
</tr>
<tr>
<td>Defining the checkpoint data set</td>
<td>524</td>
</tr>
<tr>
<td>Requesting a restart</td>
<td>525</td>
</tr>
<tr>
<td>Automatic restart after a system failure</td>
<td>525</td>
</tr>
<tr>
<td>Automatic restart within a program</td>
<td>525</td>
</tr>
<tr>
<td>Getting a deferred restart</td>
<td>525</td>
</tr>
<tr>
<td>Modifying checkpoint/restart activity</td>
<td>526</td>
</tr>
</tbody>
</table>
Chapter 17. Using the PLISAXA and PLISAXB XML parsers

The PLISAXx (x = A or B) built-in subroutines provide basic XML parsing capability which allows programs to consume inbound XML documents, check them for well-formedness, and react to their contents.

These subroutines do not provide XML generation, which must instead be accomplished by PL/I program logic or by using the XMLCHAR built-in function.

PLISAXA and PLISAXB have no special environmental requirements. They execute in all the principal runtime environments, including CICS, IMS, MQ Series, z/OS batch and TSO.

PLISAXA and PLISAXB do have some important limits: they have no support for XML name spaces, no support for Unicode UTF-8 documents, and they require that the entire XML document be passed to them (either in a buffer or a file) before they do any parsing of it. The PLISAXC and PLISAXD built-in subroutines do not have these limits; the next chapter discusses PLISAXC and PLISAXD in detail.

Overview

There are two major types of interfaces for XML parsing: event-based and tree-based.

For an event-based API, the parser reports events to the application through callbacks. Such events include the start of the document, the beginning of an element, and so on. The application provides handlers to deal with the events reported by the parser. The Simple API for XML or SAX is an example of an industry-standard event-based API.

For a tree-based API (such as the Document Object Model or DOM), the parser translates the XML into an internal tree-based representation. Interfaces are provided to navigate the tree.

IBM PL/I provides a SAX-like event-based interface for parsing XML documents. The parser invokes an application-supplied handler for parser events, passing references to the corresponding document fragments.

The parser has the following characteristics:

- It provides high-performance, but non-standard interfaces.
- It supports XML files encoded in either Unicode UTF-16 or any of several single-byte code pages listed in the section "Coded character sets for XML documents" on page 449.
- The parser is non-validating, but does partially check well-formedness.

XML documents have two levels of conformance: well-formedness and validity, both of which are defined in the XML standard, which you can find at http://www.w3c.org/XML/. Recapitulating these definitions, an XML document is well-formed if it complies with the basic XML grammar, and with a few specific rules, such as the requirement that the names on start and end element tags must
match. A well-formed XML document is also valid if it has an associated document type declaration (DTD) and if it complies with the constraints expressed in the DTD.

The XML parser is non-validating, but does partially check for well-formedness errors, and generates exception events if it discovers any.

For each parser event, you must provide a PL/I function that accepts the appropriate parameters and returns the appropriate return value - as in the example code below. Note in particular that the return value must be returned BYVALUE. Also, these functions must all use the OPTLINK linkage. You can use the DEFAULT(LINKAGE(OPTLINK)) option to specify this linkage, or you can specify it on the individual PROCEDUREs and ENTRYs via the OPTIONS(LINKAGE(OPTLINK)) attribute.

The PLISAXA built-in subroutine

The PLISAXA built-in subroutine allows you to invoke the XML parser for an XML document residing in a buffer in your program.

```
PLISAXA(e, p, x, n, c)
```

- **e**  An event structure
- **p**  A pointer value or "token" that the parser will pass back to the event functions
- **x**  The address of the buffer containing the input XML
- **n**  The number of bytes of data in that buffer
- **c**  A numeric expression specifying the purported codepage of that XML

Note that if the XML is contained in a CHARACTER VARYING or a WIDECHAR VARYING string, then the ADDRDATA built-in function should be used to obtain the address of the first data byte.

Also note that if the XML is contained in a WIDECHAR string, the value for the number of bytes is twice the value returned by the LENGTH built-in function.

The PLISAXB built-in subroutine

The PLISAXB built-in subroutine allows you to invoke the XML parser for an XML document residing in a file.

```
PLISAXB(e, p, x, c)
```

- **e**  An event structure
- **p**  A pointer value or "token" that the parser will pass back to the event functions
- **x**  A character string expression specifying the input file
- **c**  A numeric expression specifying the purported codepage of that XML
Under batch, the character string specifying the input file should have the form 'file://dd:ddname', where ddname is the name of the DD statement specifying the file.

Under z/OS UNIX, the character string specifying the input file should have the form 'file://filename', where filename is the name of a z/OS UNIX file.

Under both batch and z/OS UNIX, the character string specifying the input file should have no leading or trailing blanks.

The input XML file must be less than 2G in size. Moreover, since the parser will read the entire file into memory, the REGION for your program must be large enough for the parser to obtain a piece of storage that can contain all of the document.

The SAX event structure

The event structure is a structure consisting of 24 LIMITED ENTRY variables which point to functions that the parser will invoke for various "events".

All these ENTRYs must use the OPTLINK linkage.

The descriptions below of each event refer to the example of an XML document in Figure 89. In these descriptions, the term "XML text" refers to the string based on the pointer and length passed to the event.

```c
xmlDocument =
  '<?xml version="1.0" standalone="yes"?>'
  | <!--This document is just an example-->
  | '<sandwich>'
  | '<bread type="baker"/>'
  | '<spread please use real mayonnaise />'
  | '<meat>Ham & turkey</meat>'
  | '<filling>Cheddar, lettuce, tomato, etc.</filling>'
  | '<![CDATA[We should add a <relish> element in future!]]>'
  | '</sandwich>'
  | 'junk';
```

Figure 89. Sample XML document

In the order of their appearance in this structure, the parser may recognize the following events:

**start_of_document**

This event occurs once, at the beginning of parsing the document. The parser passes the address and length of the entire document, including any line-control characters, such as LF (Line Feed) or NL (New Line). For the above example, the document is 305 characters in length.

**version_information**

This event occurs within the optional XML declaration for the version information. The parser passes the address and length of the text containing the version value, "1.0" in the example above.
encoding_declaration
This event occurs within the XML declaration for the optional encoding declaration. The parser passes the address and length of the text containing the encoding value.

standalone_declaration
This event occurs within the XML declaration for the optional standalone declaration. The parser passes the address and length of the text containing the standalone value, "yes" in the example above.

document_type_declaration
This event occurs when the parser finds a document type declaration. Document type declarations begin with the character sequence "<!DOCTYPE" and end with a ">" character, with some fairly complicated grammar rules describing the content in between. The parser passes the address and length of the text containing the entire declaration, including the opening and closing character sequences, and is the only event where XML text includes the delimiters. The example above does not have a document type declaration.

document_type_declaration
This event occurs when the parser finds a document type declaration. Document type declarations begin with the character sequence "<!DOCTYPE" and end with a ">" character, with some fairly complicated grammar rules describing the content in between. The parser passes the address and length of the text containing the entire declaration, including the opening and closing character sequences, and is the only event where XML text includes the delimiters. The example above does not have a document type declaration.

end_of_document
This event occurs once, when document parsing has completed.

start_of_element
This event occurs once for each element start tag or empty element tag. The parser passes the address and length of the text containing the element name. For the first start_of_element event during parsing of the example, this would be the string "sandwich".

attribute_name
This event occurs for each attribute in an element start tag or empty element tag, after recognizing a valid name. The parser passes the address and length of the text containing the attribute name. The only attribute name in the example is "type".

attribute_characters
This event occurs for each fragment of an attribute value. The parser passes the address and length of the text containing the fragment. An attribute value normally consists of a single string only, even if it is split across lines:
<element attribute="This attribute value is split across two lines"/>

The attribute value might consist of multiple pieces, however. For instance, the value of the "type" attribute in the "sandwich" example at the beginning of the section consists of three fragments: the string "baker", the single character "'" and the string "'s best". The parser passes these fragments as three separate events. It passes each string, "baker" and "'s best" in the example, as attribute_characters events, and the single character "'" as an attribute_predefined_reference event, described next.
**attribute_predefined_reference**

This event occurs in attribute values for the five pre-defined entity references "&", "'", ">", "<' and "". The parser passes a CHAR(1) or WIDECHAR(1) value that contains one of ";", ";", ";", "<' or "", respectively.

**attribute_character_reference**

This event occurs in attribute values for numeric character references (Unicode code points or "scalar values") of the form "&#dd;" or "&#xhh;", where "d" and "h" represent decimal and hexadecimal digits, respectively. The parser passes a FIXED BIN(31) value that contains the corresponding integer value.

**end_of_element**

This event occurs once for each element end tag or empty element tag when the parser recognizes the closing angle bracket of the tag. The parser passes the address and length of the text containing the element name.

**start_of_CDATA_section**

This event occurs at the start of a CDATA section. CDATA sections begin with the string "<![CDATA[" and end with the string "]"], and are used to "escape" blocks of text containing characters that would otherwise be recognized as XML markup. The parser passes the address and length of the text containing the opening characters "<![CDATA[". The parser passes the content of a CDATA section between these delimiters as a single content-characters event. In the preceding example, the content-characters event is passed the text "We should add a <relish> element in future!".

**end_of_CDATA_section**

This event occurs when the parser recognizes the end of a CDATA section. The parser passes the address and length of the text containing the closing character sequence, "]]".

**content_characters**

This event represents the "heart" of an XML document: the character data between element start and end tags. The parser passes the address and length of the text containing the this data, which usually consists of a single string only, even if it is split across lines:

```xml
<element1>This character content is split across two lines</element1>
```

If the content of an element includes any references or other elements, the complete content may comprise several segments. For instance, the content of the "meat" element in the example consists of the string "Ham ", the character "&" and the string " turkey". Notice the trailing and leading spaces, respectively, in these two string fragments. The parser passes these three content fragments as separate events. It passes the string content fragments, "Ham " and " turkey", as content_characters events, and the single "&" character as a content_predefined_reference event. The parser also uses the content_characters event to pass the text of CDATA sections to the application.
**content_predefined_reference**

This event occurs in element content for the five pre-defined entity references "&", "'", ">", "<" and "". The parser passes a CHAR(1) or WIDECCHAR(1) value that contains one of "&", "'", ">", "<" or "", respectively.

**content_character_reference**

This event occurs in element content for numeric character references (Unicode code points or "scalar values") of the form "&#dd;" or "&#xhh;", where "d" and "h" represent decimal and hexadecimal digits, respectively. The parser passes a FIXED BIN(31) value that contains the corresponding integer value.

**processing_instruction**

Processing instructions (PIs) allow XML documents to contain special instructions for applications. This event occurs when the parser recognizes the name following the PI opening character sequence, "<?". The event also covers the data following the processing instruction (PI) target, up to but not including the PI closing character sequence, "?>". Trailing, but not leading white space characters in the data are included. The parser passes the address and length of the text containing the target, "spread" in the example, and the address and length of the text containing the data, "please use real mayonnaise" in the example.

**comment**

This event occurs for any comments in the XML document. The parser passes the address and length of the text between the opening and closing comment delimiters, "<!-" and "-->", respectively. In the example, the text of the only comment is "This document is just an example".

**unknown_attribute_reference**

This event occurs within attribute values for entity references other than the five pre-defined entity references, listed for the event attribute_predefined_character. The parser passes the address and length of the text containing the entity name.

**unknown_content_reference**

This event occurs within element content for entity references other than the five pre-defined entity references listed for the content_predefined_character event. The parser passes the address and length of the text containing the entity name.

**start_of_prefix_mapping**

This event is currently not generated.

**end_of_prefix_mapping**

This event is currently not generated.

**exception**

The parser generates this event when it detects an error in processing the XML document.

**Parameters to the event functions**

All of these functions must return a BYVALUE FIXED BIN(31) value that is a return code to the parser. For the parser to continue normally, this value should be zero.
All of these functions will be passed as the first argument a BYVALUE POINTER that is the token value passed originally as the second argument to the built-in function.

With the following exceptions, all of the functions will also be passed a BYVALUE POINTER and a BYVALUE FIXED BIN(31) that supply the address and length of the text element for the event. The following functions and events are different:

**end_of_document**
No argument other than the user token is passed.

**attribute_predefined_reference**
In addition to the user token, one additional argument is passed: a BYVALUE CHAR(1) or, for a UTF-16 document, a BYVALUE WIDECHAR(1) that holds the value of the predefined character.

**content_predefined_reference**
In addition to the user token, one additional argument is passed: a BYVALUE CHAR(1) or, for a UTF-16 document, a BYVALUE WIDECHAR(1) that holds the value of the predefined character.

**attribute_character_reference**
In addition to the user token, one additional argument is passed: a BYVALUE FIXED BIN(31) that holds the value of the numeric reference.

**content_character_reference**
In addition to the user token, one additional argument is passed: a BYVALUE FIXED BIN(31) that holds the value of the numeric reference.

**processing_instruction**
In addition to the user token, four additional arguments are passed:
1. a BYVALUE POINTER that is the address of the target text
2. a BYVALUE FIXED BIN(31) that is the length of the target text
3. a BYVALUE POINTER that is the address of the data text
4. a BYVALUE FIXED BIN(31) that is the length of the data text

**exception**
In addition to the user token, three additional arguments are passed:
1. a BYVALUE POINTER that is the address of the offending text
2. a BYVALUE FIXED BIN(31) that is the byte offset of the offending text
   within the document
3. a BYVALUE FIXED BIN(31) that is the value of the exception code

---

### Coded character sets for XML documents

The PLISAX built-in subroutine supports only XML documents in WIDECHAR encoded using Unicode UTF-16, or in CHARACTER encoded using one of the explicitly supported single-byte character sets listed below. The parser uses up to three sources of information about the encoding of your XML document, and signals an exception XML event if it discovers any conflicts between these sources:

1. The parser determines the basic encoding of a document by inspecting its initial characters.
2. If step 1 succeeds, the parser then looks for any encoding declaration.
3. Finally, it refers to the codepage value on the PLISAX built-in subroutine call. If this parameter was omitted, it defaults to the value provided by the CODEPAGE compiler option value that you specified explicitly or by default.
If the XML document begins with an XML declaration that includes an encoding declaration specifying one of the supported code pages listed below, the parser honors the encoding declaration if it does not conflict with either the basic document encoding or the encoding information from the PLISAX built-in subroutine. If the XML document does not have an XML declaration at all, or if the XML declaration omits the encoding declaration, the parser uses the encoding information from the PLISAX built-in subroutine to process the document, as long as it does not conflict with the basic document encoding.

### Supported EBCDIC code pages

In the following table, the first number is for the Euro Country Extended Code Page (ECECP), and the second is for Country Extended Code Page (CECP).

<table>
<thead>
<tr>
<th>CCSID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>01047</td>
<td>Latin 1 / Open Systems</td>
</tr>
<tr>
<td>01140, 00037</td>
<td>USA, Canada, etc.</td>
</tr>
<tr>
<td>01141, 00273</td>
<td>Austria, Germany</td>
</tr>
<tr>
<td>01142, 00277</td>
<td>Denmark, Norway</td>
</tr>
<tr>
<td>01143, 00278</td>
<td>Finland, Sweden</td>
</tr>
<tr>
<td>01144, 00280</td>
<td>Italy</td>
</tr>
<tr>
<td>01145, 00284</td>
<td>Spain, Latin America (Spanish)</td>
</tr>
<tr>
<td>01146, 00285</td>
<td>UK</td>
</tr>
<tr>
<td>01147, 00297</td>
<td>France</td>
</tr>
<tr>
<td>01148, 00500</td>
<td>International</td>
</tr>
<tr>
<td>01149, 00871</td>
<td>Iceland</td>
</tr>
</tbody>
</table>

### Supported ASCII code pages

<table>
<thead>
<tr>
<th>CCSID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>00813</td>
<td>ISO 8859-7 Greek / Latin</td>
</tr>
<tr>
<td>00819</td>
<td>ISO 8859-1 Latin 1 / Open Systems</td>
</tr>
<tr>
<td>00920</td>
<td>ISO 8859-9 Latin 5 (ECMA-128, Turkey TS-5881)</td>
</tr>
</tbody>
</table>

### Specifying the code page

If your document does not include an encoding declaration in the XML declaration, or does not have an XML declaration at all, the parser uses the encoding information provided by the PLISAX built-in subroutine call in conjunction with the basic encoding of the document.

You can also specify the encoding information for the document in the XML declaration, with which most XML documents begin. An example of an XML declaration that includes an encoding declaration is:

```xml
<?xml version="1.0" encoding="ibm-1140"?>
```

If your XML document includes an encoding declaration, ensure that it is consistent with the encoding information provided by the PLISAX built-in subroutine and with the basic encoding of the document. If there is any conflict
between the encoding declaration, the encoding information provided by the
PLISAX built-in subroutine and the basic encoding of the document, the parser
signals an exception XML event.

Specify the encoding declaration as follows:

**Using a number**
You can specify the CCSID number (with or without any number of leading
zeroes), prefixed by any of the following (in any mixture of upper or lower case):

<table>
<thead>
<tr>
<th>IBM_</th>
<th>CP</th>
<th>CCSID_</th>
</tr>
</thead>
<tbody>
<tr>
<td>IBM-</td>
<td>CP_</td>
<td>CCSID-</td>
</tr>
<tr>
<td>CP-</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Using an alias**
You can use any of the following supported aliases (in any mixture of lower and
upper case):

<table>
<thead>
<tr>
<th>Code page</th>
<th>Supported aliases</th>
</tr>
</thead>
<tbody>
<tr>
<td>037</td>
<td>EBCDIC-CP-US, EBCDIC-CP-CA, EBCDIC-CP-WT,</td>
</tr>
<tr>
<td></td>
<td>EBCDIC-CP-NL</td>
</tr>
<tr>
<td>500</td>
<td>EBCDIC-CP-BE, EBCDIC-CP-CH</td>
</tr>
<tr>
<td>813</td>
<td>ISO-8859-7, ISO.8859-7</td>
</tr>
<tr>
<td>819</td>
<td>ISO-8859-1, ISO.8859-1</td>
</tr>
<tr>
<td>920</td>
<td>ISO-8859-9, ISO.8859-9</td>
</tr>
<tr>
<td>1200</td>
<td>UTF-16</td>
</tr>
</tbody>
</table>

**Exceptions**

For most exceptions, the XML text contains the part of the document that was
parsed up to and including the point where the exception was detected. For
encoding conflict exceptions, which are signaled before parsing begins, the length
of the XML text is either zero or the XML text contains just the encoding
declaration value from the document. The example above contains one item that
causes an exception event, the superfluous "junk" following the "sandwich"
element end tag.

There are two kinds of exceptions:

1. Exceptions that allow you to continue parsing optionally. Continuable
   exceptions have exception codes in the range 1 through 99, 100,001 through
   165,535, or 200,001 to 265,535. The exception event in the example above has an
   exception number of 1 and thus is continuable.

2. Fatal exceptions, which don’t allow continuation. Fatal exceptions have
   exception codes greater than 99 (but less than 100,000).

Returning from the exception event function with a non-zero return code normally
causes the parser to stop processing the document, and return control to the
program that invoked the PLISAXA or PLISAXB built-in subroutine.

For continuable exceptions, returning from the exception event function with a
zero return code requests the parser to continue processing the document, although
further exceptions might subsequently occur. See section 2.5.6.1, "Continuable exceptions" for details of the actions that the parser takes when you request continuation.

A special case applies to exceptions with exception numbers in the ranges 100,001 through 165,535 and 200,001 through 265,535. These ranges of exception codes indicate that the document's CCSID (determined by examining the beginning of the document, including any encoding declaration) is not identical to the CCSID value provided (explicitly or implicitly) by the PLISAXA or PLISAXB built-in subroutine, even if both CCSIDs are for the same basic encoding, EBCDIC or ASCII.

For these exceptions, the exception code passed to the exception event contains the document's CCSID, plus 100,000 for EBCDIC CCSIDs, or 200,000 for ASCII CCSIDs. For instance, if the exception code contains 101,140, the document's CCSID is 01140. The CCSID value provided by the PLISAXA or PLISAXB built-in subroutine is either set explicitly as the last argument on the call or implicitly when the last argument is omitted and the value of the CODEPAGE compiler option is used.

Depending on the value of the return code after returning from the exception event function for these CCSID conflict exceptions, the parser takes one of three actions:

1. If the return code is zero, the parser proceeds using the CCSID provided by the built-in subroutine.
2. If the return code contains the document's CCSID (that is, the original exception code value minus 100,000 or 200,000), the parser proceeds using the document's CCSID. This is the only case where the parser continues after a non-zero value is returned from one of the parsing events.
3. Otherwise, the parser stops processing the document, and returns control to the PLISAXA or PLISAXB built-in subroutine which will raise the ERROR condition.

Example

The following example illustrates the use of the PLISAXA built-in subroutine and uses the example XML document cited above:
saxtest: package exports(saxtest);

define alias event
    limited entry( pointer, pointer, fixed bin(31) )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

define alias event_end_of_document
    limited entry( pointer )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

define alias event_predefined_ref
    limited entry( pointer, char(1) )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) nodescriptor );

define alias event_character_ref
    limited entry( pointer, fixed bin(31) )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

define alias event_pi
    limited entry( pointer, pointer, fixed bin(31),
                   pointer, fixed bin(31) )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

define alias event_exception
    limited entry( pointer, pointer, fixed bin(31),
                   fixed bin(31) )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

---

*Figure 90. PLISAXA coding example - type declarations*
saxtest: proc options( main );

dcl
  1 eventHandler static
    .2 e01 type event
      init( start_of_document )
    .2 e02 type event
      init( version_information )
    .2 e03 type event
      init( encoding_declaration )
    .2 e04 type event
      init( standalone_declaration )
    .2 e05 type event
      init( document_type_declaration )
    .2 e06 type event_end_of_document
      init( end_of_document )
    .2 e07 type event
      init( start_of_element )
    .2 e08 type event
      init( attribute_name )
    .2 e09 type event
      init( attribute_characters )
    .2 e10 type event_predefined_ref
      init( attribute_predefined_reference )
    .2 e11 type event_character_ref
      init( attribute_character_reference )
    .2 e12 type event
      init( end_of_element )
    .2 e13 type event
      init( start_of_CDATA )
    .2 e14 type event
      init( end_of_CDATA )
    .2 e15 type event
      init( content_characters )
    .2 e16 type event_predefined_ref
      init( content_predefined_reference )
    .2 e17 type event_character_ref
      init( content_character_reference )
    .2 e18 type event_pi
      init( processing_instruction )
    .2 e19 type event
      init( comment )
    .2 e20 type event
      init( unknown_attribute_reference )
    .2 e21 type event
      init( unknown_content_reference )
    .2 e22 type event
      init( start_of_prefix_mapping )
    .2 e23 type event
      init( end_of_prefix_mapping )
    .2 e24 type event_exception
      init( exception )
;

Figure 91. PLISAXA coding example - event structure
dcl token char(8);

dcl xmlDocument char(4000) var;

xmlDocument =
  '"<?xml version="1.0" standalone="yes"?>'  
  '"<!--This document is just an example-->'  
  '"<sandwich>'  
  '"<bread type="baker&quot;s best"/>'  
  '"<?spread please use real mayonnaise ?>'  
  '"<meat>Ham &amp; turkey</meat>'  
  '"<filling>Cheese, lettuce, tomato, etc.</filling>'  
  '"<![CDATA[We should add a <relish> element in future!]]>"'  
  '"</sandwich>'  
  '"junk';

call plisaxa(eventHandler, 
              addr(token),
              addrdata(xmlDocument),
              length(xmlDocument));

end;

Figure 92. PLISAXA coding example - main routine
dcl chars char(32000) based;

start_of_document:
  proc( userToken, xmlToken, TokenLength )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

  dcl userToken pointer;
  dcl xmlToken pointer;
  dcl tokenLength fixed bin(31);

  put skip list( lowercase( procname() )
    || ' length=' || tokenlength );

  return(0);
end;

version_information:
  proc( userToken, xmlToken, TokenLength )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

  dcl userToken pointer;
  dcl xmlToken pointer;
  dcl tokenLength fixed bin(31);

  put skip list( lowercase( procname() )
    || ' <' || substr(xmlToken->chars,1,tokenlength ) || ' >' );

  return(0);
end;

encoding_declaration:
  proc( userToken, xmlToken, TokenLength )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

  dcl userToken pointer;
  dcl xmlToken pointer;
  dcl tokenLength fixed bin(31);

  put skip list( lowercase( procname() )
    || ' <' || substr(xmlToken->chars,1,tokenLength ) || ' >' );

  return(0);
end;

Figure 93. PLISAXA coding example - event routines (Part 1 of 8)
standalone_declaration:
proc( userToken, xmlToken, TokenLength )
returns( byvalue fixed bin(31) )
options( byvalue linkage(optlink) );
dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);
put skip list( lowercase( procname() )
|| ' <' || substr(xmltoken->chars,1,tokenlength ) || '>' );
return(0);
end;
document_type_declaration:
proc( userToken, xmlToken, TokenLength )
returns( byvalue fixed bin(31) )
options( byvalue linkage(optlink) );
dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);
put skip list( lowercase( procname() )
|| ' <' || substr(xmltoken->chars,1,tokenlength ) || '>' );
return(0);
end;
end_of_document:
proc( userToken )
returns( byvalue fixed bin(31) )
options( byvalue linkage(optlink) );
dcl userToken pointer;
put skip list( lowercase( procname() ) );
return(0);
end;

Figure 93. PLISAXA coding example - event routines (Part 2 of 8)
start_of_element:
    proc( userToken, xmlToken, TokenLength )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);

    put skip list( lowercase( procname() )
               || ' ' || substr(xmltoken->chars,1,tokenlength ) || ' ');

    return(0);
end;

attribute_name:
    proc( userToken, xmlToken, TokenLength )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);

    put skip list( lowercase( procname() )
               || ' ' || substr(xmltoken->chars,1,tokenlength ) || ' ');

    return(0);
end;

attribute_characters:
    proc( userToken, xmlToken, TokenLength )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);

    put skip list( lowercase( procname() )
               || ' ' || substr(xmltoken->chars,1,tokenlength ) || ' ');

    return(0);
end;

Figure 93. PLISAXA coding example - event routines (Part 3 of 8)
attribute_predefined_reference:
  proc( userToken, reference )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) nodescriptor );

dcl userToken    pointer;
dcl reference    char(1);

  put skip list( lowercase( procname() )
       || ' ' || hex(reference ) );

  return(0);
end;

attribute_character_reference:
  proc( userToken, reference )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

dcl userToken    pointer;
dcl reference    fixed bin(31);

  put skip list( lowercase( procname() )
       || ' ' || hex(reference ) );

  return(0);
end;

dcl userToken    pointer;
dcl xmlToken     pointer;
dcl xmlToken     pointer;
dcl tokenLength  fixed bin(31);

  put skip list( lowercase( procname() )
       || ' ' || substr(xmlToken->chars,i+tokenLength ) || '>' );

  return(0);
end;

Figure 93. PLISAXA coding example - event routines (Part 4 of 8)
start_of_CDATA:
  proc( userToken, xmlToken, TokenLength )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

  dcl userToken pointer;
  dcl xmlToken pointer;
  dcl tokenLength fixed bin(31);

  put skip list( lowercase( procname() )
    || ' ' || substr(xmltoken->chars,1,tokenLength ) || '>' );

  return(0);
end;

end_of_CDATA:
  proc( userToken, xmlToken, TokenLength )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

  dcl userToken pointer;
  dcl xmlToken pointer;
  dcl tokenLength fixed bin(31);

  put skip list( lowercase( procname() )
    || ' ' || substr(xmltoken->chars,1,tokenLength ) || '>' );

  return(0);
end;

content_characters:
  proc( userToken, xmlToken, TokenLength )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

  dcl userToken pointer;
  dcl xmlToken pointer;
  dcl tokenLength fixed bin(31);

  put skip list( lowercase( procname() )
    || ' ' || substr(xmltoken->chars,1,tokenLength ) || '>' );

  return(0);
end;

Figure 93. PLISAXA coding example - event routines (Part 5 of 8)
content_predefined_reference:
proc('userToken', 'reference ')
returns(byvalue fixed bin(31))
options(byvalue linkage(optlink) nodescriptor);

dcl userToken pointer;
dcl reference char(1);

put skip list(lowercase(procname()))
|| ' ' || hex(reference());

return(0);
end;

content_character_reference:
proc('userToken', 'reference ')
returns(byvalue fixed bin(31))
options(byvalue linkage(optlink));

dcl userToken pointer;
dcl reference fixed bin(31);

put skip list(lowercase(procname()))
|| '<' || hex(reference());

return(0);
end;

processing_instruction:
proc('userToken', 'piTarget', 'piTargetLength',
'piData', 'piDataLength ')
returns(byvalue fixed bin(31))
options(byvalue linkage(optlink));

dcl userToken pointer;
dcl piTarget pointer;
dcl piTargetLength fixed bin(31);
dcl piData pointer;
dcl piDataLength fixed bin(31);

put skip list(lowercase(procname()))
|| '<' || substr(piTarget->chars,1,piTargetLength)|| '>'; 

return(0);
end;

Figure 93. PLISAXA coding example - event routines (Part 6 of 8)
comment:
proc( userToken, xmlToken, TokenLength )
returns( byvalue fixed bin(31) )
options( byvalue linkage(optlink) );

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);

put skip list( lowercase( procname() )
    || ' '<' || substr(xmltoken->chars,1,tokenlength ) || '>' );

return(0);
end;

unknown_attribute_reference:
proc( userToken, xmlToken, TokenLength )
returns( byvalue fixed bin(31) )
options( byvalue linkage(optlink) );

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);

put skip list( lowercase( procname() )
    || ' '<' || substr(xmltoken->chars,1,tokenlength ) || '>' );

return(0);
end;

unknown_content_reference:
proc( userToken, xmlToken, TokenLength )
returns( byvalue fixed bin(31) )
options( byvalue linkage(optlink) );

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);

put skip list( lowercase( procname() )
    || ' '<' || substr(xmltoken->chars,1,tokenlength ) || '>' );

return(0);
end;

Figure 93. PLISAXA coding example - event routines (Part 7 of 8)
The preceding program would produce the following output:

```
start_of_prefix_mapping:
  proc( userToken, xmlToken, TokenLength )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );
    dcl userToken    pointer;
    dcl xmlToken    pointer;
    dcl tokenLength fixed bin(31);
    put skip list( lowercase( procname() )
      || ' ' || substr(xmltoken->chars,1,tokenLength ) || ' ' );
    return(0);
end;
end_of_prefix_mapping:
  proc( userToken, xmlToken, TokenLength )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );
    dcl userToken    pointer;
    dcl xmlToken    pointer;
    dcl tokenLength fixed bin(31);
    put skip list( lowercase( procname() )
      || ' ' || substr(xmltoken->chars,1,tokenLength ) || ' ' );
    return(0);
end;
exception:
  proc( userToken, xmlToken, currentOffset, errorID )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );
    dcl userToken    pointer;
    dcl xmlToken    pointer;
    dcl currentOffset fixed bin(31);
    dcl errorID fixed bin(31);
    put skip list( lowercase( procname() )
      || ' errorid = ' || errorid );
    return(0);
end;
```

Figure 93. PLISAXA coding example - event routines (Part 8 of 8)
Continuable exception codes

For each value of the exception code parameter passed to the exception event (listed under the heading "Number"), the following table describes the exception, and the actions that the parser takes when you request it to continue after the exception. In these descriptions, the term "XML text" refers to the string based on the pointer and length passed to the event.

