XL C/C++
Compiler and Run-Time Migration Guide for the Application Programmer
XL C/C++
Compiler and Run-Time Migration Guide for the Application Programmer
## Contents

About this document .......................................................... xi
How to use this document ..................................................... xi
How this document is organized .............................................. xi
Typographical conventions ................................................... xii
z/OS XL C/C++ and related documents .................................... xiii
Softcopy documents .......................................................... xviii
z/OS XL C/C++ on the World Wide Web ................................... xviii
Where to find more information ............................................ xviii
Technical support ............................................................. xviii
How to send your comments ................................................ xix

### Part 1. Introduction ....................................................... 1

#### Chapter 1. New migration issues .................................... 3

#### Chapter 2. Program migration checklists .......................... 5
Before you start your migration ........................................... 5
When you are compiling code ............................................. 6
When you are binding program objects or load modules .......... 7
When you are running an application ................................... 8
Tools that facilitate your migration ...................................... 10
The Edge Portfolio Analyzer ............................................... 10
Applicability of product information ................................... 10
Version history of IBM C/C++ compilers and libraries ........... 11

### Part 2. Migration of pre-OS/390 C/C++ applications to z/OS V1R11 XL C/C++ ........................................ 13

#### Chapter 3. Source code compatibility issues with pre-OS/390 C/C++ programs ............................................. 15
Removal of IBM Open Class Library support ......................... 15
Source code modifications necessitated by changes in run-time library .................................................. 15
The #pragma runopts directive ........................................... 15
Resource allocation and memory management issues .............. 15
The sizeof operator applied to a function return type ........... 16
A user-defined global new operator and array new ............... 16
Addressing incompatibilities ............................................. 16
C/370 V2 main program and main entry point ....................... 16
Pointer incompatibilities .................................................. 17
Data type incompatibilities .............................................. 17
Assignment restrictions for packed structures and unions ...... 17
DSECT header files and packed structures ........................... 17
Changes required by programs with interlanguage calls .......... 18
Explicit program mask manipulations ................................... 18
Assembler source code changes in System Programming C (SPC) applications built with EDCXSTRX ............................. 18
Internationalization incompatibilities ................................. 19
Support of alternate code points ........................................ 19

#### Chapter 4. Compile-time issues with pre-OS/390 C/C++ programs ..................................................... 21
Changes in compiler listings, messages, and return codes ....... 21
Macro redefinitions might result in severe errors ................ 21
Changes in compiler options ............................................. 21

© Copyright IBM Corp. 1996, 2009
Chapter 5. Bind-time migration issues with pre-OS/390 C/C++ programs

Chapter 6. Run-time migration issues with pre-OS/390 C/C++ applications
Chapter 7. Input and output operations compatibility ............................. 45
Migration issues when opening pre-OS/390 files ............................... 45
Migration issues when writing to pre-OS/390 files .............................. 45
Changes in DBCS string behavior ..................................................... 47
Changes in stdout and stderr file positioning ................................... 47
Behavior changes when closing and reopening ASA files ......................... 49
Changes in values returned by the fldata() function ........................... 49
VSAM I/O changes ............................................................................. 49
  Change in allocation of VSAM control blocks and I/O buffers ................ 50
Terminal I/O changes ........................................................................ 50

Part 3. Migration of OS/390 C/C++ applications to z/OS V1R11 XL C/C++ .... 51
Chapter 8. Source code compatibility issues with OS/390 programs .......... 53
Overflow processing and code modifications ....................................... 53
References to class libraries that are no longer shipped ........................ 53

Chapter 9. Compile-time migration issues with OS/390 programs .......... 55
Changes in compiler listings and messages ......................................... 55
  Debug format specification ............................................................ 55
  Language specification for compiler messages .................................. 55
  Optimization level mapping and listing content ................................ 56
  Macro redefinitions and error messages ........................................ 56
Changes in compiler options ............................................................. 56
  Compiler options that are no longer supported .................................. 56
  ARCHITECTURE compiler option .................................................. 57
  ASCII compiler option ................................................................. 57
  CHECKOUT(CAST) compiler option ............................................... 57
  DIGRAPH compiler option ........................................................... 57
  ENUMSIZE compiler option ........................................................ 57
  INFO compiler option ................................................................. 58
  INLINE compiler option ............................................................... 58
  IPA(LINK) compiler option .......................................................... 58
  LANGLEVEL(ANSI), LANGLEVEL(SAA), or LANGLEVEL(SAA2) compiler option and macro redefinitions ................................. 59
  LANGLEVEL(EXTENDED) compiler option and macro redefinitions .......... 60
  LANGLEVEL(LONGLONG) compiler option ....................................... 60
  LOCAL compiler option ............................................................... 60
  M compiler option ....................................................................... 60
  OPTIMIZE compiler option .......................................................... 61
  NORENT compiler option ............................................................ 61
  ROSTRING compiler option .......................................................... 61
  ROCONST compiler option ........................................................... 61
  STATICINLINE compiler option ..................................................... 62
  SQL compiler option and SQL EXEC statements ................................ 62
  TARGET compiler option ............................................................. 62
  TEST compiler option ............................................................... 62
Changes in IBM data set names ........................................................ 62
Introduction of 1998 Standard C++ support ....................................... 62
Changes that affect performance and optimization .............................. 62
  Addition of the #pragma reachable and #pragma leaves directives ........ 63
Changes that affect customized JCL procedures ................................... 63
  Potential increase in memory requirements ..................................... 63
  JCL CBCI and CBCXI procedures and the variable CLBPRFX ................ 63

Contents
Syntax to invoke the CC command ........................................ 63
Removal of Model Tool support ........................................ 64

Chapter 10. Bind-time migration issues with OS/390 C/C++ programs .................................................. 65
Reentrant variables when the compiler option is NORENT .................................................. 65

Chapter 11. Run-time migration issues with OS/390 C/C++ applications .................................................. 67
Retention of OS/390 run-time behavior ........................................ 67
Changes to the putenv() function and POSIX compliance .................................................. 67
Debug format and translation of the c89 -g flag option .................................................. 68
Language Environment customization issues .................................................. 68
Change in allocation of VSAM control blocks .................................................. 68

Chapter 12. Migration issues resulting from class library changes between OS/390 C/C++ applications and Standard C++ library .................................................. 69
Function calls to different libraries .................................................. 69
Removal of IBM Open Class Library support .................................................. 69
Removal of SOM support .................................................. 69
Removal of Database Access Class Library utility .................................................. 69
Migration of programs with calls to UNIX System Laboratories I/O Stream Library functions .................................................. 69

Part 4. Migration of earlier z/OS C/C++ applications to z/OS V1R11 XL C/C++ .................................................. 71

Chapter 13. Source code compatibility issues with earlier z/OS C/C++ programs .................................................. 73
Function calls to different libraries .................................................. 73
References to class libraries that are no longer shipped .................................................. 73
Migration from UNIX System Laboratories I/O Stream Library to Standard C++ I/O Stream Library .................................................. 73
Standard C++ compliance compatibility issues .................................................. 74
Use of XL C/C++ library functions .................................................. 74
Timing of processor release by the pthread_yield() function .................................................. 74
New information returned by the getnameinfo() function .................................................. 75
Feature test macros and system header files .................................................. 75
Potential need to include _ieee754.h .................................................. 75
New definitions exposed by use of the _OPEN_SYS_SOCK_IPV6 macro .................................................. 75
Required changes to fprintf and fscanf strings %D, %DD, and %H .................................................. 76
Changes to the putenv() function and POSIX compliance .................................................. 76
C99 support of long long data type .................................................. 76
Use of pragmas .................................................. 77
Application of #pragma unroll() as of z/OS V1R7 XL C/C++ .................................................. 77
Unexpected C++ output with #pragma pack(2) .................................................. 78
Virtual function declaration and use .................................................. 79

Chapter 14. Compile-time migration issues with earlier z/OS C/C++ programs .................................................. 81
Changes in compiler listings, messages, and return codes .................................................. 81
Appearance of compiler substitution variables .................................................. 81
Corrections in escape sequence encoding .................................................. 82
Function offsets in source listing .................................................. 82
Diagnostic refinement in identification of linkage issues (C++ only) .................................................. 82
References to UNIX System Services file names .................................................. 83
Non-compliant array index raises an exception .................................................. 83
Unexpected name lookup error messages with template use .................................................. 83
Width of mnemonic in assembly listings .................................................. 84
Macro redefinitions and error messages ........................................ 84
Changes in compiler option functionality ................................... 85
CMDOPTS compiler option and conflict resolution ......................... 85
DFP compiler option and earlier floating-point applications .......... 85
ENUMSIZE(SMALL) and protected enumeration types in system header files 86
GONUMBER compiler option and LP64 support ............................ 86
FLOAT(AFP) suboptions for applications that access CICS data .......... 86
LANGLVL(ANSI), LANGLVL(SAA), or LANGLVL(SAAL2) compiler option and macro redefinitions ........................................ 86
LANGLVL(EXTENDED) compiler option and macro redefinitions .......... 87
LOCATE compiler option .......................................................... 87
M compiler option ................................................................. 87
SQL compiler option and SQL EXEC statements ............................ 88
TARGET compiler option .......................................................... 88
Changes that affect compiler invocations ................................... 88
Changes that affect use of the c89 command ............................... 89
Changes that affect use of the xlc utility .................................... 89
Changes that affect JCL procedures ......................................... 90
User-defined conversion tables and iconv() functions .................... 90
ILP32 compiler option and name mangling .................................. 91
IPA(LINK) compiler option and very large applications ................. 91
IPA(LINK) compiler option and exploitation of 64-bit virtual memory 91
JCL that runs pre-z/OS V1R5 C/C++ programs .............................. 91
Compiler options that manage Standard C++ compliance ............... 92
Impact of recompiling applications that include <net/if.h> with the _XOPEN_SOURCE_EXTENDED feature test macro .................. 92
Impact of recompiling applications that include the pselect() interface . 92
Impact of recompiling with the _OPEN_SYS_SOCK_IPV6 macro ........... 92
Impact of recompiling code that relies on math.h to include IEEE 754 interfaces 92

Chapter 15. Bind-time migration issues with earlier z/OS C/C++ programs 93
Unexpected "missing symbol" error (C++ only) ............................... 93
Program modules from an earlier release ................................... 93
Namespace pollution binder errors ............................................. 93
c89 COMPAT binder option default and programs from an earlier release 94
Alignment incompatibilities between object models ........................ 94
Alignment incompatibilities between XL C and XL C++ output with #pragma pack(2) .......................................................... 95
Debug format and c89 -g flag option translation .......................... 95

Chapter 16. Run-time migration issues with earlier z/OS C/C++ applications 97
Earlier AMODE 64 applications .................................................. 97
HEAPPOLLS run-time option no longer ignored in all AMODE 64 applications 97
Customized run-time libraries .................................................... 97
Failure of authentication process .............................................. 97
Retention of previous run-time behavior ................................... 98
Unexpected output from fprintf() or fscanf() ............................ 98
IEEE754 math functions ......................................................... 98
Internal timing algorithm specification ...................................... 99
Daylight saving time definition ............................................... 99
Changes to the putenv() function and POSIX compliance ............. 99
Internationalization issues ..................................................... 100
Default daylight saving time change ........................................ 100
EEC default currency update .................................................... 100
Movement of LOCALDEF utilities to new data sets ..................... 100
Changes in math library functions ......................................... 101
Part 5. ISO Standard C++ compliance migration issues .......................... 105

Chapter 17. Language level and your Standard C++ compliance objectives ........................................ 107

Chapter 18. Changes that affect Standard C++ compliance of language features .............................. 109
Unqualified name lookups and the using directive ................................................................. 109
Order of destruction for statically initialized objects ............................................................... 110
Implicit integer type declarations ........................................................................................... 110
Scope of for-loop initializer declarations ............................................................................... 110
Visibility of friend declarations ............................................................................................ 111
Migration of friend declarations in class member lists ............................................................ 111
cv-qualifications when the thrown and caught types are the same ....................................... 112
Compiler options that are introduced in C++0x standard ...................................................... 112
LANG_LVL(EXTENDED0X) compiler option (C++0x) ............................................................ 112
LANG_LVL(EXTENDED_FRIEND) compiler option (C++0x) ................................................... 113
LANG_LVL(EXTERNTEMPLATE) compiler option (C++0x) ..................................................... 113
WARN0X compiler option (C++0x) ....................................................................................... 113
Errors due to changes in compiler behavior .......................................................................... 114
C++ class access errors .......................................................................................................... 114
Exceptions caused by ambiguous overloads .......................................................................... 114
Exceptions caused by user-defined conversions .................................................................... 115
Syntax errors with array new .................................................................................................. 116

Part 6. Migration issues for C/C++ applications that use other IBM products .................. 117

Chapter 19. Migration issues with earlier C/C++ applications that run CICS statements .................. 119
Migration of CICS statements from pre-OS/390 C/C++ applications ....................................... 119
CICS statement translation options ...................................................................................... 119
HEAP option used with the interface to CICS ...................................................................... 119
User-developed exit routines ............................................................................................... 119
Multiple libraries under CICS ............................................................................................. 119
CICS abend codes and messages .......................................................................................... 120
CICS reason codes ................................................................................................................ 120
Standard stream support under CICS .................................................................................... 120
Changes in stderr output under CICS ................................................................................... 121
Transient data queue names under CICS .............................................................................. 121
Migration of CICS statements from earlier XL C/C++ applications ...................................... 121
CICS TS V4.1 with “Extended MVS Linkage Convention” ..................................................... 122
Customized CEECCSD.COPY and CEECCSDX.COPY files and iconv() changes ... 122

Chapter 20. Migration issues with earlier C/C++ applications that use DB2 Universal Database ................................................................. 125
Namespace violations and SQL coprocessor-based compilations ............................................. 125
Example: Performing a macro definition check ...................................................................... 126
Example: Explicitly undefining and redefining a macro ...................................................... 126
Potential need to specify DBRMLIB with the SQL option ..................................................... 126
### Appendixes

**Part 7. Appendixes**

<table>
<thead>
<tr>
<th>Appendix</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Accessibility</strong></td>
<td>131</td>
</tr>
<tr>
<td>Using assistive technologies</td>
<td>131</td>
</tr>
<tr>
<td>Keyboard navigation of the user interface</td>
<td>131</td>
</tr>
<tr>
<td>z/OS information</td>
<td>131</td>
</tr>
<tr>
<td><strong>Notices</strong></td>
<td>133</td>
</tr>
<tr>
<td>Programming interface information</td>
<td>134</td>
</tr>
<tr>
<td>Trademarks</td>
<td>134</td>
</tr>
<tr>
<td>Standards</td>
<td>135</td>
</tr>
<tr>
<td><strong>Bibliography</strong></td>
<td>137</td>
</tr>
<tr>
<td>z/OS</td>
<td>137</td>
</tr>
<tr>
<td>z/OS XL C/C++</td>
<td>137</td>
</tr>
<tr>
<td>z/OS Metal C Runtime Library</td>
<td>137</td>
</tr>
<tr>
<td>z/OS Run-Time Library Extensions</td>
<td>137</td>
</tr>
<tr>
<td>Debug Tool</td>
<td>137</td>
</tr>
<tr>
<td>z/OS Language Environment</td>
<td>138</td>
</tr>
<tr>
<td>Assembler</td>
<td>138</td>
</tr>
<tr>
<td>COBOL</td>
<td>138</td>
</tr>
<tr>
<td>PL/I</td>
<td>138</td>
</tr>
<tr>
<td>VS FORTRAN.</td>
<td>138</td>
</tr>
<tr>
<td>CICS Transaction Server for z/OS</td>
<td>138</td>
</tr>
<tr>
<td>DB2</td>
<td>138</td>
</tr>
<tr>
<td>IMS/ESA.</td>
<td>138</td>
</tr>
<tr>
<td>MVS</td>
<td>139</td>
</tr>
<tr>
<td>QMF</td>
<td>139</td>
</tr>
<tr>
<td>DFSMS</td>
<td>139</td>
</tr>
<tr>
<td><strong>INDEX</strong></td>
<td>141</td>
</tr>
</tbody>
</table>
About this document

This document discusses the implications of migrating applications from each of the supported compilers and libraries to the IBM® z/OS® V1R11 XL C/C++ release. To find the section of the document that applies to your migration, see “How to use this document.”

Note: As of z/OS V1R7, the z/OS C/C++ compiler has been rebranded to z/OS XL C/C++.

This document contains terminology, maintenance, and editorial changes. Technical changes or additions to the text and illustrations are indicated by a vertical line (|) to the left of the change.

You may notice changes in the style and structure of some of the contents in this document; for example, headings that use uppercase for the first letter of initial words only, and procedures that have a different look and format. The changes are ongoing improvements to the consistency and retrievability of information in our documents.

How to use this document

You can use this document to:

- Help determine whether and how you can continue to use existing source code, object code, and load modules
- Become aware of the changes in compiler and run-time behavior that may affect your migration from earlier versions of the compiler

Note: In most situations, existing well-written applications can continue to work without modification.

This document does not:

- Discuss all of the enhancements that have been made to the z/OS XL C/C++ compiler and IBM Language Environment® element provided with z/OS.

Notes:

1. All subsequent “Language Environment” references in this document apply to the Language Environment element that is provided with the z/OS operating system unless otherwise specified as applying to an earlier operating system.
2. For a list of books that provide information about the z/OS XL C/C++ compiler and Language Environment element, refer to “z/OS XL C/C++ and related documents” on page xiii.
- Show how to change an existing C program so that it can use C++.

Note: For a description of some of the differences between C and C++, see z/OS XL C/C++ Language Reference

How this document is organized

This document includes the following topics:
Part 1 provides information that you will need to understand before you migrate programs or applications, as well as assistance in finding the information that is relevant to your migration. See Chapter 1, “New migration issues,” on page 3 and Chapter 2, “Program migration checklists,” on page 5.

Part 2 describes the considerations for migrating from a pre-OS/390 C and C++ application. See Part 2, “Migration of pre-OS/390 C/C++ applications to z/OS V1R11 XL C/C++,” on page 13.

Part 3 describes the considerations for migrating from an IBM OS/390® C and C++ application. See Part 3, “Migration of OS/390 C/C++ applications to z/OS V1R11 XL C/C++,” on page 51.

Part 4 describes the considerations for migrating from an earlier z/OS C/C++ application. See Part 4, “Migration of earlier z/OS C/C++ applications to z/OS V1R11 XL C/C++,” on page 71.


Part 6 describes the issues related to migration of C/C++ programs that access IBM CICS® or IBM DB2® information. See Part 6, “Migration issues for C/C++ applications that use other IBM products,” on page 117.

Within Parts 2, 3, and 4, chapters are organized around the following areas:

- Possible changes to source code that are required by the migration.
- Migration issues that affect compilations.
- Migration issues that affect the linking or binding process.
- Migration issues that affect application execution.
- Migration issues that are caused by class library changes.

In this release of the document, you will notice that some topics are covered in different locations. Use the index to see all discussions related to a specific topic, such as POSIX compliance or internationalization. The index is structured to support quick and selective retrieval of specific topics.

**Typographical conventions**

The following table explains the typographical conventions used in this document.

**Table 1. Typographical conventions**

<table>
<thead>
<tr>
<th>Typeface</th>
<th>Indicates</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>bold</strong></td>
<td>Commands, executable names, compiler options and pragma directives that contain lower-case letters.</td>
</tr>
<tr>
<td><em>italics</em></td>
<td>Parameters or variables whose actual names or values are to be supplied by the user. Italics are also used to introduce new terms.</td>
</tr>
</tbody>
</table>

The xlc utility provides two basic compiler invocation commands, xlc and xIC (xIC++), along with several other compiler invocation commands to support various C/C++ language levels and compilation environments.

Make sure that you update the size parameter if you return more than the size requested.
Table 1. Typographical conventions (continued)

<table>
<thead>
<tr>
<th>Typeface</th>
<th>Indicates</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>monospace</td>
<td>Programming keywords and library functions, compiler built-in functions, file and directory names, examples of program code, command strings, or user-defined names.</td>
<td>If one or two cases of a switch statement are typically executed much more frequently than other cases, break out those cases by handling them separately before the switch statement.</td>
</tr>
</tbody>
</table>

**z/OS XL C/C++ and related documents**

This topic summarizes the content of the z/OS XL C/C++ documents and shows where to find related information in other documents.