Table 34. Continuable Exceptions

<table>
<thead>
<tr>
<th>Number</th>
<th>Description</th>
<th>Parser Action on Continuation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The parser found an invalid character while scanning white space outside element content.</td>
<td>The parser generates a content_characters event with XML text containing the (single) invalid character. Parsing continues at the character after the invalid character.</td>
</tr>
<tr>
<td>2</td>
<td>The parser found an invalid start of a processing instruction, element, comment or document type declaration outside element content.</td>
<td>The parser generates a content_characters event with the XML text containing the 2- or 3-character invalid initial character sequence. Parsing continues at the character after the invalid sequence.</td>
</tr>
</tbody>
</table>
### Table 34. Continuable Exceptions (continued)

<table>
<thead>
<tr>
<th>Number</th>
<th>Description</th>
<th>Parser Action on Continuation</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>The parser found a duplicate attribute name.</td>
<td>The parser generates an attribute_name event with the XML text containing the duplicate attribute name.</td>
</tr>
<tr>
<td>4</td>
<td>The parser found the markup character &quot;&lt;&quot; in an attribute value.</td>
<td>Prior to generating the exception event, the parser generates an attribute_characters event for any part of the attribute value prior to the &quot;&lt;&quot; character. After the exception event, the parser generates an attribute_characters event with XML text containing &quot;&lt;&quot;. Parsing then continues at the character after the &quot;&lt;&quot;.</td>
</tr>
<tr>
<td>5</td>
<td>The start and end tag names of an element did not match.</td>
<td>The parser generates an end_of_element event with XML text containing the mismatched end name.</td>
</tr>
<tr>
<td>6</td>
<td>The parser found an invalid character in element content.</td>
<td>The parser includes the invalid character in XML text for the subsequent content_characters event.</td>
</tr>
<tr>
<td>7</td>
<td>The parser found an invalid start of an element, comment, processing instruction or CDATA section in element content.</td>
<td>Prior to generating the exception event, the parser generates a content_characters event for any part of the content prior to the &quot;&lt;&quot; markup character. After the exception event, the parser generates a content_characters event with XML text containing 2 characters: the &quot;&lt;&quot; followed by the invalid character. Parsing continues at the character after the invalid character.</td>
</tr>
<tr>
<td>8</td>
<td>The parser found in element content the CDATA closing character sequence &quot;]]&quot; without the matching opening character sequence &quot;&lt;![CDATA[&quot;.</td>
<td>Prior to generating the exception event, the parser generates a content_characters event for any part of the content prior to the &quot;]]&quot; character sequence. After the exception event, the parser generates a content_characters event with XML text containing the 3-character sequence &quot;]]&quot;. Parsing continues at the character after this sequence.</td>
</tr>
<tr>
<td>9</td>
<td>The parser found an invalid character in a comment.</td>
<td>The parser includes the invalid character in XML text for the subsequent comment event.</td>
</tr>
<tr>
<td>10</td>
<td>The parser found in a comment the character sequence &quot;--&quot; not followed by &quot;&gt;&quot;.</td>
<td>The parser assumes that the &quot;--&quot; character sequence terminates the comment, and generates a comment event. Parsing continues at the character after the &quot;--&quot; sequence.</td>
</tr>
<tr>
<td>11</td>
<td>The parser found an invalid character in a processing instruction data segment.</td>
<td>The parser includes the invalid character in XML text for the subsequent processing_instruction event.</td>
</tr>
<tr>
<td>12</td>
<td>A processing instruction target name was &quot;xml&quot; in lower-case, upper-case or mixed-case.</td>
<td>The parser generates a processing_instruction event with XML text containing &quot;xml&quot; in the original case.</td>
</tr>
<tr>
<td>13</td>
<td>The parser found an invalid digit in a hexadecimal character reference (of the form &amp;#xdddd;).</td>
<td>The parser generates an attribute_characters or content_characters event with XML text containing the invalid digit. Parsing of the reference continues at the character after this invalid digit.</td>
</tr>
<tr>
<td>Number</td>
<td>Description</td>
<td>Parser Action on Continuation</td>
</tr>
<tr>
<td>--------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-----------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>14</td>
<td>The parser found an invalid digit in a decimal character reference (of the form &amp;#dtd;).</td>
<td>The parser generates an attribute_characters or content_characters event with XML text containing the invalid digit. Parsing of the reference continues at the character after this invalid digit.</td>
</tr>
<tr>
<td>15</td>
<td>The encoding declaration value in the XML declaration did not begin with lower- or upper-case A through Z</td>
<td>The parser generates the encoding event with XML text containing the encoding declaration value as it was specified.</td>
</tr>
<tr>
<td>16</td>
<td>A character reference did not refer to a legal XML character.</td>
<td>The parser generates an attribute_character_reference or content_character_reference event with XML-NTEXT containing the single Unicode character specified by the character reference.</td>
</tr>
<tr>
<td>17</td>
<td>The parser found an invalid character in an entity reference name.</td>
<td>The parser includes the invalid character in the XML text for the subsequent unknown_attribute_reference or unknown_content_reference event.</td>
</tr>
<tr>
<td>18</td>
<td>The parser found an invalid character in an attribute value.</td>
<td>The parser includes the invalid character in XML text for the subsequent attribute_characters event.</td>
</tr>
<tr>
<td>50</td>
<td>The document was encoded in EBCDIC, and the CODEPAGE compiler option specified a supported EBCDIC code page, but the document encoding declaration did not specify a recognizable encoding.</td>
<td>The parser uses the encoding specified by the CODEPAGE compiler option.</td>
</tr>
<tr>
<td>51</td>
<td>The document was encoded in EBCDIC, and the document encoding declaration specified a supported EBCDIC encoding, but the parser does not support the code page specified by the CODEPAGE compiler option.</td>
<td>The parser uses the encoding specified by the document encoding declaration.</td>
</tr>
<tr>
<td>52</td>
<td>The document was encoded in EBCDIC, and the CODEPAGE compiler option specified a supported EBCDIC code page, but the document encoding declaration specified an ASCII encoding.</td>
<td>The parser uses the encoding specified by the CODEPAGE compiler option.</td>
</tr>
<tr>
<td>53</td>
<td>The document was encoded in EBCDIC, and the CODEPAGE compiler option specified a supported EBCDIC code page, but the document encoding declaration specified a supported Unicode encoding.</td>
<td>The parser uses the encoding specified by the CODEPAGE compiler option.</td>
</tr>
<tr>
<td>54</td>
<td>The document was encoded in EBCDIC, and the CODEPAGE compiler option specified a supported EBCDIC code page, but the document encoding declaration specified a Unicode encoding that the parser does not support.</td>
<td>The parser uses the encoding specified by the CODEPAGE compiler option.</td>
</tr>
<tr>
<td>55</td>
<td>The document was encoded in EBCDIC, and the CODEPAGE compiler option specified a supported EBCDIC code page, but the document encoding declaration specified an encoding that the parser does not support.</td>
<td>The parser uses the encoding specified by the CODEPAGE compiler option.</td>
</tr>
</tbody>
</table>
### Table 34. Continuable Exceptions (continued)

<table>
<thead>
<tr>
<th>Number</th>
<th>Description</th>
<th>Parser Action on Continuation</th>
</tr>
</thead>
<tbody>
<tr>
<td>56</td>
<td>The document was encoded in ASCII, and the CODEPAGE compiler option specified a supported ASCII code page, but the document encoding declaration did not specify a recognizable encoding.</td>
<td>The parser uses the encoding specified by the CODEPAGE compiler option.</td>
</tr>
<tr>
<td>57</td>
<td>The document was encoded in ASCII, and the document encoding declaration specified a supported ASCII encoding, but the parser does not support the code page specified by the CODEPAGE compiler option.</td>
<td>The parser uses the encoding specified by the document encoding declaration.</td>
</tr>
<tr>
<td>58</td>
<td>The document was encoded in ASCII, and the CODEPAGE compiler option specified a supported ASCII code page, but the document encoding declaration specified a supported EBCDIC encoding.</td>
<td>The parser uses the encoding specified by the CODEPAGE compiler option.</td>
</tr>
<tr>
<td>59</td>
<td>The document was encoded in ASCII, and the CODEPAGE compiler option specified a supported ASCII code page, but the document encoding declaration specified a supported Unicode encoding.</td>
<td>The parser uses the encoding specified by the CODEPAGE compiler option.</td>
</tr>
<tr>
<td>60</td>
<td>The document was encoded in ASCII, and the CODEPAGE compiler option specified a supported ASCII code page, but the document encoding declaration specified a Unicode encoding that the parser does not support.</td>
<td>The parser uses the encoding specified by the CODEPAGE compiler option.</td>
</tr>
<tr>
<td>61</td>
<td>The document was encoded in ASCII, and the CODEPAGE compiler option specified a supported ASCII code page, but the document encoding declaration specified an encoding that the parser does not support.</td>
<td>The parser uses the encoding specified by the CODEPAGE compiler option.</td>
</tr>
<tr>
<td>100,001 through 165,535</td>
<td>The document was encoded in EBCDIC, and the encodings specified by the CODEPAGE compiler option and the document encoding declaration are both supported EBCDIC code pages, but are not the same. The exception code contains the CCSID for the encoding declaration plus 100,000.</td>
<td>If you return zero from the exception event, the parser uses the encoding specified by the CODEPAGE compiler option. If you return the CCSID from the document encoding declaration (by subtracting 100,000 from the exception code), the parser uses this encoding.</td>
</tr>
<tr>
<td>200,001 through 265,535</td>
<td>The document was encoded in ASCII, and the encodings specified by the CODEPAGE compiler option and the document encoding declaration are both supported ASCII code pages, but are not the same. The exception code contains the CCSID for the encoding declaration plus 200,000.</td>
<td>If you return zero from the exception event, the parser uses the encoding specified by the CODEPAGE compiler option. If you return the CCSID from the document encoding declaration (by subtracting 200,000 from the exception code), the parser uses this encoding.</td>
</tr>
</tbody>
</table>

### Terminating exception codes

### Table 35. Terminating Exceptions

<table>
<thead>
<tr>
<th>Number</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>The parser reached the end of the document while scanning the start of the XML declaration.</td>
</tr>
<tr>
<td>Number</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>101</td>
<td>The parser reached the end of the document while looking for the end of the XML declaration.</td>
</tr>
<tr>
<td>102</td>
<td>The parser reached the end of the document while looking for the root element.</td>
</tr>
<tr>
<td>103</td>
<td>The parser reached the end of the document while looking for the version information in the XML declaration.</td>
</tr>
<tr>
<td>104</td>
<td>The parser reached the end of the document while looking for the version information value in the XML declaration.</td>
</tr>
<tr>
<td>106</td>
<td>The parser reached the end of the document while looking for the encoding declaration value in the XML declaration.</td>
</tr>
<tr>
<td>108</td>
<td>The parser reached the end of the document while looking for the standalone declaration value in the XML declaration.</td>
</tr>
<tr>
<td>109</td>
<td>The parser reached the end of the document while scanning an attribute name.</td>
</tr>
<tr>
<td>110</td>
<td>The parser reached the end of the document while scanning an attribute value.</td>
</tr>
<tr>
<td>111</td>
<td>The parser reached the end of the document while scanning a character reference or entity reference in an attribute value.</td>
</tr>
<tr>
<td>112</td>
<td>The parser reached the end of the document while scanning an empty element tag.</td>
</tr>
<tr>
<td>113</td>
<td>The parser reached the end of the document while scanning the root element name.</td>
</tr>
<tr>
<td>114</td>
<td>The parser reached the end of the document while scanning an element name.</td>
</tr>
<tr>
<td>115</td>
<td>The parser reached the end of the document while scanning character data in element content.</td>
</tr>
<tr>
<td>116</td>
<td>The parser reached the end of the document while scanning a processing instruction in element content.</td>
</tr>
<tr>
<td>117</td>
<td>The parser reached the end of the document while scanning a comment or CDATA section in element content.</td>
</tr>
<tr>
<td>118</td>
<td>The parser reached the end of the document while scanning a comment in element content.</td>
</tr>
<tr>
<td>119</td>
<td>The parser reached the end of the document while scanning a CDATA section in element content.</td>
</tr>
<tr>
<td>120</td>
<td>The parser reached the end of the document while scanning a character reference or entity reference in element content.</td>
</tr>
<tr>
<td>121</td>
<td>The parser reached the end of the document while scanning after the close of the root element.</td>
</tr>
<tr>
<td>122</td>
<td>The parser found a possible invalid start of a document type declaration.</td>
</tr>
<tr>
<td>123</td>
<td>The parser found a second document type declaration.</td>
</tr>
</tbody>
</table>
| 124    | The first character of the root element name was not a letter, '_' or ':'.
| 125    | The first character of the first attribute name of an element was not a letter, '_' or ':'.
| 126    | The parser found an invalid character either in or following an element name. |
| 127    | The parser found a character other than '=' following an attribute name. |
| 128    | The parser found an invalid attribute value delimiter. |
| 130    | The first character of an attribute name was not a letter, '_' or ':'.
| 131    | The parser found an invalid character either in or following an attribute name. |
| 132    | An empty element tag was not terminated by a '>' following the '/'. |
| 133    | The first character of an element end tag name was not a letter, '_' or ':'.
<p>| 134    | An element end tag name was not terminated by a '&gt;'. |</p>
<table>
<thead>
<tr>
<th>Number</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>135</td>
<td>The first character of an element name was not a letter, '_' or ':'.</td>
</tr>
<tr>
<td>136</td>
<td>The parser found an invalid start of a comment or CDATA section in element content.</td>
</tr>
<tr>
<td>137</td>
<td>The parser found an invalid start of a comment.</td>
</tr>
<tr>
<td>138</td>
<td>The first character of a processing instruction target name was not a letter, '_' or ':'.</td>
</tr>
<tr>
<td>139</td>
<td>The parser found an invalid character in or following a processing instruction target name.</td>
</tr>
<tr>
<td>140</td>
<td>A processing instruction was not terminated by the closing character sequence '?&gt;'.</td>
</tr>
<tr>
<td>141</td>
<td>The parser found an invalid character following '&amp;' in a character reference or entity reference.</td>
</tr>
<tr>
<td>142</td>
<td>The version information was not present in the XML declaration.</td>
</tr>
<tr>
<td>143</td>
<td>'version' in the XML declaration was not followed by a '='.</td>
</tr>
<tr>
<td>144</td>
<td>The version declaration value in the XML declaration is either missing or improperly delimited.</td>
</tr>
<tr>
<td>145</td>
<td>The version information value in the XML declaration specified a bad character, or the start and end delimiters did not match.</td>
</tr>
<tr>
<td>146</td>
<td>The parser found an invalid character following the version information value closing delimiter in the XML declaration.</td>
</tr>
<tr>
<td>147</td>
<td>The parser found an invalid attribute instead of the optional encoding declaration in the XML declaration.</td>
</tr>
<tr>
<td>148</td>
<td>'encoding' in the XML declaration was not followed by a '='.</td>
</tr>
<tr>
<td>149</td>
<td>The encoding declaration value in the XML declaration is either missing or improperly delimited.</td>
</tr>
<tr>
<td>150</td>
<td>The encoding declaration value in the XML declaration specified a bad character, or the start and end delimiters did not match.</td>
</tr>
<tr>
<td>151</td>
<td>The parser found an invalid character following the encoding declaration value closing delimiter in the XML declaration.</td>
</tr>
<tr>
<td>152</td>
<td>The parser found an invalid attribute instead of the optional standalone declaration in the XML declaration.</td>
</tr>
<tr>
<td>153</td>
<td>'standalone' in the XML declaration was not followed by a '='.</td>
</tr>
<tr>
<td>154</td>
<td>The standalone declaration value in the XML declaration is either missing or improperly delimited.</td>
</tr>
<tr>
<td>155</td>
<td>The standalone declaration value was neither 'yes' nor 'no' only.</td>
</tr>
<tr>
<td>156</td>
<td>The standalone declaration value in the XML declaration specified a bad character, or the start and end delimiters did not match.</td>
</tr>
<tr>
<td>157</td>
<td>The parser found an invalid character following the standalone declaration value closing delimiter in the XML declaration.</td>
</tr>
<tr>
<td>158</td>
<td>The XML declaration was not terminated by the proper character sequence '?&gt;', or contained an invalid attribute.</td>
</tr>
<tr>
<td>159</td>
<td>The parser found the start of a document type declaration after the end of the root element.</td>
</tr>
<tr>
<td>160</td>
<td>The parser found the start of an element after the end of the root element.</td>
</tr>
<tr>
<td>300</td>
<td>The document was encoded in EBCDIC, but the CODEPAGE compiler option specified a supported ASCII code page.</td>
</tr>
<tr>
<td>301</td>
<td>The document was encoded in EBCDIC, but the CODEPAGE compiler option specified Unicode.</td>
</tr>
<tr>
<td>Number</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>302</td>
<td>The document was encoded in EBCDIC, but the CODEPAGE compiler option specified an unsupported code page.</td>
</tr>
<tr>
<td>303</td>
<td>The document was encoded in EBCDIC, but the CODEPAGE compiler option is unsupported and the document encoding declaration was either empty or contained an unsupported alphabetic encoding alias.</td>
</tr>
<tr>
<td>304</td>
<td>The document was encoded in EBCDIC, but the CODEPAGE compiler option is unsupported and the document did not contain an encoding declaration.</td>
</tr>
<tr>
<td>305</td>
<td>The document was encoded in EBCDIC, but the CODEPAGE compiler option is unsupported and the document encoding declaration did not specify a supported EBCDIC encoding.</td>
</tr>
<tr>
<td>306</td>
<td>The document was encoded in ASCII, but the CODEPAGE compiler option specified a supported EBCDIC code page.</td>
</tr>
<tr>
<td>307</td>
<td>The document was encoded in ASCII, but the CODEPAGE compiler option specified Unicode.</td>
</tr>
<tr>
<td>308</td>
<td>The document was encoded in ASCII, but the CODEPAGE compiler option did not specify a supported EBCDIC code page, ASCII or Unicode.</td>
</tr>
<tr>
<td>309</td>
<td>The CODEPAGE compiler option specified a supported ASCII code page, but the document was encoded in Unicode.</td>
</tr>
<tr>
<td>310</td>
<td>The CODEPAGE compiler option specified a supported EBCDIC code page, but the document was encoded in Unicode.</td>
</tr>
<tr>
<td>311</td>
<td>The CODEPAGE compiler option specified an unsupported code page, but the document was encoded in Unicode.</td>
</tr>
<tr>
<td>312</td>
<td>The document was encoded in ASCII, but both the encodings provided externally and within the document encoding declaration are unsupported.</td>
</tr>
<tr>
<td>313</td>
<td>The document was encoded in ASCII, but the CODEPAGE compiler option is unsupported and the document did not contain an encoding declaration.</td>
</tr>
<tr>
<td>314</td>
<td>The document was encoded in ASCII, but the CODEPAGE compiler option is unsupported and the document encoding declaration did not specify a supported ASCII encoding.</td>
</tr>
<tr>
<td>315</td>
<td>The document was encoded in UTF-16 Little Endian, which the parser does not support on this platform.</td>
</tr>
<tr>
<td>316</td>
<td>The document was encoded in UCS4, which the parser does not support.</td>
</tr>
<tr>
<td>317</td>
<td>The parser cannot determine the document encoding. The document may be damaged.</td>
</tr>
<tr>
<td>318</td>
<td>The document was encoded in UTF-8, which the parser does not support.</td>
</tr>
<tr>
<td>319</td>
<td>The document was encoded in UTF-16 Big Endian, which the parser does not support on this platform.</td>
</tr>
<tr>
<td>501, 502, 503</td>
<td>An internal error occurred in PLISAX(A</td>
</tr>
<tr>
<td>500</td>
<td>Memory allocation failed for the PLISAXA internal data structures. Increase the amount of storage available to the application program.</td>
</tr>
<tr>
<td>520</td>
<td>Memory allocation failed for the PLISAXB internal data structures. Increase the amount of storage available to the application program.</td>
</tr>
<tr>
<td>521</td>
<td>An internal error occurred in PLISAX(A</td>
</tr>
<tr>
<td>523</td>
<td>PLISAXB encountered a file I/O error.</td>
</tr>
<tr>
<td>524</td>
<td>Memory allocation failed in PLISAXB while attempting to cache the XML document from the file system. Increase the amount of storage available to the application program.</td>
</tr>
<tr>
<td>525</td>
<td>An unsupported URI scheme was specified to PLISAXB.</td>
</tr>
<tr>
<td>Number</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>526</td>
<td>The XML document provided to PLISAXB was less than the minimum of 4 characters or was too large.</td>
</tr>
<tr>
<td>527, 560</td>
<td>An internal error occurred in PLISAX(A</td>
</tr>
<tr>
<td>561</td>
<td>No event handler was specified to either PLISAX(A</td>
</tr>
<tr>
<td>562, 563, 580, 581</td>
<td>An internal error occurred in PLISAX(A</td>
</tr>
<tr>
<td>600 to 99,999</td>
<td>Internal error. Report the error to your service representative.</td>
</tr>
</tbody>
</table>
Chapter 18. Using the PLISAXC and PLISAXD XML parsers

The PLISAXC and PLISAXD built-in subroutines provide basic XML parsing capability, which allows programs to consume inbound XML documents, check them for well-formedness, and react to their contents.

The XML parser used by PLISAXC is non-validating, but does partially check for well-formedness errors, and generates exception events if it discovers any.

The PLISAXD built-in subroutine provides XML parsing with validation capability. It determines whether an inbound XML documentation conforms to a set of rules specified in an inbound XML schema.

The PLISAXC and PLISAXD subroutines do not provide XML generation, which must instead be accomplished by PL/I program logic or by using the XMLCHAR built-in function.

PLISAXC and PLISAXD have no special environmental requirements except that it is not supported in AMODE 24. It executes in all the principal runtime environments, including CICS, IMS, MQ Series, z/OS batch, and TSO.

Because the PLISAXC and PLISAXD built-in subroutines and the PLISAXA and PLISAXB built-in subroutines do have much similarity, some of the discussion below repeats material from the previous chapter.

Overview

There are two major types of interfaces for XML parsing: event-based and tree-based.

For an event-based API, the parser reports events to the application through callbacks. Such events include the start of the document, the beginning of an element, and so on. The application provides handlers to deal with the events reported by the parser. The Simple API for XML or SAX is an example of an industry-standard event-based API.

For a tree-based API (such as the Document Object Model or DOM), the parser translates the XML into an internal tree-based representation. Interfaces are provided to navigate the tree.

IBM PL/I compiler provides, by using PLISAXC or PLISAXD, a SAX-like event-based interface for parsing XML documents. The parser invokes an application-supplied handler for parser events, passing references to the corresponding document fragments.

The parser has the following characteristics:

• It provides high-performance, but non-standard interfaces.
• It supports XML files encoded in either Unicode UTF-16, UTF-8 or any of several single-byte code pages listed in the section "Coded character sets for XML documents" on page 480.
XML documents have two levels of conformance: well-formedness and validity, both of which are defined in the XML standard, which you can find at http://www.w3c.org/XML/. Recapitulating these definitions, an XML document is well-formed if it complies with the basic XML grammar, and with a few specific rules, such as the requirement that the names on start and end element tags must match. A well-formed XML document is also valid if it has an associated document type declaration (DTD) and if it complies with the constraints expressed in the DTD.

For each parser event, you must provide a PL/I function that accepts the appropriate parameters and returns the appropriate return value - as in the example code below. Note in particular that for these functions

- the return value must be returned BYVALUE
- the linkage used must be the OPTLINK linkage. You can use the DEFAULT(LINKAGE(OPTLINK)) option to specify this linkage, or you can specify it on the individual PROCEDUREs and ENTRYs by using the OPTIONS(LINKAGE(OPTLINK)) attribute.

The PLISAXC built-in subroutine

The PLISAXC built-in subroutine allows you to invoke the XML parser for an XML document residing in one or more buffers in your program.

```
PLISAXC(e,p,x,n,c)
```

- **e**  An event structure
- **p**  A pointer value or "token" that the parser will pass back to the event functions
- **x**  The address of the initial buffer containing the input XML
- **n**  The number of bytes of data in that buffer
- **c**  A numeric expression specifying the codepage of that XML

Note that if the XML is contained in a CHARACTER VARYING or a WIDECHAR VARYING string, then the ADDRDATA built-in function should be used to obtain the address of the first data byte.

Also note that if the XML is contained in a WIDECHAR string, the value for the number of bytes is twice the value returned by the LENGTH built-in function.

The PLISAXD built-in subroutine

The PLISAXD built-in subroutine allows you to invoke the XML parser with the validation capability. Both the XML document and the Optimized Schema Representation (OSR) file are in one or more buffers in your program.

```
PLISAXD(e,p,x,n,o,c)
```

- **e**  An event structure
- **p**  A pointer value or "token" that the parser passes back to the event functions
- **x**  The address of the initial buffer containing the input XML
The number of bytes of data in that buffer

The address of the buffer containing the input OSR

A numeric expression specifying the codepage of the XML document

If the XML is contained in a CHARACTER VARYING or a WIDECHAR VARYING string, the ADDRDATA built-in function should be used to obtain the address of the first data byte.

If the XML is contained in a WIDECHAR string, the value for the number of bytes is twice the value returned by the LENGTH built-in function.

Note: An OSR is the preprocessed version of a schema. For more information about OSR, see XML System Services User's Guide and Reference.

The SAX event structure

The event structure is a structure consisting of 19 LIMITED ENTRY variables, which point to functions that the parser invokes for various "events".

All of these ENTRYs must use the OPTLINK linkage.

All of these ENTRYs have a first (and sometimes the only) parameter: the user token passed by the program to PLISAXC and PLISAXD.

The descriptions below of these 19 events refer to the example of an XML document in Figure 95. In these descriptions, the term "XML text" refers to the string based on the pointer and length passed to the event.

xmlDocument =
  '<?xml version="1.0" standalone="yes"?>'
  ' <!--This document is just an example-->'
  '<sandwich>'
  ' <bread type="baker" s best"/>
  ' <spread please use real mayonnaise ?>'
  ' <meat>Ham & turkey</meat>'
  ' <filling>Cheese, lettuce, tomato, etc.</filling>'
  ' <![CDATA[We should add a <relish> element in future!]]>'
  '</sandwich>';  

Figure 95. Sample XML document

Depending on the contents of the XML documents, the parser might recognize the following events:

start_of_document

This event occurs once, at the beginning of parsing the document. The parser passes no parameters to this event (except the user token).

version_information

This event occurs within the optional XML declaration for the version information. The parser passes the address and length of the text containing the version value, "1.0" in the previous example.
encoding_declaration
This event occurs within the XML declaration for the optional encoding declaration. The parser passes the address and length of the text containing the encoding value.

standalone_declaration
This event occurs within the XML declaration for the optional standalone declaration. The parser passes the address and length of the text containing the standalone value, "yes" in the previous example.

document_type_declaration
This event occurs when the parser finds a document type declaration. Document type declarations begin with the character sequence "<!DOCTYPE" and end with a ">" character, with some fairly complicated grammar rules describing the content in between. The parser passes the address and length of the text containing the entire declaration, including the opening and closing character sequences, and is the only event where XML text includes the delimiters. The example above does not have a document type declaration.

document_type_declaration
This event occurs once, when document parsing has completed. The parser passes no parameters to this event (except the user token).

start_of_element
This event occurs once for each element start tag or empty element tag. The parser passes the address and length of the text containing the element name as well as any applicable namespace information. For the first start_of_element event during parsing of the example, this would be the string "sandwich".

attribute_name
This event occurs for each attribute in an element start tag or empty element tag, after recognizing a valid name. The parser passes the address and length of the text containing the attribute name as well as any applicable namespace information. The only attribute name in the example is "type".

attribute_characters
This event occurs for each attribute value. The parser passes the address and length of the text containing the fragment. An attribute value normally consists of a single string only, even if it is split across lines:
<element attribute="This attribute value is split across two lines"/>

end_of_element
This event occurs once for each element end tag or empty element tag when the parser recognizes the closing angle bracket of the tag. The parser passes the address and length of the text containing the element name as well as any applicable namespace information.

start_of_CDATA_section
This event occurs at the start of a CDATA section. CDATA sections begin with the string "<![CDATA[" and end with the string "]]>", and are used to "escape" blocks
of text containing characters that would otherwise be recognized as XML markup. The parser passes no parameters to this event (except the user token). After this event, the parser passes the content of the CDATA section between these delimiters as one or more content-characters events. In the preceding example, the content-characters event is passed the text "We should add a <relish> element in future!".

**end_of_CDATA_section**

This event occurs when the parser recognizes the end of a CDATA section. The parser passes no parameters to this event (except the user token).

**content_characters**

This event represents the "heart" of an XML document: the character data between element start and end tags. The parser passes the address and length of the text containing the data, which usually consists of a single string only, even if it is split across lines:

```xml
<element1>This character content is split across two lines</element1>
```

The parser also passes a flag byte which indicates if the next event will provide additional characters that form part of the content. This can be true when there is a lot of data between the start and end tags.

The parser also uses the content_characters event to pass the text of CDATA sections to the application.

**processing_instruction**

Processing instructions (PIs) allow XML documents to contain special instructions for applications. This event occurs when the parser recognizes the name following the PI opening character sequence "\(<?\)". The event also covers the data following the processing instruction (PI) target, up to but not including the PI closing character sequence "?>". Trailing, but not leading white space characters in the data are included. The parser passes the address and length of the text containing the target, "spread" in the example, and the address and length of the text containing the data, "please use real mayonnaise" in the example.

**comment**

This event occurs for any comments in the XML document. The parser passes the address and length of the text between the opening and closing comment delimiters, "<!--" and "-->", respectively. In the example, the text of the only comment is "This document is just an example".

**namespace_declare**

This event occurs for any namespace declarations in the XML document. The parser passes the address and length of the namespace prefix (if any) as well as the address and length of the namespace uri. If there is no namespace prefix, the passed length will be zero and the value of the address should not be used. There is no corresponding event in the PLIXSAXA and PLISAXB built-in subroutines.

**end_of_input**

This event occurs whenever the parser reaches the end of the current input buffer. The parser passes (along with the BYVALUE user token) two BYADDR parameters: the address and length of the next buffer for it to process. Note that this and the
content character events are the only events that have any BYADDR parameters, but this is the only event that has parameters that the called event should change. There is no corresponding event in the PLIXSAXA and PLISAXB built-in subroutines, and it is this event that allows PLISAXC and PLISAXD to parse an XML document of arbitrary size.

**unresolved_reference**

This event occurs for any unresolved references in the XML document. The parser passes the address and length of the unresolved reference.

**exception**

The parser generates this event when it detects an error in processing the XML document.

**Parameters to the event functions**

All of these functions must return a BYVALUE FIXED BIN(31) value that is a return code to the parser. If any value other than zero is returned, the parser will terminate.

All of these functions are passed as the first argument a BYVALUE POINTER. This pointer is the token value that is passed originally as the second argument to the built-in function.

With the following exceptions, all of the functions will also be passed a BYVALUE POINTER and a BYVALUE FIXED BIN(31) that supply the address and length of the text element for the event. The following functions and events are different:

- **start_of_document**
  - No argument other than the user token is passed.

- **end_of_document**
  - No argument other than the user token is passed.

- **start_of_CDATA**
  - No argument other than the user token is passed.

- **end_of_CDATA**
  - No argument other than the user token is passed.

- **start_of_element**
  - In addition to the usual three parameters, four additional arguments are passed:
    1. a BYVALUE POINTER that is the address of the namespace prefix
    2. a BYVALUE FIXED BIN(31) that is the length of the namespace prefix
    3. a BYVALUE POINTER that is the address of the namespace uri
    4. a BYVALUE FIXED BIN(31) that is the length of the namespace uri

- **end_of_element**
  - In addition to the usual three parameters, four additional arguments are passed:
    1. a BYVALUE POINTER that is the address of the namespace prefix
    2. a BYVALUE FIXED BIN(31) that is the length of the namespace prefix
    3. a BYVALUE POINTER that is the address of the namespace uri
    4. a BYVALUE FIXED BIN(31) that is the length of the namespace uri
In addition to the usual three parameters, four additional arguments are passed:
1. a BYVALUE POINTER that is the address of the namespace prefix
2. a BYVALUE FIXED BIN(31) that is the length of the namespace prefix
3. a BYVALUE POINTER that is the address of the namespace uri
4. a BYVALUE FIXED BIN(31) that is the length of the namespace uri

In addition to the user token, four additional arguments passed:
1. a BYVALUE POINTER that is the address of the namespace prefix
2. a BYVALUE FIXED BIN(31) that is the length of the namespace prefix
3. a BYVALUE POINTER that is the address of the namespace uri
4. a BYVALUE FIXED BIN(31) that is the length of the namespace uri

In addition to the usual three parameters, one additional argument is passed:
- a BYVALUE ALIGNED BIT(8) flag byte that indicates
  - if more content characters will be presented in the next event - this is true if the first bit is on, that is, this is true if this field anded with '80'BX is non-null
  - if there are no characters that need to be escaped if converted back to XML - this is true if the second bit is on, that is, this is true if this field anded with '40'BX is non-null

Note that this entry must also be declared with OPTIONS(NODESCRIPTOR).

In addition to the user token, two additional arguments are passed:
1. a BYADDR POINTER that is the address of the next input buffer
2. a BYADDR FIXED BIN(31) that is the length of the next input buffer

In addition to the user token, four additional arguments are passed:
1. a BYVALUE POINTER that is the address of the target text
2. a BYVALUE FIXED BIN(31) that is the length of the target text
3. a BYVALUE POINTER that is the address of the data text
4. a BYVALUE FIXED BIN(31) that is the length of the data text

In addition to the user token, three additional arguments are passed:
1. a BYVALUE FIXED BIN(31) that is the byte offset of the offending text within the document
2. a BYVALUE FIXED BIN(31) that is the return code for the exception
3. a BYVALUE FIXED BIN(31) that is the reason code for the exception

**Differences in the events**
The following events are part of the PLISAXA and PLISAXB event structure, but are not in PLISAXC and PLISAXD:
- attribute_predefined_reference
- attribute_character_reference
- content_predefined_reference
The following events are not part of the PLISAXA and PLISAXB event structure, but are in PLISAXC and PLISAXD:

- namespace_declare
- unresolved_reference
- end_of_input

Some of the events that are common to PLISAXA and PLISAXB, PLISAXC and PLISAXD are passed different parameters (apart from the omnipresent user token):

- **start_of_document**
  - is passed no parameters

- **start_of_element**
  - is passed namespace data as well

- **end_of_element**
  - is passed namespace data as well

- **attribute_name**
  - is passed namespace data as well

- **content_characters**
  - is passed a flag byte as well

- **exception**
  - is passed a return and reason code instead of an error id

- **start_of_cdata**
  - is passed no parameters

- **end_of_cdata**
  - is passed no parameters

---

**Coded character sets for XML documents**

The PLISAXC and PLISAXD built-in subroutines support only XML documents in WIDECCHAR encoded using Unicode UTF-16 or in CHARACTER encoded using either UTF-8 or one of the explicitly supported single-byte character sets listed below. The parser uses up to three sources of information about the encoding of your XML document, and signals an exception XML event if it discovers any conflicts between these sources:

1. The parser determines the basic encoding of a document by inspecting its initial characters.
2. If step 1 succeeds, the parser then looks for any encoding declaration.
3. Finally, it refers to the codepage value on the PLISAXC or PLISAXD built-in subroutine call. If this parameter was omitted, it defaults to the value provided by the CODEPAGE compiler option value that you specified explicitly or by default.

If the XML document begins with an XML declaration that includes an encoding declaration specifying one of the supported code pages listed below, the parser
honors the encoding declaration if it does not conflict with either the basic document encoding or the encoding information from the PLISAXC or PLISAXD built-in subroutines. If the XML document does not have an XML declaration at all, or if the XML declaration omits the encoding declaration, the parser uses the encoding information from the PLISAXC or PLISAXD built-in subroutine to process the document, as long as it does not conflict with the basic document encoding.

**Supported code pages**

In the following table, the first number is for the Euro Country Extended Code Page (ECECP), and the second is for Country Extended Code Page (CECP).

<table>
<thead>
<tr>
<th>CCSID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>01208</td>
<td>Unicode UTF-8</td>
</tr>
<tr>
<td>01047</td>
<td>Latin 1 / Open Systems</td>
</tr>
<tr>
<td>01140, 00037</td>
<td>USA, Canada, etc.</td>
</tr>
<tr>
<td>01141, 00273</td>
<td>Austria, Germany</td>
</tr>
<tr>
<td>01142, 00277</td>
<td>Denmark, Norway</td>
</tr>
<tr>
<td>01143, 00278</td>
<td>Finland, Sweden</td>
</tr>
<tr>
<td>01144, 00280</td>
<td>Italy</td>
</tr>
<tr>
<td>01145, 00284</td>
<td>Spain, Latin America (Spanish)</td>
</tr>
<tr>
<td>01146, 00285</td>
<td>UK</td>
</tr>
<tr>
<td>01147, 00297</td>
<td>France</td>
</tr>
<tr>
<td>01148, 00500</td>
<td>International</td>
</tr>
<tr>
<td>01149, 00871</td>
<td>Iceland</td>
</tr>
</tbody>
</table>

**Specifying the code page**

If your document does not include an encoding declaration in the XML declaration, or does not have an XML declaration at all, the parser uses the encoding information provided by the PLISAXC or PLISAXD built-in subroutine call in conjunction with the basic encoding of the document.

You can also specify the encoding information for the document in the XML declaration, with which most XML documents begin. An example of an XML declaration that includes an encoding declaration is:

```xml
<?xml version="1.0" encoding="ibm-1140"?>
```

If your XML document includes an encoding declaration, ensure that it is consistent with the encoding information provided by the PLISAXC or PLISAXD built-in subroutine and with the basic encoding of the document. If there is any conflict between the encoding declaration, the encoding information provided by the PLISAXC or PLISAXD built-in subroutine and the basic encoding of the document, the parser signals an exception XML event.

Specify the encoding declaration as follows:

**Using a number**

You can specify the CCSID number (with or without any number of leading zeroes), prefixed by any of the following (in any mixture of upper or lower case):
Using an alias
You can use any of the following supported aliases (in any mixture of lower and upper case):

<table>
<thead>
<tr>
<th>Code page</th>
<th>Supported aliases</th>
</tr>
</thead>
<tbody>
<tr>
<td>037</td>
<td>EBCDIC-CP-US, EBCDIC-CP-CA, EBCDIC-CP-WT, EBCDIC-CP-NL</td>
</tr>
<tr>
<td>500</td>
<td>EBCDIC-CP-BE, EBCDIC-CP-CH</td>
</tr>
<tr>
<td>813</td>
<td>ISO-8859-7, ISO_8859-7</td>
</tr>
<tr>
<td>819</td>
<td>ISO-8859-1, ISO_8859-1</td>
</tr>
<tr>
<td>920</td>
<td>ISO-8859-9, ISO_8859-9</td>
</tr>
<tr>
<td>1200</td>
<td>UTF-16</td>
</tr>
</tbody>
</table>

Exceptions
If an exception event occurs, the reason and return codes passed to it are those from the XML System Services parser, and the documentation provided with that parser explains what these return and reason codes mean.

Parsing XML documents with validation
The PLISAXD built-in subroutine not only parses XML documents in the same manner as PLISAXC, but also determines whether an inbound XML document conforms to a set of rules specified in an inbound XML schema.

The inbound schema used for XML validation when using the PLISAXD built-in subroutine must be in a preprocessed format known as an Optimized Schema Representation (OSR).

The following information contains the description of the XML schema and the way to build an OSR for an XML schema. For an example of using the PLISAXD built-in subroutine to parse XML documents with validation, see "Example of using the PLISAXD built-in subroutine" on page 494.

XML schema
An XML schema is a mechanism, defined by the W3C, for describing and constraining the structure and content of XML documents. Through its support for datatypes and namespaces, an XML schema has the potential to provide the standard structure for XML elements and attributes. Therefore, an XML schema, which is itself expressed in XML, can effectively define a class of XML documents of a given type, for example, stock item.

The following sample XML document describes an item for stock keeping purposes:
<?xml version="1.0" standalone="yes"?>
<!--Document for stock keeping example-->
<stockItem itemNumber="453-SR">
  <itemName>Stainless steel rope thimbles</itemName>
  <quantityOnHand>23</quantityOnHand>
</stockItem>

The stock keeping example document above is both well formed and valid according to the following schema called stock.xsd. (The numbers that precede each line are not part of the schema, but are used in the explanation after the schema.)

1. <xsd:schema xmlns:xsd="http://www.w3.org/2001/XMLSchema">
2. </xsd:schema>
3. <xsd:element name="stockItem" type="stockItemType"/>
4. </xsd:element>
5. <xsd:complexType name="stockItemType">
6.  <xsd:sequence>
7.   <xsd:element name="itemName" type="xsd:string" minOccurs="0"/>
8.   <xsd:element name="quantityOnHand"/>
9.  </xsd:sequence>
10. <xsd:attribute name="itemNumber" type="SKU" use="required"/>
11. </xsd:complexType>
12. </xsd:schema>

The schema declares (line 3) that the root element is stockItem, which has a mandatory itemNumber attribute (line 16) of type SKU, and includes a sequence (lines 6 - 15) of other elements:

- An optional itemName element of type string (line 7)
- A required quantityOnHand element that has a constrained range of 1 - 99 based on the type nonNegativeInteger (lines 8 - 14)

Type declarations can be inline and unnamed, as in lines 9 - 13, which include the maxExclusive facet to specify the legal values for the quantityOnHand element.

For the itemNumber attribute, by contrast, the named type SKU is declared separately in lines 19 - 23, which include a pattern facet that uses regular expression syntax to specify that the legal values for that type consist of (in order): 3 digits, a hyphen-minus, then two uppercase letters.

Creating an OSR

To generate a schema in the OSR format from a text-form schema, use the z/OS UNIX command xsd2osrg, which invokes the OSR generator provided by z/OS System Service.

For example, to convert the text-form schema in the stock.xsd file to a schema in preprocessed format in the stock.osr file, you can use the following z/OS UNIX command:
xsdosrg -v -o /u/HLQ/xml/stock.osr /u/HLQ/xml/stock.xsd

where /u/HLQ/xml/ is the directory in which the stock.osr and stock.xsd files are located.

If you want to copy the generated OSR file into a PDS, use the z/OS UNIX cp command. To specify an MVS data set name, precede the name with double slashes (///). For example, to copy the HFS file stock.osr into a fixed block record format PDS called HLQ.XML.OSR with record length 80, you can use the following command:

cp -p /u/HLQ/xml/stock.osr "//HLQ.XML.OSR(STOCK)"

To omit the fully qualified name of the PDS, you can eliminate the single quotation mark in the cp statement such as:

cp -p /u/HLQ/xml/stock.osr "//XML.OSR(STOCK)"

For more information, see the related reference in XML System Services User’s Guide and Reference.

Example with a simple document

The following two examples illustrate the use of the PLISAXC and PLISAXD built-in subroutines.

Example of using the PLISAXC built-in subroutine

The following example illustrates the use of the PLISAXC built-in subroutine and uses the example XML document in the preceding example. This example is essentially the same as that used in the previous chapter: it does not use namespaces, and all the input is passed when PLISAXC is first invoked (and as a result, the end_of_input event should not be invoked).
saxtest: package exports(saxtest);

define alias event
    limited entry( pointer, pointer, fixed bin(31) )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

define alias event_with_flag
    limited entry( pointer, pointer, fixed bin(31),
        bit(8) aligned )
    returns( byvalue fixed bin(31) )
    options( nodeSCRIPTOR byvalue linkage(optlink) );

define alias event_with_namespace
    limited entry( pointer, pointer, fixed bin(31),
        pointer, fixed bin(31),
        pointer, fixed bin(31) )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

define alias event_without_data
    limited entry( pointer )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

define alias event_pi
    limited entry( pointer, pointer, fixed bin(31),
        pointer, fixed bin(31) )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

define alias event_namespace_dcl
    limited entry( pointer, pointer, fixed bin(31),
        pointer, fixed bin(31) )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

define alias event_exception
    limited entry( pointer, fixed bin(31),
        fixed bin(31),
        fixed bin(31) )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

define alias event_end_of_input
    limited entry( pointer,
        pointer byaddr,
        fixed bin(31) byaddr )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

Figure 96. PLISAXC coding example - type declarations
saxtest: proc options( main );

dcl
  1 eventHandler static
    ,2 e01 type event_without_data
      init( start_of_document )
    ,2 e02 type event
      init( version_information )
    ,2 e03 type event
      init( encoding_declaration )
    ,2 e04 type event
      init( standalone_declaration )
    ,2 e05 type event
      init( document_type_declaration )
    ,2 e06 type event_without_data
      init( end_of_document )
    ,2 e07 type event_with_namespace
      init( start_of_element )
    ,2 e08 type event_with_namespace
      init( attribute_name )
    ,2 e09 type event
      init( attribute_characters )
    ,2 e10 type event_with_namespace
      init( end_of_element )
    ,2 e11 type event_without_data
      init( start_of_CDATA )
    ,2 e12 type event_without_data
      init( end_of_CDATA )
    ,2 e13 type event_with_flag
      init( content_characters )
    ,2 e14 type event_pi
      init( processing_instruction )
    ,2 e15 type event
      init( comment )
    ,2 e16 type event_namespace_dcl
      init( namespace_declare )
    ,2 e17 type event_end_of_input
      init( end_of_input )
    ,2 e18 type event
      init( unresolved_reference )
    ,2 e19 type event_exception
      init( exception )
  ;
dcl token char(8);

dcl xmlDocument char(4000) var;

xmlDocument =
'<?xml version="1.0" standalone="yes"?>
<!--This document is just an example-->
<sandwich>
  <bread type="baker's best"/>
  <!--spread please use real mayonnaise-->
  <meat>Ham & turkey</meat>
  <filling>Cheese, lettuce, tomato, etc.</filling>
  <!--We should add a <relish> element in future!-->
</sandwich>

' ;

call plisaxc( eventHandler,
            addr(token),
            addrdata(xmlDocument),
            length(xmlDocument) );

end;

Figure 98. PLISAXC coding example - main routine
dcl chars char(32000) based;

start_of_document:
  proc( userToken )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);

  put skip list( lowercase( procname() )
      || ' length=' || tokenLength );

  return(0);
end;

version_information:
  proc( userToken, xmlToken, TokenLength )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);

  put skip list( lowercase( procname() )
      || ' <' || substr(xmltoken->chars,1,tokenlength ) || '>' );

  return(0);
end;

encoding_declaration:
  proc( userToken, xmlToken, TokenLength )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);

  put skip list( lowercase( procname() )
      || ' <' || substr(xmltoken->chars,1,tokenlength ) || '>' );

  return(0);
end;

standalone_declaration:
  proc( userToken, xmlToken, TokenLength )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);

  put skip list( lowercase( procname() )
      || ' <' || substr(xmltoken->chars,1,tokenlength ) || '>' );

  return(0);
end;

Figure 99. PLISAXC coding example - event routines (Part 1 of 6)
Figure 99. PLISAXC coding example - event routines (Part 2 of 6)
start_of_element:
  proc(userToken, xmlToken, TokenLength,
       nsPrefix, nsPrefixLength,
       nsUri, nsUriLength)
    returns(byvalue fixed bin(31))
    options(byvalue linkage(optlink));

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);
dcl nsPrefix pointer;
dcl nsPrefixLength fixed bin(31);
dcl nsUri pointer;
dcl nsUriLength fixed bin(31);

  put skip list(lowercase(procname())
       || ' '<' || substr(xmltoken->chars,1,tokenlength) || '>');

  return(0);
end;

attribute_name:
  proc(userToken, xmlToken, TokenLength,
        nsPrefix, nsPrefixLength,
        nsUri, nsUriLength)
    returns(byvalue fixed bin(31))
    options(byvalue linkage(optlink));

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);
dcl nsPrefix pointer;
dcl nsPrefixLength fixed bin(31);
dcl nsUri pointer;
dcl nsUriLength fixed bin(31);

  put skip list(lowercase(procname())
       || ' '<' || substr(xmltoken->chars,1,tokenlength) || '>');

  return(0);
end;

end_of_element:
  proc(userToken, xmlToken, TokenLength,
        nsPrefix, nsPrefixLength,
        nsUri, nsUriLength)
    returns(byvalue fixed bin(31))
    options(byvalue linkage(optlink));

  dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);
dcl nsPrefix pointer;
dcl nsPrefixLength fixed bin(31);
dcl nsUri pointer;
dcl nsUriLength fixed bin(31);

  put skip list(lowercase(procname())
       || ' '<' || substr(xmltoken->chars,1,tokenlength) || '>');

  return(0);
end;
content_characters:
proc(userToken, xmlToken, TokenLength, flags)
returns(byvalue fixed bin(31))
options(nodescriptor, byvalue linkage(optlink));

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);
dcl flags bit(8) aligned;

put skip list(lowercase(procname()))
||' '<||substr(xmlToken->chars,1,tokenLength)||(>'');

if flags = 'b' then;
else
  put skip list('!!flags='||flags);

return(0);
end;

attribute_characters:
proc(userToken, xmlToken, TokenLength)
returns(byvalue fixed bin(31))
options(byvalue linkage(optlink));

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);

put skip list(lowercase(procname()))
||' '<||substr(xmlToken->chars,1,tokenLength)||(>'');

return(0);
end;

start_ofCDATA:
proc(userToken)
returns(byvalue fixed bin(31))
options(byvalue linkage(optlink));

dcl userToken pointer;

put skip list(lowercase(procname()));

return(0);
end;

end_ofCDATA:
proc(userToken)
returns(byvalue fixed bin(31))
options(byvalue linkage(optlink));

dcl userToken pointer;

put skip list(lowercase(procname()));

return(0);
end;

Figure 99. PLISAXC coding example - event routines (Part 4 of 6)
processing_instruction:
proc( userToken, 
     piTarget, piTargetLength, 
     piData, piDataLength ) 
returns( byvalue fixed bin(31) ) 
options( byvalue linkage(optlink) );

dcl userToken pointer;
dcl piTarget pointer;
dcl piTargetLength fixed bin(31);
dcl piData pointer;
dcl piDataLength fixed bin(31);

put skip list( lowercase( procname() ) 
    || ' ' || substr(piTarget->chars,1,piTargetLength ) || ' ' || ' ' );

return(0);
end;

cmt:
proc( userToken, xmlToken, TokenLength ) 
returns( byvalue fixed bin(31) ) 
options( byvalue linkage(optlink) );

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLenght fixed bin(31);

put skip list( lowercase( procname() ) 
    || ' ' || substr(xmlToken->chars,1,tokenLength ) || ' ' );

return(0);
end;

unresolved_reference:
proc( userToken, xmlToken, TokenLength ) 
returns( byvalue fixed bin(31) ) 
options( byvalue linkage(optlink) );

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);

put skip list( lowercase( procname() ) 
    || ' ' || substr(xmlToken->chars,1,tokenLength ) || ' ' );

return(0);
end;

exception:
proc( userToken, currentOffset, return_code, reason_code ) 
returns( byvalue fixed bin(31) ) 
options( byvalue linkage(optlink) );

dcl userToken pointer;
dcl currentOffset fixed bin(31);
dcl return_code fixed bin(31);
dcl reason_code fixed bin(31);

put skip list( lowercase( procname() ) 
    || ' ' || return_code = ' ' || hex(return_code) 
    || ' ' || reason_code = ' ' || hex(reason_code) 
    || ' ' || offset = ' ' || currentOffset );

return(0);
end;
The preceding program would produce the following output:

```
end_of_input:
  proc( userToken, addr_xml, length_xml )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );
    dcl userToken pointer;
    dcl addr_xml byaddr pointer;
    dcl length_xml byaddr fixed bin(31);
    return(1);
  end;
end;
```

Figure 99. PLISAXC coding example - event routines (Part 6 of 6)

The preceding program would produce the following output:

```
start_of_document
version_information <1.0>
standalone_declaration <yes>
comment <This document is just an example>
start_of_element <sandwich>
  prefix = <>
  Uri = <>
  start_of_element <bread>
  prefix = <>
  Uri = <>
  attribute_name <type>
  prefix = <>
  Uri = <>
  attribute_characters <baker's best>
  end_of_element <bread>
  prefix = <>
  Uri = <>
  processing_instruction <spread>
    piData = <please use real mayonnaise >
  start_of_element <meat>
    prefix = <>
    Uri = <>
    content_characters <Ham & turkey>
    end_of_element <meat>
    prefix = <>
    Uri = <>
    start_of_element <filling>
    prefix = <>
    Uri = <>
    content_characters <Cheese, lettuce, tomato, etc.>
    !!flags = 01000000
    end_of_element <filling>
    prefix = <>
    Uri = <>
    start_of_cdata
      content_characters <We should add a <relish> element in future >
      end_of_cdata
    end_of_element <sandwich>
    prefix = <>
    Uri = <>
  end_of_element <sandwich>
end_of_document
```

Figure 100. PLISAXC coding example - program output
Example of using the PLISAXD built-in subroutine

The following example illustrates the use of the PLISAXD built-in subroutine and uses the example XML document and the XML schema cited in the previous examples.

This example includes the validation of 8 different XML files against the same stock.osr schema. In the following output, you can see which XML documents in the saxdtest program fail validation against the schema.

The PLISAXD built-in subroutine requires the XML schema file to be read into a buffer. The OSR file in the following example is in a PDS. The initial size of the OSR buffer is set to 4096. If you have a larger OSR file, you can increase the initial size of the OSR buffer accordingly.

If the inbound schema file were in an HFS file instead, you could use the following code to read the OSR file into the buffer:

dcl osrin file input stream environment(u);
dcl fileddint builtin;
dcl fileread builtin;

/* Read the HFS OSR file into buffer*/

open file(osrin);

osr_length = fileddint(osrin, 'filesize');

osr_ptr = allocate(osr_length);

rc = fileread(osrin,osr_ptr,osr_length);

To run a program by using an OSR in a PDS, you can specify the following DD statement in the JCL:

//OSRIN DD DSN=HLQ.XML.OSR(STOCK),DISP=SHR

If the associated ddname OSRIN is an HFS file, then use the following JCL statement instead:

//OSRIN DD PATH="/u/HLQ/xml/stock.osr"
saxdtest: package exports(saxdtest);

/**************************************************
/* saxdtest: Test PL/I XML validation support */
/* expected output: */
/* */
/* SAXDTEST: PL/I XML Validation sample */
/* SAXDTEST: Document Successfully parsed */
/* SAXDTEST: Document Successfully parsed */
/* Invalid: missing attribute itemNumber. */
/* exception return_code =00000018, reason_code =8613 */
/* Invalid: unexpected attribute warehouse. */
/* exception return_code =00000018, reason_code =8612 */
/* Invalid: illegal attribute value 123-Ab. */
/* exception return_code =00000018, reason_code =8809 */
/* Invalid: missing element quantityOnHand. */
/* exception return_code =00000018, reason_code =8611 */
/* Invalid: unexpected element comment. */
/* exception return_code =00000018, reason_code =8607 */
/* Invalid: out-of-range element value 100 */
/* exception return_code =00000018, reason_code =8803 */
/* */
/**************************************************

define alias event
  limited entry( pointer, pointer, fixed bin(31) )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

define alias event_with_flag
  limited entry( pointer, pointer, fixed bin(31),
                bit(8) aligned )
  returns( byvalue fixed bin(31) )
  options( nodescriptor byvalue linkage(optlink) );

Figure 101. PLISAXD coding example - event routines (Part 1 of 10)
define alias event_with_namespace
  limited entry( pointer, pointer, fixed bin(31),
             pointer, fixed bin(31),
             pointer, fixed bin(31)
  )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

define alias event_without_data
  limited entry( pointer )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

define alias event_pi
  limited entry( pointer, pointer, fixed bin(31),
             pointer, fixed bin(31) )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

define alias event_namespace_dcl
  limited entry( pointer, pointer, fixed bin(31),
             pointer, fixed bin(31) )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

define alias event_exception
  limited entry( pointer, fixed bin(31),
             fixed bin(31),
             fixed bin(31) )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

define alias event_end_of_input
  limited entry( pointer,
             pointer byaddr,
             fixed bin(31) byaddr )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );
saxtest: proc options( main );

dcl
  1 eventHandler static
     ,2 e01 type event_without_data
        init( start_of_document )
     ,2 e02 type event
        init( version_information )
     ,2 e03 type event
        init( encoding_declaration )
     ,2 e04 type event
        init( standalone_declaration )
     ,2 e05 type event
        init( document_type_declaration )
     ,2 e06 type event_without_data
        init( end_of_document )
     ,2 e07 type event_with_namespace
        init( start_of_element )
     ,2 e08 type event_with_namespace
        init( attribute_name )
     ,2 e09 type event
        init( attribute_characters )
     ,2 e10 type event_with_namespace
        init( end_of_element )
     ,2 e11 type event_without_data
        init( start_of_CDATA )
     ,2 e12 type event_without_data
        init( end_of_CDATA )
     ,2 e13 type event_with_flag
        init( content_characters )
     ,2 e14 type event_pi
        init( processing_instruction )
     ,2 e15 type event
        init( comment )
     ,2 e16 type event_namespace_dcl
        init( namespace_declare )
     ,2 e17 type event_end_of_input
        init( end_of_input )
     ,2 e18 type event
        init( unresolved_reference )
     ,2 e19 type event_exception
        init( exception )
;

Figure 101. PLISAXD coding example - event routines (Part 3 of 10)
dcl token char(45);
dcl rc fixed bin(31);
dcl i fixed bin(31);
dcl xml_document(8) char(300) var;
dcl xml_valid_msg(8) char(45) var;
dcl osr_ptr pointer;
dcl record char(80);
dcl osr_index fixed bin;
dcl osr_buf_tail fixed bin;
dcl temp_osr pointer;
dcl buf_size fixed bin(31) init(4096);
dcl rec_size fixed bin(31);
dcl osr_length fixed bin(31);
dcl buf_length fixed bin(31);
dcl eof fixed bin(31) init(0);
dcl osrin file input;

on endfile(osrin) begin;
  eof = 1;
end;

/* read the entire PDS osr file into the buffer */

put skip list ('SAXDTEST: PL/I XML Validation sample ');

osr_length = buf_size;
osr_index = 0;
osr_buf_tail = 0;
rec_size = length(record);

osr_ptr = allocate(osr_length);

do while (eof = 0);
  read file(osrin) into(record);
osr_buf_tail += rec_size;
  if osr_buf_tail > buf_size then
    do;
      buf_length = osr_length;
      osr_length += buf_size;
      temp_osr = allocate(osr_length);
      call plimove(temp_osr, osr_ptr, buf_length);
      call plifree(osr_ptr);
      osr_ptr = temp_osr;
      osr_buf_tail = rec_size;
      call plimove(osr_ptr+osr_index, addr(record), rec_size);
      osr_index += rec_size;
    end;
  else
    do;
      call plimove(osr_ptr+osr_index, addr(record), rec_size);
      osr_index += rec_size;
    end;
  end;
end;

Figure 101. PLISAXD coding example - event routines (Part 4 of 10)
/* Valid XMLFILE */
xml_document(1) = '<stockItem itemNumber="453-SR">
|  <itemName>Stainless steel rope thimbles</itemName>
|  <quantityOnHand>23</quantityOnHand>
| </stockItem>;

xml_valid_msg(1) = 'Valid XMLFILE';
/* Valid: the ITEMNAME element can be omitted */
xml_document(2) = '<stockItem itemNumber="453-SR">
|  <quantityOnHand>23</quantityOnHand>
| </stockItem>;

xml_valid_msg(2) = 'Valid: the ITEMNAME element can be omitted.';
/* Invalid: missing attribute itemNumber */
xml_document(3) = '<stockItem>
|  <itemName>Stainless steel rope thimbles</itemName>
|  <quantityOnHand>23</quantityOnHand>
| </stockItem>;

xml_valid_msg(3) = 'Invalid: missing attribute itemNumber.';
/* Invalid: unexpected attribute warehouse */
xml_document(4) = '<stockItem itemNumber="453-SR" warehouse="NY">
|  <itemName>Stainless steel rope thimbles</itemName>
|  <quantityOnHand>23</quantityOnHand>
| </stockItem>;

xml_valid_msg(4) = 'Invalid: unexpected attribute warehouse.';
/* Invalid: illegal attribute value 123-Ab */
xml_document(5) = '<stockItem itemNumber="123-Ab">
|  <itemName>Stainless steel rope thimbles</itemName>
|  <quantityOnHand>23</quantityOnHand>
| </stockItem>;

xml_valid_msg(5) = 'Invalid: illegal attribute value 123-Ab.';
/* Invalid: missing element quantityOnHand */
xml_document(6) = '<stockItem itemNumber="074-UN">
|  <itemName>Stainless steel rope thimbles</itemName>
| </stockItem>;

xml_valid_msg(6) = 'Invalid: missing element quantityOnHand.';
/* Invalid: unexpected element comment */
xml_document(7) = '<stockItem itemNumber="453-SR">
|  <itemName>Stainless steel rope thimbles</itemName>
|  <quantityOnHand>1</quantityOnHand>
|  <comment>Nylon bristles</comment>
| </stockItem>;

xml_valid_msg(7) = 'Invalid: unexpected element comment.';
/* Invalid: out-of-range element value 100 */
xml_document(8) = '<stockItem itemNumber="123-AB">
|  <itemName>Paintbrush</itemName>
|  <quantityOnHand>100</quantityOnHand>
| </stockItem>;

xml_valid_msg(8) = 'Invalid: out-of-range element value 100';

Figure 101. PLISAXD coding example - event routines (Part 5 of 10)
Figure 101. PLISAXD coding example - event routines (Part 6 of 10)
document_type_declaration:
  proc( userToken, xmlToken, TokenLength )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

    dcl userToken pointer;
    dcl xmlToken pointer;
    dcl tokenLength fixed bin(31);

  return(0);
end;

end_of_document:
  proc( userToken )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

    dcl userToken pointer;

    put skip list( 'SAXDTEST: Document Successfully parsed' );

  return(0);
end;

start_of_element:
  proc( userToken, xmlToken, TokenLength,
        nsPrefix, nsPrefixLength,
        nsUri, nsUriLength )
  returns( byvalue fixed bin(31) )
  options( byvalue linkage(optlink) );

    dcl userToken pointer;
    dcl xmlToken pointer;
    dcl tokenLength fixed bin(31);
    dcl nsPrefix pointer;
    dcl nsPrefixLength fixed bin(31);
    dcl nsUri pointer;
    dcl nsUriLength fixed bin(31);

  return(0);
end;
attribute_name:
    proc( userToken, xmlToken, tokenLength,
          nsPrefix, nsPrefixLength,
          nsUri, nsUriLength )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

dcl userToken    pointer;
dcl xmlToken     pointer;
dcl tokenLength  fixed bin(31);
dcl nsPrefix     pointer;
dcl nsPrefixLength fixed bin(31);
dcl nsUri        pointer;
dcl nsUriLength  fixed bin(31);

    return(0);
end;

attribute_characters:
    proc( userToken, xmlToken, TokenLength )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

dcl userToken    pointer;
dcl xmlToken     pointer;
dcl tokenLength  fixed bin(31);

    return(0);
end;

dcl userToken    pointer;
end_of_element:
    proc( userToken, xmlToken, TokenLength,
          nsPrefix, nsPrefixLength,
          nsUri, nsUriLength )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

dcl userToken    pointer;
dcl xmlToken     pointer;
dcl tokenLength  fixed bin(31);
dcl nsPrefix     pointer;
dcl nsPrefixLength fixed bin(31);
dcl nsUri        pointer;
dcl nsUriLength  fixed bin(31);

    return(0);
end;

start_of_CDATA:
    proc( userToken )
    returns( byvalue fixed bin(31) )
    options( byvalue linkage(optlink) );

dcl userToken    pointer;

    return(0);
end;
Figure 101. PLISAXD coding example - event routines (Part 9 of 10)
namespace_declare:
  proc (userToken, nsPrefix, nsPrefixLength,
         nsUri, nsUriLength)
  returns (byvalue fixed bin(31))
  options (byvalue linkage(optlink));

dcl userToken pointer;
dcl nsPrefix pointer;
dcl nsPrefixLength fixed bin(31);
dcl nsUri pointer;
dcl nsUriLength fixed bin(31);

  return (0);
end;

unresolved_reference:
  proc (userToken, xmlToken, TokenLength)
  returns (byvalue fixed bin(31))
  options (byvalue linkage(optlink));

dcl userToken pointer;
dcl xmlToken pointer;
dcl tokenLength fixed bin(31);

  return (0);
end;

exception:
  proc (userToken, currentOffset, return_code, reason_code)
  returns (byvalue fixed bin(31))
  options (byvalue linkage(optlink));

dcl userToken pointer;
dcl currentOffset fixed bin(31);
dcl return_code fixed bin(31);
dcl reason_code fixed bin(31);
dcl validmsg char(45) based;

  put skip list (userToken -> validmsg);
  put skip list (lowercase (procname())
  || ' return_code = ' || hex(return_code)
  || ', reason_code = ' || substr(hex(reason_code),5,4));

  return (0);
end;

end_of_input:
  proc (userToken, addr_xml, length_xml)
  returns (byvalue fixed bin(31))
  options (byvalue linkage(optlink));

dcl userToken pointer;
dcl addr_xml byaddr pointer;
dcl length_xml byaddr fixed bin(31);

  return (0);
end;

Figure 101. PLISAXD coding example - event routines (Part 10 of 10)
The following output shows the result of the sample program. For those documents that are not valid, the PLISAXD built-in subroutine invokes the XML exception event with the return code and reason code listed. For a detailed description of each return code and reason code, see *XML System Services User’s Guide and Reference*.

SAXDTEST: PL/I XML Validation sample
SAXDTEST: Document Successfully parsed
SAXDTEST: Document Successfully parsed
Invalid: missing attribute itemNumber.
exception return_code =00000018, reason_code =8613
Invalid: unexpected attribute warehouse.
exception return_code =00000018, reason_code =8612
Invalid: illegal attribute value 123-Ab.
exception return_code =00000018, reason_code =8809
exception return_code =00000018, reason_code =8611
Invalid: unexpected element comment.
exception return_code =00000018, reason_code =8607
Invalid: out-of-range element value 100
exception return_code =00000018, reason_code =8803

---

*Figure 102. Output from PLISAXD sample*
Chapter 19. Using PLIDUMP

This section provides information about dump options and the syntax used to call PLIDUMP, and describes PL/I-specific information included in the dump that can help you debug your routine.

Note: PLIDUMP conforms to National Language Support standards.

Figure 103 shows an example of a PL/I routine calling PLIDUMP to produce a z/OS Language Environment dump. In this example, the main routine PLIDMP calls PLIDMPA, which then calls PLIDMPB. The call to PLIDUMP is made in routine PLIDMPB.

```
%PROCESS MAP GOSTMT SOURCE STG LIST OFFSET LC(101);
PLIDMP: PROC OPTIONS(MAIN) ;
  Declare (H,I) Fixed bin(31) Auto;
  Declare Names Char(17) Static init('Bob Teri Bo Jason');
  H = 5; I = 9;
  Put skip list('PLIDMP Starting');
  Call PLIDMPA;

PLIDMPA: PROC;
  Declare (a,b) Fixed bin(31) Auto;
  a = 1; b = 3;
  Put skip list('PLIDMPA Starting');
  Call PLIDMPB;

PLIDMPB: PROC;
  Declare 1 Name auto,
    2 First Char(12) Varying,
    2 Last Char(12) Varying;
  First = 'Teri';
  Last = 'Gillispy';
  Put skip list('PLIDMPB Starting');
  Call PLIDUMP('TBFC','PLIDUMP called from procedure PLIDMPB');
  Put Data;
End PLIDMPB;

End PLIDMPA;
End PLIDMP;
```

Figure 103. Example PL/I routine calling PLIDUMP

The syntax and options for PLIDUMP are shown below.

```
PLIDUMP—(character-string-expression 1,character-string-expression 2)
```

**character-string-expression 1**

is a dump options character string consisting of one or more of the following:

- **A** Requests information relevant to all tasks in a multitasking program.
- **B** BLOCKS (PL/I hexadecimal dump).
- **C** Continue. The routine continues after the dump.
- **E** Exit from current task of a multitasking program. Program continues to run after requested dump is completed.
- **F** FILES.

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H STORAGE.
This includes all Language Environment storage, and hence all the
BASED and CONTROLLED storage acquired via ALLOCATE
statements.

Note: A ddname of CEESNAP should be specified with the H option
to produce a SNAP dump of a PL/I routine, but if this is
omitted, Language Environment will issue a message but still
produce a dump with much very useful information.

K BLOCKS (when running under CICS). The Transaction Work Area is
included.

NB NOBLOCKS.

NF NOFILES.

NH NOSTORAGE.

NK NOBLOCKS (when running under CICS).

NT NOTRACEBACK.

O Only information relevant to the current task in a multitasking
program.

S Stop. The enclave is terminated with a dump.

T TRACEBACK.

T, F, and C are the default options.

character-string-expression 2
is a user-identified character string up to 80 characters long that is printed as
the dump header.