Table 2. z/OS XL C/C++ and related documents

<table>
<thead>
<tr>
<th>Document Title and Number</th>
<th>Key Sections/Chapters in the Document</th>
</tr>
</thead>
</table>
| z/OS XL C/C++ Programming Guide, SC09-4765 | Guidance information for:  
  - XL C/C++ input and output  
  - Debugging z/OS XL C programs that use input/output  
  - Using linkage specifications in C++  
  - Combining C and assembler  
  - Creating and using DLLs  
  - Using threads in z/OS UNIX® System Services applications  
  - Reentrancy  
  - Handling exceptions, error conditions, and signals  
  - Performance optimization  
  - Network communications under z/OS UNIX System Services  
  - Interprocess communications using z/OS UNIX System Services  
  - Structuring a program that uses C++ templates  
  - Using environment variables  
  - Using System Programming C facilities  
  - Library functions for the System Programming C facilities  
  - Using run-time user exits  
  - Using the z/OS XL C multitasking facility  
  - Using other IBM products with z/OS XL C/C++ (IBM CICS Transaction Server for z/OS, CSP, DWS, IBM DB2, IBM GDDM®, IBM IMS™, ISPF, IBM QMF™)  
  - Internationalization: locales and character sets, code set conversion utilities, mapping variant characters  
  - POSIX character set  
  - Code point mappings  
  - Locales supplied with z/OS XL C/C++  
  - Charmap files supplied with z/OS XL C/C++  
  - Examples of charmap and locale definition source files  
  - Converting code from coded character set IBM-1047  
  - Using built-in functions  
  - Programming considerations for z/OS UNIX System Services C/C++  

About this document xiii
<table>
<thead>
<tr>
<th>Document Title and Number</th>
<th>Key Sections/Chapters in the Document</th>
</tr>
</thead>
</table>
| z/OS XL C/C++ User's Guide, SC09-4767 | Guidance information for:  
- z/OS XL C/C++ examples  
- Compiler options  
- Binder options and control statements  
- Specifying Language Environment run-time options  
- Compiling, IPA Linking, binding, and running z/OS XL C/C++ programs  
- Utilities (Object Library, CXXFILT, DSECT Conversion, Code Set and Locale, ar and make, BPXBATCH, c89, xlc)  
- Diagnosing problems  
- Cataloged procedures and IBM REXX™ EXECs  
- Customizing default options for the z/OS XL C/C++ compiler |
| z/OS XL C/C++ Language Reference, SC09-4815 | Reference information for:  
- The C and C++ languages  
- Lexical elements of z/OS XL C and C++  
- Declarations, expressions, and operators  
- Implicit type conversions  
- Functions and statements  
- Preprocessor directives  
- C++ classes, class members, and friends  
- C++ overloading, special member functions, and inheritance  
- C++ templates and exception handling  
- z/OS XL C and C++ compatibility |
| z/OS XL C/C++ Messages, GC09-4819 | Provides error messages and return codes for the compiler, and its related application interface libraries and utilities. For the XL C/C++ run-time library messages, refer to [z/OS Language Environment Run-Time Messages](SA22-7566). For the c89 and xlc utility messages, refer to [z/OS UNIX System Services Messages and Codes, SA22-7807](#). |
| z/OS XL C/C++ Run-Time Library Reference, SA22-7821 | Reference information for:  
- header files  
- library functions |
| z/OS C Curses, SA22-7820 | Reference information for:  
- Curses concepts  
- Key data types  
- General rules for characters, renditions, and window properties  
- General rules of operations and operating modes  
- Use of macros  
- Restrictions on block-mode terminals  
- Curses functional interface  
- Contents of headers  
- The terminfo database |
| z/OS XL C/C++ Compiler and Run-Time Migration Guide for the Application Programmer, GC09-4913 | Guidance and reference information for:  
- Common migration questions  
- Application executable program compatibility  
- Source program compatibility  
- Input and output operations compatibility  
- Class library migration considerations  
- Changes between releases of z/OS  
- Pre-z/OS C and C++ compilers to current compiler migration  
- Other migration considerations |
| z/OS Metal C Programming Guide and Reference, SA23-2225 | Guidance and reference information for:  
- Metal C run time  
- Metal C programming  
- AR mode |
### Table 2. z/OS XL C/C++ and related documents (continued)

<table>
<thead>
<tr>
<th>Document Title and Number</th>
<th>Key Sections/Chapters in the Document</th>
</tr>
</thead>
</table>
| Standard C++ Library Reference, SC09-4949 | The documentation describes how to use the following three main components of the Standard C++ Library to write portable C/C++ code that complies with the ISO standards:  
- ISO Standard C Library  
- ISO Standard C++ Library  
- Standard Template Library (C++)  

The ISO Standard C++ library consists of 51 required headers. These 51 C++ library headers (along with the additional 18 Standard C headers) constitute a hosted implementation of the C++ library. Of these 51 headers, 13 constitute the Standard Template Library, or STL. |
| z/OS Common Debug Architecture User’s Guide, SC09-7653 | This documentation is the user’s guide for IBM’s libddpi library. It includes:  
- Overview of the architecture  
- Information on the order and purpose of API calls for model user applications and for accessing DWARF information  
- Information on using the Common Debug Architecture with C/C++ source  

This user’s guide is part of the Run-Time Library Extensions documentation. |
| z/OS Common Debug Architecture Library Reference, SC09-7654 | This documentation is the reference for IBM’s libddpi library. It includes:  
- General discussion of Common Debug Architecture  
- Description of APIs and data types related to stacks, processes, operating systems, machine state, storage, and formatting  

This reference is part of the Run-Time Library Extensions documentation. |
| DWARF/ELF Extensions Library Reference, SC09-7655 | This documentation is the reference for IBM’s extensions to the libdwarf and libelf libraries. It includes information on:  
- Consumer APIs  
- Producer APIs  

This reference is part of the Run-Time Library Extensions documentation. |
| README file (Shipped with Program materials) | Partitioned data set CBC.SCCNDOC on the product tape contains the README member, which provides additional information for using the z/OS XL C/C++ licensed program, including late changes to z/OS XL C/C++ publications. To access any README files that were published after the ship date, go to [www.ibm.com/support/docview.wss?uid=swg27007531](http://www.ibm.com/support/docview.wss?uid=swg27007531). |

**Note:** For complete and detailed information on linking and running with Language Environment services and using the Language Environment run-time options, refer to [z/OS Language Environment Programming Guide, SA22-7561](http://www.ibm.com/support/docview.wss?uid=swg27007561).  
For complete and detailed information on using interlanguage calls, refer to [z/OS Language Environment Writing Interlanguage Communication Applications, SA22-7563](http://www.ibm.com/support/docview.wss?uid=swg27007563).

The following table lists the z/OS XL C/C++ and related documents. The table groups the documents according to the tasks they describe.
### Table 3. Documents by task

<table>
<thead>
<tr>
<th>Tasks</th>
<th>Documents</th>
</tr>
</thead>
<tbody>
<tr>
<td>Planning, preparing, and migrating to z/OS XL C/C++</td>
<td>• z/OS XL C/C++ Compiler and Run-Time Migration Guide for the Application Programmer, GC09-4913</td>
</tr>
<tr>
<td></td>
<td>• z/OS Language Environment Customization, SA22-7564</td>
</tr>
<tr>
<td></td>
<td>• z/OS Language Environment Run-Time Application Migration Guide, GA22-7565</td>
</tr>
<tr>
<td></td>
<td>• z/OS UNIX System Services Planning, GA22-7800</td>
</tr>
<tr>
<td></td>
<td>• z/OS Planning for Installation, GA22-7504</td>
</tr>
<tr>
<td>Installing</td>
<td>• z/OS Program Directory</td>
</tr>
<tr>
<td></td>
<td>• z/OS Planning for Installation, GA22-7504</td>
</tr>
<tr>
<td></td>
<td>• z/OS Language Environment Customization, SA22-7564</td>
</tr>
<tr>
<td>Option customization</td>
<td>• z/OS XL C/C++ User’s Guide, SC09-4767</td>
</tr>
<tr>
<td>Coding programs</td>
<td>• z/OS XL C/C++ Run-Time Library Reference, SA22-7821</td>
</tr>
<tr>
<td></td>
<td>• z/OS XL C/C++ Language Reference, SC09-4815</td>
</tr>
<tr>
<td></td>
<td>• z/OS XL C/C++ Programming Guide, SC09-4765</td>
</tr>
<tr>
<td></td>
<td>• z/OS Metal C Programming Guide and Reference, SA23-2225</td>
</tr>
<tr>
<td></td>
<td>• z/OS Language Environment Concepts Guide, SA22-7567</td>
</tr>
<tr>
<td></td>
<td>• z/OS Language Environment Programming Guide, SA22-7561</td>
</tr>
<tr>
<td></td>
<td>• z/OS Language Environment Programming Reference, SA22-7562</td>
</tr>
<tr>
<td>Coding and binding programs with interlanguage calls</td>
<td>• z/OS XL C/C++ Programming Guide, SC09-4765</td>
</tr>
<tr>
<td></td>
<td>• z/OS XL C/C++ Language Reference, SC09-4815</td>
</tr>
<tr>
<td></td>
<td>• z/OS Language Environment Programming Guide, SA22-7561</td>
</tr>
<tr>
<td></td>
<td>• z/OS Language Environment Writing Interlanguage Communication Applications, SA22-7563</td>
</tr>
<tr>
<td></td>
<td>• z/OS MVS Program Management: User’s Guide and Reference, SA22-7643</td>
</tr>
<tr>
<td></td>
<td>• z/OS MVS Program Management: Advanced Facilities, SA22-7644</td>
</tr>
<tr>
<td>Compiling, binding, and running programs</td>
<td>• z/OS XL C/C++ User’s Guide, SC09-4767</td>
</tr>
<tr>
<td></td>
<td>• z/OS Language Environment Programming Guide, SA22-7561</td>
</tr>
<tr>
<td></td>
<td>• z/OS Language Environment Debugging Guide, GA22-7560</td>
</tr>
<tr>
<td></td>
<td>• z/OS MVS Program Management: User’s Guide and Reference, SA22-7643</td>
</tr>
<tr>
<td></td>
<td>• z/OS MVS Program Management: Advanced Facilities, SA22-7644</td>
</tr>
<tr>
<td>Compiling and binding applications in the z/OS UNIX System Services (z/OS UNIX) environment</td>
<td>• z/OS XL C/C++ User’s Guide, SC09-4767</td>
</tr>
<tr>
<td></td>
<td>• z/OS UNIX System Services User’s Guide, SA22-7801</td>
</tr>
<tr>
<td></td>
<td>• z/OS UNIX System Services Command Reference, SA22-7802</td>
</tr>
<tr>
<td></td>
<td>• z/OS MVS Program Management: User’s Guide and Reference, SA22-7643</td>
</tr>
<tr>
<td></td>
<td>• z/OS MVS Program Management: Advanced Facilities, SA22-7644</td>
</tr>
<tr>
<td>Tasks</td>
<td>Documents</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>---------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Debugging programs</strong></td>
<td>• README file</td>
</tr>
<tr>
<td></td>
<td>• z/OS XL C/C++ User's Guide, SC09-4767</td>
</tr>
<tr>
<td></td>
<td>• z/OS XL C/C++ Messages, GC09-4819</td>
</tr>
<tr>
<td></td>
<td>• z/OS Language Environment Programming Guide, SC09-7655</td>
</tr>
<tr>
<td></td>
<td>• z/OS Language Environment Debugging Guide, GA22-7560</td>
</tr>
<tr>
<td></td>
<td>• z/OS Language Environment Run-Time Messages, SA22-7566</td>
</tr>
<tr>
<td></td>
<td>• z/OS UNIX System Services Messages and Codes, SA22-7807</td>
</tr>
<tr>
<td></td>
<td>• z/OS UNIX System Services User's Guide, SA22-7801</td>
</tr>
<tr>
<td></td>
<td>• z/OS UNIX System Services Command Reference, SA22-7802</td>
</tr>
<tr>
<td></td>
<td>• z/OS UNIX System Services Programming Tools, SA22-7805</td>
</tr>
<tr>
<td></td>
<td>• z/OS messages database, available on the z/OS Library page at <a href="http://www.ibm.com/systems/z/os/zos/bkserv">www.ibm.com/systems/z/os/zos/bkserv</a> through the LookAt Internet message search utility.</td>
</tr>
<tr>
<td><strong>Developing debuggers and profilers</strong></td>
<td>• z/OS Common Debug Architecture User's Guide, SC09-7653</td>
</tr>
<tr>
<td></td>
<td>• z/OS Common Debug Architecture Library Reference, SC09-7654</td>
</tr>
<tr>
<td></td>
<td>• DWARF/ELF Extensions Library Reference, SC09-7655</td>
</tr>
<tr>
<td><strong>Packaging XL C/C++ applications</strong></td>
<td>• z/OS XL C/C++ Programming Guide, SC09-4765</td>
</tr>
<tr>
<td></td>
<td>• z/OS XL C/C++ User's Guide, SC09-4767</td>
</tr>
<tr>
<td><strong>Using shells and utilities in the z/OS UNIX System Services environment</strong></td>
<td>• z/OS UNIX System Services Command Reference, SA22-7802</td>
</tr>
<tr>
<td></td>
<td>• z/OS UNIX System Services Messages and Codes, SA22-7807</td>
</tr>
<tr>
<td><strong>Using sockets library functions in the z/OS UNIX System Services environment</strong></td>
<td>• z/OS XL C/C++ Run-Time Library Reference, SA22-7821</td>
</tr>
<tr>
<td><strong>Using the ISO Standard C++ Library to write portable C/C++ code that complies with ISO standards</strong></td>
<td>• Standard C++ Library Reference, SC09-4949</td>
</tr>
<tr>
<td><strong>Porting a z/OS UNIX System Services application to z/OS</strong></td>
<td>• z/OS UNIX System Services Porting Guide</td>
</tr>
<tr>
<td></td>
<td>This guide contains useful information about supported header files and C functions, sockets in z/OS UNIX System Services, process management, compiler optimization tips, and suggestions for improving the application’s performance after it has been ported. The Porting Guide is available as a PDF file which you can download, or as web pages which you can browse, at the following web address: <a href="http://www.ibm.com/servers/eserver/zseries/zos/unix/bpxa1por.html">www.ibm.com/servers/eserver/zseries/zos/unix/bpxa1por.html</a></td>
</tr>
<tr>
<td><strong>Working in the z/OS UNIX System Services Parallel Environment</strong></td>
<td>• z/OS UNIX System Services Parallel Environment: Operation and Use, SA22-7810</td>
</tr>
<tr>
<td></td>
<td>• z/OS UNIX System Services Parallel Environment: MPI Programming and Subroutine Reference, SA22-7812</td>
</tr>
<tr>
<td><strong>Performing diagnosis and submitting an Authorized Program Analysis Report (APAR)</strong></td>
<td>• z/OS XL C/C++ User's Guide, SC09-4767</td>
</tr>
<tr>
<td></td>
<td>• CBC.SCCNDOC(APAR) on z/OS XL C/C++ product tape</td>
</tr>
</tbody>
</table>

**Note:** For information on using the prelinker, see the appendix on prelinking and linking z/OS XL C/C++ programs in [z/OS XL C/C++ User's Guide](http://www.ibm.com/servers/eserver/zseries/zos/unix/bpxa1por.html).
Softcopy documents

The z/OS XL C/C++ publications are supplied in PDF and IBM BookMaster®
formats on the following CD: z/OS Collection, SK3T-4269. They are also available

To read a PDF file, use the Adobe® Reader. If you do not have the Adobe Reader,
you can download it (subject to Adobe license terms) from the Adobe web site at

You can also browse the documents on the World Wide Web by visiting the z/OS
library at www.ibm.com/systems/z/os/zos/bkserv/.

Note: For further information on viewing and printing softcopy documents and
using IBM BookManager®, see z/OS Information Roadmap.

z/OS XL C/C++ on the World Wide Web

Additional information on z/OS XL C/C++ is available on the World Wide Web on
the z/OS XL C/C++ home page at: www.ibm.com/software/awdtools/czos/

This page contains late-breaking information about the z/OS XL C/C++ product,
including the compiler, the C/C++ libraries, and utilities. There are links to other
useful information, such as the z/OS XL C/C++ information library and the libraries
of other z/OS elements that are available on the Web. The z/OS XL C/C++ home
page also contains links to other related Web sites.

Where to find more information

Please see z/OS Information Roadmap for an overview of the documentation
associated with z/OS.

Information updates on the web

For the latest information updates that have been provided in PTF cover letters and
Documentation APARs for z/OS, see the online document at: http://
publibz.boulder.ibm.com/cgi-bin/bookmgr_OS390/Shelves/ZDOCAPAR

This document is updated weekly and lists documentation changes before they are
incorporated into z/OS publications.

Technical support

Additional technical support is available from the z/OS XL C/C++ Support page.
This page provides a portal with search capabilities to a large selection of technical
support FAQs and other support documents. You can find the z/OS XL C/C++
Support page on the Web at:

www.ibm.com/software/awdtools/czos/support

If you cannot find what you need, you can e-mail:

compinfo@ca.ibm.com

For the latest information about z/OS XL C/C++, visit the product information site at:

www.ibm.com/software/awdtools/czos/
For information about boosting performance, productivity and portability, visit the C/C++ Cafe at:


**How to send your comments**

Your feedback is important in helping to provide accurate and high-quality information. If you have any comments about this document or any other z/OS XL C/C++ documentation, send your comments by e-mail to:

compinfo@ca.ibm.com

Be sure to include the name of the document, the part number of the document, the version of, and, if applicable, the specific location of the text you are commenting on (for example, a page number or table number).

When you send information to IBM, you grant IBM a nonexclusive right to use or distribute the information in any way it believes appropriate without incurring any obligation to you.
Part 1. Introduction

Before you start migrating applications to IBM z/OS V1R11 XL C/C++ compiler, familiarize yourself with the following information:

- Chapter 1, “New migration issues,” on page 3
- Chapter 2, “Program migration checklists,” on page 5
Chapter 1. New migration issues

IBM z/OS XL C/C++ compiler has made performance and usability enhancements for the IBM z/OS operating platform V1R11 release (“z/OS V1R11” hereafter). For detailed information about these changes, refer to z/OS XL C/C++ User’s Guide, SC09-4767.

For information on the changes that the IBM Language Environment element has made for z/OS V1R11, see “What’s New in Language Environment for z/OS” in z/OS Language Environment Concepts Guide.

This document alerts you to the migration issues that result from the following enhancements:

New compiler option

z/OS V1R11 XL C/C++ compiler introduces the new compiler option M. For detailed information, see “M compiler option” on page 60.

z/OS V1R11 XL C/C++ compiler introduces the new compiler option WARN0X for C++0x standard. For detailed information, see “WARN0X compiler option (C++0x)” on page 113.

New compiler suboption

z/OS V1R11 XL C/C++ compiler introduces the new compiler suboption TARGET (zOSV1R11). For detailed information, see “Library release level in use” on page 27.

z/OS V1R11 XL C/C++ compiler introduces new compiler suboptions LANGLVL(EXTENDED0X), LANGLVL(EXTENDED0RIEND), and LANGLVL(EXTERNTEMPLATE) for C++0x standard. For detailed information, see “Compiler options that are introduced in C++0x standard” on page 112.

Option performance enhancements

As of z/OS V1R11 XL C/C++ compiler, the INLINE option might behave differently from those in prior releases because of the implementation of a new inliner. You might notice different behaviors of the INLINE option in the following ways:

• The functions that get inlined might be different.
• The inline report might look different.

For detailed information about the INLINE option, see “INLINE compiler option” on page 58.

CICS TS V4.1 support enhancements

As of z/OS V1R11 XL C++ compiler, CICS TS V4.1 can fully support MVS Linkage conventions. Therefore, you do not need to use the FLOAT(AFP(VOLATILE)) option to compile floating-point code to be used in the CICS environment. For detailed information, see “CICS TS V4.1 with “Extended MVS Linkage Convention”” on page 122.

Character types enhancements

As of z/OS V1R11, the encoding of octal escape characters in...
string literals and wide string literals is corrected. For detailed information, see "Corrections in escape sequence encoding" on page 82.

Migration tools
You can use migration tools to facilitate the migration activity. For detailed information, see "Tools that facilitate your migration" on page 10.
Chapter 2. Program migration checklists

This information includes checklists that you can use at various stages of migrating an application to the z/OS V1R11 XL C/C++ compiler. These phases are:

- “Before you start your migration”
- “When you are compiling code” on page 6
- “When you are binding program objects or load modules” on page 7
- “When you are running an application” on page 8

For product history information to help you determine which topics in this document apply to your migration, see “Applicability of product information” on page 10.

Before you start your migration

Before you migrate programs or applications to z/OS V1R11 XL C/C++ compiler, determine potential problems with your source code by reviewing the following checklist:

1. Determine the group of compiler releases from which you are migrating:
   - An earlier z/OS C/C++ compiler
   - An IBM OS/390 C/C++ compiler
   - A pre-OS/390 C/C++ compiler


4. Review the changes that have been implemented since the last C/C++ compiler that was used with the application:
   - If you are migrating from an earlier z/OS C/C++ application, see Part 4, “Migration of earlier z/OS C/C++ applications to z/OS V1R11 XL C/C++,” on page 71.
   - If you are migrating from an OS/390 C/C++ application, see Part 3, “Migration of OS/390 C/C++ applications to z/OS V1R11 XL C/C++,” on page 51.
   - If you are migrating from a pre-OS/390 C/C++ compiler, see Part 2, “Migration of pre-OS/390 C/C++ applications to z/OS V1R11 XL C/C++,” on page 13.

5. Review the types of source code changes that have been identified since the last C/C++ compiler that was used with the application:
   - If you are migrating from an earlier z/OS C/C++ application, see Chapter 13, “Source code compatibility issues with earlier z/OS C/C++ programs,” on page 73.
   - If you are migrating from an OS/390 C/C++ application, see Chapter 8, “Source code compatibility issues with OS/390 programs,” on page 53.
   - If you are migrating from a pre-OS/390 C/C++ application, see Chapter 3, “Source code compatibility issues with pre-OS/390 C/C++ programs,” on page 15.
Note: If your application uses class libraries that have been modified or are no longer supported, the resulting migration issues are discussed as source code compatibility changes.

6. Use the INFO compiler option to identify the following potential problems:

   Functions not prototyped. See "INFO compiler option" on page 58.

Notes:

a. Function prototypes allow the compiler to check for mismatched parameters.

b. Return parameters might be mis-matched, especially when the code expects a pointer. (For example, malloc and family)

   Assignment of a long or a pointer to an integer, or assignment of an integer to a pointer. See "Pointer incompatibilities" on page 17.

Note: This type of assignment could cause truncation. A reference to the pointer might be invalid. Even assignments with an explicit cast will be flagged. See "CHECKOUT(CAST) compiler option" on page 57.

7. If your code must be compliant with a specific ISO C++ standard, see Part 5, "ISO Standard C++ compliance migration issues," on page 105.

8. If you are using the IBM object model for an XL C++ program or application that was last compiled or executed with the compat object model, see "Alignment incompatibilities between object models" on page 94.

---

When you are compiling code

Before you use z/OS V1R11 XL C/C++ compiler to compile pre-existing source code, review the following checklist:

1. Review the compile-time migration issues that have been identified in one of the following topics:
   - Chapter 14, "Compile-time migration issues with earlier z/OS C/C++ programs," on page 81.
   - Chapter 9, "Compile-time migration issues with OS/390 programs," on page 55.
   - Chapter 4, "Compile-time issues with pre-OS/390 C/C++ programs," on page 21.

2. If you are using a SYSLIB DD card to compile your XL C/C++ program, see "Changes that affect SYSLIB DD cards" on page 28.

3. If your XL C/C++ program behaves unexpectedly after you re-compile it, consider the following possibilities:
   - At least one of the compiler options that you used does not function as it did before, or it is no longer supported. See the appropriate information in this document:
     - If you are migrating from any application, see "Changes in compiler option functionality" on page 85.
     - If you are migrating from an OS/390 C/C++ application, see "Changes in compiler options" on page 56.
     - If you are migrating from a pre-OS/390 C/C++ application, see "Changes in compiler options" on page 21.
   - The compiler invocation has been modified since you last used it.
There might be a newer option or invocation that is more suitable for your source program. See the appropriate information in this document:

- If you are migrating from any application, see “Changes that affect compiler invocations” on page 88
- If you are migrating from a pre-OS/390 C/C++ application, see “Changes that affect compiler invocations” on page 25

4. Are you using the NAMEMANGLING compiler option under ILP32 in a batch environment? If so, see “ILP32 compiler option and name mangling” on page 91.

5. If you are using the IPA or IPA(LINK) option to compile the program, see the appropriate information in this document:
   - If you are migrating from any application, see:
     - “Changes that affect JCL procedures” on page 90
     - “IPA(LINK) compiler option and exploitation of 64-bit virtual memory” on page 91
   - If you are migrating from a pre-OS/390 C/C++ application, see
     - “IPA Link step default changes” on page 58
     - “IPA object module binary compatibility” on page 59

---

**When you are binding program objects or load modules**

Before you try to bind or relink pre-existing program objects or load modules, review the following checklist:

1. Review the potential bind-time migration issues that have been identified since the last C/C++ compiler that was used with the application:
   - If you are migrating from any C/C++ application, see Chapter 15, “Bind-time migration issues with earlier z/OS C/C++ programs,” on page 93.
   - If you are migrating from an OS/390 C/C++ application, see Chapter 10, “Bind-time migration issues with OS/390 C/C++ programs,” on page 65.
   - If you are migrating from a pre-OS/390 C/C++ application, see Chapter 5, “Bind-time migration issues with pre-OS/390 C/C++ programs,” on page 27.

2. Consider the following questions:
   - Are there any relevant library changes? For information, see Chapter 12, “Migration issues resulting from class library changes between OS/390 C/C++ applications and Standard C++ library,” on page 69.
   - Do input/output or other operations have library dependencies that might be affected by product changes since the program was last run? For more information, see Chapter 7, “Input and output operations compatibility,” on page 45.
   - Has there been any change in exception handling since the program was last run? For information, see “Hardware and OS exceptions” on page 42 or (for C++ programs) “cv-qualifications when the thrown and caught types are the same” on page 112.
   - Are you using System Program C (SPC) facility modules? For information, see “Assembler source code changes in System Programming C (SPC) applications built with EDCXSTRX” on page 18.
When you are running an application

Before you try to run a legacy application under z/OS V1R11, review the following checklist:

1. Review the potential run-time migration issues that have been identified:
   - If the application has been run successfully under an earlier z/OS run-time environment, see Chapter 16, “Run-time migration issues with earlier z/OS C/C++ applications,” on page 97.
   - If the application was last run successfully under an OS/390 run-time environment, see Chapter 11, “Run-time migration issues with OS/390 C/C++ applications,” on page 67.
   - If the application has not been run in an environment more recent than an OS/390 run-time environment, see Chapter 6, “Run-time migration issues with pre-OS/390 C/C++ applications,” on page 35.

2. If you need to retain the run-time behavior of the application, see “Retention of previous run-time behavior” on page 98, “Retention of OS/390 run-time behavior” on page 67, or “Retention of pre-OS/390 run-time behavior” on page 35, as appropriate.

3. If you are migrating from a run-time environment that predates the z/OS V1R5 Language Environment release, verify the following:
   - The concatenation order of your libraries, to ensure that there are no links to non-Language Environment interfaces.
   - Data set names that are referenced by all customized procedures (such as JCL and makefiles) have not been changed.

See “Run-time library compatibility issues with pre-OS/390 applications” on page 39 and “Changes that affect customized JCL procedures” on page 37.

4. If your application does not run, it may be either a migration problem, or an error in your program that surfaces as a result of enhancements to Language Environment services. Do the following:

   Relink application load modules or program objects if any of the following are true:
   - It is an IBM C/370™ application.
   - It contains ILCs between C and Fortran, or between C and COBOL. For information, see “C/370 modules with interlanguage calls (ILC)” on page 30.
   - It is an SPC application that uses the library. For information, see “Assembler source code changes in System Programming C (SPC) applications built with EDCXSTRX” on page 18.
   - It contains calls to ctest(). For information, see “Requirements for relinking C/370 modules that invoke Debug Tool” on page 30.
The PDS with the low-level qualifier SCEERUN (which belongs to the run-time library), is not concatenated ahead of the PDS with the low-level qualifier SIBMLINK (which belongs to the C-PL/I Common Library). For information, see "Common library initialization compatibility issues with C/370 modules" on page 40.

A message suggests either resetting an environment variable or relinking application load modules or program objects. For information, see Chapter 15, "Bind-time migration issues with earlier z/OS C/C++ programs," on page 93, "Run-time library messages" on page 35 or "Program modules from an earlier release" on page 93.

Use the STORAGE and HEAP run-time options to find uninitialized storage. For information about initialization schemes and procedures, see "Common library initialization compatibility issues with C/370 modules" on page 40.

Notes:

a. In some cases, applications will run with uninitialized storage, because the run-time library may inadvertently clear storage, or because the storage location referenced is set to zero.

b. IBM recommends STORAGE(FE,DE,BE) and HEAP(16,16,ANY,FREE) to determine if your application is coded correctly. Any uninitialized pointers will fail at first reference instead of accidentally referencing storage locations at random.

c. The STORAGE or HEAP option will cause your program to run more slowly. Do not use them for production; use them for development only.

Look for undocumented interfaces.

It is possible that your application has dependencies on undocumented interfaces. For example, you might have dependencies on library control blocks, specific errno values, or specific return values. Alter your code to use only documented interfaces, and then recompile the code and relink the load modules or program objects. For information, see Chapter 7, "Input and output operations compatibility," on page 45.

It is possible that your application is being initialized or terminated differently because of changes in the run-time environment. See "Common library initialization compatibility issues with C/370 modules" on page 40 and "Order of destruction for statically initialized objects" on page 110.

5. If your application does not require the features provided by z/OS V1R11, use environment variables to maintain the expected behavior. For information, see "Changes that affect compiler invocations" on page 88.

6. Contact your System Programmer to determine whether or not all service has been applied to your system. Often, the problem you encounter has already been reported to IBM, and a fix is available.

7. If you have verified with your System Programmer that all service has been applied to your system, ask your Service Representative to open a Problem Management Record (PMR) against the applicable IBM product. For information on how to open a PMR, refer to http://techsupport.services.ibm.com/guides/handbook.html.
Tools that facilitate your migration

This section describes tools available for your assistance during the migration activity.

The Edge Portfolio Analyzer

The Edge Portfolio Analyzer can provide assistance in taking an inventory of your existing XL C/C++ load modules. The object must be compiled with z/OS V1R10 XL C/C++ compiler or later for reporting of compiler options.

The Edge Portfolio Analyzer is no longer sold by IBM. For more information about the Edge Portfolio Analyzer, visit their Web site at www.edge-information.com.

Note: Any references in this information to non-IBM Web sites are provided for convenience only and do not in any manner serve as an endorsement of those Web sites. The materials at those Web sites are not part of the materials for this IBM product and use of those Web sites is at your own risk.

Neither International Business Machines Corporation nor any of its affiliates assume any responsibility or liability in respect of any results obtained by implementing any recommendations contained in this article/document. Implementation of any such recommendations is entirely at the implementor’s risk.

Applicability of product information

In Table 4, references to the products listed in the first column also apply to the products in the second column.

Table 4. Product references

<table>
<thead>
<tr>
<th>Referenced compilers</th>
<th>Related products</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pre-OS/390 C/C++ compilers</td>
<td>• IBM C/C++ for MVS/ESA™ V3R1 or V3R2</td>
</tr>
<tr>
<td><strong>Note:</strong> If you are migrating a program that has been run successfully only with a pre-OS/390 C/C++ compiler, contact your service representative.</td>
<td>• IBM AD/Cycle® C/370 V1R1 or V1R2</td>
</tr>
<tr>
<td></td>
<td>• IBM C/370 V1R1 or V1R2</td>
</tr>
<tr>
<td></td>
<td>• IBM C/370 V2R1 compiler and the IBM C/370 V2R1 library</td>
</tr>
<tr>
<td></td>
<td>• IBM C/370 V2R1 compiler and the IBM C/370 V2R2 library</td>
</tr>
<tr>
<td>OS/390 C/C++ compilers</td>
<td>• IBM OS/390 V1R1 C/C++ (reship of IBM C/C++ for MVS/ESA V3R2)</td>
</tr>
<tr>
<td><strong>Notes:</strong></td>
<td>• IBM OS/390 V1R2 or V1R3 C/C++</td>
</tr>
<tr>
<td>1. IBM OS/390 V1R1 C/C++ is the same as IBM C/C++ for MVS/ESA V3R2.</td>
<td>• IBM OS/390 V2R4, V2R5, V2R6, V2R7, V2R8, V2R9, or V2R10 C/C++</td>
</tr>
<tr>
<td>2. IBM z/OS V1R1 C/C++ is the same as IBM OS/390 V2R10 C/C++. IBM OS/390 V2R10 is also reshipped in z/OS V1R2 through to V1R6.</td>
<td>• IBM z/OS V1R1 C/C++ (reship of IBM OS/390 V2R10 C/C++)</td>
</tr>
<tr>
<td>3. If you are migrating a program that has been run successfully only with the OS/390 V1R1 C/C++ compiler, contact your service representative.</td>
<td></td>
</tr>
</tbody>
</table>
Table 4. Product references (continued)

<table>
<thead>
<tr>
<th>Referenced compilers</th>
<th>Related products</th>
</tr>
</thead>
<tbody>
<tr>
<td>Earlier releases of the z/OS C/C++ compiler</td>
<td>• IBM z/OS V1R1 C/C++ (equivalent to the OS/390 V2R10 compiler)</td>
</tr>
<tr>
<td><strong>Note:</strong> Service is still available for compilers</td>
<td>• IBM z/OS V1R2 C/C++</td>
</tr>
<tr>
<td>z/OS XL C/C++ V1R9 through z/OS V1R10</td>
<td>• IBM z/OS V1R3 C/C++</td>
</tr>
<tr>
<td>XL C/C++</td>
<td>• IBM z/OS V1R4 C/C++</td>
</tr>
<tr>
<td></td>
<td>• IBM z/OS V1R5 C/C++</td>
</tr>
<tr>
<td></td>
<td>• IBM z/OS V1R6 C/C++</td>
</tr>
<tr>
<td></td>
<td>• IBM z/OS V1R7 XL C/C++</td>
</tr>
<tr>
<td></td>
<td>• IBM z/OS V1R8 XL C/C++</td>
</tr>
<tr>
<td></td>
<td>• IBM z/OS V1R9 XL C/C++</td>
</tr>
<tr>
<td></td>
<td>• IBM z/OS V1R10 XL C/C++</td>
</tr>
</tbody>
</table>

Version history of IBM C/C++ compilers and libraries

You can use the version history of IBM C/C++ compilers and libraries to help determine whether specific information in this document applies to your migration, as well as whether the information you seek is provided by this document.

The version history pertains to each C/370, VM/ESA®, VSE/ESA™, MVS/ESA, OS/390, z/OS and z/VM® compiler that has been distributed by IBM. It contains the following information:

- Compiler name and ID
- General release, end-of-marketing, and end-of-service dates
- Run-time library

**Note:** For the version history of IBM C/C++ compilers and libraries, see [www.ibm.com/software/awdtools/czos/support/chron.html](http://www.ibm.com/software/awdtools/czos/support/chron.html)
Part 2. Migration of pre-OS/390 C/C++ applications to z/OS V1R11 XL C/C++

Prior to IBM OS/390, C/C++ applications were created with one of the following products:

- IBM C/C++ for MVS/ESA V3R1 or V3R2
- IBM AD/Cycle C/370 V1R1 or V1R2
- IBM C/370 V1R1 or V1R2
- IBM C/370 V2R1 compiler and the IBM C/370 V2R1 library
- IBM C/370 V2R1 compiler and the IBM C/370 V2R2 library

Notes:

1. If your application uses IBM CICS information or statements, also see Chapter 19, “Migration issues with earlier C/C++ applications that run CICS statements,” on page 119.

2. If your application uses IBM DB2 information or statements, also see Chapter 20, “Migration issues with earlier C/C++ applications that use DB2 Universal Database,” on page 125.

The following topics provide information relevant to migrating a pre-OS/390 application to z/OS V1R11 XL C/C++ compiler:

- Chapter 3, “Source code compatibility issues with pre-OS/390 C/C++ programs,” on page 15
- Chapter 4, “Compile-time issues with pre-OS/390 C/C++ programs,” on page 21
- Chapter 5, “Bind-time migration issues with pre-OS/390 C/C++ programs,” on page 27
- Chapter 6, “Run-time migration issues with pre-OS/390 C/C++ applications,” on page 35
- Chapter 7, “Input and output operations compatibility,” on page 45
Chapter 3. Source code compatibility issues with pre-OS/390 C/C++ programs

When you migrate applications that predate IBM OS/390 C/C++ compilers to the IBM z/OS V1R11 XL C/C++ product, be aware of the following migration issues:

- “Removal of IBM Open Class Library support”
- “Source code modifications necessitated by changes in run-time library”
- “Resource allocation and memory management issues”
- “Addressing incompatibilities” on page 16
- “Data type incompatibilities” on page 17
- “Changes required by programs with interlanguage calls” on page 18
- “Internationalization incompatibilities” on page 19

Note: Some source code compatibility issues can be addressed by modifying run-time options. See Chapter 11, “Run-time migration issues with OS/390 C/C++ applications,” on page 67.

Removal of IBM Open Class Library support

As of z/OS V1R9, IBM Open Class® Library (IOC) dynamic link libraries (DLLs) are no longer shipped with the z/OS XL C/C++ compiler.

Any source dependency on an IOC DLL must be removed.

For information about the libraries that are supported by the current release, see z/OS XL C/C++ Run-Time Library Reference.

Source code modifications necessitated by changes in run-time library

When you migrate programs to z/OS V1R11 XL C/C++, review “Changes in run-time option specification” on page 37 for changes that will necessitate changes in your source code. Also review your use of the #pragma runopts directive in your source code.

The #pragma runopts directive

If occurrences of the ISASIZE/ISAINC, STAE/SPIE, LANGUAGE, or REPORT run-time options are specified by a #pragma runopts directive in your source code, you might want to change them to the supported equivalent before recompiling to avoid a warning or informational message during compilation.

For more information on preprocessor directives, refer to z/OS XL C/C++ Language Reference.

Resource allocation and memory management issues

Incompatibilities in resource allocation and memory management might cause unexpected results in the output of your program. In your source code, you should be aware of potential problems when you use any of the following operators or structures:

- “The sizeof operator applied to a function return type” on page 16
- “A user-defined global new operator and array new” on page 16

© Copyright IBM Corp. 1996, 2009
The sizeof operator applied to a function return type

Figure 1 illustrates how the behavior of sizeof, when applied to a function return type, was changed in the C/C++ for MVS/ESA V3R2 compiler.

```c
char foo();
.. s = sizeof foo();
```

Figure 1. Statements that apply the sizeof operator to a function return type

If the example in Figure 1 is compiled with a compiler prior to C/C++ for MVS/ESA V3R2 compiler, `char` is widened to `int` in the return type, so `sizeof` returns `s = 4`.

If the example in Figure 1 is compiled with the C/C++ for MVS/ESA V3R2 compiler, or with any OS/390 C/C++ compiler, the size of the original `char` type is retained. In Figure 1, `sizeof` returns `s = 1`. The size of the original type of other data types such as `short`, and `float` is also retained.

If your code has a dependency on the behavior of the `sizeof` operator, be aware that with the OS/390 V2R4 C/C++ and subsequent compilers, you can use the `#pragma wsizeof` directive or the WSIZEOF compiler option to get `sizeof` to return the widened size for function return types.

For more information on `#pragma wsizeof`, see z/OS XL C/C++ Language Reference, SC09-4815. For more information on the `WSIZEOF` compiler option, see z/OS XL C/C++ User's Guide, SC09-4767.

A user-defined global new operator and array new

If you are migrating from the C/C++ for MVS/ESA V3R2 compiler to z/OS V1R11 XL C/C++, and you have written your own global new operator, it is no longer called when you create an array object: In this case, you must add a local overloaded operator.

```c
double* operator new (size_t sz) {
    g_new_count++;
    return MyMalloc(sz);
}

main() {
    X new_array[10]; // the global new operator
    // shown above is not called
    // in compilers for OS/390 or later
}
```

Figure 2. Example of user-defined global new operator and array new

Addressing incompatibilities

Addressing incompatibilities might cause unexpected results in the output of your program. In your source code, you should be aware of the following migration issues:

- "C/370 V2 main program and main entry point"
- "Pointer incompatibilities" on page 17

C/370 V2 main program and main entry point

C/370 V2 programs that are fetched must be recompiled without a main entry point. Any attempt to fetch a main program will fail.
Pointer incompatibilities

According to the ISO C Standard, pointers to void types and pointers to functions are incompatible types. The C/370, AD/Cycle C/370, IBM C/MVS™, and z/OS XL C compilers perform some type-checking, such as in assignments, argument passing on function calls, and function return codes.

Note: If you are not conforming to ISO rules for the use of pointer types, your run-time results may not be as expected, especially when you are using the OPTIMIZE compiler option.

With the AD/Cycle C/370, and the C/C++ for MVS/ESA compilers, you could not assign NULL to an integer value. The statement shown in Figure 3 was not allowed:

```c
int i = NULL;
```

Figure 3. Assignment of NULL to an integer value

With the z/OS XL C compilers, you can assign NULL pointers to void types only if you specify LANGLEVEL(COMMONC) when you compile your program. For information about constructs supported by LANGLEVEL(COMMONC) but not by LANGLEVEL(EXTENDED) or LANGLEVEL(ANSI), refer to LANGLEVEL compiler option in z/OS XL C/C++ User’s Guide, SC09-4767.

Data type incompatibilities

Data type incompatibilities might cause unexpected results in the output of your program. In your source code, you should be aware of potential migration issues:

- “Assignment restrictions for packed structures and unions”
- “DSECT header files and packed structures”

Assignment restrictions for packed structures and unions

With the z/OS XL C compiler, you can no longer do the following:

- Assign packed and non-packed structures to each other.
- Assign packed and non-packed unions to each other.
- Pass a packed union or packed structure as a function parameter if a non-packed version is expected.
- Pass a non-packed union or non-packed structure as a function parameter if a packed version is expected.

If you attempt to do so, the compiler issues an error message.

DSECT header files and packed structures

Header files generated by the DSECT utility use #pragma pack rather than the _Packed qualifier to pack structures or unions. In rare cases, you might have to modify and recompile your code.

Note: The _Packed qualifier is an IBM extension of the C language that was introduced with the C/370 family of compilers. It can also be applied to C++ classes. If you specify the _Packed qualifier on a structure or union that contains another structure or union as a member, the qualifier is not passed to the contained structure or union.
Changes required by programs with interlanguage calls

If your code calls functions that have mixed-language input or output, you should be aware of the following potential source code issues:

- "Explicit program mask manipulations"
- "Assembler source code changes in System Programming C (SPC) applications built with EDCXSTRX"

Explicit program mask manipulations

Programs created with the C/370 V2 compiler and library that explicitly manipulated the program mask might require source changes. Changes are required if you have one of the following types of programs:

- A C program containing interlanguage calls (ILC), where the invoked code uses the S/370™ decimal instructions that might generate an unmasked decimal overflow condition, requires modification for migration. Use either of the following two methods:
  - Preferred method: If the called routine is assembler, save the existing mask, set the new value, and when finished, restore the saved mask.
  - Change the C code so that the produced SIGFPE signal is ignored in the called code. In the following example, the SIGNAL calls surround the overflow-producing code. The SIGFPE exception handling is disabled before the problem signal is encountered, and then reenabled after it has been processed. See Figure 4.
- A C program containing assembler ILCs that explicitly alter the program mask, and do not explicitly save and restore it, also requires modification for migration. If user code explicitly alters the state of the program mask, the value before modification must be saved, and the value restored to its former value after the modification. You must ensure that the decimal overflow program mask bit is enabled during the execution of C code. Failure to preserve the mask may result in unpredictable behavior.

These changes also apply in a System Programming C environment, and to Customer Information Control System (CICS) programs in the handling and management of the PSW mask.

```c
signal(SIGFPE, SIG_IGN); /* ignore exceptions */
...
callit(); /* in called routine */
...
signal(SIGFPE, SIG_DFL); /* restore default handling */
```

*Figure 4. Statements that ignore SIGFPE exception and restore default exception handling*

Assembler source code changes in System Programming C (SPC) applications built with EDCXSTRX

If you have SPC applications that are built with EDCXSTRX and use dynamic C library functions, note that the name of the C library function module was changed from EDCXV in C/370 V2 to CEEEV003 with the Language Environment V1R5 release. Change the name from EDCXV to CEEEV003 in the assembler source of your program that loads the library, and reassemble.
Internationalization incompatibilities

If your code will be used with different locales, you should be aware of the information in "Support of alternate code points."

Support of alternate code points

The following alternate code points are not supported by z/OS V1R11 XL C/C++:

- X'8B' as alternate code point for X'C0' (the left brace)
- X'9B' as alternate code point for X'D0' (the right brace)

These alternate code points are supported by the C/370 and AD/Cycle C/370 compilers (the NOLOCALE option is required if you are using the AD/Cycle C/370 V1R2 compiler).

For more information about using coded character sets and locale functions, see z/OS XL C/C++ Programming Guide, SC09-4765.
Chapter 4. Compile-time issues with pre-OS/390 C/C++ programs

When you use z/OS V1R11 XL C/C++ to compile programs that were last compiled as part of a pre-OS/390 C/C++ application, be aware of the following migration issues:

- “Changes in compiler listings, messages, and return codes”
- “Changes in compiler options”
- “Changes that affect compiler invocations” on page 25
- “Changes that affect SYSLIB DD cards” on page 26

Changes in compiler listings, messages, and return codes

From release to release, message contents can change and, for some messages, return codes can change. Errors can become warnings, and warnings can become errors. You must update any application that is affected by changes in message contents or return codes. Do not build dependencies on message contents, message numbers, or return codes. See z/OS XL C/C++ Messages for a list of compiler messages.

Listing formats, especially the pseudo-assembler parts, will continue to change from release to release. Do not build dependencies on the structure or content of listings. For information about C listings or the C++ listings for the current release, refer to z/OS XL C/C++ User’s Guide, SC09-4767.

Macro redefinitions might result in severe errors

As of z/OS V1R7 XL C, the behavior of macro redefinition has changed. For certain language levels, the XL C compiler will issue a severe error message instead of a warning message when a macro is redefined to a value that is different from the first definition.

For information about the language levels that are affected, see “LANGLVL(ANSI), LANGLVL(SAA), or LANGLVL(SAAL2) compiler option and macro redefinitions” on page 23 and “LANGLVL(EXTENDED) compiler option and macro redefinitions” on page 23.

Changes in compiler options

This topic describes changes that would affect your use of compiler options.

Compiler options that are no longer supported

This topic lists compiler options that were supported in pre-OS/390 compilers but not in subsequent compilers.

DECK compiler option

As of z/OS V1R2 C/C++ compiler, the DECK compiler option is no longer supported. If you want to route output to DD:SYSPUNCH, use OBJECT(DD:SYSPUNCH).
LANGLVL(COMPAT) compiler option
In C/C++ for MVS/ESA V3R2, the LANGLVL(COMPAT) option directed the compiler to generate code that is compatible with older levels of C and C++. As of z/OS V1R2 C/C++ compiler, the LANGLVL(COMPAT) compiler option is no longer supported.

OMVS compiler option
As of z/OS V1R2 C/C++ compiler, the OMVS compiler option is no longer supported. The replacement for it is the OE option.

SRCMSG compiler option
As of z/OS V1R2 C/C++ compiler, the SRCMSG compiler option is no longer supported.

SYSLIB, USERLIB, SYSPATH and USERPATH compiler options
In IBM C/C++ for MVS/ESA V3R2 compiler, the SYSLIB, USERLIB, SYSPATH and USERPATH compiler options directed the compiler to specified include files. As of z/OS V1R2 C/C++ compiler, these compiler options are no longer supported. Instead, use the SEARCH and LSEARCH options to find include files.

Compiler options that were introduced in OS/390 C/C++ or later
When you are compiling pre-OS/390 C/C++ source code, you should treat compiler options that were introduced in OS/390 or later as new compiler options.

ENUMSIZE compiler option
As of z/OS V1R7 XL C/C++, selected enumerated (enum) type declarations in system header files are protected to avoid potential execution errors. This allows you to specify the ENUMSIZE compiler option with a value other than SMALL without risking incorrect mapping of enum data types (for example, if they were used inside of a structure). For more information, see "ENUMSIZE(SMALL) and protected enumeration types in system header files" on page 86.

z/OS V1R2 introduced the ENUMSIZE option as a means for controlling the size of enumeration types. The default setting, ENUMSIZE(SMALL), provides the same behavior that occurred in previous releases of the compiler.

If you want to continue to use the ENUMSIZE option, it is recommended that the same setting be used for the whole application; otherwise, you might find inconsistencies when the same enumeration type is declared in different compilation units. Use the \#pragma enum, if necessary, to control the size of individual enumeration types (especially in common header files).

Changes in compiler option functionality

HALT compiler option
As of C/C++ for MVS/ESA V3R2 compiler, the C++ compiler does not accept 33 as a valid parameter for the HALT compiler option.

HWOPTS compiler option
In AD/Cycle C/370 V1, the HWOPTS compiler option directed the compiler to generate code to take advantage of different hardware. As of z/OS V1R2 C/C++ compiler, the HWOPTS compiler option is no longer supported. The replacement for it is the ARCHITECTURE option.
INFO compiler option
As of z/OS V1R2 C/C++, the INFO option default has been changed from NOINFO to INFO(LAN) for C++.