PLIDUMP usage notes

If you use PLIDUMP, the following considerations apply:

• If a routine calls PLIDUMP a number of times, use a unique user-identifier for
each PLIDUMP invocation. This simplifies identifying the beginning of each
dump.

• A DD statement with the ddname PLIDUMP, PL1DUMP, or CEEDUMP can be
used to define the data set for the dump.

• The data set defined by the PLIDUMP, PL1DUMP, or CEEDUMP DD statement
should specify a logical record length (LRECL) of at least 133 to prevent dump
records from wrapping. If SYSOUT is used as the target in any one of these
DDs, you must specify MSGFILE(SYSOUT,FBA,133,0) or
MSGFILE(SYSOUT,VBA,137,0) to ensure that the lines are not wrapped.

• When you specify the H option in a call to PLIDUMP, the PL/I library issues an
OS SNAP macro to obtain a dump of virtual storage. The first invocation of
PLIDUMP results in a SNAP identifier of 0. For each successive invocation, the
ID is increased by one to a maximum of 256, after which the ID is reset to 0.

• Support for SNAP dumps using PLIDUMP is only provided under z/OS. SNAP
dumps are not produced in a CICS environment.
  – If the SNAP is not successful, the CEE3DMP DUMP file displays the message:
    Snap was unsuccessful
  – If the SNAP is successful, CEE3DMP displays the message:
Snap was successful; snap ID = nnn

where nnn corresponds to the SNAP identifier described above. An unsuccessful SNAP does not increment the identifier.

- If you want the program unit name, program unit address and program unit offset to be listed correctly in the dump traceback table, you need to make sure that your PL/I program unit is compiled with a compile-time option other than TEST(NONE,NOSYM). For example, you can specify the option as TEST(NOSYM,NOHOOK,BLOCK).

If you want to ensure portability across system platforms, use PLIDUMP to generate a dump of your PL/I routine.

**Locating variables in the PLIDUMP output**

To find variables in the PLIDUMP output, you should compile your program with the MAP option. The MAP option will cause the compiler to add to the listing a table showing the offset within AUTOMATIC and STATIC storage of all level-1 variables that are AUTOMATIC or STATIC.

To find a variable that is an element in a structure, it is also useful if you compile your program with the AGGREGATE option. This option will cause the compiler to add to the listing a table showing the offsets of all the elements of all the structures in your program.

**Locating AUTOMATIC variables**

To find an AUTOMATIC variable in the dump, you should find its offset within automatic using the output from the MAP option (and if necessary the AGGREGATE option). If PLIDUMP has been invoked with the B option, the dump output will contain a hex dump of the "Dynamic save area" (or DSA) for each block. This is the automatic storage for that block.

For example, consider the following simple program:

```
Compiler Source
Line.File
  2.0 test: proc options(main);
  3.0
  4.0  dcl a fixed bin(31);
  5.0  dcl b fixed bin(31);
  6.0
  7.0  on error
  8.0    begin;
  9.0    call plidump('TFBC');
 10.0  end;
11.0
12.0  a = 0;
13.0  b = 29;
14.0  b = 17 / a;
```

The result of the compiler MAP option for this program looks like this, except that there is actually one more column on the right and the columns are actually spaced much further apart:

```
* * * * * STORAGE OFFSET LISTING * * * * *
IDENTIFIER DEFINITION ATTRIBUTES
  A  1-0:4  Class = automatic, Location = 160 : 0xA0(r13),
  B  1-0:5  Class = automatic, Location = 164 : 0xA4(r13),
```
So, A is located at hex A0 off of register 13 and B is located at hex A4 off of register 13, where register 13 points to the DSA.

Since in this program PLIDUMP is called with the B option, it will include a hexadecimal dump of automatic storage for each block in the current calling chain. This will look like (again with the right columns cutoff):

```
Dynamic save area (TEST): 0AD963C8
  +000000 0AD963C8 10000000 0AD96188 00000000 00000000
  +000020 0AD963E8 00000000 00000000 00000000 0AD96518
  +000060 0AD96428 00000000 00000000 00000000 00000000
  +000080 0AD96448 - +00009F 0AD96467 same as above
  +000A0 0AD96468 00000000 0000000D 00100000 00000000
  +000C0 0AD96488 0B300000 0A700930 0AD963C8 00000000
  +000E0 0AD964A8 00000000 00000000 00000000 00000000
  +00100 0AD964C8 0A47810 0A70E6D0 0AD96540 0AD960F0
  +00120 0AD964E8 00000001 0A70F4F8 0AD96318 00000000
  +00140 0AD96508 00000000 00000000 00000000 00000000
```

Since A is at hex offset A0 and B is at hex offset A4 in AUTOMATIC, the dump shows that A and B have the (expected) hex values of 00000000 and 0000001D respectively.

Please note that under the compiler options OPT(2) and OPT(3), some variables, particularly FIXED BIN and POINTER scalar variables, may never be allocated storage and thus could not be found in the dump output.

**Locating STATIC variables**

If you compiled your code with the RENT option, static variables are located in the WSA (the Writeable Static Area) for the current load module. The offset of a variable within the WSA can be found from the output of the MAP option, and the WSA is held in the Language Environment control block called the CAA. The value of the WSA is also listed in the Language Environment dump.

However, if you compiled your code with the NORENT option, EXTERNAL STATIC is found as usual (using the linker listing and the output of the compiler's MAP option). INTERNAL STATIC will be dumped as part of the Language Environment dump (if PLIDUMP was called with the B option).

Please also note that unlike the older PL/I compilers, the address of static is not dedicated to any one register.

For example, consider the program above with the variables changed to STATIC:

```
Compiler Source
Line.File
  2.0    test: proc options(main);
  3.0
  4.0    dcl a fixed bin(31) static;
  5.0    dcl b fixed bin(31) static;
  6.0
  7.0    on error
  8.0    begin;
  9.0    call plidump('TFBC');
 10.0    end;
 11.0
 12.0    a = 0;
 13.0    b = 29;
 14.0    b = 17 / a;
```
When compiled with the NORENT option, the result of the compiler MAP option for this program looks like this, except that there is actually one more column on the right and the columns are actually spaced much further apart:

```
*** STORAGE OFFSET LISTING ***
IDENTIFIER DEFINITION ATTRIBUTES

A  1-0:4 Class = static, Location = 0 : 0x0 + CSECT ***TEST2
B  1-0:5 Class = static, Location = 4 : 0x4 + CSECT ***TEST2
```

So, A is located at hex offset 00 into the static CSECT for the compilation unit TEST while B is located at hex offset 04.

Since in this program PLIDUMP is called with the B option, it will include a hexadecimal dump of static storage for each compilation in the current calling chain. This will look like (again with the right columns cutoff):

```
Static for procedure TEST  Timestamp: 2004.08.12
+000000 0FC00AA0 00000000 0000001D 0FC00DC8 0FC00AC0
+000020 0FC00AC0 0FC00AA8 00444042 00A3AE01 0FC009C8
+000040 0FC00AE0 6E3BFFE0 00000000 00000000 00000000
+000060 0FC00B00 00000000 00000000 00000000 00000000
+000080 0AD963C8 10000000 0AD96188 00000000 00000000
```

So, A at hex offset 00 has the (expected) hex value 00000000, and B at hex offset 04 has the (also expected) hex value 0000001D or the decimal value 29.

### Locating CONTROLLED variables

CONTROLLED variables are essentially LIFO stacks, and each CONTROLLED variable has an "anchor" that points to the top of that stack. The key to locating a CONTROLLED variable is to locate this anchor, and its location depends on the compiler options as described below.

In the rest of this discussion of CONTROLLED variables, the program source will be the same program as above, but with the storage class changed to CONTROLLED:

```
Compiler Source
Line.File
2.0    test: proc options(main);
3.0
4.0    dcl a fixed bin(31) controlled;
5.0    dcl b fixed bin(31) controlled;
6.0
7.0    on error
8.0      begin;
9.0          call plidump('TFBHC');
10.0     end;
11.0
12.0    allocate a, b;
13.0    a = 0;
14.0    b = 29;
15.0    b = 17 / a;
```

### Under NORENT WRITABLE

The result of the compiler MAP option looks like this, except that again there is actually one more column on the right and the columns are actually spaced much further apart:

```
*** STORAGE OFFSET LISTING ***
IDENTIFIER DEFINITION ATTRIBUTES

A  1-0:4 Class = static, Location = 8 : 0x8 + CSECT ***TEST2
B  1-0:5 Class = static, Location = 12 : 0xC + CSECT ***TEST2
```
Note: that these lines describe the location of the anchors for A and B (not the location of A and B themselves). So, A’s anchor is located at hex 08 into the static CSECT for the compilation unit TEST while B’s anchor is located at hex 0C.

If PLIDUMP is called with the B option, it will include a hexadecimal dump of static storage for each compilation in the current calling chain. This will look like (again with the right columns cutoff):

```
Static for procedure TEST    Timestamp: ...
+000000 0FC00A88 0FC00B80 0FC00AA8 102B8A30 102B8A50
+000020 0FC00A88 0FC00A88 00444042 00A3AE01 0FC00B80
+000040 0FC00AC8 6E3BFFE0 00000000 00000000 00000000
```

So, A’s anchor is at 102B8A30 and B’s is at 102B8A50. But since these are CONTROLLED variables, their storage was obtained via ALLOCATE statements, and hence these addresses point into heap storage. But If PLIDUMP is called with the H option, it will include a hexadecimal dump of heap storage. This will look like (again with the right columns cutoff):

```
Enclave Storage:
    Initial (User) Heap
+000000 102B7018 C8C1D5C3 0FC0F990 0FC0F990 00000000
... +001A00 102B8A18 102B7018 00000020 0FC00A90 00000014
```

So, the address of A’s anchor is 102B8A40 and B’s is 102B8A28.

Since PLIDUMP was also called with the H option, it will include a hexadecimal dump of heap storage. This will look like (again with the right columns cutoff):

```
512 Enterprise PL/I for z/OS Programming Guide
```
Enclave Storage:
Initial (User) Heap
+000000 102B7018 C8C1D5C3 0FC0F990 0FC0F990 00000000
+001A00 102B8A18 102B7018 00000018 00000000 0FC00A78
+001A20 102B8A20 102B8A20 0FC0A74 102B8A60 00000000
+001A40 102B8A40 00000000 00000000 00000000 102B7018 00000020 102B8A28 00000014
+001A60 102B8A58 00000000 00000000 00000000 00000000 102B7018 00000020 102B8A28 00000014

Since B’s anchor address was at 102B8A28, B’s anchor is at 102B8A80, and B has, as expected, the hex value 0000001D or decimal 29.

Under NORENT NOWRITABLE(PRV)
The MAP listing when compiled with these options would look like this:

<table>
<thead>
<tr>
<th>IDENTIFIER</th>
<th>DEFINITION</th>
<th>ATTRIBUTES</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TEST3</strong></td>
<td>1-0:4</td>
<td>Class = ext def, Location = CSECT <strong>TEST3</strong></td>
</tr>
<tr>
<td><strong>TEST4</strong></td>
<td>1-0:5</td>
<td>Class = ext def, Location = CSECT <strong>TEST4</strong></td>
</tr>
<tr>
<td>_PRV_OFFSETS</td>
<td>1-0:1</td>
<td>Class = static, Location = B : 0x8 + CSECT <strong>TEST2</strong></td>
</tr>
</tbody>
</table>

The key here is the last line in this output: _PRV_OFFSETS is a static table that holds the offset into the PRV table for each CONTROLLED variable. This static table is generated only if the MAP option is specified.

To interpret this table, the compiler will also produce, immediately after the block names table, another, usually small, listing, which for our program would look like:

```
PRV Offsets
Number Offset Name
1     B A
1     C B
```

This table lists the hex offset within the runtime _PRV_OFFSETS table for each of the named CONTROLLED variables. The block number (in the first column) can be used to distinguish variables with the same name but declared in different blocks.

Since the _PRV_OFFSETS table is in static storage (at hex offset 8) and since PLIDUMP was called with the B option, it will appear in the dump output, which would look like this:

```
Static for procedure TEST Timestamp: ...
+000000 10908EC8 02020240 00000005 6DD7D9E5 6DD6C6C6
00000000 00000004 000000A0 00100000
+000020 10908EE8 6E3BFFE0 00000000 00000000 00000000 00000000 90010000 00000000
```

So, the offset of A in the PRV table is 0, and the offset of B in the PRV table is 4. Note also the eyecatcher "_PRV_OFF" that occupies the first 8 bytes of the _PRV_OFFSETS table.

The PRV table is always located at offset 4 within the CAA which, since PLIDUMP was called with the H option, will be in the dump output and which looks like:
Control Blocks Associated with the Thread:
CAA: 0A7107D0
  +000000 0A7107D0 00000800 0ADB7DE0 0AD97018 0ADB7018
  00000000 00000000 00000000 00000000

So, the address of the PRV table is 0ADB7DE0, and it will also be in the dump
output amongst the HEAP storage:

Enclave Storage:
Initial (User) Heap
  +000000 102B7018 C8C1D5C3 0FC0F990 0FC0F990 00000000
  ...+0000C0 0ADB7D08 00000000 00000000 0ADB8A38 0ADB8A58
  0ADB7018 00000488 00000000 00000000

So, the PRV table contains 0ADB8A38 0ADB8A58 etc, and since, as derived from
the _PRV_OFFSETS table, A’s offset into the PRV table is 0 and B’s offset is 4, these
are also the addresses of A and B respectively.

These addresses will also appear in the HEAP storage in the dump:

Enclave Storage:
Initial (User) Heap
  +000000 102B7018 C8C1D5C3 0FC0F990 0FC0F990 00000000
  ...+001A00 0ADB8A18 00000000 00000000 0ADB7018 00000020
  00000004 00000014 0A7107D4 00000000
+001A20 0ADB8A38 00000000 00000000 0ADB7018 00000020
  00000004 00000014 0A7107D4 00000000
+001A40 0ADB8A58 0000001D 00000000 00000000 00000000
  00000000 00000000 00000000 00000000

So, since A’s address is 0ADB8A38, its hex value is, as expected, 00000000, and
since B’s address is 0ADB8A58, its hex value is, also as expected, 0000001D.

Saved Compilation Data

During a compilation, the compiler saves various information about the
compilation in the load module. This information can be very useful in debugging
and in future migration efforts. This chapter describes the information saved.

Copyright

If you specify the COPYRIGHT compiler option, the compiler will save the
COPYRIGHT string as a CHARACTER VARYING string placed immediately
before the timestamp data in the object. This string will be followed by as many
blanks as necessary so that the string plus these blanks will occupy a multiple of 4
bytes.

Timestamp

The compiler saves in every load module a "timestamp", which is a 20-byte
character string of the form "YYYYMMDDHHMISSVNRNML" which records the
date and time of the compilation as well as the version of the compiler that
produced this string. The elements of the string have the following meanings:

YYYY    the year of the compilation
MM    the month of the compilation
DD    the day of the compilation
the hour of the compilation
the minute of the compilation
the second of the compilation
the version number of the compiler
the release number of the compiler
the maintenance level of the compiler

The timestamp can be located from the PPA2: at offset 12 in the PPA2 is a four-byte integer giving the offset (possibly negative) to the timestamp from the address of the PPA2.

The PPA2, in turn, can be located from the PPA1: at offset 4 in the PPA1 is a four-byte integer giving the offset (possibly negative) to the PPA2 from the entry point address corresponding to that PPA1.

The PPA1, in turn, can be located from the entry point address for a block: at offset 12 from the entry point address is a four-byte integer giving the offset (possibly negative) to the PPA1 from the entry point address.

Saved options string

The compiler also stores in the load module a 32-byte string that records the compiler options used in building the load module.

A PL/I declaration for the saved options string is given in Figure 104. For most of the fields in the structure, the meaning of the field is obvious given its name, but a few of the fields need some explanation:

- sos_words holds the number of the bytes in the structure divided by 4.
- sos_version is the version number for this structure. It is not a compiler version number.
- The size of the structure and what fields have been set depends on the version number.

```pli
dcl
  1 sos based fixed bin(8) unsigned,
    2 sos_words fixed bin(8) unsigned,
    2 sos_version fixed bin(8) unsigned,
    2 sos_arch fixed bin(8) unsigned,
    2 sos_tune fixed bin(8) unsigned,
    2 sos_currency char(1),
    2 sos_optlevel bit(4) /* set with version >= 2 */
    2 sos_scheduler bit(1) /* set with version >= 5 */
    2 sos_nowritable_prv bit(1) /* set with version >= 4 */
    2 sos_noblockedio bit(1) /* set with version >= 3 */
    2 sos_optimize bit(1),
    2 sos_window fixed bin(15),
    2 sos_codepage fixed bin(31),
    2 sos_limits_intname fixed bin(8) unsigned,
    2 sos_limits_extname fixed bin(8) unsigned,
    2 sos_limits_fixbinp1 fixed bin(8) unsigned,
    2 sos_limits_fixbinp2 fixed bin(8) unsigned,
    2 sos_limits_fixdecpl fixed bin(8) unsigned,
    2 sos_limits_fixdecplp2 /* set with version >= 4 */
    2 sos_limits_fixdecplp2 fixed bin(8) unsigned
```

Figure 104. Declare for the saved options string (Part 1 of 4)
Figure 104. Declare for the saved options string (Part 2 of 4)
Figure 104. Declare for the saved options string (Part 3 of 4)
The possible values for the sos_cmpat field are given by these declares:

dcl sos_cmpat_le bit(4) value('0000'b);
dcl sos_cmpat_v1 bit(4) value('0001'b);
dcl sos_cmpat_v2 bit(4) value('0010'b);
dcl sos_cmpat_v3 bit(4) value('0011'b);

dcl sos_cmpat bit(4) value('0000'b);

The possible values for the sos_system field are given by these declares:

dcl sos_system_mvs bit(4) value('0001'b);
dcl sos_system_tso bit(4) value('0010'b);
dcl sos_system_cics bit(4) value('0011'b);
dcl sos_system_ims bit(4) value('0100'b);
dcl sos_system_os bit(4) value('0101'b);

The possible values for the sos_test_hooks field are given by these declares:

dcl sos_test_hooks_none bit(4) value('0000'b);
dcl sos_test_hooks_block bit(4) value('0001'b);
dcl sos_test_hooks_stmt bit(4) value('0011'b);
dcl sos_test_hooks_path bit(4) value('0101'b);
dcl sos_test_hooks_all bit(4) value('0111'b);

The possible values for the sos_linkage field are given by these declares:

dcl sos_linkage_optlink fixed bin(8) unsigned value(1);
dcl sos_linkage_system fixed bin(8) unsigned value(2);

The possible values for the sos_bifprec field are given by these declares:

dcl sos_bifprec_15 bit(2) value('01'b);
dcl sos_bifprec_31 bit(2) value('10'b);

The possible values for the sos_floatinmath field are given by these declares:

dcl sos_extension01 bit(1) /* set with version >= 10 */;
dcl sos_extension02 bit(1) /* set with version >= 10 */;

Figure 104. Declare for the saved options string (Part 4 of 4)
The saved options string is located after the timestamp in one of two ways:

1. if the service option has been specified, the string specified in the service option follows immediately after the timestamp as a character varying string. Then the saved options string follows after the service string as a second character varying string.

2. if the service option has not been specified, the saved options string follows immediately after the timestamp as a character varying string.

The length of the varying string that holds the saved options string may be longer than the size of the saved options string itself.

The presence (or absence) of the service string is indicated in the PPA2 by the flag byte at decimal offset 20 in the PPA2: if the result of anding this byte with '20'bx is not zero, then the service string is present.

In some earlier releases of the PL/I compiler, the compiler did not place a saved options string in the load module. The presence (or absence) of the saved options string is indicated in the PPA2 by the flag byte at decimal offset 20 in the PPA2: if the result of anding this byte with '02'bx is not zero, then the saved options string is present.
Chapter 20. Interrupts and attention processing

To enable a PL/I program to recognize attention interrupts, two operations must be possible:

- You must be able to create an interrupt. This is done in different ways depending upon both the terminal you use and the operating system.
- Your program must be prepared to respond to the interrupt. You can write an ON ATTENTION statement in your program so that the program receives control when the ATTENTION condition is raised.

**Note:** If the program has an ATTENTION ON-unit that you want invoked, you must compile the program with either of the following:
- The INTERRUPT option (supported only in TSO)
- A TEST option other than NOTEST or TEST(NONE,NOSYM).
  Compiling this way causes INTERRUPT(ON) to be in effect, unless you explicitly specify INTERRUPT(OFF) in PLIXOPT.

You can find the procedure used to create an interrupt in the IBM instruction manual for the operating system and terminal that you are using.

There is a difference between the interrupt (the operating system recognized your request) and the raising of the ATTENTION condition.

An *interrupt* is your request that the operating system notify the running program. If a PL/I program was compiled with the INTERRUPT compile-time option, instructions are included that test an internal interrupt switch at discrete points in the program. The internal interrupt switch can be set if any program in the load module was compiled with the INTERRUPT compile-time option.

The internal switch is set when the operating system recognizes that an interrupt request was made. The execution of the special testing instructions (polling) raises the ATTENTION condition. If a debugging tool hook (or a CALL PLITEST) is encountered before the polling occurs, the debugging tool can be given control before the ATTENTION condition processing starts.

Polling ensures that the ATTENTION condition is raised between PL/I statements, rather than within the statements.

Figure 105 on page 522 shows a skeleton program, an ATTENTION ON-unit, and several situations where polling instructions will be generated. In the program polling will occur at:
- LABEL1
- Each iteration of the DO
- The ELSE PUT SKIP ... statement
- Block END statements
Using ATTENTION ON-units

You can use processing within the ATTENTION ON-unit to terminate potentially endless looping in a program.

Control is given to an ATTENTION ON-unit when polling instructions recognize that an interrupt has occurred. Normal return from the ON-unit is to the statement following the polling code.

Interaction with a debugging tool

If the program has the TEST(ALL) or TEST(ERROR) run-time option in effect, an interrupt causes the debugging tool to receive control the next time a hook is encountered. This might be before the program's polling code recognizes that the interrupt occurred.

Later, when the ATTENTION condition is raised, the debugging tool receives control again for condition processing.
Chapter 21. Using the Checkpoint/Restart facility

This chapter describes the PL/I Checkpoint/Restart feature which provides a convenient method of taking checkpoints during the execution of a long-running program in a batch environment.

At points specified in the program, information about the current status of the program is written as a record on a data set. If the program terminates due to a system failure, you can use this information to restart the program close to the point where the failure occurred, avoiding the need to rerun the program completely.

This restart can be either automatic or deferred. An automatic restart is one that takes place immediately (provided the operator authorizes it when requested by a system message). A deferred restart is one that is performed later as a new job.

You can request an automatic restart from within your program without a system failure having occurred.

PL/I Checkpoint/Restart uses the Advanced Checkpoint/Restart Facility of the operating system. This facility is described in the books listed in “Bibliography” on page 599.

To use checkpoint/restart you must do the following:

- Request, at suitable points in your program, that a checkpoint record is written. This is done with the built-in subroutine PLICKPT.
- Provide a data set on which the checkpoint record can be written.
- Also, to ensure the desired restart activity, you might need to specify the RD parameter in the EXEC or JOB statement (see z/OS JCL Reference).

Note: You should be aware of the restrictions affecting data sets used by your program. These are detailed in the “Bibliography” on page 599.

### Requesting a checkpoint record

Each time you want a checkpoint record to be written, you must invoke, from your PL/I program, the built-in subroutine PLICKPT.

```
CALL PLICKPT
```

The four arguments are all optional. If you do not use an argument, you need not specify it unless you specify another argument that follows it in the given order. In this case, you must specify the unused argument as a null string (""'). The following paragraphs describe the arguments.

**ddname**

is a character string constant or variable specifying the name of the DD
statement defining the data set that is to be used for checkpoint records. If you omit this argument, the system will use the default ddname SYSCHK.

**check-id**

is a character string constant or variable specifying the name that you want to assign to the checkpoint record so that you can identify it later. If you omit this argument, the system will supply a unique identification and print it at the operator's console.

**org**

is a character string constant or variable with the attributes CHARACTER(2) whose value indicates, in operating system terms, the organization of the checkpoint data set. PS indicates sequential (that is, CONSECUTIVE) organization; PO represents partitioned organization. If you omit this argument, PS is assumed.

**code**

is a variable with the attributes FIXED BINARY (31), which can receive a return code from PLICKPT. The return code has the following values:

- 0 A checkpoint has been successfully taken.
- 4 A restart has been successfully made.
- 8 A checkpoint has not been taken. The PLICKPT statement should be checked.
- 12 A checkpoint has not been taken. Check for a missing DD statement, a hardware error, or insufficient space in the data set. A checkpoint will fail if taken while a DISPLAY statement with the REPLY option is still incomplete.
- 16 A checkpoint has been taken, but ENQ macro calls are outstanding and will not be restored on restart. This situation will not normally arise for a PL/I program.

**Defining the checkpoint data set**

You must include a DD statement in the job control procedure to define the data set in which the checkpoint records are to be placed. This data set can have either CONSECUTIVE or partitioned organization. You can use any valid ddname. If you use the ddname SYSCHK, you do not need to specify the ddname when invoking PLICKPT.

You must specify a data set name only if you want to keep the data set for a deferred restart. The I/O device can be any direct access device.

To obtain only the last checkpoint record, then specify status as NEW (or OLD if the data set already exists). This will cause each checkpoint record to overwrite the previous one.

To retain more than one checkpoint record, specify status as MOD. This will cause each checkpoint record to be added after the previous one.

If the checkpoint data set is a library, “check-id” is used as the member-name. Thus a checkpoint will delete any previously taken checkpoint with the same name.

For direct access storage, you should allocate enough primary space to store as many checkpoint records as you will retain. You can specify an incremental space...
allocation, but it will not be used. A checkpoint record is approximately 5000 bytes
longer than the area of main storage allocated to the step.

No DCB information is required, but you can include any of the following, where
applicable:
OPTCD=W, OPTCD=C, RECFM=UT

These subparameters are described in the z/OS JCL User’s Guide.

**Requesting a restart**

A restart can be automatic or deferred. You can make automatic restarts after a
system failure or from within the program itself. The system operator must
authorize all automatic restarts when requested by the system.

**Automatic restart after a system failure**

If a system failure occurs after a checkpoint has been taken, the automatic restart
will occur at the last checkpoint if you have specified RD=R (or omitted the RD
parameter) in the EXEC or JOB statement.

If a system failure occurs before any checkpoint has been taken, an automatic
restart, from the beginning of the job step, can still occur if you have specified
RD=R in the EXEC or JOB statement.

After a system failure occurs, you can still force automatic restart from the
beginning of the job step by specifying RD=RNC in the EXEC or JOB statement. By
specifying RD=RNC, you are requesting an automatic step restart without
checkpoint processing if another system failure occurs.

**Automatic restart within a program**

You can request a restart at any point in your program. The rules for the restart are
the same as for a restart after a system failure. To request the restart, you must
execute the statement:

CALL PLIREST;

To effect the restart, the compiler terminates the program abnormally, with a
system completion code of 4092. Therefore, to use this facility, the system
completion code 4092 must not have been deleted from the table of eligible codes
at system generation.

**Getting a deferred restart**

To ensure that automatic restart activity is canceled, but that the checkpoints are
still available for a deferred restart, specify RD=NR in the EXEC or JOB statement
when the program is first executed.

If you subsequently require a deferred restart, you must submit the program as a
new job, with the RESTART parameter in the JOB statement. Use the RESTART
parameter to specify the job step at which the restart is to be made and, if you
want to restart at a checkpoint, the name of the checkpoint record.
For a restart from a checkpoint, you must also provide a DD statement that defines the data set containing the checkpoint record. The DD statement must be named SYSCHK. The DD statement must occur immediately before the EXEC statement for the job step.

**Modifying checkpoint/restart activity**

You can cancel automatic restart activity from any checkpoints taken in your program by executing the statement:

```
CALL PLICANC;
```

However, if you specified RD=R or RD=RNC in the JOB or EXEC statement, automatic restart can still take place from the beginning of the job step.

Also, any checkpoints already taken are still available for a deferred restart.

You can cancel any automatic restart and the taking of checkpoints, even if they were requested in your program, by specifying RD=NC in the JOB or EXEC statement.
Chapter 22. Using user exits

PL/I provides a number of user exits that allow you to customize the PL/I product to suit your needs. The PL/I products supply default exits and the associated source files.

If you want the exits to perform functions that are different from those supplied by the default exits, we recommend that you modify the supplied source files as appropriate.

At times, it is useful to be able to tailor the compiler to meet the needs of your organization. For example, you might want to suppress certain messages or alter the severity of others. You might want to perform a specific function with each compilation, such as logging statistical information about the compilation into a file. A compiler user exit handles this type of function.

With PL/I, you can write your own user exit or use the exit provided with the product, either ‘as is’ or modified, depending on what you want to do with it. The user exit source code provided with the product can be seen in Figure 16 on page 241.

The purpose of this chapter is to describe:

- Procedures that the compiler user exit supports
- How to activate the compiler user exit
- IBMUEXIT, the IBM-supplied compiler user exit
- Requirements for writing your own compiler user exit.

Procedures performed by the compiler user exit

The compiler user exit performs three specific procedures:

- Initialization
- Interception and filtering of compiler messages
- Termination

As illustrated in Figure 106, the compiler passes control to the initialization procedure, the message filter procedure, and the termination procedure. Each of these three procedures, in turn, passes control back to the compiler when the requested procedure is completed.
Each of the three procedures is passed two different control blocks:

- A global control block that contains information about the compilation. This is passed as the first parameter. For specific information on the global control block, see “Structure of global control blocks” on page 529.

- A function-specific control block that is passed as the second parameter. The content of this control block depends upon which procedure has been invoked. For detailed information, see “Writing the initialization procedure” on page 530, “Writing the message filtering procedure” on page 531, and “Writing the termination procedure” on page 533.

**Activating the compiler user exit**

In order to activate the compiler user exit, you must specify the EXIT compile-time option. For more information on the EXIT option, see “EXIT” on page 46.

The EXIT compile-time option allows you to specify a user-option-string which specifies the DDname for the user exit input file. If you do not specify a string, SYSUEXIT is used as the DDname for the user exit input file.

The user-option-string is passed to the user exit functions in the global control block which is discussed in “Structure of global control blocks” on page 529. See the field “Uex UIB User_char_str” in the section “Structure of global control blocks” on page 529 for additional information.

**The IBM-supplied compiler exit, IBMUEXIT**

IBM supplies you with the sample compiler user exit, IBMUEXIT, which filters messages for you. It monitors messages and, based on the message number that you specify, suppresses the message or changes the severity of the message.

**Customizing the compiler user exit**

As was mentioned earlier, you can write your own compiler user exit or simply use the one shipped with the compiler. In either case, the name of the fetchable file for the compiler user exit must be IBMUEXIT.
This section describes how to:
- Modify the user exit input file for customized message filtering
- Create your own compiler user exit

**Modifying SYSUEXIT**

Rather than spending the time to write a completely new compiler user exit, you can simplify modify the user exit input file.

Edit the file to indicate which message numbers you want to suppress, and which message number severity levels you want to change. A sample file is shown in Figure 107.

<table>
<thead>
<tr>
<th>Fac Id</th>
<th>Msg No</th>
<th>Severity</th>
<th>Suppress</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>'IBM'</td>
<td>1042</td>
<td>-1</td>
<td>1</td>
<td>String spans multiple lines</td>
</tr>
<tr>
<td>'IBM'</td>
<td>1044</td>
<td>-1</td>
<td>1</td>
<td>FIXED BIN 7 mapped to 1 byte</td>
</tr>
<tr>
<td>'IBM'</td>
<td>1047</td>
<td>8</td>
<td>0</td>
<td>Order inhibits optimization</td>
</tr>
<tr>
<td>'IBM'</td>
<td>1052</td>
<td>-1</td>
<td>1</td>
<td>Nodescriptor with * extent arg</td>
</tr>
<tr>
<td>'IBM'</td>
<td>1059</td>
<td>0</td>
<td>0</td>
<td>Select without OTHERWISE</td>
</tr>
<tr>
<td>'IBM'</td>
<td>1169</td>
<td>0</td>
<td>1</td>
<td>Precision of result determined</td>
</tr>
</tbody>
</table>

*Figure 107. Example of an user exit input file*

The first two lines are header lines and are ignored by IBMUEXIT. The remaining lines contain input separated by a variable number of blanks.

Each column of the file is relevant to the compiler user exit:
- The first column should contain the letters 'IBM' in single quotation marks for all compiler messages to which you want the exit to apply.
- The second column contains the four digit message number.
- The third column shows the new message severity. Severity -1 indicates that the severity should be left as the default value.
- The fourth column indicates whether or not the message is to be suppressed. A '1' indicates the message is to be suppressed, and a '0' indicates that it should be printed.
- The comment field, found in the last column, is for your information, and is ignored by IBMUEXIT.

**Writing your own compiler exit**

To write your own user exit, you can use IBMUEXIT (see the source in Figure 16) as a model. As you write the exit, make sure it covers the areas of initialization, message filtering, and termination.

As noted in that section, the compiler user exit must be compiled with the RENT option and linked as a DLL.