As of z/OS V1R6 C/C++, the INFO option is supported by the C compiler as well as the C++ compiler.

Note: The CHECKOUT C compiler option will continue to be supported for backward compatibility only.

INLINE compiler option
For C, the default for the INLINE compiler option was changed to 100 ACUs (Abstract Code Units) in the C/C++ for MVS/ESA compiler. Hence, with C/C++ for MVS/ESA V3R2, OS/390 C/C++, and z/OS XL C/C++ compilers, the default is 100 ACUs. In the past, the default was 250 ACUs.

For C++, the z/OS V1R1 and earlier compilers did not accept the INLINE option but did perform inlining at OPT with a fixed value of 100 for the threshold and 2000 for the limit. As of z/OS V1R2, the C++ compiler accepts the INLINE option, with defaults of 100 and 1000 for the threshold and limit, respectively. As a result of this change, code that used to be inlined may no longer be inlined due to the decrease in the limit from 2000 to 1000 ACUs.

LANGLVL(ANSI), LANGLVL(SAA), or LANGLVL(SAAL2) compiler option and macro redefinitions
As of z/OS V1R7 XL C, the treatment of macro redefinitions has changed. For LANGLVL(ANSI), LANGLVL(SAA), or LANGLVL(SAAL2), the XL C compiler will issue a severe message instead of a warning message when a macro is redefined to a value that is different from the first definition.

```
#define COUNT 1
#define COUNT 2  /* error */
```

Figure 5. Macro redefinition

Note: Compare the treatment of macro redefinitions for these LANGLVL sub-options with that for "LANGLVL(EXTENDED) compiler option and macro redefinitions."

LANGLVL(EXTENDED) compiler option and macro redefinitions
As of z/OS V1R7 XL C, you can redefine a macro that has not been first undefined with LANGLVL(EXTENDED).

```
#define COUNT 1
#define COUNT 2

int main () {  
  return COUNT;  
}
```

Figure 6. Macro redefinition under LANGLVL(EXTENDED)

With z/OS V1R6 C and previous C compilers, this test will return "1". As of z/OS V1R7 XL C, this test will return "2".

Note: Compare the treatment of macro redefinitions for LANGLVL(EXTENDED) with that for "LANGLVL(ANSI), LANGLVL(SAA), or LANGLVL(SAAL2) compiler option and macro redefinitions."
**LOCALE compiler option**
As of z/OS V1R9 XL C/C++, the __LOCALE__ macro is defined to the name of the compile-time locale. If you specified LOCALE(strinf string literal), the compiler uses the run-time function setlocale(LC_ALL "string literal") to determine the name of the compile-time locale. If you do not use the LOCALE compiler option, the macro is undefined.

Prior to z/OS V1R9 XL C/C++, the __LOCALE__ macro was defined to "" when the LOCALE option was specified without a suboption.

**OPTIMIZE optimization level mapping**
As compilers are developed, the OPTIMIZE optimization levels are remapped.

In the IBM C/370 compilers, OPTIMIZE was mapped to OPT(1).

In the IBM AD/Cycle C/370 compilers:
- OPT(0) was mapped to NOOPT
- OPT and OPT(1) were mapped to OPT(1)
- OPT(2) was mapped to OPT(2)

In the C/C++ for MVS/ESA V3R2 compiler and the OS/390 V1R1 compiler:
- OPT(0) was mapped to NOOPT
- OPT, OPT(1) and OPT(2) were mapped to OPT

In the OS/390 V1R2, V1R3, V2R4, and V2R5 C/C++ compilers:
- OPT(0) mapped to NOOPT
- OPT and OPT(1) mapped to OPT(1)
- OPT(2) mapped to OPT(2)

As of OS/390 V2R6 C/C++:
- OPT(0) maps to NOOPT
- OPT, OPT(1) and OPT(2) map to OPT(2)

As of z/OS V1R5 C/C++ compiler, OPT(3) provides the compiler’s highest and most aggressive level of optimization. OPT(3) is recommended only when the desire for run-time improvement outweighs the concern for minimizing compilation resources.

**SEARCH and LSEARCH compiler options**
Prior to C/C++ for MVS/ESA V3R2 compilers, if you used the LSEARCH option more than once, the compiler would only search the libraries specified for the last LSEARCH option.

As of C/C++ for MVS/ESA V3R2 compilers (including z/OS XL C/C++ compiler), the compiler searches all of the libraries specified for all of the SEARCH options, from the point of the last NOSEARCH option. Previously, only the libraries specified for the last SEARCH option were searched.

**SQL compiler option and SQL EXEC statements**
For migration information about using the SQL compiler option, see Chapter 20, "Migration issues with earlier C/C++ applications that use DB2 Universal Database," on page 125.
**TEST compiler option**

As of the OS/390 C/C++ compilers, the default for the PATH suboption of the TEST option has changed from NOPATH to PATH. Also, the INLINE option is ignored when the TEST option is in effect at OPT(0), but the INLINE option is no longer ignored if OPT(1), OPT(2), or OPT(3) is in effect.

As of C/C++ MVS V3R2 compiler, the following restriction applies to the TEST compiler option: The maximum number of lines in a single source file cannot exceed 131,072. If you exceed this limit, the results from the Debug Tool and Language Environment dump services are undefined.

As of z/OS V1R6 C/C++, when using the c89/c++ utility, the -g flag has changed from specifying the TEST option to DEBUG(FORMAT(DWARF)). For more information, see "Debug format specification" on page 89.

**Note:** Under ILP32 only, you can use the environment variable 
{_DEBUG_FORMAT} to determine the debug format (DWARF or ISD) to which the -g flag option is translated. For information about this environment variable and the c89/c++ utility, refer to the c89 utility information in z/OS XL C/C++ User's Guide, SC09-4767.

---

**Changes that affect compiler invocations**

When you invoke the compiler, you should be aware of potential problems in the following areas:

- "IPA compiler option and very large applications"
- "Customized JCL and the CXX format"
- "CBCI and CBCXI procedures in JCL" on page 26

---

**IPA compiler option and very large applications**

As of z/OS V1R8 XL C/C++, when using the IPA compiler option to compile very large applications, you might need to increase the size of the work file associated with SYSUT5 DD in the IPA Link step. If you are using JCL procedures to compile the application, you can save the file space associated with the work files in the IPA Link step by defining DUMMY files as the work files associated with SYSUT6, SYSUT7, SYSUT8, and SYSUT14.

---

**Customized JCL and the CXX format**

The CBCC, CBCCL, and CBCLG procedures, which compile C++ code, include parameter CXX when the following compilers are used:

- C/C++ for MVS/ESA V3R2
- OS/390 C/C++
- z/OS C/C++

If you have written your own JCL to compile a C++ program, you must include this parameter; otherwise, the C compiler is invoked.

When you pass options to the compiler, you must specify parameter CXX. You must use the following format to specify options:

```
run-time options/CXX compiler options
```
CBCI and CBCXI procedures in JCL

As of z/OS V1R5 C/C++ compiler, the CBCI and CBCXI procedures contain the variable CLBPRFX. If you have any JCL that uses these procedures, you must either customize these procedures (for example, at installation time) or modify your JCL to provide a value for CLBPRFX.

Changes that affect SYSLIB DD cards

If your batch job uses a SYSLIB concatenation to search for files, remove those job steps and use the SEARCH compiler option instead.

Change in SCLBH logical record length

As of z/OS V1R2 C/C++ compiler, the logical record length for the SCLBH data sets is increased from 80 bytes to 120 bytes. Because of this change, the SYSLIB DD card (shown in Figure 7) that specifies library search paths no longer works, and must be removed from your JCL. In its place, you must use the SEARCH compiler option, as shown in the following example:

Example:

```
SEARCH('/'CEE.SCEEH.+','/'CBC.SCLBH.+')
```

Using the SEARCH compiler option instead of a SYSLIB concatenation allows the C/C++ compiler to search for files based on both file name and file type.

```
//SYSLIB DD DSN=CEE.SCEEH.H,DISP=SHR
// DD DSN=CEE.SCEEH.SYS.H,DISP=SHR
// DD DSN=CBC.SCLBH.H,DISP=SHR
```

Figure 7. Example of SYSLIB DD cards that must be removed as of z/OS V1R2 C/C++ compiler
Chapter 5. Bind-time migration issues with pre-OS/390 C/C++ programs

This information helps you understand compatibility issues related to binding or linking executable C/C++ programs from applications that predate IBM OS/390 C/C++ compiler.

The output of a prelinking, linking, or binding process depends on where the programs are stored:

- When the programs are stored in a PDS, the output is a load module.
- When the programs are stored in a PDSE or in UNIX System Services files, the output is a program object.

For more information, see "Prelinking and linking z/OS XL C/C++ programs" and "Binding z/OS XL C/C++ programs" in z/OS XL C/C++ User’s Guide.

**Note:** The terms in these topics that are associated with linking (bind, binding, link, link-edit) refer to the process of creating an executable program from object modules.

Generally, pre-OS/390 C/C++ load modules or programs execute successfully under z/OS V1R11 without relinking. This information highlights exceptions and shows how to solve specific problems in compatibility.

**Note:** If you are not sure which libraries were used to link an executable program, see “Library release level in use.”

Executable program compatibility problems requiring source changes are discussed in Chapter 3, “Source code compatibility issues with pre-OS/390 C/C++ programs,” on page 15.

When you use z/OS V1R11 XL C/C++ to bind programs that were last linked as part of pre-OS/390 C/C++ applications, be aware the following information:

- “Binder invocation changes” on page 28
- “Changes due to customizations of the run-time environment” on page 29
- “Incompatibilities in external references” on page 30
- “Requirements for relinking C/370 modules that invoke Debug Tool” on page 30
- “C/370 modules with interlanguage calls (ILC)” on page 30

Also see "Common library initialization compatibility issues with C/370 modules" on page 40.

### Library release level in use

The __librel() function is a System/370™ extension to SAA C. It returns the release level of the library that your program is using, in a 32-bit integer. With Language Environment services, a field containing a number that represents the library product.

The __librel() return value is a 32-bit integer intended to be viewed in hexadecimal format as shown in Table 5 on page 28. The hexadecimal value is interpreted as 0xPVRRMMMM, where:

- The first hex digit P represents the product.
The second hex digit \( V \) represents the version.

The third and fourth hex digits \( RR \) represent the release.

The fifth through eighth hex digits \( MMMM \) represent the modification level.

Table 5. Return values for the \( \text{__librel()} \) function

<table>
<thead>
<tr>
<th>Product</th>
<th>librel value</th>
</tr>
</thead>
<tbody>
<tr>
<td>C/370 V2R2</td>
<td>0x02020000</td>
</tr>
<tr>
<td>Language Environment V1R5</td>
<td>0x11050000</td>
</tr>
<tr>
<td>OS/390 V1R1</td>
<td>0x11050000</td>
</tr>
<tr>
<td><strong>Note:</strong> The ( \text{__librel()} ) return value for OS/390 V1R1, 5645-001 is the same as it is for Language Environment V1R5 run-time libraries.</td>
<td></td>
</tr>
<tr>
<td>OS/390 V1R2</td>
<td>0x21020000</td>
</tr>
<tr>
<td>OS/390 V1R3</td>
<td>0x21030000</td>
</tr>
<tr>
<td>OS/390 V2R4</td>
<td>0x22040000</td>
</tr>
<tr>
<td>OS/390 V2R6</td>
<td>0x22060000</td>
</tr>
<tr>
<td>OS/390 V2R7</td>
<td>0x22070000</td>
</tr>
<tr>
<td>OS/390 V2R8</td>
<td>0x22080000</td>
</tr>
<tr>
<td>OS/390 V2R9</td>
<td>0x22090000</td>
</tr>
<tr>
<td>OS/390 V2R10</td>
<td>0x220A0000</td>
</tr>
<tr>
<td>z/OS V1R1</td>
<td>0x220A0000</td>
</tr>
<tr>
<td>z/OS V1R2</td>
<td>0x41020000</td>
</tr>
<tr>
<td>z/OS V1R3</td>
<td>0x41030000</td>
</tr>
<tr>
<td>z/OS V1R4</td>
<td>0x41040000</td>
</tr>
<tr>
<td>z/OS V1R5</td>
<td>0x41050000</td>
</tr>
<tr>
<td>z/OS V1R6</td>
<td>0x41060000</td>
</tr>
<tr>
<td>z/OS V1R7</td>
<td>0x41070000</td>
</tr>
<tr>
<td>z/OS V1R8</td>
<td>0x41080000</td>
</tr>
<tr>
<td>z/OS V1R9</td>
<td>0x41090000</td>
</tr>
<tr>
<td>z/OS V1R10</td>
<td>0x410A0000</td>
</tr>
<tr>
<td>z/OS V1R11</td>
<td>0x410B0000</td>
</tr>
</tbody>
</table>

In C/370 V2, the high-order 8 bits were used to return the version number. Now these 8 bits are divided into two fields. The first 4 bits contain the product number and the second 4 bits contain the version number.

You must modify programs that use the information returned from \( \text{__librel()} \). For more information on \( \text{__librel()} \) see [z/OS XL C/C++ Run-Time Library Reference](#).

Binder invocation changes

If your application behaves unexpectedly after you relink the pre-OS/390 C/C++ modules and it includes user-developed exit routines, be aware that rules of precedence have changed.
When you bind programs that were previously compiled with an OS/390 compiler and library, you should also be aware that the following migration issues could also apply to your binder invocations:

- "Namespace pollution binder errors" on page 93
- "Program modules from an earlier release" on page 93

Impact of changes to CC EXEC invocation syntax

As of z/OS V1R2 C/C++ compiler, there are changes in the CC EXEC invocation syntax.

At customization time, your system programmer can modify the CC EXEC to accept:

- Only the original syntax (the one supported by compilers before C/C++ for MVS/ESA V3R2).
- Only the updated syntax.
- Both syntaxes.

The CC EXEC should be customized to accept only the updated syntax.

If the CC EXEC is customized to accept both the original and additional invocations, you must choose to use either the original invocations or the updated invocations. You cannot invoke the CC command by using a mixture of both syntaxes. Be aware that the original syntax does not support UNIX System Services files provided with z/OS UNIX System Services files.

Refer to the z/OS Program Directory for more information about installation and customization, and to the z/OS XL C/C++ User’s Guide for more information about compiler options.

Changes due to customizations of the run-time environment

Your installation of z/OS V1R11 XL C/C++ might have been customized in ways that could affect application behavior at bind-time.

User-developed exit routines

If your application behaves unexpectedly after you relink the pre-OS/390 C/C++ modules and if it includes user-developed exit routines, be aware that rules of precedence have changed. If both CEEBXITA and IBMBXITA are present in a relinked C/370 module, CEEBXITA will have precedence over IBMBXITA.

Abnormal termination exit routines and dump formats

With Language Environment services in a batch environment, abnormal termination exit routine CEEBDATX is automatically linked at installation time.

This change affects you if you have supplied, or need to supply, your own exit routine. The sample exit routine had been available in the sample library provided with IBM AD/Cycle LE/370 V1R3. It automatically generates a system dump (with abend code 4039) whenever an abnormal termination occurs.

You can trigger the dump by ensuring that SYSUDUMP is defined in the GO step of the JCL that you are using (for example, by including the statement SYSUDUMP DD SYSOUT=*).
**Note:** As of C/C++ for MVS/ESA V3R2, the standard JCL procedures shipped with the compiler do not include SYSUDUMP.

If SYSUDUMP is not included in your JCL, or is defined as DUMMY, the dump will be suppressed.

### Incompatibilities in external references

As of z/OS V1R3 C/C++ compiler, external names (such as entry points and external references) can be up to 32,767 bytes long.

As of z/OS V1R2 C/C++ compiler, the binder imposes a limit of 1024 characters for the length of external names. Both the OS/390 C++ compiler and z/OS C++ compiler might generate mangled names that are longer than this limit. This problem is more likely to occur when using the Standard Template Library with the z/OS V1R2 C++ compiler.

If linking programs generates mangled names that exceed the limit, do one of the following actions:

- Reduce the length of the C++ class names.
- Use the `#pragma map` directive to map the long name to a short one.
- For NOXPLINK applications, use the prelinker.

### Requirements for relinking C/370 modules that invoke Debug Tool

If your C/370 application has any C/C++ modules that reference the C/370 library code `@@CTEST`, you cannot execute them under z/OS V1R11 until you:

1. Replace the `@@CTEST` objects, as described in "Programs that require the C370 Common Library environment" on page 33 and in "Linkage editor control statements for modules that contain calls to COBOL routines" on page 32.
2. Relink all modules that contain calls to `ctest()`.

### C/370 modules with interlanguage calls (ILC)

Table 6 outlines when a relink of ILC applications is required, based on languages found in the executable program: If you have multiple languages in the executable program, then the sum of the restrictions applies. For example: if you have C, PL/I and Fortran in the executable program, then it should be relinked because Fortran needs to be relinked. Refer to [z/OS Language Environment Writing Interlanguage Communication Applications](https://www.ibm.com/support/knowledgecenter/en/SSEPGG_11.1.0/com.ibm.zos.v1r11.doc/zos/LEI_WIC.html) for more information.

**Table 6. Migrations that require relinking**

<table>
<thead>
<tr>
<th>Language</th>
<th>Relink required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assembler</td>
<td>No</td>
</tr>
<tr>
<td>PL/I</td>
<td>No</td>
</tr>
<tr>
<td>Fortran</td>
<td>Yes</td>
</tr>
<tr>
<td>COBOL</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**Note:** If the C/370 ILC application is built (relinked) after the PTF for APAR PN74931 is applied, no relink is required to run under z/OS V1R11. Otherwise a relink is required.
Interlanguage calls between assembler and PL/I language modules

Programs that contain interlanguage calls to and from assembler or PL/I language modules do not need to be relinked.

Function calls between C and Fortran modules

For applications that use Language Environment services, Fortran/C interlanguage calls were not supported prior to the Language Environment V1R5 release and C/C++ for MVS/ESA. Before you can use Fortran/C ILC applications with Language Environment V1R5 or later, you must relink all Fortran/C ILC applications that contain pre-Language Environment C or Fortran library routines.

Before you relink those applications, be aware of the following constraints:

• You can run them with z/OS V1R11 XL C/C++ compiler only after they are relinked.
• You cannot continue to run them with the C/370 library after they are relinked.

Function calls to and from COBOL modules

The Fortran ILC rules apply to programs that contain interlanguage calls between C/370 and COBOL, unless you relink them with the C/370 V2R1 or V2R2 library that has the PTF for APAR PN74931 applied. This PTF replaces the C/370 V2R1 and V2R2 link-edit stubs so that they tolerate Language Environment service calls. After your application is relinked using the modified C/370 V2R1 or V2R2 stubs, you can run the application with any of the following run-time environments:

• C/370 V2R1 run-time library
• C/370 V2R2 run-time library
• Language Environment run-time libraries

If you run applications with interlanguage calls (ILC) to or from COBOL without applying the PTF for APAR PN74931 and then relinking the C/370 programs that contain the ILC, be aware of the following constraints:

• You can run those applications with z/OS V1R11 only after they are relinked.
• You cannot continue to run those applications with the C/370 library after they are relinked.

Compatibility with earlier and later releases

The PTF for APAR PN74931 replaces the link-edit stubs so that they tolerate Language Environment service calls. After your application is relinked using the modified C/370 V2, you can run the application with the C/370 V2R1 run-time library, the C/370 V2R2 run-time library, or the Language Environment run-time libraries.

Before you can relink your C/370-COBOL ILC application with Language Environment services only, you must replace the old library objects @@C2CBL and @@CBL2C, as described in "Programs that require the C370 Common Library environment" on page 33 and "Linkage editor control statements for modules that contain calls to COBOL routines" on page 32. After you replace those objects, the affected modules will be executable only with Language Environment services.

Impact of changes in packaging of language libraries

As of z/OS V1R6, Language Environment run-time libraries contain more modules than the pre-Language Environment libraries. For example, all of the Language Environment C/C++ language libraries are packaged in both SCEERUN and SCEERUN2, instead of SCEERUN only.
The impact of these packaging changes for pre-OS/390 C/C++ applications is that certain Language Environment modules can invade user-defined name spaces. If a program uses modules that are the same as those used for Language Environment module names (such as `fetch()`), you must ensure that the program link libraries are loaded before the Language Environment libraries.

**Linkage editor control statements for modules that contain calls to COBOL routines**

This topic lists the linkage editor control statements required to relink modules that contain ILCs between C and COBOL, or between C and Fortran. The object modules are compatible with the Language Environment service modules; however, the ILC linkage between the applications and the library has changed. You must relink these applications using the JCL shown in Figure 8 on page 34 and the control statements that fit your requirements from the following list. The INCLUDE SYSLIB(CTDLI) is necessary only if your program will invoke IBM IMS facilities using the z/OS XL C library function `ctdli()` and if the z/OS XL C function was called from a COBOL main program.

Control statements for various combinations of ILCs and compiler options are as follows. The modules referenced by SYSLMOD contain the routines to be relinked.

1. **C main()** statically calling COBOL routine B1 or dynamically calling the COBOL routine through the use of `fetch()`, where B1 was compiled with the RES option. Relink the C module:

   
   ```
   MODE AMODE(31),RMODE(ANY)
   INCLUDE SYSLIB(EDCSTART) ALWAYS NEEDED
   INCLUDE SYSLIB(CEEROOTB) ALWAYS NEEDED
   INCLUDE SYSLIB(@@C2CBL) REQUIRED FOR C CALLING COBOL
   INCLUDE SYSLIB(@@CTDLI) REQUIRED FOR ILC & IMS
   INCLUDE SYSLIB(SAMP1)
   ENTRY CEESTART MAIN ENTRY POINT
   NAME SAMP1(R)
   ```

2. **C main()** statically calling COBOL routine B2 or dynamically calling the COBOL routine through the use of `fetch()`, where B2 was compiled with the NORES option. Relink the C module:

   ```
   MODE AMODE(24),RMODE(24)
   INCLUDE SYSLIB(EDCSTART) ALWAYS NEEDED
   INCLUDE SYSLIB(CEEROOTB) ALWAYS NEEDED
   INCLUDE SYSLIB(@@C2CBL) REQUIRED FOR C CALLING COBOL
   INCLUDE SYSLIB(@@CTDLI) REQUIRED FOR ILC & IMS
   INCLUDE SYSLIB(IGZENRI) REQUIRED FOR COBOL with NORES
   INCLUDE SYSLIB(SAMP2)
   ENTRY CEESTART MAIN ENTRY POINT
   NAME SAMP2(R)
   ```

3. **C main()** fetches a C1 function that statically calls a COBOL routine B1 compiled with the RES option. Relink the C module:

   ```
   MODE AMODE(31),RMODE(ANY)
   INCLUDE SYSLIB(EDCSTART) ALWAYS NEEDED
   INCLUDE SYSLIB(CEEROOTB) ALWAYS NEEDED
   INCLUDE SYSLIB(@@C2CBL) REQUIRED FOR C CALLING COBOL
   INCLUDE SYSLIB(@@CTDLI) REQUIRED FOR ILC & IMS
   INCLUDE SYSLIB(SAMP3)
   ENTRY C1 ENTRY POINT TO FETCHED ROUTINE
   NAME SAMP3(R)
   ```

4. **C main()** fetches a C1 function that statically calls a COBOL routine B1 that is compiled with the NORES option. Relink the C module:

   ```
   MODE AMODE(24),RMODE(24)
   INCLUDE SYSLIB(EDCSTART) ALWAYS NEEDED
   INCLUDE SYSLIB(CEEROOTB) ALWAYS NEEDED
   INCLUDE SYSLIB(@@C2CBL) REQUIRED FOR C CALLING COBOL
   ```
5. A COBOL main CBLMAIN compiled with the RES option statically or dynamically calls a C1 function. Relink the COBOL module:

```plaintext
MODE AMODE(31),RMODE(ANY)
INCLUDE SYSLIB(EDCSTART) ALWAYS NEEDED
INCLUDE SYSLIB(CEEROOTB) ALWAYS NEEDED
INCLUDE SYSLIB(IGZEBST)
INCLUDE SYSLIB(SAMP4)
ENTRY C1 ENTRY POINT TO FETCHED ROUTINE
NAME SAMP4(R)
```

6. A COBOL main CBLMAIN compiled with the NORES option statically or dynamically calls a C1 function. Relink the COBOL module:

```plaintext
MODE AMODE(24),RMODE(24)
INCLUDE SYSLIB(EDCSTART) ALWAYS NEEDED
INCLUDE SYSLIB(CEEROOTB) ALWAYS NEEDED
INCLUDE SYSLIB(IGZENRI)
INCLUDE SYSLIB(SAMP5)
ENTRY CBLRTN COBOL ENTRY POINT
NAME SAMP5(R)
```

7. A COBOL main CBLMAIN compiled with the NORES option statically or dynamically calls a C1 function. Relink the COBOL module:

```plaintext
ENTRY CBLRTN COBOL ENTRY POINT
NAME SAMP6(R)
```

8. A Fortran main() calls a C function. Relink the C module:

```plaintext
ENTRY CEESTART MAIN ENTRY POINT
NAME SAMP7(R)
```

For other related Fortran considerations refer to z/OS Language Environment Programming Guide.