**Structure of global control blocks**

The global control block is passed to each of the three user exit procedures (initialization, filtering, and termination) whenever they are invoked. The following code and accompanying explanations describe the contents of each field in the global control block.

```plaintext
Dcl
  1 Uex_UIB native based( null() ),
  2 Uex_UIB_Length fixed bin(31),
```

Chapter 22. Using user exits 529
Data Entry Fields

- **Uex_UIB_Length**: Contains the length of the control block in bytes. The value is storage (Uex_UIB).
- **Uex_UIB_Exit_token**: Used by the user exit procedure. For example, the initialization may set it to a data structure which is used by both the message filter, and the termination procedures.
- **Uex_UIB_User_char_str**: Points to an optional character string, if you specify it. For example, in `pli_filename(EXIT('string'))...fn` can be a character string up to thirty-one characters in length.
- **Uex_UIB_User_char_len**: Contains the length of the string pointed to by the User_char_str. The compiler sets this value.
- **Uex_UIB_Filename_str**: Contains the name of the source file that you are compiling, and includes the drive and subdirectories as well as the filename. The compiler sets this value.
- **Uex_UIB_Filename_len**: Contains the length of the name of the source file pointed to by the Filename_str. The compiler sets this value.
- **Uex_UIB_return_code**: Contains the return code from the user exit procedure. The user sets this value.
- **Uex_UIB_reason_code**: Contains the procedure reason code. The user sets this value.
- **Uex_UIB_Exit_Routs**: Contains the exit entries set up by the initialization procedure.
- **Uex_UIB_Termination**: Contains the entry that is to be called by the compiler at termination time. The user sets this value.
- **Uex_UIB_Message_Filter**: Contains the entry that is to be called by the compiler whenever a message needs to be generated. The user sets this value.

**Writing the initialization procedure**

Your initialization procedure should perform any initialization required by the exit, such as opening files and allocating storage. The initialization procedure-specific control block is coded as follows:

```
Dcl 1 Uex_ISA native based( null() ),
    2 Uex_ISA_Length_fixed bin(31);    /* storage(Uex_ISA) */
```

Writing the initialization procedure

Your initialization procedure should perform any initialization required by the exit, such as opening files and allocating storage. The initialization procedure-specific control block is coded as follows:

```
Dcl 1 Uex_ISA native based( null() ),
    2 Uex_ISA_Length_fixed bin(31);    /* storage(Uex_ISA) */
```
The global control block syntax for the initialization procedure is discussed in the section “Structure of global control blocks” on page 529.

Upon completion of the initialization procedure, you should set the return/reason codes to the following:

0/0
Continue compilation

4/n
Reserved for future use

8/n
Reserved for future use

12/n
Reserved for future use

16/n
Abort compilation

Writing the message filtering procedure

The message filtering procedure permits you to either suppress messages or alter the severity of messages. You can increase the severity of any of the messages but you can decrease the severity only of **ERROR** (severity code 8) or **WARNING** (severity code 4) messages.

The procedure-specific control block contains information about the messages. It is used to pass information back to the compiler indicating how a particular message should be handled.

The following is an example of a procedure-specific message filter control block:

```plaintext
Dcl 1 Uex_MFX native based( null() ),
  2 Uex_MFX_Length fixed bin(31),
  2 Uex_MFX_Facility_Id char(3), /* of component writing message */
  2 * char(1),
  2 Uex_MFX_Message_No fixed bin(31),
  2 Uex_MFX_Severity fixed bin(15),
  2 Uex_MFX_New_Severity fixed bin(15), /* set by exit proc */
  2 Uex_MFX_Ins_Bin8 fixed bin(63),
  4 Uex_MFX_Ins_Bin fixed bin(31),
  4 Uex_MFX_Inserts fixed bin(15),
  5 Uex_MFX_Inserts_Data( 6 refer(Uex_MFX_Inserts) ),
  3 Uex_MFX_Ins_Type fixed bin(7),
  3 Uex_MFX_Ins_Type_Data union unaligned,
  4 * char(8),
  4 Uex_MFX_Ins_Bin8 fixed bin(63),
  4 Uex_MFX_Ins_Bin fixed bin(31),
  5 Uex_MFX_Ins_Bin fixed bin(31),
  5 Uex_MFX_Ins_Bin_Data( 6 refer(Uex_MFX_Ins_Bin) ),
  5 Uex_MFX_Ins_Bin8 fixed bin(63),
  5 Uex_MFX_Ins_Bin fixed bin(31),
  5 Uex_MFX_Inserts fixed bin(15),
  5 Uex_MFX_Inserts_Data( 6 refer(Uex_MFX_Inserts) ),
  5 * char(1),
  5 Uex_MFX_Ins_Series_Sep char(1),
  5 Uex_MFX_Ins_Series_Addr pointer,
  5 Uex_MFX_Ins_Series_Size fixed bin(15),
  5 Uex_MFX_Ins_Series_Data( 6 refer(Uex_MFX_Ins_Series) ),
  5 Uex_MFX_Ins_Series_Sep char(1),
  5 Uex_MFX_Ins_Series_Addr pointer;
```

Data Entry Fields

- **Uex_MFX_Length**: Contains the length of the control block in bytes. The value is storage (Uex_MFX).
- **Uex_MFX_Facility_Id**: Contains the ID of the facility; for the compiler, the ID is IBM. The compiler sets this value.
- **Uex_MFX_Message_no**: Contains the message number that the compiler is going to generate. The compiler sets this value.

- **Uex_MFX_Severity**: Contains the severity level of the message; it can be from one to fifteen characters in length. The compiler sets this value.

- **Uex_MFX_New_Severity**: Contains the new severity level of the message; it can be from one to fifteen characters in length. The user sets this value.

- **Uex_MFX_Inserts**: Contains the number of inserts for the message; it can range from zero to six. The compiler sets this value.

- **Uex_MFX_Inserts_Data**: Contains fields to describe each of the inserts. The compiler sets these values.

- **Uex_MFX_Ins_Type**: Contains the type of the insert. The possible insert types are:
  - **Uex_Ins_Type_Xb31**: Is used for a FIXED BIN(31) and has the value 1.
  - **Uex_Ins_Type_Char**: Is used for a CHAR string and has the value 2.
  - **Uex_Ins_Type_Series**: Is used for a series of CHAR strings and has the value 3.
  - **Uex_Ins_Type_Xb63**: Is used for a FIXED BIN(63) and has the value 4.

  The compiler sets this value.

- **Uex_MFX_Ins_Bin**: Contains the integer value for an insert that has integer type. The compiler sets this value.

- **Uex_MFX_Ins_Str_Len**: Contains the length (in bytes) for an insert that has character type. The compiler sets this value.

- **Uex_MFX_Ins_Str_Addr**: Contains the address of the character string for an insert that has character type. The compiler sets this value.

- **Uex_MFX_Ins_Series_Sep**: Contains the character that should be inserted between each element for an insert that has series type. Typically, this is a blank, period or comma. The compiler sets this value.

- **Uex_MFX_Ins_Series_Addr**: Contains the address of the series of varying character strings for an insert that has series type. The address points to a FIXED BIN(31) field holding the number of strings to concatenate followed by the addresses of those strings. The compiler sets this value.

Upon completion of the message filtering procedure, set the return/reason codes to one of the following:

- **0/0**
  - Continue compilation, output message

- **0/1**
  - Continue compilation, do not output message

- **4/n**
  - Reserved for future use

- **8/n**
  - Reserved for future use

- **16/n**
  - Abort compilation
Writing the termination procedure

You should use the termination procedure to perform any cleanup required, such as closing files. You might also want to write out final statistical reports based on information collected during the error message filter procedures and the initialization procedures.

The termination procedure-specific control block is coded as follows:

```
Dcl 1 Uex_ISA native based,
    2 Uex_ISA_Length_fixed bin(31); /* storage(Uex_ISA) */
```

The global control block syntax for the termination procedure is discussed in “Structure of global control blocks” on page 529. Upon completion of the termination procedure, set the return/reason codes to one of the following:

- **0/0**
  - Continue compilation

- **4/n**
  - Reserved for future use

- **8/n**
  - Reserved for future use

- **12/n**
  - Reserved for future use

- **16/n**
  - Abort compilation

Example of suppressing SQL messages

Figure 108 on page 534 shows how to modify the user exit to examine the message inserts and suppress two SQL informational messages and one SQL warning message.
Process dft(nodescriptor connected);
Process or('!') not('!');
Process limits(extname(31)) rent;

Figure 108. Suppressing SQL messages (Part 1 of 7)
During initialization, IBMUEXIT is called. It reads information about the messages being screened from a text file and stores the information in a linked list. IBMUEXIT also sets up the entry points for the message filter service and termination service.

For each message generated by the compiler, the compiler calls the message filter registered by IBMUEXIT. The filter looks the message up in the linked list previously created to see if it is one for which some action should be taken. The termination service is called at the end of the compile but does nothing. It could be enhanced to generates reports or do other cleanup work.

pack: package exports(*);

Dcl 1 Uex_UIB native Based( null() ),
  2 Uex_UIB_Length fixed bin(31),
  2 Uex_UIB_Exit_token pointer, /* for user exit's use */
  2 Uex_UIB_User_char_str pointer, /* to exit option str */
  2 Uex_UIB_User_char_len fixed bin(31),
  2 Uex_UIB_Filename_str pointer, /* to source filename */
  2 Uex_UIB_Filename_len fixed bin(31),
  2 Uex_UIB_return_code fixed bin(31), /* set by exit procs */
  2 Uex_UIB_reason_code fixed bin(31), /* set by exit procs */
  2 Uex_UIB_Exit_Routs, /* exit entries setat initialization */
  3 ( Uex_UIB_Termination,
    Uex_UIB_Message_Filter, /* call for each msg */
    *, *, * )
limited entry {
  *, /* to Uex_UIB */
  *, /* to a request area */
};

Dcl 1 Uex_ISA native based( null() ),
  2 Uex_ISA_Length fixed bin(31);

Figure 108. Suppressing SQL messages (Part 2 of 7)
Dcl 1 Uex_MFX based( null() ),
    2 Uex_MFX_Length fixed bin(31),
    2 Uex_MFX_Facility_Id char(3),
    2 Uex_MFX_Version fixed bin(7),
    2 Uex_MFX_Message_no fixed bin(31),
    2 Uex_MFX_Severity fixed bin(15),
    2 Uex_MFX_New_Severity fixed bin(15),
    2 Uex_MFX_Inserts fixed bin(15),
    2 Uex_MFX_Inserts_Data( 6 ),
    3 Uex_MFX_Ins_Type fixed bin(7),
    3 Uex_MFX_Ins_Type_Data union unaligned,
        4 * char(8),
        4 Uex_MFX_Ins_Bin fixed bin(31),
        4 Uex_MFX_Ins_Str,
        5 Uex_MFX_Ins_Str_Len fixed bin(15),
        5 Uex_MFX_Ins_Str_Addr pointer,
    4 Uex_MFX_Ins_Series,
        5 Uex_MFX_Ins_Series_Sep char(1),
        5 Uex_MFX_Ins_Series_Addr pointer;

dcl uex_Ins_Type_Xb31 fixed bin(15) value(1);

dcl uex_Ins_Type_Char fixed bin(15) value(2);

dcl uex_Ins_Type_Series fixed bin(15) value(3);

Dcl 1 Uex_TSA native based( null() ),
    2 Uex_TSA_Length fixed bin(31);

Dcl uex_Severity_Normal fixed bin(15) value(0);

dcl uex_Severity_Warning fixed bin(15) value(4);

dcl uex_Severity_Error fixed bin(15) value(8);

dcl uex_Severity_Severe fixed bin(15) value(12);

dcl uex_Severity_Unrecoverable fixed bin(15) value(16);
/**
 * reason codes
 */
/**
 * dcl uex_Reason_Output fixed bin(15) value(0);
 * dcl uex_Reason_Suppress fixed bin(15) value(1);
 *
 * dcl header pointer;
 *
 * dcl
 * 1 message_item native based,
 * 2 message_Info,
 * 3 facid char(3),
 * 3 msgno fixed bin(31),
 * 3 newsev fixed bin(15),
 * 3 reason fixed bin(31),
 * 3 variable char(31) var,
 * 2 link pointer;
 *
 * ibmuexit: proc ( ue, ia ) options( fetchable );
 * dcl 1 ue like uex_Uib byaddr;
 * dcl 1 ia like uex_Isa byaddr;
 * dcl sysuexit file stream input env(recsize(80));
 * dcl next pointer;
 * dcl based_Chars char(8) based;
 * dcl title_Str char(8) var;
 * dcl eof bit(1);
 *
 * on error
 * begin;
 * on error system;
 * call plidump('TFBHS');
 * end;
 *
 * on undefinedfile(sysuexit)
 * begin;
 * put edit ('** User exit unable to open exit file ') (A) skip;
 * put skip;
 * signal error;
 * end;
 *
 * if ue.ueUb_User_Char_Len = 0 then
 * do;
 * open file(sysuexit);
 * end;
 * else
 * do;
 * title_Str
 * = substr( ue.ueUb_User_Char_Str->based_Chars, 1, ue.ueUb_User_Char_Len );
 * open file(sysuexit) title(title_Str);
 * end;
 */

Figure 108. Suppressing SQL messages (Part 4 of 7)
ue.UEX_UIB_Message_Filter = message_filter;

header = sysnull();
allocate message_item set(next);

eof = '0'b;
on endfile(sysuexit)
  eof = '1'b;
get file(sysuexit) list(next->message_info) skip(3);
do while( eof = '0'b );
  next->link = header;
  header = next;
  allocate message_item set(next);
  get file(sysuexit) skip;
  get file(sysuexit) list(next->message_info);
end;
free next->message_Item;
close file(sysuexit);

message_Filter: proc ( ue, mf );

dcl 1 ue like uex_Uib byaddr;
dcl 1 mf like uex_Mfx byaddr;

dcl next pointer;
dcl jx fixed bin(31);
dcl insert char(256) var;
dcl based_Chars char(256) based;

on error
begin;
on error system;
call plidump('TFBHS');
end;

ue.uex_Uib_Reason_Code = uex_Reason_Output;
ue.uex_Uib_Return_Code = 0;

mf.uex_Mfx_New_Severity = mf.uex_Mfx_Severity;

insert = 's';
if mf.Uex_MFX_Length < stg(mf) then;
else
  if mf.Uex_MFX_Ins = 0 then;
else
  do jx = 1 to mf.Uex_MFX_Ins;
   select( mf.Uex_MFX_Ins_Type(jx) );
   when( uex_Ins_Type_Char )
     do;
       if jx = 1 then
         insert = substr( mf.Uex_MFX_Ins_Str_Addr(jx)->based_Chars,
         1,mf.Uex_MFX_Ins_Str_Len(jx));
     end;
   end;
   otherwise;
     end;
  end;

search_list:
do next = header repeat( next->link ) while( next != sysnull() );

if next->msgno = mf.uex_Mfx_Message_No
  & next->facid = mf.Uex_Mfx_Facility_Id then
do;
  if next->variable = '*' then
    leave search_list;
  if next->variable
    = substr(insert,1,length(next->variable)) then
    leave search_list;
  end;
end;

if next = sysnull() then;
else
do;
  ue.uex_Uib_Reason_Code = next->reason;
  if next->newsev < 0 then;
    else
      mf.uex_Mfx_New_Severity = next->newsev;
  end;
end;
exitterm: proc ( ue, ta );
dcl 1 ue like uex_Uib byaddr;
dcl 1 ta like uex_Tsa byaddr;

ue.uex_Uib_return_Code = 0;
ue.uex_Uib_reason_Code = 0;
end;
end;

Figure 108. Suppressing SQL messages (Part 7 of 7)
Chapter 23. PL/I descriptors

This chapter describes PL/I parameter passing conventions between PL/I routines at run time. For additional information about Language Environment run-time environment considerations, other than descriptors, see z/OS Language Environment Programming Guide. This includes run-time environment conventions and assembler macros supporting these conventions.

Passing an argument

When a string, an array, or a structure is passed as an argument, the compiler passes a descriptor for that argument unless the called routine is declared with OPTIONS(NODESCRIPTOR). There are two methods for passing such descriptors:

- By descriptor list
- By descriptor locator

The following key features should be noted about each of these two methods:

- **When arguments are passed with a descriptor list**
  - The number of arguments passed is one greater than the number of arguments specified if any of the arguments needs a descriptor.
  - An argument passed with a descriptor can be received as a pointer passed by value (BYVALUE).
  - The compiler uses this method when the DEFAULT(DESCLIST) compiler option is in effect.

- **When arguments are passed by descriptor locator**
  - The number of arguments passed always matches the number of arguments specified.
  - An argument passed with a descriptor can be received as a pointer passed by address (BYADDR).
  - The compiler uses this method when the DEFAULT(DESCLOCATOR) compiler option is in effect.

**Argument passing by descriptor list**

When arguments and their descriptors are passed with a descriptor list, an extra argument is passed whenever at least one argument needs a descriptor. This extra argument is a pointer to a list of pointers. The number of entries in this list equals the number of arguments passed. For arguments that don't require a descriptor, the corresponding pointer in the descriptor list is set to SYSNULL. For arguments that do require a descriptor, the corresponding pointer in the descriptor list is set to the address of that argument's descriptor.

So, for example, suppose the routine sample is declared as

```pli
declare sample entry( fixed bin(31), varying char(*) )
options( byaddr descriptor );
```

Then, if sample is called as in the following statement:

```pli
call sample( 1, 'test' );
```

The following three arguments are passed to the routine:

- Address of a fixed bin(31) temporary with the value 1
Address of a varying char(4) temporary with the value test

Address of a descriptor list consisting of the following:

- SYSNULL()
- Address of the descriptor for a varying char(4) string

**Argument passing by descriptor-locator**

When arguments and their descriptors are passed by descriptor-locator, whenever an argument requires a descriptor, the address of a locator/descriptor for it is passed instead.

Except for strings, the locator/descriptor is a pair of pointers. The first pointer is the address of the data; the second pointer is the address of the descriptor. For strings, under CMPAT(LE), the locator/descriptor is still such a pair of pointers. But under the other CMPAT options, the locator/descriptor consists of the address of the string and then the string descriptor itself.

So, for example, suppose the routine `sample` is declared again as

```
declare sample entry( fixed bin(31), varying char(*) )
options( byaddr descriptor );
```

Then, if `sample` is called as in the following statement

```
call sample( 1, 'test' );
```

The following two arguments are passed to the routine:

- the address of a fixed bin(31) temporary with the value 1
- the address of a locator-descriptor consisting of the following:
  - the address of a varying char(4) temporary with the value test
  - Under CMPAT(LE), the address of the CMPAT(LE) descriptor for a varying char(4) string
  - Under CMPAT(V*), the CMPAT(V*) descriptor for a varying char(4) string

**CMPAT(V*) descriptors**

Unlike LE descriptors, the CMPAT(V*) descriptors are not self-describing. However, the string descriptors are the same for all CMPAT(V*) options, and they also share the same codepage encoding as the LE string descriptors.

**String descriptors**

In a string descriptor, the first 2 bytes specify the maximum length for the string. This maximum length is always held in native format.

The third byte contains various flags (to indicate, for example, if the string length in a VARYING string is held in littleendian or bigendian format or if the data in a WIDECHAR string is held in littleendian or bigendian format).

In a string descriptor for a nonvarying bit string, the fourth byte gives the bit offset.

In a string descriptor for a CHARACTER string, the fourth byte encodes the compiler CODEPAGE option.

The declare for a string descriptor is:
declare
d 1 dso_string based( null() ),
  2 dso_string_length fixed bin(15),
  2 dso_string_flags,
   3 dso_string_is_varying bit(1),
   3 dso_string_is_varyingz bit(1),
   3 dso_string_has_nonnative_len bit(1), /* for varying */
   3 dso_string_is_ascii bit(1), /* for char */
   3 dso_string_has_nonnative_data bit(1), /* for wchar */
   3 * bit(1), /* reserved, '0'b */
  2 * union,
   3 dso_string_Codepage ordinal ccs_Codepage_Enum,
   3 dso_string_bitofs fixed bin(8) unsigned,
  2 dso_string_end char(0);

The possible values for the codepage encoding are defined via:

define ordinal
  ccs_Codepage_Enum
   ( ccs_Codepage_01047 value(1)
   ,ccs_Codepage_01140
   ,ccs_Codepage_01141
   ,ccs_Codepage_01142
   ,ccs_Codepage_01143
   ,ccs_Codepage_01144
   ,ccs_Codepage_01145
   ,ccs_Codepage_01146
   ,ccs_Codepage_01147
   ,ccs_Codepage_01148
   ,ccs_Codepage_01149
   ,ccs_Codepage_00819
   ,ccs_Codepage_00813
   ,ccs_Codepage_00920
   ,ccs_Codepage_00037
   ,ccs_Codepage_00273
   ,ccs_Codepage_00277
   ,ccs_Codepage_00278
   ,ccs_Codepage_00280
   ,ccs_Codepage_00284
   ,ccs_Codepage_00285
   ,ccs_Codepage_00297
   ,ccs_Codepage_00500
   ,ccs_Codepage_00871
   ,ccs_Codepage_01026
   ,ccs_Codepage_01155
   ) unsigned prec(8);

Array descriptors

In the following declares, the upper bound for the arrays is declared as 15, but it should be understood that the actual upper bound will always match the number of dimensions in the array it describes.

The declare for a CMPAT(V1) array descriptor is:

declare
d 1 dso_v1 based( null() ),
  2 dso_v1_rvo fixed bin(31), /* relative virtual origin */
  2 dso_v1_data(1:15),
   3 dso_v1_stride fixed bin(31), /* multiplier */
   3 dso_v1_hbound fixed bin(15), /* hbound */
   3 dso_v1_lbound fixed bin(15); /* lbound */

The declare for a CMPAT(V2) array descriptor is:
declare
  1 dso_v2 based( null() ),
  2 dso_v2_rvo fixed bin(31), /* relative virtual origin */
  2 dso_v2_data(1:15),
  3 dso_v2_stride fixed bin(31), /* multiplier */
  3 dso_v2_hbound fixed bin(31), /* hbound */
  3 dso_v2_lbound fixed bin(31); /* lbound */

The declare for a CMPAT(V3) array descriptor is:

declare
  1 dso_v3 based( null() ),
  2 dso_v3_rvo fixed bin(63), /* relative virtual origin */
  2 dso_v3_data(1:15),
  3 dso_v3_stride fixed bin(63), /* multiplier */
  3 dso_v3_hbound fixed bin(63), /* hbound */
  3 dso_v3_lbound fixed bin(63); /* lbound */

CMPAT(LE) descriptors

Every LE descriptor starts with a 4-byte field. The first byte specifies the descriptor type (scalar, array, structure or union). The remaining three bytes are zero unless they are set by the particular descriptor type.

The declare for a descriptor header is:

declare
  1 dsc_Header based( sysnull() ),
  2 dsc_Type fixed bin(8) unsigned,
  2 dsc_Datatype fixed bin(8) unsigned,
  2 * fixed bin(8) unsigned,
  2 * fixed bin(8) unsigned;

The possible values for the dsc_Type field are:

declare
  dsc_Type_Unset fixed bin(8) value(0),
  dsc_Type_Element fixed bin(8) value(2),
  dsc_Type_Array fixed bin(8) value(3),
  dsc_Type_Structure fixed bin(8) value(4),
  dsc_Type_Union fixed bin(8) value(4);

String descriptors

In a string descriptor, the second byte of the header indicates the string type (bit, character or graphic as well as nonvarying, varying or varyingz).

In a string descriptor for a nonvarying bit string, the third byte of the header gives the bit offset.

In a string descriptor for a CHARACTER string, the third byte of the header encodes the compiler CODEPAGE option.

In a string descriptor for a varying string, the fourth byte has a bit indicating if the string length is held in nonnative format.

In a string descriptor for a character string, the fourth byte also has a bit indicating if the string data is in EBCDIC.

The declare for a string descriptor is:

declare
  1 dsc_String based( sysnull() ),
  2 dsc_String_Header,
3 * fixed bin(8) unsigned,
3 dsc_String_Type fixed bin(8) unsigned,
3 * union,
 4 dsc_String_Codepage ordinal ccs_Codepage_Enum,
 4 dsc_String_BitOfs fixed bin(8) unsigned,
3 * ,
 4 dsc_String_Has_Nonnative_len bit(1),
 4 dsc_String_Is_Ebcdic bit(1),
 4 dsc_String_Has_Nonnative_Data bit(1),
4 * bit(5),
2 dsc_String_Length fixed bin(31); /* max length of string */

The possible values for the dsc_String_Type field are:

declare
dsc_String_Type_Unset fixed bin(8) value(0),
dsc_String_Type_Char_Nonvarying fixed bin(8) value(2),
dsc_String_Type_Char_Varyingz fixed bin(8) value(3),
dsc_String_Type_Char_Varying2 fixed bin(8) value(4),
dsc_String_Type_Bit_Nonvarying fixed bin(8) value(6),
dsc_String_Type_Bit_Varying2 fixed bin(8) value(7),
dsc_String_Type_Graphic_Nonvarying fixed bin(8) value(9),
dsc_String_Type_Graphic_Varyingz fixed bin(8) value(10),
dsc_String_Type_Graphic_Varying2 fixed bin(8) value(11),
dsc_String_Type_Widechar_Nonvarying fixed bin(8) value(13),
dsc_String_Type_Widechar_Varyingz fixed bin(8) value(14),
dsc_String_Type_Widechar_Varying2 fixed bin(8) value(15);

Array descriptors

The declare for an array descriptor is:

declare
 1 dsc_Array based(sysnull()),
 2 dsc_Array_Header like dsc_Header,
 2 dsc_Array_EltLen fixed bin(31), /* Length of array element */
 2 dsc_Array_Rank fixed bin(31), /* Count of dimensions */
 2 dsc_Array_RVO fixed bin(31), /* Relative virtual origin */
 2 dsc_Array_Data(1:1 refer(dsc_Array_Rank)),
 3 dsc_Array_LBound fixed bin(31), /* LBound */
 3 dsc_Array_Extent fixed bin(31), /* HBound - LBound + 1 */
 3 dsc_Array_Stride fixed bin(31); /* Multiplier */
Part 6. Appendixes
Appendix. SYSADATA message information

When you specify the MSG suboption of the XINFO compile-time option, the compiler generates a SYSADATA file that contains:

- Counter records
- Literal records
- File records
- Message records

You should note that the records in the file are not necessarily produced in the order listed above, for example, literal and file records might be interleaved. If you are writing code that reads a SYSADATA file, you should not rely on the order of the records in the file except for the following exceptions:

- Counter records are the first records in the file.
- Each literal record precedes any reference to the literal it defines.
- Each file record precedes any reference to the file it describes.

Understanding the SYSADATA file

The SYSADATA file is a sequential binary file. Under z/OS batch, the compiler writes the SYSADATA records to the file specified by the SYSADATA DD statement, and that file must not be a member of a PDS. On all other systems, the compiler writes to a file with the extension "adt".

Each record in the file contains a header. This 8-byte header has fields that are the same for all records in the file:

**Compiler**
A number representing the compiler that produced the data. For PL/I, the number is 40.

**Edition number**
The edition number of the compiler that produced the data. For this product, it is the number 2.

**SYSADATA level**
A number representing the level of SYSADATA that this file format represents. For this product, it is the number 4.

The header also has some fields that vary from record to record:

- Record type
- Whether or not the record is continued onto the next record

Possible record types are encoded as an ordinal value as shown in Figure 109 on page 550.
The declare for the header part of a record is shown in Figure 109.

```
Define ordinal xin_Rect
   (Xin_Rect_Msg   value(50), /* Message record */
    Xin_Rect_Fil  value(57), /* File record */
    Xin_Rect_Sum  value(61), /* Summary record */
    Xin_Rect_Src  value(63), /* Source record */
    Xin_Rect_Tok  value(64), /* Token record */
    Xin_Rect_Sym  value(66), /* Symbol record */
    Xin_Rect_Lit  value(67), /* Literal record */
    Xin_Rect_Syn  value(69), /* Syntax record */
    Xin_Rect_Ord_Type  value(80), /* ordinal type record */
    Xin_Rect_Ord_ELEM  value(81), /* ordinal element record */
    Xin_Rect_Ctr  value(82) ) /* counter record */
   prec(15);
```

Figure 109. Record types encoded as an ordinal value

The declare for the header part of a record is shown in Figure 110.

```
Dcl
1  Xin_Hdr Based( null() ), /* Header portion */
   /*
   2  Xin_Hdr_Prod /* Language code */ fixed bin(8) unsigned, /*
   2  Xin_Hdr_Rect /* Record type */ unal Ordinal xin_Rect, /*
   2  Xin_Hdr_Level /* SYSADATA level */ fixed bin(8) unsigned, /*
   2  Xin_Hdr_Flags bit(8), /* flags */
   3  Xin_Hdr_Little_Endian /* ints are little endian */ bit(1), /*
   4  Xin_Hdr_Counter bit(1), /* Record continued in next rec */
   2  Xin_Hdr_Edition /* compiler "edition" */ fixed bin(8) unsigned, /*
   2  Xin_Hdr_Fill bit(32), /* reserved */
   2  Xin_Hdr_Data_Len /* length of data part */ fixed bin(16) unsigned, /*
   /*
   2  Xin_Hdr_End char(0); /*
```

Figure 110. Declare for the header part of a record

Summary Record

The record with type Xin_Rect_Sum, the summary record, will be the first record in the file and its declare is shown in Figure 111 on page 551.
Counter records
Each counter record specifies, for a subsequent record type, how many records of that type the file contains and how many bytes those records occupy.

Literal records
Each literal record assigns a number, called a literal index, that is used by later records to refer to the characters named in this particular record.
Each file record assigns a number, called a file index, that is used by later records to refer to the file described by this record. The described file may be the primary PL/I source file or an INCLUDEd file. Each file record specifies a literal index for the fully qualified name of the file.

For an INCLUDEd file, each file record also contains the file index and source line number from whence the INCLUDE request came. (For primary source files, these fields are zero.)

Each message record describes a message issued during the compilation. Message records are not generated for suppressed messages.

Each message record contains:

- The file index and source line number for the file and line to which the message is attributed. If the message pertains to the compilation as a whole, these fields are zero.
• The identifier (e.g. IBM1502) and severity associated with the message.
• The text of the message.

The declare for a message record is as follows:

```dcl
Dcl
1 xin_Msg   Based( null() ), /* message record */
   /* */
2 xin_MsgHdr /* standard header */
   like xin_Hdr, /* */
2 xin_Msg_Id /* file id */
   fixed bin(31) unsigned, /* */
2 xin_Msg_Line_No /* line no within file */
   fixed bin(31) unsigned, /* */
2 xin_Msg_Id /* identifier (i.e. IBM1502) */
   char(16), /* */
2 xin_Msg_Severity /* severity (0, 4, 8, 12 or 16) */
   fixed bin(15) signed, /* */
2 xin_Msg_Length /* length of message */
   fixed bin(16) unsigned, /* */
2 Xin_Msg_Text /* actual message */
   char( 100 refer(xin_Msg_Length) );
```

*Figure 115. Declare for a message record*

**Understanding SYSADATA symbol information**

When you specify the SYM suboption of the XINFO compile-time option, the compiler generates a SYSADATA file that contains the following information in addition to the records generated for the MSG suboption:

• Ordinal type records
• Ordinal element records
• Symbol records

Symbol records are not generated for built-in functions, generic variables or variables with non-constant extents.

**Ordinal type records**

Each ordinal type record assigns a number, called an ordinal type index, that is used by later records to refer to an ordinal type described by this record. The name of the type is indicated by a literal index. Each ordinal type record contains the file index and source line number for the file and line in which the ordinal type was declared.

Each ordinal type record contains:

• A count of the number of values defined by that type
• The precision associated with the type
• Bits indicating if it is signed or unsigned
Each ordinal type record is immediately followed by a series of records (as many as specified by the ordinal type count) that describes the values named by that ordinal.

Each ordinal element record assigns a number, called an ordinal element index, that is used by later records to refer to an ordinal element described by this record. The name of the element is indicated by a literal index. Each ordinal element record contains the file index and source line number for the file and line in which the ordinal element was declared.

Additionally, each ordinal element record contains

- The ordinal type index of the ordinal type to which it belongs
- The value for that element
Symbol records

Each symbol record assigns a number that is called a symbol index. The index is used by later records to refer to the symbol described by this record. For example, the index can be used as the name of a user variable or constant. The name of the identifier is indicated by a literal index. Each symbol record contains the file index and source line number for the file and line in which the symbol was declared.

If the identifier is part of a structure or union, the symbol record contains a symbol index for each of the following:

- The first sibling, if any
- The parent, if any
- The first child, if any

Consider the following structure:

```plaintext
decl
    1 a
      , 3 b fixed bin
      , 3 c fixed bin
      , 3 d
        , 5 e fixed bin
        , 5 f fixed bin
;```

The symbol indices assigned to the elements of the preceding structure would be as follows:

```plaintext
declare /* */
1 xin_ord_Elem based( null() ), /* */
/\/* */
2 xin_ord_Elem_Hdr /* standard header */
   like xin_hdr, /* */
/\/* */
2 xin_ord_Elem_File_Id /* file id */
   fixed bin(31) unsigned, /* */
/\/* */
2 xin_ord_Elem_Line_No /* line no within file */
   fixed bin(31) unsigned, /* */
/\/* */
2 xin_ord_Elem_Id /* identifying number */
   fixed bin(31), /* */
/\/* */
2 xin_ord_Elem_Type_Id /* id of ordinal type */
   fixed bin(31), /* */
/\/* */
2 xin_ord_Elem_Value /* ordinal value */
   fixed bin(31), /* */
/\/* */
2 xin_ord_Elem_Name /* ordinal name */
   fixed bin(31); /* */
```

Figure 117. Declare for an ordinal element record
Each symbol record also contains a series of bit(1) fields that indicate if various attributes apply to this variable.

Each symbol record also contains the following elements:

**User-given structure level**
- This is a user-given structure level for the identifier. For the element c of the structure above, the value is 3. For non-structure members, the value is set to 1.

**Logical structure level**
- The logical structure level for the identifier. For the element c of the structure above, the value is 2. For non-structure members, the value is set to 1.

**Dimensions**
- The number of dimensions declared for the variable not counting any inherited dimensions.
- The number of dimensions for the variable including all inherited dimensions.

**Offset**
- The offset into the outermost parent structure.

**Elemental size**
- Elemental size is in bytes unless the variable is bit aligned, in which case it is in bits. In either case, this does not factor any in dimensions.

**Size**
- Size in bytes with its dimensions factored in.

**Alignment**
- Identified by the following:
  - 0 for bit-aligned
  - 7 for byte-aligned
  - 15 for halfword-aligned
  - 31 for fullword-aligned
  - 63 for quadword-aligned

A union within the record is dedicated to describing information that is dependent on the variable's storage class:

**Static variables**
- If the variable is declared as external with a separate external name (dcl x ext('y')), the literal index of that name is specified.

**Based variables**
- If the variable is declared as based on another mapped variable that is not an element of an array, the symbol index of that variable is specified.

---

![Symbol indices assigned to the elements of a structure](image-url)

Each symbol record also contains a series of bit(1) fields that indicate if various attributes apply to this variable.

<table>
<thead>
<tr>
<th>symbol</th>
<th>index</th>
<th>sibling</th>
<th>parent</th>
<th>child</th>
</tr>
</thead>
<tbody>
<tr>
<td>a</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>b</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>c</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>d</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>e</td>
<td>5</td>
<td>6</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>f</td>
<td>6</td>
<td>0</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>
Defined variables

If the variable is declared as defined on another mapped variable that is not an element of an array, the symbol index of that variable is specified here. If its position attribute is constant, it is also specified.

The variable's data type is specified by the ordinal shown in Figure 119.