**Programs that require the C370 Common Library environment**

Some legacy modules will require the C/370 Common Library environment unless they have been converted to use Language Environment services. These incompatible modules might, for example, contain ILCs to COBOL or use the library function ctest() to invoke the Debug Tool.

There are several methods of converting C/370 modules to use Language Environment services.

These methods are:

- Link from the original objects, using Language Environment services. The EDCSTART and CEEROOTB modules must be explicitly included.
• Relink the C/370 program, using the Language Environment CSECT replacement. The EDCSTART and CEEROOTB modules must be explicitly included.

Figure 8 shows an example of a job that uses this method. The job converts the C/370 program by relinking it and explicitly including the Language Environment CEESTART module, so that it replaces the C/370 CEESTART module.

This is a general-purpose job. The comments show the other include statements that are necessary if certain calls are present in the code. Refer to “Linkage editor control statements for modules that contain calls to COBOL routines” on page 32 for the specific control statements that are necessary for different kinds of ILCs with COBOL.

//Jobcard information
//*
/*****************************************************************************/
//RELINK C/370 V2 USER MODULE FOR Language Environment *
/*****************************************************************************/
//*
//LINK EXEC PGM=HEWL,PARM='RMODE=ANY,AMODE=31,MAP,LIST'
//SYSPRINT DD SYSOUT=*%*
//SYSLIB DD DSN=CEE.SCEELKED,DISP=SHR
//SYSLMOD DD DSN=TSUSER1.A.LOAD,DISP=SHR
//SYSUT1 DD UNIT=VIO,SPACE=(CYL,(10,10))
//SYSLIN DD *

INCLUDE SYSLIB(EDCSTART) ALWAYS NEEDED
INCLUDE SYSLIB(CEEROOTB) ALWAYS NEEDED
INCLUDE SYSLIB(@@CTEST) NEEDED ONLY IF CTEST CALLS ARE PRESENT
INCLUDE SYSLIB(@@C2CBL) NEEDED ONLY IF CALLS ARE MADE TO COBOL
INCLUDE SYSLIB(@@CBL2C) NEEDED ONLY IF CALLS ARE MADE FROM COBOL
INCLUDE SYSLMOD(HELLO)
ENTRY CEESTART
NAME HELLO(R)
/*

Figure 8. Link job for converting programs

• For modules that have a C main() procedure:
  1. Replace the C/370 program by recompiling the source (if available).
  2. Recompile the source containing the main() procedure with the z/OS V1R11 XL C/C++ compiler.
  3. Relink the objects with Language Environment services.

  Note: This ensures that CEESTART uses the Language Environment initialization scheme. This is an alternative to including EDCSTART explicitly when linking from objects.
Chapter 6. Run-time migration issues with pre-OS/390 C/C++ applications

When you use IBM z/OS V1R11 XL C++ to run applications that were most recently executed prior to IBM OS/390 C/C++ compilers, be aware of the following migration issues:

- "Retention of pre-OS/390 run-time behavior" 
- "Run-time library messages"
- "Changes that affect customized JCL procedures" on page 37
- "Changes in run-time option specification" on page 37
- "Run-time library compatibility issues with pre-OS/390 applications" on page 39
- "Hardware and OS exceptions" on page 42
- "Resource allocation and memory management migration issues" on page 43

Retention of pre-OS/390 run-time behavior

When your program is using Language Environment services, you can use the ENVAR run-time option to specify the values of environment variables at execution time. You can use some environment variables to specify the original run-time behavior for particular items. The following setting specifies the original run-time behavior for the greatest number of items:

ENVAR("_EDC_COMPAT=32767")

Alternatively, you can add a call to the setenv() function, either in the CEEBINT High-Level Language exit routine or in your main() program. If you use CEEBINT only, you will need to relink your application. If you add a call to setenv() in the main() function, you must recompile the program and then relink your application.

For more information, refer to setenv() in z/OS XL C/C++ Run-Time Library Reference, SA22-7821 and to Using environment variables in z/OS XL C/C++ Programming Guide.

Run-time library messages

There are differences between pre-OS/390 and Language Environment run-time messages. Some messages have been added and some have been deleted; the contents of others have been changed. Any application that is affected by the format or contents of these messages must be updated accordingly.

Note: Well-formed code should not depend on message contents or message numbers.

Refer to z/OS Language Environment Debugging Guide for details on run-time messages and return codes.

Return codes and messages

Since C/370 V2, library return codes and messages have been changed. Either JCL, CLISTs and EXECs that are affected by them must be changed accordingly or the CEEBXITA exit routine must be customized to emulate the old return codes.

C/370 V2 return codes ranged from 0 to 999 but the Language Environment return codes have a different range. Refer to z/OS XL C/C++ Messages, GC09-4819 for more information.
Examples:
- Return codes greater than 4095 are returned as modulo 4095 return codes.
- The return code for an abort is now 2000; it was 1000.
- The return code for an unhandled SIGFPE, SIGILL, or SIGSEGV condition is now 3000; it was 2000.

For detailed information, refer to [z/OS Language Environment Debugging Guide](#).

Error conditions that cause run-time messages

In C/370 V2, if an error was detected with the parameters being passed to the main program, the program terminated with a return code of 8 and a message indicating the reason why the program was not run. For example, if there was an error in the redirection parameters, the message would indicate that the program had terminated because of a redirection error.

Under z/OS V1R11 XL C/C++ compiler, the same message will be displayed, but the program will also terminate with a 4093 abend, reason code 52 (x’34’). For more information about reason codes see [z/OS Language Environment Debugging Guide](#).

Prefixes of perror() and strerror() messages

All Language Environment perror() and strerror() messages in C contain a prefix. (In C/370 V2, there were no prefixes to these messages.) The prefix is EDCxxxxa, where xxxx is a number (always 5xxx) and the a is either I, E, or S. See [z/OS Language Environment Run-Time Messages](#) for a list of these messages.

Language specification for messages

Instead of specifying a messages data set for the SYSMSGs ddname, you must now use the NATLANG run-time option. If you specify a data set for the SYSMSGs ddname, it will be ignored.

**Note:** For information about the NATLANG run-time option, see [z/OS Language Environment Customization](#) and the [z/OS Language Environment Programming Reference](#).

User-developed exit routines

With Language Environment services in a batch environment, abnormal termination exit routine CEEBDATX is automatically linked at installation time.

This change affects you if you have supplied, or need to supply, your own exit routine. The sample exit routine had been available in the sample library provided with IBM AD/Cycle LE/370 V1R3. It automatically generates a system dump (with abend code 4039) whenever an abnormal termination occurs.

You can trigger the dump by ensuring that SYSUDUMP is defined in the GO step of the JCL that you are using (for example, by including the statement SYSUDUMP DD SYSOUT=*).

**Note:** As of C/C++ for MVS/ESA V3R2, the standard JCL procedures shipped with the compiler do not include SYSUDUMP.

If SYSUDUMP is not included in your JCL, or is defined as DUMMY, the dump will be suppressed.
Changes that affect customized JCL procedures

This topic describes changes that may affect your JCL procedures, CLISTs and EXECs.

Changes in data set names

The names of IBM-supplied data sets may change from one release to another. See z/OS Program Directory for more information on data set names.

Arguments that contain a slash

You must prefix the arguments with a slash if you use Language Environment services and:

- There are no run-time options.
- The input arguments passed to main() contain a slash.

JCL, CLISTs, and EXECs that are affected must be changed accordingly.

Differences in standard streams

There is no automatic association of Language Environment ddnames SYSTERM, SYSERR, SYSPRINT with the stderr function. In batch processes, you must use command line redirection of the type 1>&2 if you want stderr and stdout to share a device.

In C/370 V2, you could override the destination of error messages by redirecting stderr. The destination of all Language Environment messages is determined by the MSGFILE run-time option. See the topic on the MSGFILE run-time option in the z/OS Language Environment Programming Guide for more information.

Dump generation

You can generate a dump by ensuring that SYSUDUMP is defined in the GO step of the JCL that you are using (for example, by including the statement SYSUDUMP DD SYSOUT=*). If SYSUDUMP is not included in your JCL, or is defined as DUMMY, the dump will be suppressed. As of C/C++ for MVS/ESA V3 compiler, the standard JCL procedures shipped with the compiler do not include SYSUDUMP.

Changes in run-time option specification

This topic describes changes that might affect your specification of run-time options. For information about using pragmas in your source code to specify run-time options, see “The #pragma runopts directive” on page 15.

Run-time options lists

When passing only run-time options to a C/370 V2 program, you did not have to end the arguments with a slash (/). When passing run-time options to a Language Environment program, you must end the arguments with a slash.

Obsolete run-time options

The C/370 run-time options are mapped to Language Environment equivalents. However, if you do not use the Language Environment options, during execution you will get a warning message which cannot be suppressed. JCL, CLISTs and EXECs that are affected by these differences must be changed accordingly.
Use the Language Environment equivalent for the C/370 V2 run-time options on the command line and in `#pragma runopts`.

<table>
<thead>
<tr>
<th>Original Option</th>
<th>Equivalent</th>
</tr>
</thead>
<tbody>
<tr>
<td>ISASIZE/ISAINC</td>
<td>STACK</td>
</tr>
<tr>
<td>LANGUAGE</td>
<td>NATLANG</td>
</tr>
<tr>
<td>REPORT</td>
<td>RPTSTG</td>
</tr>
<tr>
<td>SPIE/STAE</td>
<td>TRAP</td>
</tr>
<tr>
<td>NONIPTSTACK/NONIPTSTACK</td>
<td>XPLINK</td>
</tr>
</tbody>
</table>

Return codes for abnormal enclave terminations

As of OS/390 V2R9, the default option for ABTERMENC is ABEND instead of RETCODE. If your program depends on the default behavior of ABTERMENC to be RETCODE, you must change the setting in CEEDOPT (CEECOPT for CICS). For details about changing CEEDOPT and CEECOPT, refer to [z/OS Language Environment Customization, SA22-7564](https://www.ibm.com/servers/resourcelink/us/tech血脂/). For more information, refer to ABTERMENC and TRAP in [z/OS Language Environment Programming Reference](https://www.ibm.com/servers/resourcelink/us/tech血脂/).

Abnormal terminations and the TRAP run-time option

STAE and SPIE run-time options have been replaced with the TRAP run-time option. IBM recommends that you use the TRAP(ON,SPIE) option, not STAE and SPIE. However, for ease of migration, the STAE and SPIE options are supported as long as the TRAP option is not explicitly specified.

TRAP(ON) must be in effect for the ABTERMENC run-time option to have effect.

Default heap allocations

The default size and increment for Language Environment HEAP run-time option differ from those of the C/370 V2 HEAP run-time option. The C/370 V2 defaults were 4K size and 4K increment.

The Language Environment defaults are:

- For CICS applications: `HEAP(32K,32K,ANYWHERE,KEEP,8K,4K)`
- For non-CICS applications: `HEAP(4K,4080,ANYWHERE,KEEP,4K,4080)`

The amount of heap storage allocated and incremented below the 16M line is determined by the following Language Environment parameters:

- `initsz24`
- `incrsz24`

For information about these parameters, see [z/OS Language Environment Programming Reference](https://www.ibm.com/servers/resourcelink/us/tech血脂/).

Heap parameter specification

In IBM C/370 V2, only the first two of the four parameters for the HEAP option were positional. The keyword parameters could be specified if the first two were omitted. All Language Environment parameters are positional. To specify the KEEP parameter only, you must enter `HEAP(,,KEEP)`.

Default stack allocations

The Language Environment STACK option defaults for size and increment differ from the defaults in C/370 V2, which were 0K size and 0K increment.
Language Environment STACK option defaults are:

- For non-CICS, non-XPLINK applications:
  STACK(128K,128K,ANYWHERE,KEEP,512K,128K)
- For non-CICS, XPLINK applications:
  STACK(512K,128K,ANYWHERE,KEEP,512K,128K)
- For CICS, non-XPLINK applications:
  STACK(4K,4080,ANYWHERE,KEEP,4K,4080)
- For CICS, XPLINK applications: STACK(4K,4080,ANYWHERE,KEEP,4K,4080)

STACK parameter specification

All Language Environment STACK parameters are positional. In other words, the keyword parameter could be specified if the first two were omitted. To specify only ANYWHERE you must enter: STACK(,,ANYWHERE).

Note: In C/370 V2, only the first two parameters were positional.

XPLINK downward-growing stack and the THREADSTACK run-time option

In OS/390 V2R10, the THREADSTACK run-time option replaced the NONIPTSTACK and NONNONIPTSTACK options. The OS/390 V2R10 options are still accepted, but an information message will be issued, telling you to switch to the THREADSTACK option.

Be aware that the OS/390 V2R10 options do not support specification of the initial and increment sizes of the XPLINK downward-growing stack. For more information about the THREADSTACK run-time option, refer to [z/OS Language Environment Customization, SA22-7564].

Run-time library compatibility issues with pre-OS/390 applications

Changes in run-time libraries might cause problems when you run pre-OS/390 C/C++ applications. Be aware of the following issues:

- "Changes to the putenv() function and POSIX compliance"
- "UCMAPS and UCS-2 and UTF-8 converters" on page 40
- "Common library initialization compatibility issues with C/370 modules" on page 40
- "Internationalization issues in POSIX and non-POSIX applications" on page 41

Changes to the putenv() function and POSIX compliance

As of z/OS V1R5 C/C++, the function putenv() places the string passed to putenv() directly into the array of environment variables. This behavior assures compliance with the POSIX standard.

Prior to z/OS V1R5 C/C++, the string used to define the environment variable passed into putenv() was not added to the array of environment variables. Instead, the system copied the string into system-allocated storage.

To allow the POSIX-compliant behavior of putenv(), do nothing; it's now the default condition.

To restore the previous behavior of putenv(), follow these steps:
1. Ensure that the environment variable, _EDC_PUTENV_COPY, is available on your pre-z/OS V1R5 system.
2. Set the environment variable _EDC_PUTENV_COPY to "YES".

For additional information, see:
- [z/OS XL C/C++ Run-Time Library Reference](#)
- _EDC_PUTENV_COPY in [z/OS XL C/C++ Programming Guide](#)

UCMAPS and UCS-2 and UTF-8 converters

As of OS/390 V2R9, the compiler supported direct use of the UCS-2 and UTF-8 converters; the tables generated by the processing of UCMAPS by the uconvdef utility are no longer used. This is a migration issue if you modified UCMAPS to use the UCS-2 and UTF-8 converters. If you still need to use the modifications that you made to UCMAPS, you will now need to set the _ICONV_UCS2 environment variable to "O". For more information about the _ICONV_UCS2 environment variable, refer to [z/OS XL C/C++ Programming Guide](#)

Common library initialization compatibility issues with C/370 modules

Both Language Environment modules and C/370 modules use static code and dynamic code. Static code sections are emitted or bound with the main program object. Dynamic code sections are loaded and executed by the static component.

The sequence of events during initialization for C/370 modules differs from that for Language Environment modules. The key static code for the CEESTART object controls initialization at execution time. The C/370 CEESTART object contents differ from those of the Language Environment CEESTART object. Its contents differ between the products. The Language Environment key dynamic code for the CEESTART object is CEEBINI, which is stored in SCEERUN. The C/370 R2 key dynamic code for the CEESTART object is IBMBLIIA, which is a Common Library part stored in SIBMLINK. The Common Library is used by the C/370 V2 libraries.

Initialization schemes

The tables in this topic describe the initialization schemes for the CEESTART and IBMBLIIA modules:
- [Table 7](#) describes the initialization scheme for C/370 V2 modules.
- [Table 8 on page 41](#) describes the initialization scheme for Language Environment modules.
- [Table 9 on page 41](#) describes the Language Environment initialization scheme for C/370 programs.

The following describes the C/370 V2 initialization scheme:

<table>
<thead>
<tr>
<th>Stage</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Load</td>
<td>The C/370 V2 CEESTART loads IBMBLIIA.</td>
</tr>
<tr>
<td>Initialize</td>
<td>IBMBLIIA initializes the Common Library.</td>
</tr>
<tr>
<td>Run</td>
<td>The Common Library runs C/370-specific initialization.</td>
</tr>
<tr>
<td>Call</td>
<td>The main program is called.</td>
</tr>
</tbody>
</table>
The following describes the initialization scheme:

**Table 8. Language Environment initialization scheme**

<table>
<thead>
<tr>
<th>Stage</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Load</td>
<td>CEESTART loads CEEBINIT.</td>
</tr>
<tr>
<td>Initialize</td>
<td>CEEBINIT initializes Language Environment services.</td>
</tr>
<tr>
<td>Run</td>
<td>The Language Environment run-time library runs the C-specific initialization.</td>
</tr>
<tr>
<td>Call</td>
<td>The main program is called.</td>
</tr>
</tbody>
</table>

**Table 9. Language Environment initialization scheme for C/370 programs**

<table>
<thead>
<tr>
<th>Stage</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Load</td>
<td>C/370 V2 CEESTART loads CEEBLIIA (as IBMBLIIA).</td>
</tr>
<tr>
<td>Initialize</td>
<td>CEEBLIIA (IBMBLIIA) initializes Language Environment services.</td>
</tr>
<tr>
<td>Run</td>
<td>The Language Environment run-time library runs the C-specific initialization.</td>
</tr>
<tr>
<td>Call</td>
<td>The main program is called.</td>
</tr>
</tbody>
</table>

In **Table 9**, compatibility with C/370 V2 programs depends upon the program’s ability to intercept the initialization sequence at the start of the dynamic code and to initialize the Language Environment services at that point. This interception is achieved by the addition of a part named CEEBLIIA, which has been assigned the alias IBMBLIIA. This provides “initialization compatibility”.

**Special considerations: CEEBLIIA and IBMBLIIA**

The only way to control which environment is initialized for a given C/370 V2 program (when CEEBLIIA is assigned the alias of IBMBLIIA) is to correctly arrange the concatenation of libraries.

The version of IBMBLIIA that is found first determines the services (Language Environment or Common Library) that are initialized.

- If you intend to initialize the Common Library services, ensure that SIBMLINK is concatenated before SCEERUN.
- If you intend to initialize the Language Environment services, ensure that SCEERUN is concatenated before SIBMLINK.

**Internationalization issues in POSIX and non-POSIX applications**

You should customize your locale information. Otherwise, in rare cases, you may encounter errors. In a POSIX application, you can supply time zone and alternative time (for example, daylight) information with the TZ environment variable. In a non-POSIX application, you can supply this information with the _TZ environment variable. If no _TZ environment variable is defined for a POSIX application or no _TZ environment variable is defined for a non-POSIX application, any customized information provided by the LC_TOD locale category is used. By setting the TZ environment variable for a POSIX application, or the _TZ environment variable for a non-POSIX application, or by providing customized time zone or daylight information in an LC_TOD locale category, you allow the time functions to preserve both time and date, correctly adjusting for alternative time on a given date.

Refer to the [z/OS XL C/C++ Programming Guide](https://www.ibm.com) for more information about both environment variables and customizing a locale.
Hardware and OS exceptions

The following points identify migration and coexistence considerations for user applications:

- CICS programs that use Language Environment services are enabled for decimal overflow exceptions.
- The C packed-decimal support routines are not supported in an environment that exploits asynchronous events.

Decimal overflow exceptions

Language Environment services support the packed decimal overflow exception using IBM System zArchitecture systems.

The value of the program mask in the program status word (PSW) is 4 (decimal overflow enabled). See "Unexpected SIGFPE exceptions" and "Explicit program mask manipulations" on page 18.

SIGTERM, SIGINT, SIGUSR1, and SIGUSR2 exceptions

SIGTERM, SIGINT, SIGUSR1, and SIGUSR2 exceptions are handled differently for C/370 V2 and Language Environment programs.

The differences or incompatibilities are:

- The defaults for the SIGINT, SIGTERM, SIGUSR1, and SIGUSR2 signals changed in AD/Cycle LE/370 V1R3 from what they were in C/370 V1 and V2 and AD/Cycle LE/370 V1R1 and V2R2. These changes were carried into the Language Environment run-time environment. In the C/370 library and AD/Cycle LE/370 V1R1 and V1R2, the defaults for SIGINT, SIGUSR1, and SIGUSR2 were to ignore the signals. As of AD/Cycle LE/370 V1R3, the defaults are to terminate the program and issue a return code of 3000. For SIGTERM, the default has always been to terminate the program. The return code is "3000"; before, it was "0".
- Language Environment programs that terminate abnormally will not drive the atexit list.

Unexpected SIGFPE exceptions

Decimal overflow conditions were masked in the C/370 library prior to V2R2. Diagnosis of overflow conditions were enabled when the packed decimal data type was introduced prior to C/370 V2R2.

As of z/OS V1R7 XL C/C++ compiler, load modules that had generated decimal overflow conditions might raise unexpected SIGFPE exceptions. You cannot migrate such modules to the current without altering the source.

Note: These unexpected exceptions are most likely to occur in mixed language modules, particularly those using C and assembler code where the assembler code explicitly manipulates the program mask. See "Explicit program mask manipulations" on page 18.
Resource allocation and memory management migration issues

Incompatibilities in memory management might cause unexpected results in the output of your program. In your source code, you should be aware of potential problems when you use any operators or structures that re-allocate resources during application execution.

The realloc() function

If Language Environment services are initialized when the realloc() function is used, a new storage area is obtained and the data is copied. Under C/370 V2, the realloc() function will reuse an area unless the function needs a larger area.

If your program uses Language Environment services, ensure that the source code does not depend on the C/370 V2 behavior of the realloc() function.
Chapter 7. Input and output operations compatibility

Language Environment V1R5 input and output support differs from that provided by pre-OS/390 libraries. If your programs last performed input and output operations with a pre-OS/390 C/C++ compiler, you should read the changes listed herein.