```c
define
  ordinal
    xin_Data_Kind
      (  xin_Data_Kind_Unset
        ,xin_Data_Kind_Character
        ,xin_Data_Kind_Bit
        ,xin_Data_Kind_Graphic
        ,xin_Data_Kind_Fixed
        ,xin_Data_Kind_Float
        ,xin_Data_Kind_Picture
        ,xin_Data_Kind_Pointer
        ,xin_Data_Kind_Offset
        ,xin_Data_Kind_Entry
        ,xin_Data_Kind_File
        ,xin_Data_Kind_Label
        ,xin_Data_Kind_Format
        ,xin_Data_Kind_Area
        ,xin_Data_Kind_Task
        ,xin_Data_Kind_Event
        ,xin_Data_Kind_Condition
        ,xin_Data_Kind_Structure
        ,xin_Data_Kind_Union
        ,xin_Data_Kind_Descriptor
        ,xin_Data_Kind_Ordinal
        ,xin_Data_Kind_Handle
        ,xin_Data_Kind_Type
          ) prec(8) unsigned;
```

Figure 119. Data type of a variable

A union within the record is dedicated to describing information that is dependent on the variable's data type. Most of this information is self-explanatory (for example, the precision for an arithmetic type) except perhaps for the following:

Picture variables

The literal index of the picture specification is specified.

Entry variables

If the variable has the returns attribute, the symbol index of the returns description is specified.

Ordinal variables

The ordinal type index is specified.

Typed variables and handles

The symbol index of the underlying type is specified.

String and area variables

The type and value of the extent is specified in addition to the symbol index of the returns description. The type of the extent is encoded by the values:

```c
declare
  (  xin_Extent_Constant     value(01)
      ,xin_Extent_Strip     value(02)
      ,xin_Extent_Nonconstant  value(04)
```
If the element has any dimensions, the type and values for its lower and upper bounds are specified at the very end of the record. These fields are not present if the element has no dimensions. Figure 120 shows the declare for a symbol record.

```
declare /* */
  1 xin_Sym based( null() ), /* */
  2 Xin_Sym_Hdr /* standard header */
    like Xin_hdr,
  2 Xin_Sym_File_Id /* file id */
    fixed bin(32) unsigned,
  2 Xin_Sym_Line_No /* line no within file */
    fixed bin(32) unsigned,
  2 xin_Id /* identifying number */
    fixed bin(31),
  2 xin_Sibling /* xin_id of next sibling */
    fixed bin(31),
  2 xin_Parent /* xin_id of parent */
    fixed bin(31),
  2 xin_Child /* xin_id of first child */
    fixed bin(31),
  2 xin_Blk_Id /* blk_id of owning block */
    fixed bin(31),
  2 xin_Sym_Tok /* token id of declaring token */
    fixed bin(31),
  2 xin_Logical_Level /* logical level in structure */
    unsigned fixed bin(08),
  2 xin_Physical_Level /* given level in structure */
    unsigned fixed bin(08),
  2 xin_Total_Dims /* Total number of dims */
    unsigned fixed bin(08),
  2 xin_Own_Dims /* count of self-made dims */
    unsigned fixed bin(08),
/* */
```

Figure 120. Declare for a symbol record (Part 1 of 7)
Figure 120. Declare for a symbol record (Part 2 of 7)
Figure 120. Declare for a symbol record (Part 3 of 7)
Figure 120. Declare for a symbol record (Part 4 of 7)
Figure 120. Declare for a symbol record (Part 5 of 7)
Figure 120. Declare for a symbol record (Part 6 of 7)
Figure 120. Declare for a symbol record (Part 7 of 7)
The definition of the ordinal xin_Bif_Kind can be found in Figure 121.

```
define ordinal xin_Bif_Kind
   ('xin_Bif__Unknown
    ,xin_bif_abs
    ,xin_bif_acos
    ,xin_bif_add
    ,xin_bif_addr
    ,xin_bif_all
    ,xin_bif_allocation
    ,xin_bif_allochn
    ,xin_bif_any
    ,xin_bif_assin
    ,xin_bif_atan
    ,xin_bif_atand
    ,xin_bif_atanh
    ,xin_bif_bin
    ,xin_bif_binvalue
    ,xin_bif_binary
    ,xin_bif_binaryvalue
    ,xin_bif_bit
    ,xin_bif_bool
    ,xin_bif ceil
    ,xin_bif_char
    ,xin_bif_completion
    ,xin_bif_complex
    ,xin_bif_conjg
    ,xin_bif_copy
    ,xin_bif_cos
    ,xin_bif_cosd
    ,xin_bif_cosh
    ,xin_bif_count
    ,xin_bif_cpln
    ,xin_bif_cplx
    ,xin_bif_cstg
    ,xin_bif_currentstorage
    ,xin_bif_datafield
    ,xin_bif_date
    ,xin_bif_datetime
    ,xin_bif_dec
    ,xin_bif_decimal
    ,xin_bif_dim
    ,xin_bif_divide
    ,xin_bif_empty
    ,xin_bif_entryaddr
    ,xin_bif_erf
    ,xin_bif_erfc
    ,xin_bif_exp
    ,xin_bif_fixed
    ,xin_bif_float
    ,xin_bif_floor
    ,xin_bif_graphic
    ,xin_bif_hbound
```

Figure 121. Declare for xin_Bif_Kind (Part 1 of 6)
Figure 121. Declare for xin_Bif_Kind (Part 2 of 6)
Figure 121. Declare for xin_Bif_Kind (Part 3 of 6)
,xin_bif_pointerdiff
,xin_bif_pointersubtract
,xin_bif_pred
,xin_bif_present
,xin_bif_procedurename
,xin_bif_procname
,xin_bif_ptrdiff
,xin_bif_ptrsubtract
,xin_bif_putenv
,xin_bif_radix
,xin_bif_raise2
,xin_bif_random
,xin_bif_rank
,xin_bif_rem
,xin_bif_repattern
,xin_bif_replaceby2
,xin_bif_reverse
,xin_bif_right
,xin_bif_scale
,xin_bif_search
,xin_bif_searchchr
,xin_bif_secs
,xin_bif_secdate
,xin_bif_secdays
,xin_bif_signed
,xin_bif_sinf
,xin_bif_size
,xin_bif_sourcefile
,xin_bif_sourcecline
,xin_bif_sqrtf
,xin_bif_subtract
,xin_bif_succ
,xin_bif_system
,xin_bif_tally
,xin_bif_tanf
,xin_bif_threadid
,xin_bif_tiny
,xin_bif_trim
,xin_bif_type
,xin_bif_unallocated
,xin_bif_unsigned
,xin_bif_uppercase
,xin_bif_valid
,xin_bif_validdate
,xin_bif_varglist
,xin_bif_vargsize
,xin_bif_verifyr
,xin_bif_wchar
,xin_bif_wcharval
,xin_bif_weekday
,xin_bif_whigh
,xin_bif_widechar
,xin_bif_wlow
,xin_bif_xmlchar
,xin_bif_y4date
,xin_bif_y4julian
,xin_bif_y4year

Figure 121. Declare for xin_Bif_Kind (Part 5 of 6)
Note that the attributes flags reflect the attributes after the compiler has applied all defaults. So, for example, every numeric variable (including numeric PICTURE variables) has either the REAL or COMPLEX attribute flag set.

Understanding SYSADATA syntax information

When you specify the SYN suboption of the XINFO compile-time option, the compiler generates a SYSADATA file that contains the following information in addition to the records generated for the MSG and SYM suboptions:

- Source records
- Token records
- Syntax records

Source records

Each source record assigns a number, called a source id, that is used by later records to refer to the source line described by this record. The line may be from a
the primary PL/I source file or an INCLUDEd file, as indicated by the source file id and linenumber fields in the record. The rest of the record holds the actual data in the source line.

```pli
Dcl
  1 Xin_Src           Based( null() ), /* source record */
  2 Xin_Src_Hdr       /* standard header */
  3     like Xin_Hdr, /* */
  4     /* */
  5 Xin_Src_File_Id   /* file id */
  6     fixed bin(32) unsigned, /* */
  7     /* */
  8 Xin_Src_Line_No   /* line no within file */
  9     fixed bin(32) unsigned, /* */
 10     /* */
 11 Xin_Src_Id        /* id for this source record */
 12     fixed bin(32) unsigned, /* */
 13     /* */
 14 Xin_Src_Length    /* length of text */
 15     fixed bin(16) unsigned, /* */
 16     /* */
 17 Xin_Src_Text      /* actual text */
 18     char( 137 refer(xin_Src_Length) );
```

*Figure 122. Declare for a source record*

**Token records**

Each token record assigns a number, called a token index, that is used by later records to refer to a token recognized by the PL/I compiler. The record also identifies the type of the token plus the column and line on which it started and ended.
The ordinal `xin_Tok_Kind` identifies the type of the token record.

<table>
<thead>
<tr>
<th>Dcl</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Xin_Tok  Based( null() ), /* token record */</td>
</tr>
<tr>
<td>2 Xin_Tok_Hdr /* standard header */</td>
</tr>
<tr>
<td>like Xin_Hdr, /* */</td>
</tr>
<tr>
<td>2 Xin_Tok_Inx /* adata index for token */</td>
</tr>
<tr>
<td>fixed bin(32) unsigned, /* */</td>
</tr>
<tr>
<td>2 Xin_Tok_Begin_Line /* starting line no within file */</td>
</tr>
<tr>
<td>fixed bin(32) unsigned, /* */</td>
</tr>
<tr>
<td>2 Xin_Tok_End_Line_Offset /* offset of end line from first */</td>
</tr>
<tr>
<td>fixed bin(16) unsigned, /* */</td>
</tr>
<tr>
<td>2 Xin_Tok_Begin_Col /* starting column */</td>
</tr>
<tr>
<td>fixed bin(16) unsigned, /* */</td>
</tr>
<tr>
<td>2 Xin_Tok_End_Col /* ending column */</td>
</tr>
<tr>
<td>fixed bin(16) unsigned; /* */</td>
</tr>
</tbody>
</table>

---

**Figure 123. Declare for a token record**

The ordinal `xin_Tok_Kind` identifies the type of the token record.

<table>
<thead>
<tr>
<th>Define</th>
</tr>
</thead>
<tbody>
<tr>
<td>ordinal</td>
</tr>
<tr>
<td>xin_Tok_Kind</td>
</tr>
<tr>
<td>(   <code>xin_Tok_Kind_Unset</code></td>
</tr>
<tr>
<td>,<code>xin_Tok_Kind_Lexeme</code></td>
</tr>
<tr>
<td>,<code>xin_Tok_Kind_Comment</code></td>
</tr>
<tr>
<td>,<code>xin_Tok_Kind_Literal</code></td>
</tr>
<tr>
<td>,<code>xin_Tok_Kind_Identifier</code></td>
</tr>
<tr>
<td>,<code>xin_Tok_Kind_Keyword</code></td>
</tr>
<tr>
<td>) prec(8) unsigned;</td>
</tr>
</tbody>
</table>

---

**Syntax records**

Each syntax record assigns a number, called a node id, that is used by later records to refer to other syntax records.

The first syntax record will have kind `xin_Syn_Kind_Package`, and if the compilation unit has any procedures, the child node of this record will point to the first of these procedures. The parent, sibling, and child nodes will then provide a map with the appropriate relationships of all the procedures and begin blocks in the compilation unit.

Consider the following simple program:

```plaintext
a: proc;
call b;
call c;
b: proc;
```
The node indices assigned to the blocks of the preceding program would be as follows:

<table>
<thead>
<tr>
<th>symbol</th>
<th>index</th>
<th>sibling</th>
<th>parent</th>
<th>child</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>a</td>
<td>2</td>
<td>0</td>
<td>1</td>
<td>3</td>
</tr>
<tr>
<td>b</td>
<td>3</td>
<td>4</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>c</td>
<td>4</td>
<td>0</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>d</td>
<td>5</td>
<td>0</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

---

*Figure 125. Node indices assigned to the blocks in a program*

---

```dcl
Dcl
  1 Xin_Syn Based( null() ), /* syntax record */
  2 Xin_Syn_Hdr /* standard header */
    like Xin_Hdr,
  2 Xin_Syn_Node_Id /* node id */
    fixed bin(32) unsigned,
  2 Xin_Syn_Node_Kind /* node type */
    ordinal xin_syn_kind,
  2 Xin_Syn_Node_Exp_Kind /* node sub type */
    ordinal xin_exp_kind,
  2 * /* reserved */
    fixed bin(16) unsigned,
  2 Xin_Syn_Parent_Node_Id /* node id of parent */
    fixed bin(32) unsigned,
  2 Xin_Syn_Sibling_Node_Id /* node id of sibling */
    fixed bin(32) unsigned,
  2 Xin_Syn_Child_Node_Id /* node id of child */
    fixed bin(32) unsigned,
  2 xin_Syn_First_Tok /* id of first spanned token */
    fixed bin(32) unsigned,
  2 xin_Syn_Last_Tok /* id of last spanned token */
    fixed bin(32) unsigned,
```

*Figure 126. Declare for a syntax record (Part 1 of 3)*
2 * union, /* qualifier for node */
3 Xin_Syn_Int_Value /* used if int */
    fixed bin(31), /* */
3 Xin_Syn_Literal_Id /* used if name, number, picture */
    Fixed bin(31), /* */
3 Xin_Syn_Node_Lex /* used if lexeme, assignment, */
    ordinal xin_Lex_kind, /* infix_op, prefix_op */
3 Xin_Syn_Node_Voc /* used if keyword, end_for_do */
    ordinal xin_Voc_kind, /* */
3 Xin_Syn_Block_Node /* used if call_begin */
    fixed bin(31), /* to hold node of begin block */
3 Xin_Syn_Bif_Id /* used if bif_rfrnc */
    fixed bin(32) unsigned, /* */
3 Xin_Syn_Sym_Id /* used if label, unsub_rfrnc, */
    Fixed bin(32) unsigned, /* subscripted_rfrnc */
3 Xin_Syn_Proc_Data, /* used if package, proc or begin*/
4 Xin_Syn_First_Sym /* id of first contained sym */
    fixed bin(32) unsigned, /* */
4 Xin_Syn_Block_Sym /* id of sym for this block */
    fixed bin(32) unsigned, /* */

Figure 126. Declare for a syntax record (Part 2 of 3)
Figure 126. Declare for a syntax record (Part 3 of 3)

The ordinal xin_Syn.Kind identifies the type of the syntax record.
Define
ordinal
xin_Syn.Kind
  ( 
    xin_Syn.Kind_Unset
    , xin_Syn.Kind_Lexeme
    , xin_Syn.Kind_Asterisk
    , xin_Syn.Kind_Int
    , xin_Syn.Kind_Name
    , xin_Syn.Kind_Expression
    , xin_Syn.Kind_Parenthesized_Expr
    , xin_Syn.Kind_Argument_List
    , xin_Syn.Kind_Keyword
    , xin_Syn.Kind_Proc_Stmt
    , xin_Syn.Kind_Begin_Stmt
    , xin_Syn.KindStmt
    , xin_Syn.Kind_Substmt
    , xin_Syn.Kind_Label
    , xin_Syn.Kind_Invoke_Begin
    , xin_Syn.Kind_Assignment
    , xin_Syn.Kind_Assignment_Byname
    , xin_Syn.Kind_Do_Fragment
    , xin_Syn.Kind_Keyed_List
    , xin_Syn.Kind_If_Clause
    , xin_Syn.Kind_Same_Case
    , xin_Syn.Kind_DoStmt
    , xin_Syn.Kind_SelectStmt
    , xin_Syn.Kind_WhenStmt
    , xin_Syn.Kind_OtherwiseStmt
    , xin_Syn.Kind_Procedure
    , xin_Syn.Kind_Package
    , xin_Syn.Kind_Begin_Block
    , xin_Syn.Kind_Picture
    , xin_Syn.Kind_Raw_Rfrnc
    , xin_Syn.Kind_Generic_Desc
  ) prec(8) unsigned;

---

**Figure 127. Declare for the syntax record kind**

Consider the following simple program:

```pli
a: proc(x);
  dcl x char(8);
  x = substr(datetime(),1,8);
end;
```

The node indices assigned to the blocks of the preceding program would be as follows:
The procedure record contains the identifier (in the block_sym field) for the symbol record for ENTRY A. This symbol record contains, in turn, the node identifier (in the first_stmt_id field) for the first statement in that procedure.

Note that for the statement records
• the sibling node identifier points to the next statement record, if any
• the child node identifier points to the first element of that statement record

The records for the PROCEDURE statement consists of 4 records:
• a label record
• a keyword record (for the PROCEDURE keyword)
• an expression record (for the parameter X) with expression kind of unsub_rfrnc and a sym_id for the symbol X
• a lexeme record (for the semicolon)

The records for the assignment statement consists of 2 records:
• an assignment record which has 2 children:
  – an expression record (for the target X) with expression kind of unsub_rfrnc and a sym_id for the symbol X
  – an expression record (for the source) with expression kind of builtin_rfrnc and a sym_id for the symbol SUBSTR, and this record has itself 3 children:
    - an expression record (for the first argument) with expression kind of builtin_rfrnc and a sym_id for the symbol DATETIME
    - an expression record (for the second argument) with expression kind of number and a literal_id for the value 1
    - an expression record (for the third argument) with expression kind of number and a literal_id for the value 8
• a lexeme record (for the semicolon)

The records for the END statement consists of 2 records:

---

<table>
<thead>
<tr>
<th>node_kind</th>
<th>index</th>
<th>sibling</th>
<th>parent</th>
<th>child</th>
</tr>
</thead>
<tbody>
<tr>
<td>package</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>procedure</td>
<td>2</td>
<td>0</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>expression</td>
<td>3</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>stmt</td>
<td>4</td>
<td>5</td>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td>stmt</td>
<td>5</td>
<td>10</td>
<td>2</td>
<td>11</td>
</tr>
<tr>
<td>label</td>
<td>6</td>
<td>7</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>keyword</td>
<td>7</td>
<td>8</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>expression</td>
<td>8</td>
<td>9</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>lexeme</td>
<td>9</td>
<td>0</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>stmt</td>
<td>10</td>
<td>0</td>
<td>2</td>
<td>18</td>
</tr>
<tr>
<td>assignment</td>
<td>11</td>
<td>12</td>
<td>5</td>
<td>13</td>
</tr>
<tr>
<td>lexeme</td>
<td>12</td>
<td>0</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>expression</td>
<td>13</td>
<td>14</td>
<td>11</td>
<td>0</td>
</tr>
<tr>
<td>expression</td>
<td>14</td>
<td>0</td>
<td>11</td>
<td>15</td>
</tr>
<tr>
<td>expression</td>
<td>15</td>
<td>16</td>
<td>14</td>
<td>0</td>
</tr>
<tr>
<td>expression</td>
<td>16</td>
<td>17</td>
<td>14</td>
<td>0</td>
</tr>
<tr>
<td>expression</td>
<td>17</td>
<td>0</td>
<td>14</td>
<td>0</td>
</tr>
<tr>
<td>keyword</td>
<td>18</td>
<td>19</td>
<td>10</td>
<td>0</td>
</tr>
<tr>
<td>lexeme</td>
<td>19</td>
<td>0</td>
<td>10</td>
<td>0</td>
</tr>
</tbody>
</table>

Figure 128. Node indices assigned to the syntax records in a program
- a keyword record (for the END keyword)
- a lexeme record (for the semicolon)

The ordinal \texttt{xin\_Exp\_Kind} identifies the type of an expression for a syntax record that describes an expression. Some of these records will have non-zero child nodes, for example:

- an infix op, such as a minus for a subtraction, will have a child node that describes its lefthand operand (and the sibling node of that operand will describe the righthand operator)
- a prefix op, such as a minus for a negation, will have a child node that describes its operand

```c
Define
ordinal
xin\_Exp\_Kind
{
 xin\_Exp\_Kind\_Unset
 ,xin\_Exp\_Kind\_Bit\_String
 ,xin\_Exp\_Kind\_Char\_String
 ,xin\_Exp\_Kind\_Graphic\_String
 ,xin\_Exp\_Kind\_Number
 ,xin\_Exp\_Kind\_Infix\_Op
 ,xin\_Exp\_Kind\_Prefix\_Op
 ,xin\_Exp\_Kind\_Builtin\_Refnc
 ,xin\_Exp\_Kind\_Entry\_Refnc
 ,xin\_Exp\_Kind\_Qualified\_Refnc
 ,xin\_Exp\_Kind\_Unsub\_Refnc
 ,xin\_Exp\_Kind\_Subscripted\_Refnc
 ,xin\_Exp\_Kind\_Type\_Func
 ,xin\_Exp\_Kind\_Widechar\_String
 } prec(8) unsigned;
```

\textit{Figure 129. Declare for the expression kind}

The ordinal \texttt{xin\_Number\_Kind} identifies the type of a number for a syntax record that describes a number.

```c
Define
ordinal
xin\_Number\_Kind
{
 xin\_Number\_Kind\_Unset
 ,xin\_Number\_Kind\_Real\_Fixed\_Bin
 ,xin\_Number\_Kind\_Real\_Fixed\_Dec
 ,xin\_Number\_Kind\_Real\_Float\_Bin
 ,xin\_Number\_Kind\_Real\_Float\_Dec
 ,xin\_Number\_Kind\_Cplx\_Fixed\_Bin
 ,xin\_Number\_Kind\_Cplx\_Fixed\_Dec
 ,xin\_Number\_Kind\_Cplx\_Float\_Bin
 ,xin\_Number\_Kind\_Cplx\_Float\_Dec
 } prec(8) unsigned;
```

\textit{Figure 130. Declare for the number kind}

The ordinal \texttt{xin\_Lex\_Kind} identifies the type of a lexeme for a syntax record that describes a lexical unit. In these ordinal names,

- "\texttt{vrule}" means "vertical rule" which is used, for instance, as the "or" symbol
• "dbl" means "double", so that dbl_Vrule is a doubled vertical rule which is used, for instance, as the "concatenate" symbol