Note: In this information, references to "previous releases" or "previous behavior" apply either to pre-OS/390 compilers or to a run-time environment that precedes the Language Environment V1R5 release.

You will generally be able to migrate “well-behaved” programs: programs that do not rely on undocumented behavior, restrictions, or invalid behaviors of previous releases. For example, if library documentation specified only that a return code was a negative value, and your code relies on that value being "-3", your code is not well-behaved and is relying on undocumented behavior.

Another example of a program that is not well-behaved is one that specifies recfm=F for a terminal file and depends on the run-time environment to ignore this parameter, as it did previously.

You might need to change even well-behaved code under circumstances described in the following topics.

Migration issues when opening pre-OS/390 files

When you call the fopen() or freopen() library function, you can specify each parameter only once. If you specify any keyword parameter in the mode string more than once, the function call fails. Previously, you could specify more than one instance of a parameter.

The library no longer supports uppercase open modes on calls to fopen() or freopen(). You must specify, for example, rb instead of RB, to conform to the ANSI/ISO standard.

You cannot open a non-HFS file more than once for a write operation. Previous releases allowed you, in some cases, to open a file for write more than once. For example, you could open a file by its data set name and then again by its ddname. This is no longer possible for non-HFS files, and is not supported.

Previously, fopen() allowed spaces and commas as delimiters for mode string parameters. Only commas are allowed now.

If you are using PDSs or PDSEs, you cannot specify any spaces before the member name.

Migration issues when writing to pre-OS/390 files

Write operations to files opened in binary mode are no longer deferred. Previously, the library did not write a block that held nn bytes out to the system until the user wrote nn+1 bytes to the block. Language Environment services follow the rules for full buffering, described in z/OS XL C/C++ Programming Guide and write data as soon as the block is full. The nn bytes are still written to the file, the only difference is in the timing of when it is done.
For non-terminal files, the backspace character (\'\b\') is now placed into files as is. Previously, it backed up the file position to the beginning of the line.

For all text I/O, truncation for fwrite() is now handled the same way that it is handled for puts() and fputs(). If you write more data than a record can hold, and your output data contains any of the terminating control characters, \'\n\' or \'\r\' (or \'\f\', if you are using ASA), the library still truncates extra data; however, recognizing that the text line is complete, the library writes subsequent data to the next record boundary. Previously, fwrite() stopped immediately after the library began truncating data, so that you had to add a control character before writing any more data.

You can now partially update a record in a file opened with type=record. Previous services returned an error if you tried to make a partial update to a record. Now, a record is updated up to the number of characters you specify, and the remaining characters are untouched. The next update is to the next record.

Language Environment services block files more efficiently than some previous services did. Applications that depend on the creation of short blocks may fail.

The behavior of ASA files when you close them has changed. In previous releases, this is what happened:

<table>
<thead>
<tr>
<th>Written to file</th>
<th>Read from file after fclose(), fopen()</th>
</tr>
</thead>
</table>
| abc
| abc
| abc

Starting with this release, you read from the file what you wrote to it. For example:

<table>
<thead>
<tr>
<th>Written to file</th>
<th>Read from file after fclose(), fopen()</th>
</tr>
</thead>
</table>
| abc
| abc
| abc

With previous services, writing a single new-line character to a new file created an empty file under MVS™. Language Environment services treat a single new-line character written to a new file as a special case, because it is the last new-line character of the file. A single blank is written to the file. When this file is read, there are two new-line characters instead of one. There are also two new-line characters if two new-line characters were written to the file.

The behavior of appending to ASA files has also changed. The following table shows what you get from an ASA file when you:

1. Open an ASA file for write.
2. Write abc.
3. Close the file.
4. Append xyz to the ASA file.
5. Open the same ASA file for read.
**Table 10. Appending to ASA files**

<table>
<thead>
<tr>
<th>abc Written to file, fclose() then append xyz</th>
<th>What you read from file after fclose(), fopen()</th>
</tr>
</thead>
<tbody>
<tr>
<td>Previous release</td>
<td>New release</td>
</tr>
</tbody>
</table>
| abc => xyz                                  | abc
\nxyz                                        |
| abc => \xyz                                 | abc
\nxyz                                        |
| abc => \rxyz                                | abc
\nxyz                                        |
| abc\n => xyz                                | abc\n
xyz                                        |
| abc\n => \xyz                                | abc\n
xyz                                        |
| abc\n => \rxyz                               | abc\n
xyz                                        |
| abc\n\n => xyz                               | abc\n
xyz                                        |
| abc\n\n => \xyz                              | abc\n
xyz                                        |
| abc\n\n => \rxyz                             | abc\n
xyz                                        |
| abc\n\n ===> xyz                             | abc\n
xyz                                        |
| abc\n\n ===> \xyz                            | abc\n
xyz                                        |
| abc\n\n ===> \rxyz                           | abc\n
xyz                                        |
| abc\n\n ===> \rxyz                           | abc\n
xyz                                        |

**Changes in DBCS string behavior**

I/O now checks the value of MB_CUR_MAX to determine whether to interpret DBCS characters within a file.

When MB_CUR_MAX is 4, you can no longer place control characters in the middle of output DBCS strings for interpretation. Control characters within DBCS strings are treated as DBCS data. This is true for terminals as well. Previous products split the DBCS string at the \n (new-line) control character position by adding an SI (Shift In) control character at the new-line position, displaying the line on the terminal, and then adding an SO (Shift Out) control character before the data following the new-line character. If MB_CUR_MAX is 1, the library interprets control characters within any string, but does not interpret DBCS strings. SO and SI characters are treated as ordinary characters.

When you are writing DBCS data to text files, if there are multiple SO (Shift Out) control-character write operations with no intervening SI (Shift In) control character, the library discards the SO characters, and marks that a truncation error has occurred. Previous products allowed multiple SO control-character write operations with no intervening SI control character without issuing an error condition.

When you are writing DBCS data to text files and specify an odd number of DBCS bytes before an SI control character, the last DBCS character is padded with a X'FE' byte. If a SIGIOERR handler exists, it is triggered. Previous products allowed incorrectly placed SI control-character write operations to complete without any indication of an error.

Now, when an SO has been issued to indicate the beginning of a DBCS string within a text file, the DBCS must terminate within the record. The record will have both an SO and an SI.

**Changes in stdout and stderr file positioning**

The Language Environment inheritance model for standard streams supports repositioning. Previously, if you opened stdout or stderr in update mode, and then called another C program by using the ANSI-style system() function, the program that you called inherited the standard streams, but moved the file position for stdout or stderr to the end of the file. Now, the library does not move the file.
position to the end of the file. For text files, the position is moved only to the nearest record boundary not before the current position. This is consistent with the way stdio behaves for text files.

The values for L_tmpnam and FILENAME_MAX have been changed:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Old values</th>
<th>New values</th>
</tr>
</thead>
<tbody>
<tr>
<td>L_tmpnam</td>
<td>47</td>
<td>1024</td>
</tr>
<tr>
<td>FILENAME_MAX</td>
<td>57</td>
<td>1024</td>
</tr>
</tbody>
</table>

The names produced by the tmpnam() library function are now different. Any code that depends on the internal structure of these names may fail.

The behavior of fgetpos(), fseek() and fflush() following a call to ungetc() has changed. Previously, these functions have all ignored characters pushed back by ungetc() and have considered the file to be at the position where the first ungetc() character was pushed back. Also, ftell() acknowledged characters pushed back by ungetc() by backing up one position if there was a character pushed back. Now:
- fgetpos() behaves just as ftell() does.
- When a seek from the current position (SEEK_CUR) is performed, fseek() accounts for any ungetc() character before moving, using the user-supplied offset.
- fflush() moves the position back one character for every character that was pushed back.

If you have applications that depend on the previous behavior of fgetpos(), fseek(), or fflush(), you may use the _EDC_COMPAT environment variable so that source code need not change to compensate for the change in behavior.

For OS I/O to and from files opened in text mode, the ftell() encoding system now supports higher blocking factors for smaller block sizes. In general, you should not rely on ftell() values generated by code you developed using previous releases of the library. You can try ftell() values taken in previous releases for files opened in text or binary format if you set the environment variable _EDC_COMPAT before you call fopen() or freopen(). Do not rely on ftell() values saved across program boundaries.

For record I/O, ftell() now returns the relative record number instead of an encoded offset from the beginning of the file. You can supply the relative record number without acquiring it from ftell(). You cannot use old ftell() values for record I/O, regardless of the setting of _EDC_COMPAT.

After you have called ftell(), calls to setbuf() or setvbuf() might fail. Applications should never call I/O functions between calls to fopen() or freopen() and calls to the functions that control buffering.

Note: _EDC_COMPAT is described in z/OS XL C/C++ Programming Guide.
### Behavior changes when closing and reopening ASA files

The behavior of ASA files when you close and reopen them is now consistent: For more information about using ASA files, refer to [z/OS XL C/C++ Programming Guide](#).

#### Table 11. Closing and reopening ASA files

<table>
<thead>
<tr>
<th>Written to file</th>
<th>Physical record after close</th>
<th>Previous behavior</th>
<th>New behavior</th>
</tr>
</thead>
<tbody>
<tr>
<td>abc</td>
<td>Char abc</td>
<td>(1)</td>
<td>same as previous release</td>
</tr>
<tr>
<td>Hex</td>
<td>4888</td>
<td>0123</td>
<td></td>
</tr>
<tr>
<td>abc\n</td>
<td>Char abc</td>
<td>(1)</td>
<td>same as previous release</td>
</tr>
<tr>
<td>Hex</td>
<td>4888</td>
<td>0123</td>
<td></td>
</tr>
<tr>
<td>abc\n\n</td>
<td>Char abc</td>
<td>(1)</td>
<td>Char abc</td>
</tr>
<tr>
<td></td>
<td>0</td>
<td>(2)</td>
<td></td>
</tr>
<tr>
<td>Hex</td>
<td>4888</td>
<td>0123</td>
<td>Hex</td>
</tr>
<tr>
<td></td>
<td>F</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>(1)</td>
<td>(2)</td>
<td>(2)</td>
</tr>
<tr>
<td>abc\n\n\n</td>
<td>Char abc</td>
<td>(1)</td>
<td>Char abc</td>
</tr>
<tr>
<td></td>
<td>-</td>
<td>(2)</td>
<td></td>
</tr>
<tr>
<td>Hex</td>
<td>4888</td>
<td>0123</td>
<td>Hex</td>
</tr>
<tr>
<td></td>
<td>6</td>
<td>0</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>(1)</td>
<td>(2)</td>
<td>(2)</td>
</tr>
<tr>
<td>abc\r</td>
<td>Char abc</td>
<td>(1)</td>
<td>same as previous release</td>
</tr>
<tr>
<td>Hex</td>
<td>4888</td>
<td>0123</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>E</td>
<td></td>
</tr>
<tr>
<td>abc\f</td>
<td>Char abc</td>
<td>(1)</td>
<td>same as previous release</td>
</tr>
<tr>
<td>Hex</td>
<td>4888</td>
<td>0123</td>
<td></td>
</tr>
<tr>
<td></td>
<td>F</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

### Changes in values returned by the fldata() function

There are minor changes to the values returned by the `fldata()` library function. It may now return more specific information in some fields. For more information, refer to "fldata() behavior" in [z/OS XL C/C++ Programming Guide](#).

### VSAM I/O changes

- The library no longer appends an index key when you read from an RRDS file opened in text or binary mode.
- RRDS files opened in text or binary mode no longer support setting the access direction to BWD.
Change in allocation of VSAM control blocks and I/O buffers

As of z/OS V1R10, XL C/C++ compiler instructs VSAM, by default, to allocate control blocks and I/O buffers above the 16-MB line.

If you determine that this change could be causing a problem, you can use the VSAM JCL parameter AMP to override the default.

Terminal I/O changes

The library will now use the actual recfm and lrecl specified in the fopen() or freopen() call that opens a terminal file. Incomplete new records in fixed binary and record files are padded with blank characters until they are full, and the __recfmF flag is set in the fldata() structure. Previously, MVS terminals unconditionally set recfm=U. Terminal I/O did not support opening files in fixed format.

The use of an LRECL value in the fopen() or freopen() call that opens a file sets the record length to the value specified. Previous releases unconditionally set the record length to the default values.

For input text terminals, an input record now has an implicit logical record boundary at LRECL if the size of the record exceeds LRECL. The character data in excess of LRECL is discarded, and a ‘\n’ (new-line) character is added at the end of the record boundary. You can now explicitly set the record length of a file as a parameter on the fopen() call. The old behavior was to allow input text records to span multiple LRECL blocks.

Binary and record input terminals now flag an end-of-file condition with an empty input record. You can clear the EOF condition by using the rewind() or clearerr() library function. Previous products did not allow these terminal types to signal an end-of-file condition. The use of a RECFM value in the fopen() or freopen() call that opens a file sets the record format to the value specified. Previous releases unconditionally set the record format to the default values.

When an input terminal requires input from the system, all output terminals with unwritten data are flushed in a way that groups the data from the different open terminals together, each separated from the other with a single blank character. The old behavior is equivalent to the new behavior, except that two blank characters separate the data from each output terminal.
Part 3. Migration of OS/390 C/C++ applications to z/OS V1R11 XL C/C++

OS/390 C/C++ applications were created with one of the following products:

- IBM OS/390 V1R1 C/C++ (reship of IBM C/C++ for MVS/ESA V3R2)
- IBM OS/390 V1R2 or V1R3 C/C++
- IBM OS/390 V2R4, V2R5, V2R6, V2R7, V2R8, V2R9, or V2R10 C/C++
- IBM z/OS V1R1 C/C++ (reship of IBM OS/390 V2R10 C/C++)

Notes:

1. The z/OS V1R1 compiler and library are equivalent to the OS/390 V2R10 compiler and library.
2. The OS/390 V2R5 compiler is equivalent to the OS/390 V2R4 compiler.
3. The OS/390 V1R1 compiler and library are equivalent to the final MVS/ESA compiler and library, and are described in Part 2, “Migration of pre-OS/390 C/C++ applications to z/OS V1R11 XL C/C++,” on page 13.

Generally, you can bind OS/390 programs successfully with z/OS V1R11 programs without changing source code, and without recompiling or relinking programs.

The following topics provide information relevant to migrating an OS/390 application to z/OS V1R11 XL C/C++:

- Chapter 8, “Source code compatibility issues with OS/390 programs,” on page 53
- Chapter 9, “Compile-time migration issues with OS/390 programs,” on page 55
- Chapter 10, “Bind-time migration issues with OS/390 C/C++ programs,” on page 65
- Chapter 11, “Run-time migration issues with OS/390 C/C++ applications,” on page 67
- Chapter 12, “Migration issues resulting from class library changes between OS/390 C/C++ applications and Standard C++ library,” on page 69

Notes:

1. If your application uses IBM CICS information or statements, also see Chapter 19, “Migration issues with earlier C/C++ applications that run CICS statements,” on page 119.
2. If your application uses IBM DB2 information or statements, also see Chapter 20, “Migration issues with earlier C/C++ applications that use DB2 Universal Database,” on page 125.
Chapter 8. Source code compatibility issues with OS/390 programs

In general, you can use source programs with the z/OS V1R11 XL C/C++ compiler without modification, if they were created with an OS/390 compiler and library.


Note: Some source code compatibility issues can be addressed by modifying run-time options. See Chapter 11, “Run-time migration issues with OS/390 C/C++ applications,” on page 67.

Overflow processing and code modifications

When a data type conversion causes an overflow (that is, the floating type value is larger than INT_MAX), the behavior is undefined according to the C Standard. The actual result depends on the ARCHITECTURE level (the ARCH option), which determines the machine instruction used to do the conversion. For example, there are input values that would result in a large negative value for ARCH(2) and below, while the same input would result in a large positive value for ARCH(3) and above.

If overflow processing is important to the program, the code should provide explicit checks.

Table 12. Modifying code to check overflow processing

<table>
<thead>
<tr>
<th>Example of code that does not check overflow processing</th>
<th>Example of code that is modified to check overflow processing</th>
</tr>
</thead>
<tbody>
<tr>
<td>double x; int i; /* ... <em>/ i = x; /</em> overflow if x is too large <em>/ /</em> value of i undefined */</td>
<td>double x; int i; if (x &lt; (double) INT_MAX) i = x; else { /* overflow */</td>
</tr>
</tbody>
</table>

References to class libraries that are no longer shipped

As of z/OS V1R9, IBM Open Class Library (IOC) dynamic link libraries (DLLs) are no longer shipped with the z/OS XL C/C++ compiler.

Any source dependency on an IOC DLL must be removed.

For information about the libraries that are supported by the current release, see z/OS XL C/C++ Run-Time Library Reference.
Chapter 9. Compile-time migration issues with OS/390 programs

When you compile programs that were previously compiled with an OS/390 compiler and library, be aware of the following migration issues:

- "Changes in compiler listings and messages"
- "Changes in compiler options" on page 56
- "Changes in IBM data set names" on page 62
- "Introduction of 1998 Standard C++ support" on page 62
- "Changes that affect performance and optimization" on page 62
- "Removal of Model Tool support" on page 64

Changes in compiler listings and messages

From release to release, message contents can change and, for some messages, return codes can change. Errors can become warnings, and warnings can become errors. You must update any application that is affected by changes in message contents or return codes. Do not build dependencies on message contents, message numbers, or return codes. See z/OS XL C/C++ Messages for a list of compiler messages.

Listing formats, especially the pseudo-assembler parts, will continue to change from release to release. Do not build dependencies on the structure or content of listings. For information about C listings or the C++ listings for the current release, refer to z/OS XL C/C++ User’s Guide, SC09-4767.

Debug format specification

As of z/OS V1R6 C/C++, the environment variable _DEBUG_FORMAT can be used with the c89 utility to specify translation of the -g flag option for 31-bit compilations:

- If _DEBUG_FORMAT equals DWARF (the default), -g is translated to DEBUG(FORMAT(DWARF)).
- If _DEBUG_FORMAT equals ISD, then -g is translated to TEST (the old translation).

For the impact on the run-time environment, see "Debug format and translation of the c89 -g flag option" on page 68.

For more information about using the c89 utility, see the c89 utility information in z/OS XL C/C++ User’s Guide.

Language specification for compiler messages

With the C/C++ for MVS/ESA V3R2, OS/390, and z/OS XL C/C++ compilers, the method of specifying the language for compiler messages has changed. At compile time, instead of specifying message data sets on the SYSMSG and SYSXMSG data sets, you must now use the NATLANG run-time option. If you specify data sets for these data sets, they are ignored.

Note: For information about the NATLANG run-time option, see z/OS Language Environment Customization and the z/OS Language Environment Programming Reference.
Optimization level mapping and listing content

As of OS/390 V2R6 C/C++ compiler, OPT, OPT(1), and OPT(2) map to OPT(2). The compiler listing no longer contains the part of the pseudo-assembler listing that was associated with OPT(1). Listing formats, especially the pseudo-assembler parts, will continue to change from release to release. Do not build dependencies on the structure or content of listings. For information about C listings or C++ listings for the current release, refer to z/OS XL C/C++ User’s Guide.

Macro redefinitions and error messages

As of z/OS V1R7 XL C, the behavior of macro redefinition has changed. For certain language levels, the XL C compiler will issue a severe error message instead of a warning message when a macro is redefined to a value that is different from the first definition.

For information about the language levels that are affected, see “LANGLEVEL(ANSI), LANGLEVEL(SAA), or LANGLEVEL(SAAL2) compiler option and macro redefinitions” on page 59 and “LANGLEVEL(EXTENDED) compiler option and macro redefinitions” on page 60.

Changes in compiler options

As the compiler is developed, some options are no longer supported and others undergo functional changes, such as adjustments in the default values.

Compiler options that are no longer supported

As of z/OS V1R2 C/C++ compiler, the following compiler options are no longer supported:

- DECK
  The replacement for DECK functionality that routes output to DD:SYSPUNCH is to use OBJECT(DD:SYSPUNCH).
- GENPCH
- HWOPTS
  The replacement for HWOPTS is ARCHITECTURE.
- LANGLEVEL(COMPAT)
- OMVS
  The replacement for OMVS is OE.
- SRCMSG
- SYSLIB
  The replacement for SYSLIB is SEARCH.
- SYSPATH
  The replacement for SYSPATH is SEARCH.
- USEPCH
- USERLIB
  The replacement for USERLIB is LSEARCH.
- USERPATH
  The replacement for USERPATH is LSEARCH.

As of OS/390 V2R10 C/C++ compiler, the following SOM-related compiler options are no longer supported:

- SOM | NOSOM
• SOMEinit | NOSOMEinit
• SOMGs | NOSOMGs
• SOMRo | NOSOMRo
• SOMVolatr | NOSOMVolatr
• XSominc | NOXSominc

**ARCHITECTURE compiler option**

As of z/OS V1R6 C/C++ compiler, the default value of the ARCHITECTURE compiler option is 5.

In OS/390 V2R10 to z/OS V1R5 releases, the default value of the ARCHITECTURE compiler option is 2. In OS/390 V2R9 C/C++ and previous releases, the default value of the ARCHITECTURE compiler option is 0.

**ARCHITECTURE level and overflow processing**

When a data conversion causes an overflow (for example, the floating type value is larger than INT_MAX), the behavior is undefined according to the C Standard.

The actual result depends on the ARCHITECTURE level (the ARCH option), which determines the machine instruction used to do the conversion. For example, there are input values that would result in a large negative value for ARCH(2) and below, while the same input would result in a large positive value for ARCH(3) and above.

For more information, see "Overflow processing and code modifications" on page 53.

**ASCII compiler option**

As of z/OS V1R10 XL C++ compiler, the Unicode characters that use \U or \u notation are always sensitive to the ASCII compiler option. When the ASCII option is in effect, those characters are encoded in ASCII, even when they are found in #pragma comment directives. Prior to z/OS V1R10 XL C++ compiler, all #pragma comment text strings were encoded in EBCDIC.

**CHECKOUT(CAST) compiler option**

This suboption instructs the C compiler to check the source code for pointer casting that might affect optimization (that is, for those castings that violate the ANSI-aliasing rule). For detailed information, refer to information about the ANSIALIAS option in z/OS XL C/C++ User’s Guide.

Prior to z/OS V1R2 C/C++ compiler, the compiler issued a warning message whenever this condition was detected. As of z/OS V1R2 C/C++ compiler, this message is informational. If you wish to be alerted by the compiler that this message has been issued, you can use the HALTONMSG compiler option. The HALTONMSG option causes the compiler to stop after source code analysis, skip the code generation, and issue a return code of 12.

**DIGRAPh compiler option**

As of z/OS V1R2 C/C++ compiler, the DIGRAPh option default for C and C++ has been changed from NODIGRAPh to DIGRAPh.

**ENUMSIZE compiler option**

As of z/OS V1R7 XL C/C++, selected enumerated (enum) type declarations in system header files are protected to avoid potential execution errors. This allows
you to specify the ENUMSIZE compiler option with a value other than SMALL without risking incorrect mapping of enum data types (for example, if they were used inside of a structure). For more information, see “ENUMSIZE(SMALL) and protected enumeration types in system header files” on page 86.

z/OS V1R2 introduced the ENUMSIZE option as a means for controlling the size of enumeration types. The default setting, ENUMSIZE(SMALL), provides the same behavior that occurred in previous releases of the compiler.

If you want to continue to use the ENUMSIZE option, it is recommended that the same setting be used for the whole application; otherwise, you might find inconsistencies when the same enumeration type is declared in different compilation units. Use the #pragma enum, if necessary, to control the size of individual enumeration types (especially in common header files).