```c
Define
ordinal
xin_Lex_Kind
  ( xin_Lex_Undefined
    , xin_Lex_Period
    , xin_Lex_Colon
    , xin_Lex_Semicolon
    , xin_Lex_Lparen
    , xin_Lex_Rparen
    , xin_Lex_Comma
    , xin_Lex_Equals
    , xin_Lex_Gt
    , xin_Lex_Ge
    , xin_Lex_LT
    , xin_Lex_Le
    , xin_Lex_Ne
    , xin_Lex_Lctr
    , xin_Lex_And
    , xin_Lex_Dbl_Colon
    , xin_Lex_Vrule
    , xin_Lex_Dbl_Vrule
    , xin_Lex_Equals_Gt
    , xin_Lex_Lparen_Colon
    , xin_Lex_Rparen_Colon
    , xin_Lex_Equals_Lparen
    , xin_Lex_Equals_Rparen
    , xin_Lex_Equals_Equals
    , xin_Lex_Equals_Comma
    , xin_Lex_Equals_Equals_Equals
    , xin_Lex_Equals_Equals_Lparen
    , xin_Lex_Equals_Equals_Rparen
    , xin_Lex_Equals_Equals_Equals_Equals
    , xin_Lex_Equals_Equals_Equals_Equals_Equals
    , xin_Lex_Equals_Equals_Equals_Equals_Equals_Equals
    ) unsigned prec(16);
```

*Figure 131. Declare for the lexeme kind*

The ordinal xin_Voc_Kind identifies the keyword for a syntax record that describes an item from the compiler's "vocabulary".
Define
ordinal
xin_Voc_Kind
( xin_Voc_Undefined
,xin_Voc_a
,xin_Voc_abnormal
,xin_Voc_act
,xin_Voc_activate
,xin_Voc_adata
,xin_Voc_addbuff
,xin_Voc_aggregate
,xin_Voc_aix
,xin_Voc_alias
,xin_Voc_alien
,xin_Voc_aligned
,xin_Voc_all
,xin_Voc_alloc
,xin_Voc_allocate
,xin_Voc_anno
,xin_Voc_ans
,xin_Voc_any
,xin_Voc_anycond
,xin_Voc_anycondition
,xin_Voc_area
,xin_Voc_as
,xin_Voc_ascii
,xin_Voc_asgn
,xin_Voc_asm
,xin_Voc_asmtdli
,xin_Voc_assembler
,xin_Voc_assignable
,xin_Voc_attach
,xin_Voc_attention
,xin_Voc_attn
,xin_Voc_attribute
,xin_Voc_attributes
,xin_Voc_auto
,xin_Voc_automatic
,xin_Voc_b
,xin_Voc_backwards
,xin_Voc_based
,xin_Voc_begin
,xin_Voc_beta
,xin_Voc_bigendian
,xin_Voc_bin
,xin_Voc_binary
,xin_Voc_bind
,xin_Voc_bit
,xin_Voc_bkwd
,xin_Voc_blksize
,xin_Voc_block
,xin_Voc_buf

Figure 132. Declare for the voc kind (Part 1 of 15)

580

Enterprise PL/I for z/OS Programming Guide


Figure 132. Declare for the voc kind (Part 2 of 15)
Figure 132. Declare for the voc kind (Part 3 of 15)
Figure 132. Declare for the voc kind (Part 4 of 15)
Figure 132. Declare for the voc kind (Part 5 of 15)
Figure 132. Declare for the voc kind (Part 6 of 15)
Figure 132. Declare for the voc kind (Part 7 of 15)
Figure 132. Declare for the voc kind (Part 8 of 15)
Figure 132. Declare for the voc kind (Part 9 of 15)
Figure 132. Declare for the voc kind (Part 10 of 15)
Figure 132. Declare for the voc kind (Part 11 of 15)
Figure 132. Declare for the voc kind (Part 12 of 15)
Figure 132. Declare for the voc kind (Part 13 of 15)
Figure 132. Declare for the voc kind (Part 14 of 15)
,xin_Voc_vbs
,xin_Voc_virtual
,xin_Voc_vs
,xin_Voc_vsam
,xin_Voc_w
,xin_Voc_wait
,xin_Voc_wcode
,xin_Voc_when
,xin_Voc_while
,xin_Voc_windows
,xin_Voc_winproc
,xin_Voc_wkeep
,xin_Voc_write
,xin_Voc_x
,xin_Voc_xchar
,xin_Voc_xinfo
,xin_Voc_xoptions
,xin_Voc_xref
,xin_Voc_zdiv
,xin_Voc_zerodivide
) unsigned prec(16);

Figure 132. Declare for the voc kind (Part 15 of 15)

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Glossary

This glossary defines terms for all platforms and releases of PL/I. It might contain terms that this manual does not use. If you do not find the terms for which you are looking, see the index in this manual or IBM Dictionary of Computing, SC20-1699.

A

access. To reference or retrieve data.

action specification. In an ON statement, the ON-unit or the single keyword SYSTEM, either of which specifies the action to be taken whenever the appropriate condition is raised.

activate (a block). To initiate the execution of a block. A procedure block is activated when it is invoked. A begin-block is activated when it is encountered in the normal flow of control, including a branch. A package cannot be activated.

activate (a preprocessor variable or preprocessor entry point). To make a macro facility identifier eligible for replacement in subsequent source code. The %ACTIVATE statement activates preprocessor variables or preprocessor entry points.

active. The state of a block after activation and before termination. The state in which a preprocessor variable or preprocessor entry name is said to be when its value can replace the corresponding identifier in source program text. The state in which an event variable is said to be when its associated task is attached. The state in which a task is said to be before it has been terminated.

actual origin (AO). The location of the first item in the array or structure.

additive attribute. A file description attribute for which there are no defaults, and which, if required, must be stated explicitly or implied by another explicitly stated attribute. Contrast with alternative attribute.

adjustable extent. The bound (of an array), the length (of a string), or the size (of an area) that might be different for different generations of the associated variable. Adjustable extents are specified as expressions or asterisks (or by REFER options for based variables), which are evaluated separately for each generation. They cannot be used for static variables.

aggregate. See data aggregate.

aggregate expression. An array, structure, or union expression.

aggregate type. For any item of data, the specification whether it is structure, union, or array.

allocated variable. A variable with which main storage is associated and not freed.

allocation. The reservation of main storage for a variable. A generation of an allocated variable. The association of a PL/I file with a system data set, device, or file.

alignment. The storing of data items in relation to certain machine-dependent boundaries (for example, a fullword or halfword boundary).

alphabetic character. Any of the characters A through Z of the English alphabet and the alphabetic extenders #, $, and @ (which can have a different graphic representation in different countries).

alphameric character. An alphabetic character or a digit.

alternative attribute. A file description attribute that is chosen from a group of attributes. If none is specified, a default is assumed. Contrast with additive attribute.

ambiguous reference. A reference that is not sufficiently qualified to identify one and only one name known at the point of reference.

area. A portion of storage within which based variables can be allocated.

argument. An expression in an argument list as part of an invocation of a subroutine or function.

argument list. A parenthesized list of zero or more arguments, separated by commas, following an entry name constant, an entry name variable, a generic name, or a built-in function name. The list becomes the parameter list of the entry point.

arithmetic comparison. A comparison of numeric values. See also bit comparison, character comparison.
**arithmetic constant.** A fixed-point constant or a floating-point constant. Although most arithmetic constants can be signed, the sign is not part of the constant.

**arithmetic conversion.** The transformation of a value from one arithmetic representation to another.

**arithmetic data.** Data that has the characteristics of base, scale, mode, and precision. Coded arithmetic data and pictured numeric character data are included.

**arithmetic operators.** Either of the prefix operators + and −, or any of the following infix operators: + − * / **

**array.** A named, ordered collection of one or more data elements with identical attributes, grouped into one or more dimensions.

**array expression.** An expression whose evaluation yields an array of values.

**array of structures.** An ordered collection of identical structures specified by giving the dimension attribute to a structure name.

**array variable.** A variable that represents an aggregate of data items that must have identical attributes. Contrast with **structure variable**.

**ASCII.** American National Standard Code for Information Interchange.

**assignment.** The process of giving a value to a variable.

**asynchronous operation.** The overlap of an input/output operation with the execution of statements. The concurrent execution of procedures using multiple flows of control for different tasks.

**attachment of a task.** The invocation of a procedure and the establishment of a separate flow of control to execute the invoked procedure (and procedures it invokes) asynchronously, with execution of the invoking procedure.

**attention.** An occurrence, external to a task, that could cause a task to be interrupted.

**attribute.** A descriptive property associated with a name to describe a characteristic represented. A descriptive property used to describe a characteristic of the result of evaluation of an expression.

**automatic storage allocation.** The allocation of storage for automatic variables.

**automatic variable.** A variable whose storage is allocated automatically at the activation of a block and released automatically at the termination of that block.

**B**

**base.** The number system in which an arithmetic value is represented.

**base element.** A member of a structure or a union that is itself not another structure or union.

**base item.** The automatic, controlled, or static variable or the parameter upon which a defined variable is defined.

**based reference.** A reference that has the based storage class.

**based storage allocation.** The allocation of storage for based variables.

**based variable.** A variable whose storage address is provided by a locator. Multiple generations of the same variable are accessible. It does not identify a fixed location in storage.

**begin-block.** A collection of statements delimited by BEGIN and END statements, forming a name scope. A begin-block is activated either by the raising of a condition (if the begin-block is the action specification for an ON-unit) or through the normal flow of control, including any branch resulting from a GOTO statement.

**binary.** A number system whose only numerals are 0 and 1.

**binary digit.** See bit.

**binary fixed-point value.** An integer consisting of binary digits and having an optional binary point and optional sign. Contrast with **decimal fixed-point value**.

**binary floating-point value.** An approximation of a real number in the form of a significand, which can be considered as a binary fraction, and an exponent, which can be considered as an integer exponent to the base of 2. Contrast with **decimal floating-point value**.

**bit.** A 0 or a 1. The smallest amount of space of computer storage.

**bit comparison.** A left-to-right, bit-by-bit comparison of binary digits. See also **arithmetic comparison, character comparison**.

**bit string constant.** A series of binary digits enclosed in and followed immediately by the suffix B. Contrast with **character constant**. A series of hexadecimal digits enclosed in single quotes and followed by the suffix B4.

**bit string.** A string composed of zero or more bits.

**bit string operators.** The logical operators not and exclusive-or (¬), and (¬), and or (1).

**bit value.** A value that represents a bit type.
block. A sequence of statements, processed as a unit, that specifies the scope of names and the allocation of storage for names declared within it. A block can be a package, procedure, or a begin-block.

bounds. The upper and lower limits of an array dimension.

break character. The underscore symbol (_). It can be used to improve the readability of identifiers. For instance, a variable could be called OLD_INVENTORY_TOTAL instead of OLDINVENTORYTOTAL.

built-in function. A predefined function supplied by the language, such as SQRT (square root).

built-in function reference. A built-in function name, which has an optional argument list.

built-in name. The entry name of a built-in subroutine.

built-in subroutine. Subroutine that has an entry name that is defined at compile-time and is invoked by a CALL statement.

buffer. Intermediate storage, used in input/output operations, into which a record is read during input and from which a record is written during output.

C
call. To invoke a subroutine by using the CALL statement or CALL option.

character comparison. A left-to-right, character-by-character comparison according to the collating sequence. See also arithmetic comparison, bit comparison.

character string constant. A sequence of characters enclosed in single quotes; for example, 'Shakespeare''s Hamlet:'.

character set. A defined collection of characters. See language character set and data character set. See also ASCII and EBCDIC.

character string picture data. Picture data that has only a character value. This type of picture data must have at least one A or X picture specification character. Contrast with numeric picture data.

closing (of a file). The dissociation of a file from a data set or device.

coded arithmetic data. Data items that represent numeric values and are characterized by their base (decimal or binary), scale (fixed-point or floating-point), and precision (the number of digits each can have). This data is stored in a form that is acceptable, without conversion, for arithmetic calculations.

combined nesting depth. The deepest level of nesting, determined by counting the levels of PROCEDURE/BEGIN/ON, DO, SELECT, and IF...THEN...ELSE nestings in the program.

comment. A string of zero or more characters used for documentation that are delimited by /* and */.

commercial character.

comparison operator. An operator that can be used in an arithmetic, string locator, or logical relation to indicate the comparison to be done between the terms in the relation. The comparison operators are:

\[
\begin{align*}
= & \text{ (equal to)} \\
> & \text{ (greater than)} \\
< & \text{ (less than)} \\
\ge & \text{ (greater than or equal to)} \\
\le & \text{ (less than or equal to)} \\
\neq & \text{ (not equal to)} \\
\ne & \text{ (not greater than)} \\
\le & \text{ (not less than)}
\end{align*}
\]

compile time. In general, the time during which a source program is translated into an object module. In PL/I, it is the time during which a source program can be altered, if desired, and then translated into an object program.

compiler options. Keywords that are specified to control certain aspects of a compilation, such as: the nature of the object module generated, the types of printed output produced, and so forth.

complex data. Arithmetic data, each item of which consists of a real part and an imaginary part.

composite operator. An operator that consists of more than one special character, such as <, >, and /.

compound statement. A statement that contains other statements. In PL/I, IF, ON, OTHERWISE, and WHEN are the only compound statements. See statement body.

concatenation. The operation that joins two strings in the order specified, forming one string whose length is equal to the sum of the lengths of the two original strings. It is specified by the operator ||.

condition. An exceptional situation, either an error (such as an overflow), or an expected situation (such as the end of an input file). When a condition is raised (detected), the action established for it is processed. See also established action and implicit action.

condition name. Name of a PL/I-defined or programmer-defined condition.
**condition prefix.** A parenthesized list of one or more condition names prefixed to a statement. It specifies whether the named conditions are to be enabled or disabled.

**connected aggregate.** An array or structure whose elements occupy contiguous storage without any intervening data items. Contrast with nonconnected aggregate.

**connected reference.** A reference to connected storage. It must be apparent, prior to execution of the program, that the storage is connected.

**connected storage.** Main storage of an uninterrupted linear sequence of items that can be referred to by a single name.

**constant.** An arithmetic or string data item that does not have a name and whose value cannot change. An identifier declared with the VALUE attribute. An identifier declared with the FILE or the ENTRY attribute but without the VARIABLE attribute.

**constant reference.** A value reference which has a constant as its object.

**contained block, declaration, or source text.** All blocks, procedures, statements, declarations, or source text inside a begin, procedure, or a package block. The entire package, procedure, and the BEGIN statement and its corresponding END statements are not contained in the block.

**containing block.** The package, procedure, or begin-block that contains the declaration, statement, procedure, or other source text in question.

**contextual declaration.** The appearance of an identifier that has not been explicitly declared in a DECLARE statement, but whose context of use allows the association of specific attributes with the identifier.

**control character.** A character in a character set whose occurrence in a particular context specifies a control function. One example is the end-of-file (EOF) marker.

**control format item.** A specification used in edit-directed transmission to specify positioning of a data item within the stream or printed page.

**control variable.** A variable that is used to control the iterative execution of a DO statement.

**controlled parameter.** A parameter for which the CONTROLLED attribute is specified in a DECLARE statement. It can be associated only with arguments that have the CONTROLLED attribute.

**controlled storage allocation.** The allocation of storage for controlled variables.

**controlled variable.** A variable whose allocation and release are controlled by the ALLOCATE and FREE statements, with access to the current generation only.

**control sections.** Grouped machine instructions in an object module.

**conversion.** The transformation of a value from one representation to another to conform to a given set of attributes. For example, converting a character string to an arithmetic value such as FIXED BINARY (15,0).

**cross section of an array.** The elements represented by the extent of at least one dimension of an array. An asterisk in the place of a subscript in an array reference indicates the entire extent of that dimension.

**current generation.** The generation of an automatic or controlled variable that is currently available by referring to the name of the variable.

**D**

**data.** Representation of information or of value in a form suitable for processing.

**data aggregate.** A data item that is a collection of other data items.

**data attribute.** A keyword that specifies the type of data that the data item represents, such as FIXED BINARY.

**data-directed transmission.** The type of stream-oriented transmission in which data is transmitted. It resembles an assignment statement and is of the form name = constant.

**data item.** A single named unit of data.

**data list.** In stream-oriented transmission, a parenthesized list of the data items used in GET and PUT statements. Contrast with format list.

**data set.** A collection of data external to the program that can be accessed by reference to a single file name. A device that can be referenced.

**data specification.** The portion of a stream-oriented transmission statement that specifies the mode of transmission (DATA, LIST, or EDIT) and includes the data list(s) and, for edit-directed mode, the format list(s).

**data stream.** Data being transferred from or to a data set by stream-oriented transmission, as a continuous stream of data elements in character form.

**data transmission.** The transfer of data from a data set to the program or vice versa.

**data type.** A set of data attributes.
DBCS. In the character set, each character is represented by two consecutive bytes.

deactivated. The state in which an identifier is said to be when its value cannot replace a preprocessor identifier in source program text. Contrast with active.

debugging. Process of removing bugs from a program.

decimal. The number system whose numerals are 0 through 9.

decimal digit picture character. The picture specification character 9.

decimal fixed-point constant. A constant consisting of one or more decimal digits with an optional decimal point.

decimal fixed-point value. A rational number consisting of a sequence of decimal digits with an assumed position of the decimal point. Contrast with binary fixed-point value.

decimal floating-point constant. A value made up of a significand that consists of a decimal fixed-point constant, and an exponent that consists of the letter E followed by an optionally signed integer constant not exceeding three digits.

decimal floating-point value. An approximation of a real number, in the form of a significand, which can be considered as a decimal fraction, and an exponent, which can be considered as an integer exponent to the base 10. Contrast with binary floating-point value.

decimal picture data. See numeric picture data.

declaration. The establishment of an identifier as a name and the specification of a set of attributes (partial or complete) for it. A source of attributes of a particular name.

default. Describes a value, attribute, or option that is assumed when none has been specified.

defined variable. A variable that is associated with some or all of the storage of the designated base variable.

delim. To enclose one or more items or statements with preceding and following characters or keywords.

delimiter. All comments and the following characters: percent, parentheses, comma, period, semicolon, colon, assignment symbol, blank, pointer, asterisk, and single quote. They define the limits of identifiers, constants, picture specifications, iSUBs, and keywords.

descriptor. A control block that holds information about a variable, such as area size, array bounds, or string length.

digit. One of the characters 0 through 9.

dimension attribute. An attribute that specifies the number of dimensions of an array and indicates the bounds of each dimension.

disabled. The state of a condition in which no interrupt occurs and no established action will take place.

do-group. A sequence of statements delimited by a DO statement and ended by its corresponding END statement, used for control purposes. Contrast with block.

do-loop. See iterative do-group.

dummy argument. Temporary storage that is created automatically to hold the value of an argument that cannot be passed by reference.

dump. Printout of all or part of the storage used by a program as well as other program information, such as a trace of an error's origin.

E

EBCDIC. (Extended Binary-Coded Decimal Interchange Code). A coded character set consisting of 8-bit coded characters.

edit-directed transmission. The type of stream-oriented transmission in which data appears as a continuous stream of characters and for which a format list is required to specify the editing desired for the associated data list.

element. A single item of data as opposed to a collection of data items such as an array; a scalar item.

element expression. An expression whose evaluation yields an element value.

element variable. A variable that represents an element; a scalar variable.

E

elementary name. See base element.

enabled. The state of a condition in which the condition can cause an interrupt and then invocation of the appropriate established ON-unit.

end-of-step message. message that follows the listing of the job control statements and job scheduler messages and contains return code indicating success or failure for each step.

entry constant. The label prefix of a PROCEDURE statement (an entry name). The declaration of a name with the ENTRY attribute but without the VARIABLE attribute.
**entry data.** A data item that represents an entry point to a procedure.

**entry expression.** An expression whose evaluation yields an entry name.

**entry name.** An identifier that is explicitly or contextually declared to have the ENTRY attribute (unless the VARIABLE attribute is given) or an identifier that has the value of an entry variable with the ENTRY attribute implied.

**entry point.** A point in a procedure at which it can be invoked. *primary entry point* and *secondary entry point*.

**entry reference.** An entry constant, an entry variable reference, or a function reference that returns an entry value.

**entry variable.** A variable to which an entry value can be assigned. It must have both the ENTRY and VARIABLE attributes.

**entry value.** The entry point represented by an entry constant or variable; the value includes the environment of the activation that is associated with the entry constant.

**environment (of an activation).** Information associated with and used in the invoked block regarding data declared in containing blocks.

**environment (of a label constant).** Identity of the particular activation of a block to which a reference to a statement-label constant applies. This information is determined at the time a statement-label constant is passed as an argument or is assigned to a statement-label variable, and it is passed or assigned along with the constant.

**established action.** The action taken when a condition is raised. See also implicit action and ON-statement action.

**epilogue.** Those processes that occur automatically at the termination of a block or task.

**evaluation.** The reduction of an expression to a single value, an array of values, or a structured set of values.

**event.** An activity in a program whose status and completion can be determined from an associated event variable.

**event variable.** A variable with the EVENT attribute that can be associated with an event. Its value indicates whether the action has been completed and the status of the completion.

**explicit declaration.** The appearance of an identifier (a name) in a DECLARE statement, as a label prefix, or in a parameter list. Contrast with implicit declaration.

**exponent characters.** The following picture specification characters:

1. K and E, which are used in floating-point picture specifications to indicate the beginning of the exponent field.

2. F, the scaling factor character, specified with an integer constant that indicates the number of decimal positions the decimal point is to be moved from its assumed position to the right (if the constant is positive) or to the left (if the constant is negative).

**expression.** A notation, within a program, that represents a value, an array of values, or a structured set of values. A constant or a reference appearing alone, or a combination of constants and/or references with operators.

**extended alphabet.** The uppercase and lowercase alphabetic characters A through Z, $, @ and #, or those specified in the NAMES compiler option.

**extent.** The range indicated by the bounds of an array dimension, by the length of a string, or by the size of an area. The size of the target area if this area were to be assigned to a target area.

**external name.** A name (with the EXTERNAL attribute) whose scope is not necessarily confined only to one block and its contained blocks.

**external procedure.** A procedure that is not contained in any other procedure. A level-2 procedure contained in a package that is also exported.

**external symbol.** Name that can be referred to in a control section other than the one in which it is defined.

**External Symbol Dictionary (ESD).** Table containing all the external symbols that appear in the object module.

**extralingual character.** Characters (such as $, @, and #) that are not classified as alphanumeric or special. This group includes characters that are determined with the NAMES compiler option.

**F**

**factoring.** The application of one or more attributes to a parenthesized list of names in a DECLARE statement, eliminating the repetition of identical attributes for multiple names.

**field (in the data stream).** That portion of the data stream whose width, in number of characters, is defined by a single data or spacing format item.
field (of a picture specification). Any character-string picture specification or that portion (or all) of a numeric character picture specification that describes a fixed-point number.

file. A named representation, within a program, of a data set or data sets. A file is associated with the data set(s) for each opening.

file constant. A name declared with the FILE attribute but not the VARIABLE attribute.

file description attributes. Keywords that describe the individual characteristics of each file constant. See also alternative attribute and additive attribute.

file expression. An expression whose evaluation yields a value of the type file.

file name. A name declared for a file.

file variable. A variable to which file constants can be assigned. It has the attributes FILE and VARIABLE and cannot have any of the file description attributes.

fixed-point constant. See arithmetic constant.

fix-up. A solution, performed by the compiler after detecting an error during compilation, that allows the compiled program to run.

floating-point constant. See arithmetic constant.

flow of control. Sequence of execution.

format. A specification used in edit-directed data transmission to describe the representation of a data item in the stream (data format item) or the specific positioning of a data item within the stream (control format item).

format constant. The label prefix on a FORMAT statement.

format data. A variable with the FORMAT attribute.

format label. The label prefix on a FORMAT statement.

format list. In stream-oriented transmission, a list specifying the format of the data item on the external medium. Contrast with data list.

fully qualified name. A name that includes all the names in the hierarchical sequence above the member to which the name refers, as well as the name of the member itself.

function (procedure). A procedure that has a RETURNS option in the PROCEDURE statement. A name declared with the RETURNS attribute. It is invoked by the appearance of one of its entry names in a function reference and it returns a scalar value to the point of reference. Contrast with subroutine.

function reference. An entry constant or an entry variable, either of which must represent a function, followed by a possibly empty argument list. Contrast with subroutine call.

generation (of a variable). The allocation of a static variable, a particular allocation of a controlled or automatic variable, or the storage indicated by a particular locator qualification of a based variable or by a defined variable or parameter.

generic descriptor. A descriptor used in a GENERIC attribute.

generic key. A character string that identifies a class of keys. All keys that begin with the string are members of that class. For example, the recorded keys 'ABCD', 'ABCE', and 'ABDF', are all members of the classes identified by the generic keys 'A' and 'AB', and the first two are also members of the class 'ABC'; and the three recorded keys can be considered to be unique members of the classes 'ABCD', 'ABCE', 'ABDF', respectively.

generic name. The name of a family of entry names. A reference to the generic name is replaced by the entry name whose parameter descriptors match the attributes of the arguments in the argument list at the point of invocation.

group. A collection of statements contained within larger program units. A group is either a do-group or a select-group and it can be used wherever a single statement can appear, except as an on-unit.

H

hex. See hexadecimal digit.

hexadecimal. Pertaining to a numbering system with a base of sixteen; valid numbers use the digits 0 through 9 and the characters A through F, where A represents 10 and F represents 15.

hexadecimal digit. One of the digits 0 through 9 and A through F. A through F represent the decimal values 10 through 15, respectively.

I

identifier. A string of characters, not contained in a comment or constant, and preceded and followed by a delimiter. The first character of the identifier must be one of the 26 alphabetic characters and extralingual characters, if any. The other characters, if any, can additionally include extended alphabetic, digit, or the break character.

IEEE. Institute of Electrical and Electronics Engineers.
explicit. The action taken in the absence of an explicit specification.

implicit action. The action taken when an enabled condition is raised and no ON-unit is currently established for the condition. Contrast with ON-statement action.

implicit declaration. A name not explicitly declared in a DECLARE statement or contextually declared.

implicit opening. The opening of a file as the result of an input or output statement other than the OPEN statement.

infix operator. An operator that appears between two operands.

inherited dimensions. For a structure, union, or element, those dimensions that are derived from the containing structures. If the name is an element that is not an array, the dimensions consist entirely of its inherited dimensions. If the name is an element that is an array, its dimensions consist of its inherited dimensions plus its explicitly declared dimensions. A structure with one or more inherited dimensions is called a nonconnected aggregate. Contrast with connected aggregate.

input/output. The transfer of data between auxiliary medium and main storage.

insertion point character. A picture specification character that is, on assignment of the associated data to a character string, inserted in the indicated position. When used in a P-format item for input, the insertion character is used for checking purposes.

integer. An optionally signed sequence of digits or a sequence of bits without a decimal or binary point. An optionally signed whole number, commonly described as FIXED BINARY (p,0) or FIXED DECIMAL (p,0).

integral boundary. A byte multiple address of any 8-bit unit on which data can be aligned. It usually is a halfword, fullword, or doubleword (2-, 4-, or 8-byte multiple respectively) boundary.

interleaved array. An array that refers to nonconnected storage.

interleaved subscripts. Subscripts that exist in levels other than the lowest level of a subscripted qualified reference.

internal block. A block that is contained in another block.

internal name. A name that is known only within the block in which it is declared, and possibly within any contained blocks.

internal procedure. A procedure that is contained in another block. Contrast with external procedure.

interrupt. The redirection of the program’s flow of control as the result of raising a condition or attention.

invocation. The activation of a procedure.

invoke. To activate a procedure.

invoked procedure. A procedure that has been activated.

invoking block. A block that activates a procedure.

iteration factor. In an INITIAL attribute specification, an expression that specifies the number of consecutive elements of an array that are to be initialized with the given value. In a format list, an expression that specifies the number of times a given format item or list of format items is to be used in succession.

iterative do-group. A do-group whose DO statement specifies a control variable and/or a WHILE or UNTIL option.

K

key. Data that identifies a record within a direct access data set. See source key and recorded key.

keyword. An identifier that has a specific meaning in PL/I when used in a defined context.

keyword statement. A simple statement that begins with a keyword, indicating the function of the statement.

known (applied to a name). Recognized with its declared meaning. A name is known throughout its scope.

L

label. A name prefixed to a statement. A name on a PROCEDURE statement is called an entry constant; a name on a FORMAT statement is called a format constant; a name on other kinds of statements is called a label constant. A data item that has the LABEL attribute.

label constant. A name written as the label prefix of a statement (other than PROCEDURE, ENTRY, FORMAT, or PACKAGE) so that, during execution, program control can be transferred to that statement through a reference to its label prefix.

label data. A label constant or the value of a label variable.

label prefix. A label prefixed to a statement.

label variable. A variable declared with the LABEL attribute. Its value is a label constant in the program.
**leading zeroes.** Zeros that have no significance in an arithmetic value. All zeros to the left of the first nonzero in a number.

**level number.** A number that precedes a name in a DECLARE statement and specifies its relative position in the hierarchy of structure names.

**level-one variable.** A major structure or union name. Any unsubscripted variable not contained within a structure or union.

**lexically.** Relating to the left-to-right order of units.

**library.** An MVS partitioned data set or a CMS MACLIB that can be used to store other data sets called members.

**list-directed.** The type of stream-oriented transmission in which data in the stream appears as constants separated by blanks or commas and for which formatting is provided automatically.

**locator.** A control block that holds the address of a variable or its descriptor.

**locator/descriptor.** A locator followed by a descriptor. The locator holds the address of the variable, not the address of the descriptor.

**locator qualification.** In a reference to a based variable, either a locator variable or function reference connected by an arrow to the left of a based variable to specify the generation of the based variable to which the reference refers. It might be an implicit reference.

**locator value.** A value that identifies or can be used to identify the storage address.

**locator variable.** A variable whose value identifies the location in main storage of a variable or a buffer. It has the POINTER or OFFSET attribute.

**locked record.** A record in an EXCLUSIVE DIRECT UPDATE file that has been made available to one task only and cannot be accessed by other tasks until the task using it relinquishes it.

**logical level (of a structure or union member).** The depth indicated by a level number when all level numbers are in direct sequence (when the increment between successive level numbers is one).

**logical operators.** The bit-string operators not and exclusive-or (¬), and (∧), and or (v).

**loop.** A sequence of instructions that is executed iteratively.

**lower bound.** The lower limit of an array dimension.

**main procedure.** An external procedure whose PROCEDURE statement has the OPTIONS (MAIN) attribute. This procedure is invoked automatically as the first step in the execution of a program.

**major structure.** A structure whose name is declared with level number 1.

**member.** A structure, union, or element name in a structure or union. Data sets in a library.

**minor structure.** A structure that is contained within another structure or union. The name of a minor structure is declared with a level number greater than one and greater than its parent structure or union.

**mode (of arithmetic data).** An attribute of arithmetic data. It is either real or complex.

**multiple declaration.** Two or more declarations of the same identifier internal to the same block without different qualifications. Two or more external declarations of the same identifier.

**multiprocessing.** The use of a computing system with two or more processing units to execute two or more programs simultaneously.

**multiprogramming.** The use of a computing system to execute more than one program concurrently, using a single processing unit.

**multitasking.** A facility that allows a program to execute more than one PL/I procedure simultaneously.

**name.** Any identifier that the user gives to a variable or to a constant. An identifier appearing in a context where it is not a keyword. Sometimes called a user-defined name.

**nesting.** The occurrence of:
- A block within another block
- A group within another group
- An IF statement in a THEN clause or in an ELSE clause
- A function reference as an argument of a function reference
- A remote format item in the format list of a FORMAT statement
- A parameter descriptor list in another parameter descriptor list
- An attribute specification within a parenthesized name list for which one or more attributes are being factored