INFO compiler option

As of z/OS V1R2 C/C++, the INFO option default has been changed from NOINFO to INFO(LAN) for C++.

As of z/OS V1R6 C/C++, the INFO option is supported by the C compiler as well as the C++ compiler.

Note: The CHECKOUT C compiler option will continue to be supported for backward compatibility only.

INLINE compiler option

For C++, the z/OS V1R1 and earlier compilers did not allow you to change the inlining threshold. These compilers performed inlining at OPT with a fixed value of 100 for the threshold and 2000 for the limit.

As of z/OS V1R2 C/C++ compiler, the C++ compiler accepts the INLINE option, with defaults of 100 and 1000 for the threshold and limit, respectively. As a result of this change, code that used to be inlined may no longer be inlined due to the decrease in the limit from 2000 to 1000 ACUs (Abstract Code Units).

As of z/OS V1R11 XL C/C++ compiler, the INLINE option might behave differently from those in the prior releases because of the implementation of a new inliner. You might find different performances of the INLINE option in the following ways:

- The functions that get inlined might be different.
- The inline report might look different.

If your application runs slower because functions that get inlined are different, adjust your inlining settings at high optimization levels, for example, the inlining threshold and the #pragma inline/noinline directives.

IPA(LINK) compiler option

For detailed information about using IPA Link step, refer to IPA(LINK) in z/OS XL C/C++ User’s Guide.

IPA Link step default changes

As of OS/390 V1R3 C/C++ compiler, the following IPA Link step defaults changed:

- The default optimization level is OPT(1)
- The default is INLINE, unless NOOPT, OPT(0) or NOINLINE is specified.
As of OS/390 V2R6 C/C++ compiler:

- The default optimization level for the IPA Link step is OPT(2).
- The default inlining threshold is 1000 ACUs (Abstract Code Units). With OS/390 C/C++ V1R2 compiler, the threshold was 100 ACUs.
- The default expansion threshold is 8000 ACUs. With OS/390 C/C++ V1R2 C/C++ compiler, the threshold was 1000 ACUs.

The IPA(LINK) option and exploitation of 64-bit virtual memory

As of z/OS V1R8 XL C/C++ compiler, IPA(LINK) makes use of 64-bit virtual memory, which will cause an XL C/C++ compiler ABEND if there is insufficient storage. The default MEMLIMIT system parameter size in the SMFPRMx parmlib member should be at least 3000 MB. The default MEMLIMIT value takes effect unless it is overwritten by one of the following:

- MEMLIMIT in the JCL JOB or EXEC statement
- REGION=0 in the JCL

Note: The MEMLIMIT value specified in an IEFUSI exit routine overrides all other MEMLIMIT settings.

The UNIX System Services ulimit command that is provided with z/OS can be used to set the MEMLIMIT default. For information, see z/OS UNIX System Services Command Reference. For additional information about the MEMLIMIT system parameter, see z/OS MVS Programming: Extended Addressability Guide.

As of z/OS V1R8 XL C/C++ compiler, the EDCI, EDCXI, EDCQI, CBCI, CBCXI, and CBCQI cataloged procedures, which are used for IPA Link, contain the variable IMEMLIM, which can be used to override the default MEMLIMIT value.

IPA object module binary compatibility

Release-to-release binary compatibility is maintained by the z/OS XL C C++ IPA compilation and IPA link phases, as follows:

- An object file produced by an IPA compilation which contains IPA object or combined IPA and conventional object information can be used as input to the IPA link phase of the same or later version/release of the compiler.
- An object file produced by an IPA compilation which contains IPA object or combined IPA and conventional object information cannot be used as input by the IPA link phase of an earlier Version/Release of the compiler. If this is attempted, an error message will be issued by the IPA Link.
- If the IPA object is reproduced by a later IPA compilation, additional optimizations may be performed and the resulting application program might perform better.

Exception: The IPA object files produced by the OS/390 V1R2 C IPA compilation must be recompiled from the program source using an OS/390 V1R3 or later C/C++ compiler before you attempt to process them with the z/OS V1R11 XL C/C++ IPA Link.

LANGLVL(ANSI), LANGLVL(SAA), or LANGLVL(SAAL2) compiler option and macro redefinitions

As of z/OS V1R7 XL C, the treatment of macro redefinitions has changed. For LANGLVL(ANSI), LANGLVL(SAA), or LANGLVL(SAAL2), the XL C compiler will issue a severe message instead of a warning message when a macro is redefined to a value that is different from the first definition.
LANGLVL(EXTENDED) compiler option and macro redefinitions

As of z/OS V1R7 XL C, you can redefine a macro that has not been first undefined with LANGLVL(EXTENDED).

```
#define COUNT 1
#define COUNT 2
int main () {
    return COUNT;
}
```

*Figure 9. Macro redefinition*

*Note:* Compare the treatment of macro redefinitions for these LANGLVL sub-options with that for LANGLVL(EXTENDED) compiler option and macro redefinitions.

LANGLVL(LONGLONG) compiler option

The long long data type is supported as a native data type when the LANGLVL(LONGLONG) option is turned on. This option is turned on by default by the compiler option LANGLVL(EXTENDED). The _LONG_LONG macro is predefined for all language levels other than ANSI.

As of z/OS V1R6 C/C++ compiler, when LANGLVL(LONGLONG) is turned on, the _LONG_LONG macro is defined by the compiler.

*Attention:* If you have defined your own _LONG_LONG macro in previous compiler releases, you must remove this user-defined macro before you compile your program.

LOCALE compiler option

As of z/OS V1R9 XL C/C++, the __LOCALE__ macro is defined to the name of the compile-time locale. If you specified LOCALE(strinf string literal), the compiler uses the run-time function setlocale(LC_ALL "string literal") to determine the name of the compile-time locale. If you do not use the LOCALE compiler option, the macro is undefined.

Prior to z/OS V1R9 XL C/C++, the __LOCALE__ macro was defined to " when the LOCALE option was specified without a suboption.

M compiler option

Before z/OS V1R11, the stand-alone makedepend utility was used to analyze source files and determine source dependencies. As of z/OS V1R11, the M
(-qmakedep) compiler option is introduced, and this compiler option is recommended to be used to obtain similar information. Specifying the M compiler option is equivalent to specifying the -qmakedep option.

The M compiler option is used to generate a make description file as a side-effect of the compilation process. The description file contains a rule or rules suitable for make that describes the dependencies of the main compilation source file. The MF option is used in conjunction with the M option and specifies the name of the file where the dependency information is generated, or the location of the file, or both. The MF option has no effect unless make dependency information is generated.

On z/OS systems, the M compiler option resolves a number of complexities that is not properly managed by the compiler-independent makedepend utility, thereby improving the accuracy of the dependency information.

For detailed information, refer to MAKEDEP compiler option in z/OS XL C/C++ User's Guide.

**OPTIMIZE compiler option**

In the OS/390 V1R2, V1R3, V2R4, and V2R5 C/C++ compilers:
- OPT(0) mapped to NOOPT
- OPT and OPT(1) mapped to OPT(1)
- OPT(2) mapped to OPT(2)

As of OS/390 V2R6 C/C++:
- OPT(0) maps to NOOPT
- OPT, OPT(1) and OPT(2) map to OPT(2)

As of z/OS V1R5 C/C++ compiler, OPT(3) provides the compiler’s highest and most aggressive level of optimization. OPT(3) is recommended only when the desire for run-time improvement outweighs the concern for minimizing compilation resources.

**NORENT compiler option**

In previous releases of the compiler, #pragma variable (name, RENT) had no effect if the compiler option was NORENT. As of OS/390 V2R9 compiler, a variable can be reentrant even if the compiler option is NORENT. For more information, see "Reentrant variables when the compiler option is NORENT" on page 65.

**ROSTRING compiler option**

As of z/OS V1R2 C/C++ compiler, the ROSTRING option default for C is changed from NOROSTRING to ROSTRING. The default for C++ has always been ROSTRING.

ROSTRING informs the compiler that string literals are read-only, thus allowing more freedom for the compiler to handle string literals. If you are not sure whether your program modifies string literals or not, specify the NOROSTRING compiler option.

**ROCONST compiler option**

As of z/OS V1R2 C/C++ compiler, the ROCONST option default for C++ is changed from NOROCONST to ROCONST. The default for C remains NOROCONST.
As of OS/390 V2R10 C/C++ compiler, **#pragma variable** *(name, NORENT)* is accepted if the ROCONST option is turned on, and the variable is const-qualified and not initialized with an address. In previous releases, **#pragma variable** *(name, NORENT)* was ignored for static variables.

**STATICINLINE compiler option**

As of z/OS V1R2 C/C++ compiler, the compiler supports the STATICINLINE compiler option. The default is NOSTATICINLINE. Specify STATICINLINE for compatibility with C++ compilers provided by previous versions of the compiler. For detailed information, refer to [STATICINLINE compiler option](https://www.ibm.com) in [z/OS XL C/C++ User's Guide](https://www.ibm.com).

**SQL compiler option and SQL EXEC statements**

See Chapter 20, “Migration issues with earlier C/C++ applications that use DB2 Universal Database,” on page 125.

**TARGET compiler option**

As of z/OS V1R11 XL C/C++ compiler, the earliest release that can be targeted is z/OS V1R9 XL C/C++. For more information about the **TARGET compiler option** refer to [z/OS XL C/C++ User's Guide](https://www.ibm.com).

See also “Program modules from an earlier release” on page 93.

**TEST compiler option**

As of z/OS V1R6 C/C++, when using the c89/c++ utility, the -g flag has changed from specifying the TEST option to DEBUG(FORMAT(DWARF)). For more information, see “Debug format specification” on page 89.

**Note:** Under ILP32 only, you can use the environment variable `{_DEBUG_FORMAT}` to determine the debug format (DWARF or ISD) to which the -g flag option is translated. For information about this environment variable and the c89/c++ utility, refer to the c89 utility information in [z/OS XL C/C++ User's Guide, SC09-4767](https://www.ibm.com).

**Changes in IBM data set names**

The names of IBM-supplied data sets may change from one release to another. See [z/OS Program Directory](https://www.ibm.com) for more information on data set names.

**Introduction of 1998 Standard C++ support**


**Changes that affect performance and optimization**

When you recompile OS/390 C/C++ programs with z/OS V1R11 XL C/C++ compiler, be aware of changes that you can make to improve performance.
Addition of the `#pragma reachable` and `#pragma leaves` directives

The `#pragma reachable` and `#pragma leaves` directives help the optimizer in moving code around the function call site when exploring opportunities for optimization. Since the addition of these pragmas in OS/390 V2R9, the optimizer is more aggressive.

For more information on using `#pragma reachable` and `#pragma leaves` directives, refer to [z/OS XL C/C++ Language Reference, SC09-4815](#).

Changes that affect customized JCL procedures

The following topics apply if the JCL procedures that you are using either have been customized or should be customized.

Potential increase in memory requirements

Memory requirements for compilation may increase for successive releases as new logic is added. If you cannot recompile an application that you successfully compiled with a previous release of the compiler, try increasing the region size. For the current default region size, refer to the [z/OS XL C/C++ User’s Guide](#).

As of z/OS V1R8 XL C/C++, when using the IPA compiler option to compile very large applications, you might need to increase the size of the work file associated with SYSUT5 DD in the IPA Link step. If you are using JCL procedures to compile the application, you can save the file space associated with the work files in the IPA Link step by defining DUMMY files as the work files associated with SYSUT6, SYSUT7, SYSUT8, and SYSUT14.

JCL CBCI and CBCXI procedures and the variable CLBPRFX

As of z/OS V1R5 C++ compiler, the CBCI and CBCXI procedures contain the variable CLBPRFX. If you have any JCL that uses these procedures, either they must customized (for example, at installation time) or you must modify your JCL to provide a value for CLBPRFX.

Syntax to invoke the CC command

With the C/C++ for MVS/ESA V3R2, OS/390, and z/OS XL C/C++ compilers, you can use a new syntax to invoke the CC command.

At customization time, your system programmer can customize the CC EXEC to accept only the old syntax (the one supported by compilers before C/C++ for MVS/ESA V3R2) compiler, only the new syntax, or both syntaxes.

The CC EXEC should be customized to accept only the new syntax.

If you customize the CC EXEC to accept both the old and new syntaxes, you must invoke it using either the old or the new syntax, not a mixture of both. Be aware that the old syntax does not support UNIX System Services files provided with z/OS.

Refer to the [z/OS Program Directory](#) for more information about installation and customization, and to the [z/OS XL C/C++ User’s Guide](#) for more information about compiler options.
Removal of Model Tool support

As of OS/390 V2R10 C/C++ compiler, Model Tool is no longer available.
Chapter 10. Bind-time migration issues with OS/390 C/C++ programs

This information helps application programmers understand and resolve the compatibility issues that might occur when they relink programs from an OS/390 C/C++ compiler to z/OS V1R11 XL C/C++.

Executable program compatibility problems that require source changes are discussed in Chapter 8, “Source code compatibility issues with OS/390 programs,” on page 53.

Notes:

1. An executable program is the output of the prelink/link or bind process. For more information, see “Prelinking and linking of z/OS XL C/C++ programs” in z/OS XL C/C++ User’s Guide.

2. The terms in this topic having to do with linking (bind, binding, link, link-edit) refer to the process of creating an executable program from object modules.

3. The output of a prelinking, linking, or binding process depends on where the programs are stored:
   - When the programs are stored in a PDS, the output is a load module.
   - When the programs are stored in a PDSE or in UNIX System Services files, the output is a program object.

When you bind programs that were previously compiled with an OS/390 compiler and library, be aware of the following potential migration issues:

- "Reentrant variables when the compiler option is NORENT"

Reentrant variables when the compiler option is NORENT

If your program includes multithreaded operations, be aware of changes in the behavior of pragma variables.

In previous releases of the compiler, #pragma variable (name, RENT) had no effect if the compiler option was NORENT. As of OS/390 V2R9, a variable can be reentrant even if the compiler option is NORENT.

This change may cause some programs that compiled and linked successfully in previous releases to fail during link-edit in the current release. This applies if all of the following are true:

- The program is written in C and compiled with the NORENT option
- At least one variable is reentrant
- The program is compiled and linked with the output directed to a PDS and the prelinker was NOT used.

Note: JCL procedures that may have been used to do this in previous releases are: EDCCL, EDCCLG, EDCL, and EDCLG (not all of these procedures are available, starting with the z/OS V1R7 XL C/C++ compiler).
Chapter 11. Run-time migration issues with OS/390 C/C++ applications

This information helps application programmers understand and resolve the compatibility issues that might occur when they relink programs from an OS/390 C/C++ compiler to z/OS V1R11 XL C/C++.

When you run applications that were previously compiled with an OS/390 compiler and library, be aware of the following potential migration issues:

- “Retention of OS/390 run-time behavior”
- “Debug format and translation of the c89 -g flag option” on page 68
- “Language Environment customization issues” on page 68

Retention of OS/390 run-time behavior

When your program is using Language Environment services, you can use the ENVAR run-time option to specify the values of environment variables at execution time. You can use some environment variables to specify the original run-time behavior for particular items. The following setting specifies the original run-time behavior for the greatest number of items:

```
ENVAR("_EDC_COMPAT=32767")
```

Alternatively, you can add a call to the `setenv()` function, either in the CEEBINT High-Level Language exit routine or in your `main()` program. If you use CEEBINT only, you will need to relink your application. If you add a call to `setenv()` in the `main()` function, you must recompile the program and then relink your application. For more information, refer to `setenv()` in z/OS XL C/C++ Run-Time Library Reference, SA22-7821 and to Using environment variables in z/OS XL C/C++ Programming Guide.

Changes to the `putenv()` function and POSIX compliance

As of z/OS V1R5 C/C++, the function `putenv()` places the string passed to `putenv()` directly into the array of environment variables. This behavior assures compliance with the POSIX standard.

Prior to z/OS V1R5 C/C++, the string used to define the environment variable passed into `putenv()` was not added to the array of environment variables. Instead, the system copied the string into system-allocated storage.

To allow the POSIX-compliant behavior of `putenv()`, do nothing; it’s now the default condition.

To restore the previous behavior of `putenv()`, follow these steps:

1. Ensure that the environment variable, _EDC_PUTENV_COPY, is available on your pre-z/OS V1R5 system.
2. Set the environment variable _EDC_PUTENV_COPY to "YES".

For additional information, see:

- z/OS XL C/C++ Run-Time Library Reference
- _EDC_PUTENV_COPY in z/OS XL C/C++ Programming Guide
Debug format and translation of the c89 -g flag option

As of z/OS V1R6 C/C++, the environment variable _DEBUG_FORMAT can be used with the c89 utility to specify translation of the -g flag option for 31-bit compilations:

- If _DEBUG_FORMAT equals DWARF (the default), -g is translated to DEBUG(FORMAT(DWARF)).
- If _DEBUG_FORMAT equals ISD, then -g is translated to TEST (the old translation).

For the impact on specification of compiler options, see "Debug format specification" on page 89.

For more information about the c89 utility, see the c89 utility information in z/OS XL C/C++ User’s Guide.

Language Environment customization issues

For detailed information about customizing Language Environment run-time options, libraries, or processes, refer to z/OS Language Environment Customization.

Change in allocation of VSAM control blocks

As of z/OS V1R10, XL C/C++ compiler instructs VSAM, by default, to allocate control blocks and I/O buffers above the 16-MB line.

If you determine that this change could be causing a problem, you can use the VSAM JCL parameter AMP to override the default.
Chapter 12. Migration issues resulting from class library changes between OS/390 C/C++ applications and Standard C++ library

Class library changes that have taken place since OS/390 C/C++ applications were developed have resulted in the following migration issues:

- “Function calls to different libraries”
- “Removal of IBM Open Class Library support”
- “Removal of Database Access Class Library utility”
- “Migration of programs with calls to UNIX System Laboratories I/O Stream Library functions”

Function calls to different libraries

See “Function calls to different libraries” on page 73.

Removal of IBM Open Class Library support

See “References to class libraries that are no longer shipped” on page 73.

Removal of SOM support

As of OS/390 V2R10 C++ compiler, the IBM System Object Model® (SOM®) is no longer supported in the C++ compiler.

Removal of Database Access Class Library utility

As of OS/390 V2R4 C++ compiler, the Database Access Class Library utility is no longer available.

Migration of programs with calls to UNIX System Laboratories I/O Stream Library functions

See “Migration from UNIX System Laboratories I/O Stream Library to Standard C++ I/O Stream Library” on page 73.
Part 4. Migration of earlier z/OS C/C++ applications to z/OS V1R11 XL C/C++

Earlier z/OS C/C++ applications were created with one of the following compilers:
- IBM z/OS V1R1 C/C++ (equivalent to the OS/390 V2R10 compiler)
- IBM z/OS V1R2 C/C++
- IBM z/OS V1R3 C/C++
- IBM z/OS V1R4 C/C++
- IBM z/OS V1R5 C/C++
- IBM z/OS V1R6 C/C++
- IBM z/OS V1R7 XL C/C++
- IBM z/OS V1R8 XL C/C++
- IBM z/OS V1R9 XL C/C++
- IBM z/OS V1R10 XL C/C++

Note: The z/OS V1R3 and V1R4 compilers are equivalent to the z/OS V1R2 compiler.

Significant class library changes occurred with releases z/OS V1R5 C/C++ compiler through z/OS V1R9 XL C/C++ compiler. These changes could necessitate changes in your source code.

Notes:
1. If your application uses IBM CICS information or statements, also see Chapter 19, "Migration issues with earlier C/C++ applications that run CICS statements," on page 119.
2. If your application uses IBM DB2 information or statements, also see Chapter 20, "Migration issues with earlier C/C++ applications that use DB2 Universal Database," on page 125.

The following topics provide information relevant to migrating an earlier z/OS C/C++ application to z/OS V1R11 XL C/C++ compiler:
- Chapter 13, "Source code compatibility issues with earlier z/OS C/C++ programs," on page 73
- Chapter 14, "Compile-time migration issues with earlier z/OS C/C++ programs," on page 81
- Chapter 15, "Bind-time migration issues with earlier z/OS C/C++ programs," on page 93
- Chapter 16, "Run-time migration issues with earlier z/OS C/C++ applications," on page 97
Chapter 13. Source code compatibility issues with earlier z/OS C/C++ programs

Significant class library changes have occurred between z/OS V1R5 C/C++ compiler and z/OS V1R11 XL C/C++ compiler. These changes could necessitate changes in your source code. Otherwise, you can likely use source programs that were created with one of the earlier z/OS C/C++ compilers without modification.

Exceptions are highlighted in the following topics:

- “Function calls to different libraries”
- “References to class libraries that are no longer shipped”
- “Migration from UNIX System Laboratories I/O Stream Library to Standard C++ I/O Stream Library”
- “Standard C++ compliance compatibility issues” on page 74
- “Use of XL C/C++ library functions” on page 74
- “Use of pragmas” on page 77
- “Virtual function declaration and use” on page 79

Note: Some source code compatibility issues can be addressed by modifying run-time options. See Chapter 11, “Run-time migration issues with OS/390 C/C++ applications,” on page 67.

Function calls to different libraries

While it is possible to use functions from more than one library, (Standard C++ I/O Stream Library, UNIX System Laboratories I/O Stream Library, and C I/O), it is not recommended because it requires that your code perform extra tasks. For example, the UNIX System Laboratories I/O Stream Library uses a separate buffer so you would need to flush the buffer after each call to cout by either setting ios::unitbuf or calling sync_with_stdio().

You should avoid switching between the I/O Stream Library formatted extraction functions and C stdio.h library functions whenever possible, and you should also avoid switching between versions of the I/O Stream Libraries. For more information, see z/OS XL C/C++ Programming Guide, SC09-4765.

References to class libraries that are no longer shipped

As of z/OS V1R9, IBM Open Class Library (IOC) dynamic link libraries (DLLs) are no longer shipped with the z/OS XL C/C++ compiler.

Any source dependency on an IOC DLL must be removed.

For information about the libraries that are supported by the current release, see z/OS XL C/C++ Run-Time Library Reference.

Migration from UNIX System Laboratories I/O Stream Library to Standard C++ I/O Stream Library

The values for some enumerations differ slightly between the UNIX System Laboratories and Standard C++ I/O Stream Library. This may cause problems when migrating programs to the Standard C++ I/O Stream Library.
The following IOS format flags have been added to the Standard C++ I/O Stream Library:

- boolalpha
- adjustfield
- basefield
- floatfield

The following IOS format flags have been removed:

- flags for format control: stdio
- flags for open-mode control: nocreate, noreplace, bin
- flags for the io-state control: hardfail

There might be other small differences.

### Standard C++ compliance compatibility issues

As of z/OS V1R7, the XL C++ compiler supports *Programming languages - C++ (ISO/IEC 14882:2003(E))*, which documents the currently supported Standard C++. For more information, see Part 5, “ISO Standard C++ compliance migration issues,” on page 105.

### Use of XL C/C++ library functions

The use of XL C/C++ library functions can be affected by performance enhancements such as:

- “Timing of processor release by the pthread_yield() function”
- “New information returned by the getnameinfo() function” on page 75

as well as by changes to external standards, such as:

- "Feature test macros and system header files" on page 75
- "Potential need to include _leee754.h" on page 75
- "New definitions exposed by use of the _OPEN_SYS.SOCK_IPV6 macro" on page 75
- "Required changes to fprintf and fscanf strings %D, %DD, and %H" on page 76
- "Changes to the putenv() function and POSIX compliance" on page 76

### Timing of processor release by the pthread_yield() function

As of z/OS V1R8 XL C/C++ compiler, the _EDC_PTHREAD_YIELD environment variable can be used to either release the processor immediately, or release the processor after a delay. This change affects both the pthread_yield() and sched_yield() functions.