**nonconnected storage.** Storage occupied by nonconnected data items. For example, interleaved arrays and structures with inherited dimensions are in nonconnected storage.

**null locator value.** A special locator value that cannot identify any location in internal storage. It gives a positive indication that a locator variable does not currently identify any generation of data.

**null statement.** A statement that contains only the semicolon symbol (;). It indicates that no action is to be taken.

**null string.** A character, graphic, or bit string with a length of zero.

**numeric-character data.** See *decimal picture data*.

**numeric picture data.** Picture data that has an arithmetic value as well as a character value. This type of picture data cannot contain the characters 'A' or 'X.'

**O**

**object.** A collection of data referred to by a single name.

**offset variable.** A locator variable with the OFFSET attribute, whose value identifies a location in storage relative to the beginning of an area.

**ON-condition.** An occurrence, within a PL/I program, that could cause a program interrupt. It can be the detection of an unexpected error or of an occurrence that is expected, but at an unpredictable time.

**ON-statement action.** The action explicitly established for a condition that is executed when the condition is raised. When the ON-statement is encountered in the flow of control for the program, it executes, establishing the action for the condition. The action executes when the condition is raised if the ON-unit is still established or a RESIGNAL statement reestablishes it. Contrast with *implicit action*.

**ON-unit.** The specified action to be executed when the appropriate condition is raised.

**opening (of a file).** The association of a file with a data set.

**operand.** The value of an identifier, constant, or an expression to which an operator is applied, possibly in conjunction with another operand.

**operational expression.** An expression that consists of one or more operators.

**operator.** A symbol specifying an operation to be performed.

**option.** A specification in a statement that can be used to influence the execution or interpretation of the statement.

**P**

**package constant.** The label prefix on a PACKAGE statement.

**packed decimal.** The internal representation of a fixed-point decimal data item.

**padding.** One or more characters, graphics, or bits concatenated to the right of a string to extend the string to a required length. One or more bytes or bits inserted in a structure or union so that the following element within the structure or union is aligned on the appropriate integral boundary.

**parameter.** A name in the parameter list following the PROCEDURE statement, specifying an argument that will be passed when the procedure is invoked.

**parameter descriptor.** The set of attributes specified for a parameter in an ENTRY attribute specification.

**parameter descriptor list.** The list of all parameter descriptors in an ENTRY attribute specification.

**parameter list.** A parenthesized list of one or more parameters, separated by commas and following either the keyword PROCEDURE in a procedure statement or the keyword ENTRY in an ENTRY statement. The list corresponds to a list of arguments passed at invocation.

**partially qualified name.** A qualified name that is incomplete. It includes one or more, but not all, of the names in the hierarchical sequence above the structure or union member to which the name refers, as well as the name of the member itself.

**picture data.** Numeric data, character data, or a mix of both types, represented in character form.

**picture specification.** A data item that is described using the picture characters in a declaration with the PICTURE attribute or in a P-format item.

**picture specification character.** Any of the characters that can be used in a picture specification.

**PL/I character set.** A set of characters that has been defined to represent program elements in PL/I.

**PL/I prompter.** Command processor program for the PL/I command that checks the operands and allocates the data sets required by the compiler.

**point of invocation.** The point in the invoking block at which the reference to the invoked procedure appears.
**pointer**. A type of variable that identifies a location in storage.

**pointer value**. A value that identifies the pointer type.

**pointer variable**. A locator variable with the POINTER attribute that contains a pointer value.

**precision**. The number of digits or bits contained in a fixed-point data item, or the minimum number of significant digits (excluding the exponent) maintained for a floating-point data item.

**prefix**. A label or a parenthesized list of one or more condition names included at the beginning of a statement.

**prefix operator**. An operator that precedes an operand and applies only to that operand. The prefix operators are plus (+), minus (−), and not (¬).

**preprocessor**. A program that examines the source program before the compilation takes place.

**preprocessor statement**. A special statement appearing in the source program that specifies the actions to be performed by the preprocessor. It is executed as it is encountered by the preprocessor.

**primary entry point**. The entry point identified by any of the names in the label list of the PROCEDURE statement.

**priority**. A value associated with a task, that specifies the precedence of the task relative to other tasks.

**problem data**. Coded arithmetic, bit, character, graphic, and picture data.

**problem-state program**. A program that operates in the problem state of the operating system. It does not contain input/output instructions or other privileged instructions.

**procedure**. A collection of statements, delimited by PROCEDURE and END statements. A procedure is a program or a part of a program, delimits the scope of names, and is activated by a reference to the procedure or one of its entry names. See also *external procedure* and *internal procedure*.

**procedure reference**. An entry constant or variable. It can be followed by an argument list. It can appear in a CALL statement or the CALL option, or as a function reference.

**program**. A set of one or more external procedures or packages. One of the external procedures must have the OPTIONS(MAIN) specification in its procedure statement.

**program control data**. Area, locator, label, format, entry, and file data that is used to control the processing of a PL/I program.

**prologue**. The processes that occur automatically on block activation.

**pseudovariable**. Any of the built-in function names that can be used to specify a target variable. It is usually on the left-hand side of an assignment statement.

**Q**

**qualified name**. A hierarchical sequence of names of structure or union members, connected by periods, used to identify a name within a structure. Any of the names can be subscripted.

**R**

**range (of a default specification)**. A set of identifiers and/or parameter descriptors to which the attributes in a DEFAULT statement apply.

**record**. The logical unit of transmission in a record-oriented input or output operation. A collection of one or more related data items. The items usually have different data attributes and usually are described by a structure or union declaration.

**recorded key**. A character string identifying a record in a direct access data set where the character string itself is also recorded as part of the data.

**record-oriented data transmission**. The transmission of data in the form of separate records. Contrast with *stream data transmission*.

**recursive procedure**. A procedure that can be called from within itself or from within another active procedure.

**reentrant procedure**. A procedure that can be activated by multiple tasks, threads, or processes simultaneously without causing any interference between these tasks, threads, and processes.

**REFER expression**. The expression preceding the keyword REFER, which is used as the bound, length, or size when the based variable containing a REFER option is allocated, either by an ALLOCATE or LOCATE statement.

**REFER object**. The variable in a REFER option that holds or will hold the current bound, length, or size for the member. The REFER object must be a member of the same structure or union. It must not be locator-qualified or subscripted, and it must precede the member with the REFER option.

**reference**. The appearance of a name, except in a context that causes explicit declaration.

**relative virtual origin (RVO)**. The actual origin of an array minus the virtual origin of an array.
**remote format item.** The letter R followed by the label (enclosed in parentheses) of a FORMAT statement. The format statement is used by edit-directed data transmission statements to control the format of data being transmitted.

**repetition factor.** A parenthesized unsigned integer constant that specifies:
1. The number of times the string constant that follows is to be repeated.
2. The number of times the picture character that follows is to be repeated.

**repetitive specification.** An element of a data list that specifies controlled iteration to transmit one or more data items, generally used in conjunction with arrays.

**restricted expression.** An expression that can be evaluated by the compiler during compilation, resulting in a constant. Operands of such an expression are constants, named constants, and restricted expressions.

**returned value.** The value returned by a function procedure.

**RETURNS descriptor.** A descriptor used in a RETURNS attribute, and in the RETURNS option of the PROCEDURE and ENTRY statements.

**S**

**scalar variable.** A variable that is not a structure, union, or array.

**scale.** A system of mathematical notation whose representation of an arithmetic value is either fixed-point or floating-point.

**scale factor.** A specification of the number of fractional digits in a fixed-point number.

**scaling factor.** See scale factor.

**scope (of a condition prefix).** The portion of a program throughout which a particular condition prefix applies.

**scope (of a declaration or name).** The portion of a program throughout which a particular name is known.

**secondary entry point.** An entry point identified by any of the names in the label list of an entry statement.

**select-group.** A sequence of statements delimited by SELECT and END statements.

**selection clause.** A WHEN or OTHERWISE clause of a select-group.

**self-defining data.** An aggregate that contains data items whose bounds, lengths, and sizes are determined at program execution time and are stored in a member of the aggregate.

**separator.** See delimiter.

**shift.** Change of data in storage to the left or to the right of original position.

**shift-in.** Symbol used to signal the compiler at the end of a double-byte string.

**shift-out.** Symbol used to signal the compiler at the beginning of a double-byte string.

**sign and currency symbol characters.** The picture specification characters. S, +, −, and $ (or other national currency symbols enclosed in < and >).

**simple parameter.** A parameter for which no storage class attribute is specified. It can represent an argument of any storage class, but only the current generation of a controlled argument.

**simple statement.** A statement other than IF, ON, WHEN, and OTHERWISE.

**source.** Data item to be converted for problem data.

**source key.** A key referred to in a record-oriented transmission statement that identifies a particular record within a direct access data set.

**source program.** A program that serves as input to the source program processors and the compiler.

**source variable.** A variable whose value participates in some other operation, but is not modified by the operation. Contrast with target variable.

**spill file.** Data set named SYSUT1 that is used as a temporary workfile.

**standard default.** The alternative attribute or option assumed when none has been specified and there is no applicable DEFAULT statement.

**standard file.** A file assumed by PL/I in the absence of a FILE or STRING option in a GET or PUT statement. SYSIN is the standard input file and SYSPRINT is the standard output file.

**standard system action.** Action specified by the language to be taken for an enabled condition in the absence of an ON-unit for that condition.

**statement.** A PL/I statement, composed of keywords, delimiters, identifiers, operators, and constants, and terminated by a semicolon (;). Optionally, it can have a condition prefix list and a list of labels. See also keyword statement, assignment statement, and null statement.

**statement body.** A statement body can be either a simple or a compound statement.

**statement label.** See label constant.
static storage allocation. The allocation of storage for static variables.

static variable. A variable that is allocated before execution of the program begins and that remains allocated for the duration of execution.

stream-oriented data transmission. The transmission of data in which the data is treated as though it were a continuous stream of individual data values in character form. Contrast with record-oriented data transmission.

string. A contiguous sequence of characters, graphics, or bits that is treated as a single data item.

string variable. A variable declared with the BIT, CHARACTER, or GRAPHIC attribute, whose values can be either bit, character, or graphic strings.

structure. A collection of data items that need not have identical attributes. Contrast with array.

structure expression. An expression whose evaluation yields a structure set of values.

structure of arrays. A structure that has the dimension attribute.

structure member. See member.

structuring. The hierarchy of a structure, in terms of the number of members, the order in which they appear, their attributes, and their logical level.

subroutine. A procedure that has no RETURNS option in the PROCEDURE statement. Contrast with function.

subroutine call. An entry reference that must represent a subroutine, followed by an optional argument list that appears in a CALL statement. Contrast with function reference.

subscript. An element expression that specifies a position within a dimension of an array. If the subscript is an asterisk, it specifies all of the elements of the dimension.

subscript list. A parenthesized list of one or more subscripts, one for each dimension of the array, which together uniquely identify either a single element or cross section of the array.

subtask. A task that is attached by the given task or any of the tasks in a direct line from the given task to the last attached task.

synchronous. A single flow of control for serial execution of a program.

t

target. Attributes to which a data item (source) is converted.

target reference. A reference that designates a receiving variable (or a portion of a receiving variable).

target variable. A variable to which a value is assigned.

task. The execution of one or more procedures by a single flow of control.

task name. An identifier used to refer to a task variable.

task variable. A variable with the TASK attribute whose value gives the relative priority of a task.

termination (of a block). Cessation of execution of a block, and the return of control to the activating block by means of a RETURN or END statement, or the transfer of control to the activating block or to some other active block by means of a GO TO statement.

termination (of a task). Cessation of the flow of control for a task.

truncation. The removal of one or more digits, characters, graphics, or bits from one end of an item of data when a string length or precision of a target variable has been exceeded.

type. The set of data attributes and storage attributes that apply to a generation, a value, or an item of data.

u

undefined. Indicates something that a user must not do. Use of an undefined feature is likely to produce different results on different implementations of a PL/I product. In that case, the application program is in error.

union. A collection of data elements that overlay each other, occupying the same storage. The members can be structures, unions, elementary variables, or arrays. They need not have identical attributes.

union of arrays. A union that has the DIMENSION attribute.

upper bound. The upper limit of an array dimension.

v

value reference. A reference used to obtain the value of an item of data.
**variable.** A named entity used to refer to data and to which values can be assigned. Its attributes remain constant, but it can refer to different values at different times.

**variable reference.** A reference that designates all or part of a variable.

**virtual origin (VO).** The location where the element of the array whose subscripts are all zero are held. If such an element does not appear in the array, the virtual origin is where it would be held.

**Z**

**zero-suppression characters.** The picture specification characters Z and *, which are used to suppress zeros in the corresponding digit positions and replace them with blanks or asterisks respectively.
Index

Special characters

/ (forward slash) 260

*PROCESS, specifying options in 153

% statements 154

%INCLUDE statement 154, 230

%NOPRINT 154

%PAGE 154

%POP statement 154

%PRINT 154

%PRINT statement 154

%PROCESS, specifying options in 153

%PUSH statement 155

%SKIP 154

%SOURCE statement library 230

%PAGE statement 154

%POP statement 154

%PRINT 154

%PRINT statement 154

%SOURCE statement library 230

%SKIP statement 154

%SOURCE statement library 230

access

ESDS 346

REGIONAL(1) data set 327

relative-record data set 364

access method services

regional data set 329

REGIONAL(1) data set 327

direct access 327

sequential access 327

accessibility

assistive technologies xxxiii

keyboard navigation xxxiii

of Enterprise PL/I for z/OS xxxiii

of this information xxxiii

ACCT EXEC statement parameter 222

aggregate

length table 159

AGGREGATE compiler option 9

ALIGNED compiler suboption 35

ALL option

hooks location suboption 139

ALLOCATE statement 159

 alternate ddname under z/OS UNIX, in TITLE option 260

AMP parameter 333

ANS

compiler suboption 35

APPEND option under z/OS UNIX 262

ARCH compiler option 10, 369

argument

sort program 392

argument passing

by descriptor list 541

by descriptor-locator 542

array descriptor

array descriptor 543, 545

ASCII compiler suboption

description 35

assembler routines

FETCHing 248

ASSIGNABLE compiler suboption 35

ATTENTION ON-units 522

attention processing

attention interrupt, effect of 66

ATTENTION ON-units 522

debugging tool 522

main description 521

attribute table 158

ATTRIBUTES option 12

automatic

padding 237

prompting

overriding 236

using 235

restart

after system failure 525

checkpoint/restart facility 523

within a program 525

auxiliary storage for sort 392

avoiding calls to library routines 381

B

BACKREG compiler option 13

batch compile

OS/390 225, 227

BIFPREC compiler option 14

BINIARG compiler suboption 36

BKWD option 275, 340

BLANK compiler option 15

BLKOFF compiler option 16

BLKSIZE

consecutive data sets 315

ENVIRONMENT 275

comparison with DCB subparameter 276

for record I/O 278

option of ENVIRONMENT 275

for stream I/O 292

subparameter 272

block

and record 267

size

consecutive data sets 315

maximum 279

object module 229

PRINT files 300

record length 279

regional data sets 330

specifying 268

BUFFERS option

for stream I/O 292

BUFND option 340

BUFNI option 341

BUFFSIZE option under z/OS UNIX 263

BUFS FP option 341

BYADDR

description 372

effect on performance 373

using with DEFAULT option 36

BYVALUE

description 372

effect on performance 373

using with DEFAULT option 36

C

C routines

FETCHing 247

capacity record

REGIONAL(1) 325

carriage control character 78, 299

carriage return-line feed (CR - LF) 266

cataloged procedure

compile and bind 211

compile only 210

compile, bind, and run 213

compile, input data for 213, 216

compile, prelink and link-edit 214

compile, prelink, link-edit, and run 216

compile, prelink, load and run 218

description of 209

invoking 220

listing 220

modifying

DD statement 222

EXEC statement 222

multiple invocations 220

under OS/390

IBM-supplied 209

to invoke 220

to modify 221

CEESTART compiler option 17

character string attribute table 158

characters

carriage control 78, 299

carriage return-line feed (CR - LF) 266

cataloged procedure

compile and bind 211

compile only 210

compile, bind, and run 213

compile, input data for 213, 216

compile, prelink and link-edit 214

compile, prelink, link-edit, and run 216

compile, prelink, load and run 218

description of 209

invoking 220

listing 220

modifying

DD statement 222

EXEC statement 222

multiple invocations 220

under OS/390

IBM-supplied 209

to invoke 220

to modify 221

checkpoint data

for sort 396

checkpoint data, defining, PLICKPT built-in suboption 524

checkpoint/restart

deferred restart 525

PLICANC statement 526

checkpoint/restart facility

CALL PLIREST statement 525

checkpoint data set 524

description of 523

modify activity 526

PLICKPT built-in subroutine 523

request checkpoint record 523

request restart 525

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checkpoint/restart facility (continued)

RESTART parameter 525
return codes 523
CHKPT sort option 390
CICS
preprocessor options 206
support 205
CKPT sort option 390
CMPAT compiler option 19
COBOL
map structure 159
CODE subparameter 272
CODEPAGE compiler option 21
coding
CICS statements 206
improving performance 375
SQL statements 195
comments
within options 153
communications area, SQL 195
compilation
user exit
activating 528
customizing 529
example 533
IBMEXIT 528
procedures 527
compile and bind, input data for 211
COMPILe compiler option 23
compile-time options
under z/OS UNIX 226
compiler, prelink, and link-edit, input data for 214
compiler
% statements 154
DBCS identifier 55
descriptions of options 5
general description of 225
graphic string constant 55
invoking 225
JCL statements, using 227
listing
aggregate length table 159
attribute table 158
block level 157
cross-reference table 159
DO-level 157
file reference table 162
heading information 156
include source program 65
input to compiler 157
input to preprocessor 157
messages 163
printing options 229
return codes 163
SOURCE option program 157
source program 128
stack storage used 133
statement offset addresses 159
SYSPRINT 229
using 156
mixed string constant 55
PROCESS statement 153
reduce storage requirement 96
severity of error condition 23
temporary workfile (SYSUT1) 229
under OS/390 batch 227
compiler options
abbreviations 5
AGGREGATE 9
ARCH 10, 369
ATTRIBUTES 12
BACKREG 13
BIFPREC 14
BLANK 15
BLKOFF 16
CEESTART 17
CHECK 18
CMPAT 19
CODEPAGE 21
COMPILE 23
COPYRIGHT 24
CSECT 25
CSECTCUT 26
CURRENCY 27
DBCS 28
DD 29
DDSQL 30
default 5
default 33, 372
DEPREcate 42
description of 5
DISPLAY 44
DLLINIT 45
EXIT 46
EXTERN 47
FLAG 48
FLOAT 49
FLOATINMATH 52
GOFF 53
GONUMBER 54, 369
GRAPHIC 55
HGPR 56
IGNORE 57
INCAFTER 58
INCDIR 59
INSOURCE 65
INTERRUPT 66
LANGVL 67
LIMITS 68
LINECOUNT 70
LINEDIR 71
LIST 72
LISTVIEW 73
MACRO 75
MAP 76
MARGINI 77
MARGINS 78
MAXGEN 80
MAXMEM 81
MAXMSG 82
MAXNEST 83
MAXSTMT 84
MAXTEMP 85
MDECK 86
NAME 87
NAMES 88
NATLANG 89
NEST 90
OMAARGINS 78
NOT 91
NUMBER 92
OBJECT 93
OFFSET 94
compiler options (continued)
ONSNAP 95
OPTIMIZE 96, 369
OPTIONS 98
OR 99
PP 100
PPICs 101
PPINCLUDE 102
PPLIST 103
PPMACRO 104
PPSQL 105
PPTRACE 106
PPRECTYPE 107
PREFIX 108, 371
PROCEED 109
QUOTE 111
REDUCE 112, 370
RENT 113
RESEXP 115
RESPECT 116
RETCHECK 117
RULES 118, 370
SEMANTIC 126
SERVICE 127
SOURCE 128
SPILL 129
STATIC 130
STDSYS 131
STMT 132
STORAGE 133
STRINGOFGRAPHIC 134
SYNTAX 135
SYSPARM 136
SYSTEM 137
TERMINAL 138
TEST 139
UNROLL 142
USAGE 143
WIDECHAR 144
WINDOW 145
WRITABLE 146
XINFO 148
XML 151
XREF 152
compiling
under z/OS UNIX 225
concatenating
data sets 257
external references 255
CONd EXEC statement parameter 222
conditional compilation 23
conditional subparameter 271
CONNECTED compiler suboption
description 36
effect on performance 373
CONSECUTIVE
option of ENVIRONMENT 292, 312
consecutive data sets
controlling input from the terminal
capital and lowercase letters 307
condition format 304
COPY option of GET
statement 307
defining QSAM files 306
end-of-file 307
format of data 305
stream and record files 306
consecutive data sets (continued)
controlling output to the terminal
conditions 309
format of PRINT files 309
output from the PUT EDIT command 309
stream and record files 309
defining and using 291
input from the terminal 304
output to the terminal 309
record-oriented data transmission
accessing and updating a data set 316
creating a data set 315
defining files 312
specifying ENVIRONMENT options 312
statements and options allowed 311
record-oriented I/O 311
stream-oriented data transmission
accessing a data set 297
creating a data set 294
defining files 291, 292
specifying ENVIRONMENT options 292
using PRINT files 299
using SYSIN and SYSPRINT files 303
control area 334
CONTROL option EXEC statement 230
interval 334
control blocks
function-specific 528
global control 529
control characters
carryage 78, 299
print 78, 299
COPY option 307
COPYRIGHT compiler option 24
COPYRIGHT option 514
counter records, SYSADATA 551
cross-reference table
compiler listing 159
using XREF option 158
CSECT compiler option 25
CSECTCUT compiler option 26
CTLASA and CTL360 options
ENVIRONMENT option
for consecutive data sets 313
SCALARVARYING 282
CURRENCY compiler option 27
customizing
user exit
modifying SYSUEXIT 529
structure of global control blocks 529
writing your own compiler exit 529
CYLOFL subparameter
DCB parameter 272

D
data
conversion under z/OS UNIX 259
files
creating under z/OS UNIX 261
sort program 396
PLISRT(x) command 401
sorting
description of 385
types
equivalent Java and PL/I 440
equivalent SQL and PL/I 200
data definition (DD) information under
z/OS UNIX 259
data set
associating PL/I files with
closing a file 274
opening a file 273
specifying characteristics in the
ENVIRONMENT attribute 275
associating several data sets with one
file 256
blocks and records 267
checkpoint 524
conditional subparameter
characteristics 272
consecutive stream-oriented data 291
data set control block (DSCB) 271
ddnames 228
defining for dump
DD statement 508
logical record length 508
defining relative-record direct 270
dissociating from a file 274
system-determined block size 274
dissociating from PL/I file 257
establishing characteristics 267
indexed
sequential 270
information interchange codes 268
input in cataloged procedures 209
label modification 273
labels 271, 285
libraries
extracting information 289
SPACE parameter 286
types of 285
updating 287
use 285
organization
conditional subparameters 271
data definition (DD) statement 271
types of 270
partitioned 285
record format defaults 277
record formats
fixed-length 268
undefined-length 270
variable-length 269
records 268
regional 321
REGIONAL(1) 324
accessing and updating 326
creating 325
sequential 270
data set (continued)
sort program
checkpoint data set 396
input data set 395
output data set 396
sort work data set 395
sorting 395
SORTWK 392
source statement library 230
SPACE parameter 228
stream files 291
temporary 229
to establish characteristics 267
types of
comparison 282
organization 270
used by PL/I record I/O 282
unlabeled 271
using 253
VSAM
blocking 334
data set type 337
defining 343
defining files 339
dummy data set 338
file attribute 338
indexed data set 347
keys 336
mass sequential insert 353
organization 334
running a program 333
specifying ENVIRONMENT options 339
VSAM option 342
VSAM.
performance options 342
data set under OS/390
associating one data set with several files 256
concatenating 257
HFS 257
data set under z/OS UNIX
associating a PL/I file with a data set
how PL/I finds data sets 261
using environment variables under 259
using the TITLE option of the
OPEN statement 260
using unassociated files 261
DD_DDNAME environment variable 258
default identification 258
establishing a path 261
establishing characteristics
DD_DDNAME environment variable 262
extending on output 262
maximum number of regions 265
number of regions 265
recreating output 262
data sets
allocating files 253
associating data sets with files 254
closing 274
defining data sets under OS/390 254
data-directed I/O 376
coding for performance 375
DBCS compiler option 28
DBCS identifier compilation 55
DBCS subparameter 274, 277

equivalent ENVIRONMENT options 277
main discussion of 272
overriding in cataloged procedure 223
regional data set 330

DD (data definition) information under z/OS UNIX 259
DD compiler option 29
DD information under z/OS UNIX 228

TITLE statement 260

DD statement 271
%INCLUDE 155
add to cataloged procedure 222
cataloged procedure, modifying 222
checkpoint/restart 523
create a library 286
input data set in cataloged procedure 209
modifying cataloged procedure 221
OS/390 batch compile 228
regional data set 330
standard data set 228
output (SYSLIN, SYSOUTPUT) 229

DD_DDNAME environment variables
alternate ddname under z/OS UNIX 260
APPEND 262
DELAY 263
DELIMIT 264
LRECL 264
LRMSKIP 264
PROMPT 264
PUTPAGE 264
RECCOUNT 265
RECSIZE 265
SAMELINE 265
SKIPF 266
specifying characteristics under z/OS UNIX 261
TYPE 266

dname
%INCLUDE 155
standard data sets 228
DDSQSQL compiler option 30
deblocking of records 268
declaration of files under OS/390 253, 254
declaring host variables, SQL preprocessor 197

DEFAULT compiler option

description and syntax 33
suboptions
ALIGNED 35
ASCII or EBCDIC 35
ASSIGNABLE or NONASSIGNABLE 35
BIN1ARG or NOBIN1ARG 36
BYADDR or BYVALUE 36

DEFAULT compiler option (continued)
suboptions (continued)
CONNECTED or NONCONNECTED 36
DESCLIST or DESLOCATOR 36
DESCRIPTION or NODESCRIPTOR 36
DUMMY 37
E 37
EVENDEC or NOEVENDEC 38
HEXADEC 38
IBM or ANS 35
INITFILL or NONINITFILL 38
INLINE or NONLINE 38
LINKAGE 38
LOWERINC | UPPERINC 39
NATIVE or NONATIVE 39
NATIVEADDR or NONATIVEADDR 39
NULLSTRADDR or NONULLSTRADDR 40
NULLSTRPTR 40
NULLSYS or NULL370 40
ORDER or REORDER 40
ORDINAL(MIN | MAX) 40
PSEUDODUMMY or NOPSEUDODUMMY 40
RECURSIVE or NONRECURSIVE 41
RETCODE 41
RETURNS 41
SHORT 41
defined restart 525
define data set
associating several data sets with one file 256
associating several files with one data set 256
closing a file 274
concatenating several data sets 257
ENVIRONMENT attribute 275
ESDS 345
opening a file 273
opening a file 273
system-determined block size 274
specifying characteristics 275
define file
associating several files with one data set 256
closing a file 274
concatenating several data sets 257
ENVIRONMENT attribute 275
opening a file 273
system-determined block size 274
regional data set 323
ENV options 323
keys 324
specifying characteristics 275
VSAM data set 339
define file under OS/390
associating several data sets with one file 256
DEFINED versus UNION 379
delay option under z/OS UNIX 263
delay option under z/OS UNIX description 263

DELIMIT option under z/OS UNIX description 264
DEPREDATE compiler option 42
DESCLIST compiler suboption 36
DESLLOCATOR compiler suboption 36
descriptor 541
descriptor area, SQL 195
DESCRIPTOR compiler option
effect on performance 373
DESCRIPTOR compiler suboption
description 36
descriptor list, argument passing 541
descriptor-locator, argument passing 542
DFSORT 385
direct data sets 270
DIRECT file
indexed ESDS with VSAM
accessing data set 351
updating data set 333
RRDS access data set 364
DISP parameter
consecutive data sets 317
for consecutive data sets 315
to delete a data set 285
DISPLAY compiler option 44

DLL
DYNAM=DLL linker option 240
linking considerations and side-decks 233
RENT compiler option and fetching 239
DLLINIT compiler option 45
DSA
saved in PLIDUMP built-in subroutine for each block 509
DSCB (data set control block) 271, 287
DSNAME parameter
for consecutive data sets 315, 317
DSORG subparameter 272
DUMMY compiler suboption 37
dummy records
REGIONAL(1) data set 325
VSAM 338
dump
calling PLIDUMP 507
defining data set for DD statement 508
logical record length 508
identifying beginning of 508
PLIDUMP built-in subroutine 507
producing z/OS Language Environment dump 507
SNAP 508
DYNALLOC sort option 390

e
E
E compiler message 163
E compiler suboption 37
E15 input handling routine 397
E35 output handling routine 400
EBCDIC
compiler suboption 35
EBCDIC (Extended Binary Coded Decimal Interchange Code) 268

618 Enterprise PL/I for z/OS Programming Guide
embedded
  CICS statements 206
  SQL statements 196
ENDFILE
under OS/390 237
Enterprise PL/I for z/OS
accessibility xxxiii
Enterprise PL/I library
Enterprise PL/I for z/OS library xiv
Language Environment library xiv
entry point
sort program 392
entry-sequenced data set
defining 345
updatings 346
VSAM 335
loading 344
statements and options 344
EVENDEC compiler suboption 38
calling PLIDUMP 507
EXEC SQL statements 175
EXEC statement
cataloged procedure, modifying 222
compiler 227
introduction 227
maximum length of option list 230
minimum region size 227
modify cataloged procedure 222
OS/390 batch compile 225, 227
PARM parameter 230
to specify options 230
Exit (E15) input handling routine 397
Exit (E35) output handling routine 400
EXIT compiler option 46
export command 261
extended binary coded decimal interchange code (EBCDIC) 268
EXTERNAL attribute 158
external references
concatenating names 255
EXTRN compiler option 47
F option of ENVIRONMENT
for record I/O 277
for stream I/O 292
F-format records 268
FB option of ENVIRONMENT
for record I/O 277
for stream I/O 292
FB-format records 268
FBS option of ENVIRONMENT
for record I/O 277
for stream I/O 292
FETCH
assembler routines 248
Enterprise PL/I routines 239
OS/390 C routines 247
PL/I MAIN Routines 247
field for sorting 389
file
allocating files 253
associating data sets with files 254
closing 274
defining data sets under OS/390 254
establishing characteristics 267
FILE attribute 158
file records, SYSEXADATA 552
filespec 262
FILLERS, for tab control table 302
FILSZ sort option 390
filtering messages 528
FIXED
TYPE option under z/OS UNIX 267
fixed-length records 268
FLAG compiler option 48
flags, specifying compile-time
options 226
FLOAT option 49
FLOATINMATH compiler option 52
flowchart for sort 397
format notation, rules for xv
forward slash (/) 260
FS option of ENVIRONMENT
for record I/O 277
for stream I/O 292
FUNC subparameter
usage 272
Functions
using C functions with ILC 411
G
GENKEY option
key classification 280
usage 275
VSAM 339
GET DATA statement 236
GET EDIT statement 237
GET LIST statement 236
global control blocks
data entry fields 530
writing the initialization
procedure 530
writing the message filtering
procedure 531
writing the termination
procedure 533
GOFF compiler option 53
GONUMBER compiler option 369
definition 54
GOTO statements 376
graphic data 291
GRAPHIC option
compiler 55
of ENVIRONMENT 275, 294
stream I/O 292
graphic string constant compilation 55
H
handling routines
data for sort
input (sort exit E15) 397
output (sort exit E35) 400
PLISRTB 402
PLISRTC 403
PLISRTD 404
to determine success 394
variable length records 406
header label 271
HEXADEC compiler suboption 38
HGPR compiler option 56
hook
location suboptions 139
host
structures 204
variables, using in SQL
statements 197
OR [continued] 275
OS/390
batch compilation DD statement 28
EXEC statement 227, 230
listing (SYSPRINT) 229
source statement library (SYSLIB) 230
specifying options 230
temporary workfile (SYSUT1) 229
general compilation 225
output
data for PLISRATA 401
data for sort 396
defining data sets for stream files 291, 292
limit preprocessor output 86
redirecting 284
routines for sort program 396
SEQUENTIAL 315
skeletal code for sort 400
SYSLIN 229
SYSPUNCH 229
OVERLAP compiler suboption 40

P
PACKAGES versus nested PROCEDURES 377
PAGE option 293
PAGELENGTH, for tab control table 302
PAGESIZE, for tab control table 302
parameter passing
argument passing 541
CMPAT(LE) descriptors 544
CMPAT(V*) descriptors 542
PARM parameter
for cataloged procedure 222
specify options 230
passing an argument 541
PASSWORD option 341
performance
VSAM options 342
performance improvement coding for performance
avoiding calls to library routines 381
DATA-directed input and output 375
DEFINED versus UNION 379
GOTO statements 376
input-only parameters 376
loop control variables 377
named constants versus static variables 379
PACKAGES versus nested PROCEDURES 377
preloading calls to library routines 381
REDUCIBLE functions 378
string assignments 378
selecting compiler options
ARCH 369
DEFAULT 372
GONUMBER 369

performance improvement (continued)
selecting compiler options (continued)
OPTIMIZE 369
PREFIX 371
REDUCE 370
RULES 370
PL/I compiler
user exit procedures 528
files
associating with a data set under z/OS UNIX 258
PL/I code, compiling 427, 431, 435, 440
PL/I code, linking 427, 431, 435, 440
PL/I dynamic allocation
access HFS files under z/OS UNIX 257
allocate data sets 253
associating data sets with files under z/OS UNIX 258
define files
QSAM files 306
REGIONAL(1) data sets 323
stream files 292
VSAM file 333
PL/I MAIN Routines
FETCHing 247
PLICANC statement, and checkpoint/request 526
PLICPT built-in subroutine 523
PLIDUMP built-in subroutine
calling to produce a z/OS Language Environment dump 507
DSA saved for each block 509
H option 508
output
locating variables in 509
program unit name in dump traceback table 509
saved load module timestamp 514
saved options string 515
syntax of 507
user-identifier 508
variables
locating AUTOMATIC variables in 509
locating CONTROLLED variables in 511
locating in PLIDUMP output 509
locating STATIC variables in 510
PLIEST statement 525
PLICETC built-in subroutine
return codes for sort 395
PLIXAXA 443, 444
PLIXAXB 443, 444
PLIXAXC 433, 474
PLIXAXD 473, 474
PLISRITA interface 401
PLISRTB interface 402
PLISRTC interface 403
PLISRTD interface 404
PLTABS external structure
control section 303
declaration 234
PLXOPT variable 234
PP compiler option 100
PPCICS compiler option 101
PPINCLUDE compiler option 102
PPLIST compiler option 103
PPMACRO compiler option 104
PPSQL compiler option 105
PPTTRACE compiler option 106
PRECTYPE compiler option 107
PREFIX compiler option 108, 371
using default suboptions 371
preloading library routines 381
preprocessor options
available with PL/I 165
CICS options 206
include 166
macro preprocessor 167
SQL options 177
SQL preprocessor 175
print
PRINT file
format 309
line length 300
stream I/O 299
print control character 78, 299
PRINT file
formatting conventions 234
punctuating output 234
record I/O 317
preprocessor options
available with PL/I 165
CICS options 206
include 166
macro preprocessor 167
SQL options 177
SQL preprocessor 175
print
PRINT file
formatting conventions 234
punctuating output 234
record I/O 317
procedure
cataloged, using under OS/390 209
compile and bind (IBMZCB) 211
compile and link-edit (IBMZCPL) 214
compile only (IBMZC) 210
compile, bind, and run (IBMZCBC) 213
cOMPile, prelink, link-edit, and run (IBMZCPLG) 216
cOMPile, prelink, load and run (IBMZCPLG) 218
PROCEED compiler option 109
PROCESS statement
description 153
override option defaults 230
Index  623

program unit name in dump traceback  509
PROMPT option under z/OS UNIX  264
program unit name in dump traceback  509
PROMPT option under z/OS UNIX  264
automatic, overriding  236
automatic, using  235
PRTSP subparameter
usage  272
PSEUDODUMMY compiler suboption  40
punctuation
automatic prompting
overriding  236
using  235
OS/390
automatic padding for GET EDIT  237
continuation character  236
entering ENDFILE at terminal  237
GET DATA statement  236
GET LIST statement  236
long input lines  236
SKIP option  237
output from PRINT files  234
PUT EDIT command  309
PUTPAGE option under z/OS UNIX  264
Q
QUOTE compiler option  111
R
REAL attribute  158
RECFM subparameter  272
in organization of data set  272
usage  272
record
checkpoint  523
data set  524
deblocking  268
maximum size for compiler input  228
sort program  390
record format
fixed-length records  268
options  293
stream I/O  298
to specify  312
types  268
undefined-length records  270
variable-length records  269
record I/O
data set
access  316
consecutive data sets  317
create  315
types of  282
data transmission  311
ENVIRONMENT option  312
format  277
record format  312
record length
regional data sets  321
specify  268
value of  278
RECORD statement  390
recorded key
regional data set  324
records
length under z/OS UNIX  265
RECSIZE option
consecutive data set  293
defaults  293
definition  277
description under z/OS UNIX  265
for stream I/O  292, 293
RECURSIVE compiler suboption  41
REDUCE compiler option  112
effect on performance  370
reduce storage requirement  96
REDUCIBLE functions  378
region
REGION parameter  222
size, EXEC statement  227
REGION size, minimum required  209
regional data sets
DD statement
accessing  331
creating  330
defining files for regional data set  323
specifying ENVIRONMENT options  323
using keys  324
operating system requirement  329
REGIONAL(1) data set
accessing and updating  326
creating  325
using  324
REGIONAL option of ENVIRONMENT  324
REGIONAL(1) data sets
defining files for regional data set  323
regions under z/OS UNIX  265
relative byte address (RBA)  337
relative record number  337
relative-record data sets
accessing with a DIRECT file  364
accessing with a SEQUENTIAL file  363
loading  362
statements and options for  360
RENT compiler option  113
REORDER compiler suboption
description  40
effect on performance  374
RESEXP compiler option  115
RESPECT compiler option  116
resetting
requesting  525
RESTART parameter  525
to request
automatic after system failure  525
automatic within a program  525
defaulted restart  525
to cancel  525
to modify  526
RETCODE compiler suboption  41
return code
checkpoint/restart routine  523
PLIRETC  395
return codes in compiler listing  163
RETURNS compiler suboption  41, 375
REUSE option  275, 341
RRDS (relative record data set)
define  362
load statements and options  360
load with VSAM  362
updating  364
VSAM
DIRECT file  364
loading  362
SEQUENTIAL file  363
RTCHECK compiler option  117
RULES compiler option  118
effect on performance  370
run-time message line numbers  54
run-time
OS/390 considerations
automatic prompting  235
formatting conventions  234
GET EDIT statement  237
GET LIST and GET DATA statements  236
punctuating long lines  236
SKIP option  237
using PLIXOPT  234
S
S compiler message  163
SAMELINE option under z/OS UNIX  265
sample program, running  427, 432, 436, 440
saved options string in PLIDUMP  515
SAX parser  443, 473
SCALARVARYING option  281
SEMANTIC compiler option  126
sequential access
REGIONAL(1) data set  327
sequential data set  270
SEQUENTIAL file
ESDS with VSAM
 defining and loading  345
 updating  346
indexed ESDS with VSAM
access data set  350
RRDS, access data set  363
serial number volume label  271
SERVICE compiler option  127
shift code compilation  55
SHORT compiler suboption  41
SKIP option  342
in stream I/O  293
under OS/390  237
SKIP option under z/OS UNIX  266
SKIPREC sort option  390
sorting
assessing results  394
calling sort  392
CHKPT option  390
sorting (continued)
- choosing type of sort 386
- CKPT option 390
- data 385
- data input and output 396
- description of 385
- DYNALLOC option 390
- E15 input handling routine 397
- EQUALS option 390
- FILSZ option 390
- maximum record length 391
- PLISRT 385
- PLISRTA(x) command 401, 406
- preparation 385
- RECORD statement 397
- RETURN statement 397
- SKIPREC option 390
- SORTCKPT 396
- SORTCNTL 396
- SORTIN 395
- sorting field 389
- SORTLIB 395
- SORTOUT 396
- SORTWK 392, 395
- storage
  - auxiliary 392
  - main 391
- writing input/output routines 396

source
- key
  - in REGIONAL(1) data sets 324
- listing
  - location 78
- program
  - compiler list 157
  - data set 228
  - identifiers 12
    - included in compiler list 65
    - list 128
  - preprocessor 75
  - shifting outside text 77
- SOURCE compiler option 128
- source records, SYSADATA 570
- source statement library 230
- SPACE parameter
  - library 286
  - standard data sets 228
  - specifying compile-time options
    - using flags under 226
  - SPILL compiler option 129
  - spill file 229

SQL preprocessor
- communications area 195
- descriptor area 195
- EXEC SQL statements 175
- options 177
- using host structures 204
- using host variables 197
- using IBMUXEXIT with 205
- using indicator variables 204
- SQL preprocessor options 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194
- SQLCA 195
- SQLDA 195
- STACK subparameter
  - usage 272
  - standard data set 228
  - standard files (SYSPRINT and SYSIN) 284
  - statement
    - nesting level 157
    - offset addresses 159
  - statements 154
  - STATIC compiler option 130
  - STDSYS compiler option 131
  - step abend 271
  - STMT compiler option 132
  - STMT suboption of test 139
  - storage
    - blocking print files 300
    - library data sets 286
    - report in listing 133
    - sort program 391
    - auxiliary storage 392
    - main storage 391
    - standard data sets 228
    - to reduce requirement 96
  - STORAGE compiler option 133
  - stream I/O
    - consecutive data sets 291
    - data set
      - access 297
      - create 294
      - record format 298
    - DD statement 296, 298
    - ENVIRONMENT options 292
      - define 291
      - PRINT file 299
      - SYisin and SYSPRINT files 303
    - record formats for data transmission 277
    - string
      - graphic string constant
      - compilation 55
    - string assignments 376
    - string descriptors
      - string descriptors 542, 544
      - STRINGOFGRAPHIC compiler option 134
      - structure of global control blocks
        - writing the initialization procedure 530
      - writing the message filtering procedure 531
      - writing the termination procedure 533
    - SUB control character 268
    - summary record, SYSADATA 550
    - symbol records, SYSADATA 555
    - symbol table 139
    - SYNTAX option 135
    - syntax records, SYSADATA 572
    - syntax, diagrams, how to read xv
    - SYSl.PROCLIB (system procedure library) 285
    - SYSADATA information, counter records 551
    - SYSADATA information, file records 552
    - SYSADATA information, introduction 549
- SYSADATA information, literal records 551
- SYSADATA information, message records 552
- SYSADATA information, ordinal element records 554
- SYSADATA information, ordinal type records 553
- SYSADATA information, source records 570
- SYSADATA information, summary record 550
- SYSADATA information, symbol information 553
- SYSADATA information, symbol records 555
- SYSADATA information, syntax information 570
- SYSADATA information, syntax records 572
- SYSADATA information, token records 571
- SYSCHK default 523, 524
- SYSPUNCH 229
- SYSSOUT 395
- SYSPARM compiler option 136
- SYSPRINT 284
  - and z/OS UNIX 284
  - compiler listing written to 229
  - effect of STDSYS option on 131
  - required DD statement 228
  - shared with older PL/I 238
  - sharing between enclaves 237
  - sharing with C 419, 420
  - specifying on the DD option 29
  - using MSGFILE(SYSPRINT) 239
  - using with the PUT statement 303
- SYSPUNCH 229
- system
  - failure 525
  - restart after failure 525
- SYSTEM compiler options
  - SYSTEM(CICS) 137
  - SYSTEM(IMS) 137
  - SYSTEM(MVS) 137
  - SYSTEM(OS) 137
  - SYSTEM(TSO) 137
  - type of parameter list 137
- SYSUT1 compiler data set 229

T
- tab control table 302
- temporary workfile
  - SYSl.T1 229
- terminal
  - input 304
    - capital and lowercase letters 307
    - COPY option of GET statement 307
    - defining QSAM files 306
updated
ESDS 346
REGIONAL(1) data set 327
relative-record data set 364
UPPERINC compiler suboption 39
USAGE compiler option 143
user exit
compiler 527
customizing
modifying SYSEXIT 529
structure of global control blocks 529
writing your own compiler exit 529
functions 528
sort 388
using
arrays as host variable, SQL preprocessor 197
using host variables, SQL preprocessor 197

V
V option of ENVIRONMENT
for record I/O 277
for stream I/O 292
variable-length records
format 269
sort program 406
VB option of ENVIRONMENT
for record I/O 277
for stream I/O 292
VB-format records 269
VBS option of ENVIRONMENT
for stream I/O 292
VOLUME parameter
consecutive data sets 315, 317
volume serial number
direct access volumes 271
regional data sets 329
VS option of ENVIRONMENT
for stream I/O 292
VSAM (virtual storage access method)
(indexed data set
load statement and options 347
mass sequential insert 353
relative-record data set 362
VSAM option 342
VTOC 271

W
W compiler message 163
WIDECHAR compiler option 144
WINDOW compiler option 145
work data sets for sort 395
WRITABLE compiler option 146

X
XINFO compiler option 148
XML
support in the SAX parser 443, 473
XML compiler option 151
XREF compiler option 152

Z
z/OS UNIX
compile-time options
specifying 226
compiling under 225
DD_DDNAME environment variable 261
export command 261
setting environment variables 283
specifying compile-time options
command line 226
using flags 226
zero value 278
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