In prior releases, control was passed back to the calling thread without releasing the processor whenever multiple intra-thread calls to pthread_yield() occurred within .01 seconds of one another.

If you want to continue to use the previous internal timing algorithm, use the following command:

```
_EDC_PTHREAD_YIELD=-1
```

For information about _EDC_PTHREAD_YIELD and setting environment variables, see *Using environment variables* in [Z/OS XL C/C++ Programming Guide](SC09-4765).
New information returned by the getnameinfo() function

As of z/OS V1R9 XL C/C++ compiler, invocations of the getnameinfo() function might need to be modified to handle interface information appended to the host name. Prior to z/OS V1R9, the getnameinfo() function ignored the zone index value in the input sockaddr_in6 structure.

Ensure that you verify the capability to handle scope information of getnameinfo() invocations that have the following characteristics:

- The sa argument represents an IPv6 link-local address.
- The sin6_scope_id member of sa is non-zero.

The scope information is returned in the format hostname%interface. The host name is the node name associated with the IP address in the buffer pointed to by the host argument. By default, the scope information is the interface name associated with the zone index value.

For information about options for addressing this change, see Communications Server migration actions in z/OS Migration, GA22-7499.

Feature test macros and system header files

You must define the feature test macros that you need before including any system headers.

Feature test macros control which symbols are made visible in a source file (typically a header file). For detailed information about header files and supported feature test macros, see z/OS XL C/C++ Run-Time Library Reference, SA22-7821.

Potential need to include _Ieee754.h

As of z/OS XL C/C++ V1R9 compiler, the <math.h> file (included in the <tgmath.h> header file) no longer includes the <_Ieee754.h> file, which declares IEEE 754 interfaces.

This change avoids potential namespace pollution. If your code needs any symbols that are defined in <_Ieee754.h>, you must explicitly include that header file.

For additional information about run-time library support of decimal floating-point data types and functions, see z/OS XL C/C++ Run-Time Library Reference, SA22-7821.

New definitions exposed by use of the _OPEN_SYS_SOCK_IPV6 macro

As of z/OS V1R7 XL C++ compiler, recompiling an earlier C/C++ program that uses the _OPEN_SYS_SOCK_IPV6 feature test macro will expose new definitions in the system header files as well as new functions in netinet/in.h. These new functions are:

inet6_opt_append() inet6_opt_find() inet6_opt_finish() inet6_opt_get_val()
inet6_opt_init() inet6_opt_next() inet6_opt_set_val() inet6_rth_add()
inet6_rth_getaddr()  inet6_rth_init()  inet6_rth_reverse()  inet6_rth_segments()
inet6_rth_space()

Required changes to fprintf and fscanf strings %D, %DD, and %H

As of z/OS V1R8, XL C/C++ compiler supports decimal floating point size modifiers ("D", "DD", and "H") for the fprintf and fscanf families of functions. If a percent sign (%) is followed by one of these character strings, which had no meaning under previous releases of z/OS XL C/C++, the compiler could interpret the data as a size modifier. Treatment of this condition is undefined and the behavior could be unexpected.

For a description of the potential results, see "Unexpected output from fprintf() or fscanf()" on page 98.

If you are using z/OS V1R9 XL C/C++ compiler and you want the fprintf() and fscanf() families of functions to produce the same results as your previous compiler, change your source code input as shown in Table 13.

Table 13. Example: Code change for fprintf/fscanf character strings "%D", "%DD", and "%H"

<table>
<thead>
<tr>
<th>Existing statement</th>
<th>Modification required under z/OS V1R11 XL C/C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>printf(&quot;This results in a 10%Deduction.\n&quot;);</td>
<td>printf(&quot;This results in a 10%%Deduction.\n&quot;);</td>
</tr>
</tbody>
</table>

Changes to the putenv() function and POSIX compliance

As of z/OS V1R5 C/C++, the function putenv() places the string passed to putenv() directly into the array of environment variables. This behavior assures compliance with the POSIX standard.

Prior to z/OS V1R5 C/C++, the string used to define the environment variable passed into putenv() was not added to the array of environment variables. Instead, the system copied the string into system-allocated storage.

To allow the POSIX-compliant behavior of putenv(), do nothing; it’s now the default condition.

To restore the previous behavior of putenv(), follow these steps:
1. Ensure that the environment variable, _EDC_PUTENV_COPY, is available on your pre-z/OS V1R5 system.
2. Set the environment variable _EDC_PUTENV_COPY to "YES".

For additional information, see:
- z/OS XL C/C++ Run-Time Library Reference
- _EDC_PUTENV_COPY in z/OS XL C/C++ Programming Guide

C99 support of long long data type

As of z/OS V1R7 XL C/C++ compiler, when you recompile an application that uses long long support, you might experience problems if the application does one of the following actions:
- Uses a compiler designed to support C99
- Does not ask for extended features
If an application currently uses the LANGLVL(LONGLONG) compiler option to get at the long long data type, and also uses certain non-standard long long macros, recompiling with z/OS V1R11 XL C/C++ may cause compiler error messages to be issued because these non-standard definitions are hidden unless both LANGLVL(LONGLONG) and LANGLVL(EXTENDED) are in effect.

If an application currently uses LANGLVL(EXTENDED), the non-standard definitions will continue to be exposed since extended features are requested. For those applications that want to use a compiler designed to support C99, but do not want extended features, change the source code to use the C99 standard long long macros, as shown in Table 14.

Table 14. C99 standard macros to replace non-standard long long macros that cause z/OS V1R11 errors

<table>
<thead>
<tr>
<th>Non-standard long long macros</th>
<th>C99 standard long long macros</th>
</tr>
</thead>
<tbody>
<tr>
<td>LONGLONG_MIN</td>
<td>LLONG_MIN</td>
</tr>
<tr>
<td>LONGLONG_MAX</td>
<td>LLONG_MAX</td>
</tr>
<tr>
<td>ULONGLONG_MAX</td>
<td>ULLONG_MAX</td>
</tr>
</tbody>
</table>

The definitions in Table 14 are commonly used with the following functions:

- llabs()
- the following long long numeric conversion functions
  - strtoll()
  - strtoull()
  - wcstoll()
  - wcstoull()

Use of pragmas

Functionality of pragmas can change from release to release, or under different circumstances. Be aware of the following migration issues:

- "Application of #pragma unroll() as of z/OS V1R7 XL C/C++"
- "Unexpected C++ output with #pragma pack(2)" on page 78

Application of #pragma unroll() as of z/OS V1R7 XL C/C++

As of z/OS V1R7 XL C/C++ compiler, the #pragma unroll() directive works only with for loops.

If your code applies the #pragma unroll() directive to a while or a do loop, the compiler ignores the pragma directive and generates a warning message.

For detailed information about unrolling loops, refer to any or all of the following related documents:

- z/OS XL C/C++ Language Reference, SC09-4815
- z/OS XL C/C++ Programming Guide, SC09-4765
- z/OS XL C/C++ User’s Guide, SC09-4767
Unexpected C++ output with #pragma pack(2)

An aggregate, which contains char data type members only, has natural alignment of one byte. XL C retains the natural one-byte alignment but when #pragma pack(2) is applied to an aggregate, its alignment increases to two bytes.

If XL C and XL C++ program objects need to be compatible, do not use #pragma pack(2) in your XL C or XL C++ code.

**Note:** You can use the sizeof operator to test the output whenever #pragma pack(2) is used.

For more information about #pragma pack(2), refer to the discussion of the #pragma pack directive twobyte option in z/OS XL C/C++ Language Reference.
Virtual function declaration and use

Figure 11 shows a program that, as of z/OS V1R6 C/C++ compiler, would generate an exception under the IBM object model because the call to a member function version() on the object _b occurs before the declaration of _b.

```cpp
#include

class A {
   public:
      A(int i) : v(i) {}
      virtual int version() {return 0;} 1;
      private: int v;
};
class B:virtual public A {
   public:
      B(int i) : A(i) {} 2;
};
extern B _b; 3
static int ver = _b.version();
B _b(1); 4
int main() {
   printf("version: %d\n", ver);
   return 0;
}
```

Notes:
1. The virtual keyword tells the compiler that the function is virtual and it can be overloaded by any derived class of A.
2. A reference to externally defined _b of type B.
3. The value of static global variable ver is initialized with the value returned by member function version() called by object _b. An exception will be raised because the object _b is not fully constructed at the time of the call to the member function version().
4. The declaration of the polymorphic object _b occurs after its use on the previous line. This line should precede the definition of ver to ensure that the virtual function version() is found at run time.

Figure 11. Example that highlights sequence of statements to declare and call a virtual function
Chapter 14. Compile-time migration issues with earlier z/OS C/C++ programs

When you compile earlier z/OS C/C++ programs with z/OS V1R11 XL C/C++, be aware of the following information:

- "Changes in compiler listings, messages, and return codes" on page 85
- "Changes in compiler option functionality" on page 85
- "Changes that affect compiler invocations" on page 88
- "Changes that affect JCL procedures" on page 90
- "JCL that runs pre-z/OS V1R5 C/C++ programs" on page 91
- "Compiler options that manage Standard C++ compliance" on page 92
- "Impact of recompiling applications that include <net/if.h> with the _XOPEN_SOURCE_EXTENDED feature test macro" on page 92
- "Impact of recompiling applications that include the pselect() interface" on page 92
- "Impact of recompiling with the _OPEN_SYS_SOCK_IPV6 macro" on page 92
- "Impact of recompiling code that relies on math.h to include IEEE 754 interfaces" on page 92

Changes in compiler listings, messages, and return codes

From release to release, message contents can change and, for some messages, return codes can change. Errors can become warnings, and warnings can become errors. You must update any application that is affected by changes in message contents or return codes. Do not build dependencies on message contents, message numbers, or return codes. See z/OS XL C/C++ Messages for a list of compiler messages.

Listing formats, especially the pseudo-assembler parts, will continue to change from release to release. Do not build dependencies on the structure or content of listings. For information about C listings or the C++ listings for the current release, refer to z/OS XL C/C++ User’s Guide, SC09-4767.

You might need to be aware of changes with respect to the following issues:

- "Appearance of compiler substitution variables" on page 82
- "Function offsets in source listing" on page 82
- "Diagnostic refinement in identification of linkage issues (C++ only)" on page 82
- "References to UNIX System Services file names" on page 83
- "Non-compliant array index raises an exception" on page 83
- "Unexpected name lookup error messages with template use" on page 83
- "Width of mnemonic in assembly listings" on page 84
- "Macro redefinitions and error messages" on page 84

Appearance of compiler substitution variables

As of z/OS V1R10, the compiler substitution variable appears, where applicable, in the message section of a compilation listing. This is to avoid the confusion that can be caused by a string of blank spaces in the listing.
Corrections in escape sequence encoding

As of z/OS V1R11, the encoding of octal escape characters in string literals and wide string literals is corrected. See the corrected processing in the following table (where the bytecode is shown using base 16).

Table 15. Corrections in escape sequence encoding

<table>
<thead>
<tr>
<th>Example</th>
<th>Old bytecode (INCORRECT)</th>
<th>New bytecode (CORRECT)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;\776&quot;</td>
<td>01fe00</td>
<td>fe00</td>
<td>Octal escape overflow in narrow string literals.</td>
</tr>
<tr>
<td>L&quot;\776&quot;</td>
<td>0001fe00 00</td>
<td>01fe0000</td>
<td>Octal escape above \377 (no overflow) in wide string literal.</td>
</tr>
</tbody>
</table>

Function offsets in source listing

As of z/OS V1R10, the XL C/C++ compiler adds the starting offset of each function to the listing when the OFFSET option is specified.

Diagnostic refinement in identification of linkage issues (C++ only)

Prior to PTF UK31348, the XL C++ compiler diagnosed any case in which two functions with the same linkage signature were mapped together. For examples, see Figure 12 and Figure 13.

As of PTF UK31348, the XL C++ compiler diagnoses two functions that are mapped together only when both are defined in the same compilation unit, without considering differences in linkage signature. See Figure 14 on page 83.

Code example:

```
// t.C
extern "C" int foo(int);
extern "C" int bar(double);
#pragma map (foo, "bar")
int f() { return foo(2) + bar(3.0);}
```

Figure 12. Example of diagnosis of two externally defined functions with different types mapped together, prior to z/OS V1R9 XL C/C++ PTF UK31348

The diagnostic message will identify the mapping of foo with "bar" as invalid because their declarations differ in type.

Code example:

```
// t.C
int foo(double);
extern "C" int bar(double);
#pragma map (foo, "bar")
int f() { return foo(2) + bar(3.0);}
```

Figure 13. Example of diagnosis of two externally defined functions with different linkage signatures mapped together, prior to z/OS V1R9 XL C/C++ PTF UK31348

The diagnostic message will identify the mapping of foo with "bar" as invalid because, although they are defined with the same type, one is defined with a default linkage.
Code example:

```c
// t.c
extern "C" int foo(int) { return 0; }
extern "C" int bar(int) { return 2.0; }
#pragma map (foo, "bar")
int f() { return foo(2) + bar(3.0); }
```

*Figure 14. Example of diagnosis of two functions with the same linkage signatures mapped together as of z/OS V1R9 XL C/C++ with PTF UK31348 applied*

The diagnostic message will identify the mapping of `foo` with "bar" as invalid because both are defined, which violates the one-definition rule.

**References to UNIX System Services file names**

As of z/OS V1R9, when compiling C source files that reside in the UNIX System Services file system, any messages emitted during the compilation will use relative path information, rather than absolute path information, to reference the file name. This makes all file-name references in the compiler error messages and listings consistent in that they all use relative path information.

**Non-compliant array index raises an exception**

As of z/OS V1R9 XL C++, an error message is generated whenever an array index is defined as anything other than an integral non-volatile constant expression. This change alerts you that your code does not comply with the currently supported C++ Standard (section 5.19). For an example, see [Figure 15](#).

**Notes:**

1. To avoid this problem, redefine the array index to an integral non-volatile constant expression.
2. Prior to z/OS V1R9 XL C++, the compiler allowed local validation of this rule.

Code example:

```c
void f() {}
int main()
{
  int i[(int)f];
  return 0;
}
```

*Figure 15. Example of volatile array index*

The compiler will generate a message stating that the expression must be an integral non-volatile constant expression.

**Unexpected name lookup error messages with template use**

As of z/OS V1R9 XL C++ compiler, new name lookup exceptions could result from compiling a template which uses symbolic names that do not depend on that template's parameters. For an example, see [Figure 16 on page 84](#) and [Figure 17 on page 84](#).

Symbolic names that are not dependent on a template parameter must be:

* Declared before they are used.
* Defined before they are used in a context that requires a complete definition.
Earlier releases allowed names to be used in a template definition before they were declared as long as they were declared before the template was instantiated.

**Note:** This change will not affect well-formed code, which always defines names in the source code before using them. For information about using templates in C++ programs, see [z/OS XL C/C++ Programming Guide, SC09-4765](#). For information about compiling, binding, and running C++ templates, see [z/OS XL C/C++ User’s Guide](#).

```cpp
template <class T> void fnc(T &x, T y) {
    int t1=FAIL;
    int t2=ZERO;
    int t3=ONE;
}
enum ENUMTYPE {ZERO = 3, ONE, FAIL} e1, e2, e3, e4;
struct tst{};
template void fnc(tst &x, tst y);
```

*Figure 16. Example of C++ template code that will cause name lookup exceptions.*

If the compiler encounters this code before it encounters the declarations of the symbolic names FAIL, ZERO, and ONE, it will generate the messages listed in *Figure 17*.

```plaintext
"./ex1.cpp", line 3.11: CCN5274 (S) The name lookup for "FAIL" did not find a declaration.
"./ex1.cpp", line 8.31: CCN6303 (I) "ENUMTYPE FAIL" is not visible.
"./ex1.cpp", line 1.25: CCN5700 (I) The previous message was produced while processing "fnctst(tst &x, tst)".
"./ex1.cpp", line 4.11: CCN5274 (S) The name lookup for "ZERO" did not find a declaration.
"./ex1.cpp", line 8.16: CCN6303 (I) "ENUMTYPE ZERO" is not visible.
"./ex1.cpp", line 5.11: CCN5274 (S) The name lookup for "ONE" did not find a declaration.
"./ex1.cpp", line 8.26: CCN6303 (I) "ENUMTYPE ONE" is not visible.
```

*Figure 17. Messages that result from attempts to compile the code in Figure 16.*

**Width of mnemonic in assembly listings**

As of z/OS V1R9 XL C/C++ compiler, customized JCL procedures or other tools that scan assembly listings might need to be updated because the width of the instruction mnemonic has been increased.

**Macro redefinitions and error messages**

As of z/OS V1R7 XL C, the behavior of macro redefinition has changed. For certain language levels, the XL C compiler will issue a severe error message instead of a warning message when a macro is redefined to a value that is different from the first definition.

For information about the language levels that are affected, see [“LANGLVL(ANSI), LANGLVL(SAA), or LANGLVL(SAAL2) compiler option and macro redefinitions” on page 86](#) and [“LANGLVL(EXTENDED) compiler option and macro redefinitions” on page 87](#).
Changes in compiler option functionality

The following topics describe changes in compiler option functionality that might require modifications to either your use of compiler options or your source code:

- "CMDOPTS compiler option and conflict resolution" on page 86
- "GONUMBER compiler option and LP64 support" on page 86
- "FLOAT(AFP) suboptions for applications that access CICS data" on page 86
- "LANGLVL(ANSI), LANGLVL(SAA), or LANGLVL(SAAL2) compiler option and macro redefinitions" on page 86
- "LANGLVL(EXTENDED) compiler option and macro redefinitions" on page 87
- "LOCATE compiler option" on page 87
- "ILP32 compiler option and name mangling" on page 91
- "SQL compiler option and SQL EXEC statements" on page 88
- "TARGET compiler option" on page 88

CMDOPTS compiler option and conflict resolution

As of z/OS V1R7 XL C/C++ compiler:

- Default options specified in the configuration file have the same weight as if they were specified on the command line. The XL C/C++ compiler cannot distinguish between an option specified in the configuration file and an option specified on the command line.
- Any conflict between options and pragmas is resolved in favor of the option.
- The XL C/C++ compiler no longer requires that default options be specified in the configuration file.

As of z/OS V1R7 XL C/C++, if you customize your xlc configuration file using the sample default configuration file, you might experience a change in behavior because the defaults for supported xlc commands are no longer specified in the options attribute in the configuration file. Instead, the xlc utility emits the defaults as suboptions of the CMDOPTS compiler option. This may cause a change in behavior because the XL C/C++ compiler resolves conflicts between options and pragmas differently, depending on whether options are specified as suboptions of the CMDOPTS option or explicitly on the command line and in the options attributes.

DFP compiler option and earlier floating-point applications

As of z/OS V1R10, there is a risk that earlier C/C++ applications compiled with the DFP option could inadvertently reset the decimal floating-point rounding mode to the default value. You should consider this risk if you are adding decimal floating-point functionality to an application that includes floating-point operations which use the data type fenv_t or the function fesetenv() with the static initializer FE_DFL_ENV. This is because the FE_DFL_ENV and __fe_def_env static initializers set the decimal floating-point rounding mode to the FE_DEC_TONEAREST value.

Be aware of the following constraints

- Because the decimal floating-point rounding mode field is stored in the FPC register, there will be no effect on the binary floating-point rounding mode. However, you should take care with exception handling routines because binary floating-point applications can use FPC exception flags.
- DFP names will not be exposed when the application is compiled without the DFP compiler option. (There may also be a new __STDC_WANT_DEC_FP__ C99 feature test macro to further protect against namespace invasion).
- If you are compiling a System Programming C (SPC) application, you should not use the DFP option; the statically bound version of the SPC function sprintf() does not support decimal floating-point number formats. Standard functions that are already supported in the SPC library (such as printf() and scanf()) will be able to operate on decimal floating-point numbers.

**ENUMSIZE(SMALL) and protected enumeration types in system header files**

As of z/OS V1R7 XL C/C++ compiler, selected enumerated (enum) type declarations in system header files are protected to avoid potential execution errors. This allows you to specify the ENUMSIZE compiler option with a value other than SMALL without risking incorrect mapping of enum data types (for example, if they were used inside of a structure).

With earlier versions of the compiler, if you specified ENUMSIZE() with a value other than SMALL, data that was declared with certain enum types could be incorrectly mapped. In some instances, the header files in the library referenced the types (such as __device_t in the typedef fd_t), which resulted in a potential inconsistency between the mapping seen during application execution and that declared in the library (which is built with the default ENUMSIZE(SMALL)).

Even when you specify ENUMSIZE with a value other than SMALL, the enumerations listed in Table 16 will always be ENUMSIZE(SMALL).

**Table 16. Header files with declarations of protected enumeration types**

<table>
<thead>
<tr>
<th>Header file</th>
<th>Enumerations</th>
</tr>
</thead>
<tbody>
<tr>
<td>stdio.h</td>
<td>__device_t</td>
</tr>
<tr>
<td>search.h</td>
<td>ACTION</td>
</tr>
<tr>
<td>sys/uio.h</td>
<td>uio_rw</td>
</tr>
<tr>
<td>sys/wait.h</td>
<td>idtype_t</td>
</tr>
<tr>
<td>_Ccspid.h</td>
<td>__csType</td>
</tr>
<tr>
<td>_ledebug.h</td>
<td>asfAmodeType</td>
</tr>
<tr>
<td>yvals.h</td>
<td>_Mux</td>
</tr>
</tbody>
</table>

**GONUMBER compiler option and LP64 support**

As of z/OS V1R8 XL C/C++ compiler, the GONUMBER compiler option generates line number tables for both 31-bit and 64-bit applications.

**FLOAT(AFP) suboptions for applications that access CICS data**

See [CICS TS V4.1 with “Extended MVS Linkage Convention”](#) on page 122.

**LANGLVL(ANSI), LANGLVL(SAA), or LANGLVL(SAAL2) compiler option and macro redefinitions**

As of z/OS V1R7 XL C, the treatment of macro redefinitions has changed. For LANGLVL(ANSI), LANGLVL(SAA), or LANGLVL(SAAL2), the XL C compiler will
issue a severe message instead of a warning message when a macro is redefined to a value that is different from the first definition.

```c
#define COUNT 1
#define COUNT 2  /* error */
```

*Figure 18. Macro redefinition*

**Note:** Compare the treatment of macro redefinitions for these LANG_LVL sub-options with that in "LANG_LVL(EXTENDED) compiler option and macro redefinitions."

**LANG_LVL(EXTENDED) compiler option and macro redefinitions**

As of z/OS V1R7 XL C, you can redefine a macro that has not been first undefined with LANG_LVL(EXTENDED).

```c
#define COUNT 1
#define COUNT 2
int main () {
    return COUNT;
}
```

*Figure 19. Macro redefinition under LANG_LVL(EXTENDED)*

With z/OS V1R6 C and previous C compilers, this test will return "1". As of z/OS V1R7 XL C, this test will return "2".

**Note:** Compare the treatment of macro redefinitions for LANG_LVL(EXTENDED) with that for "LANG_LVL(ANSI), LANG_LVL(SAA), or LANG_LVL(SAAL2) compiler option and macro redefinitions" on page 86.

**LOCALE compiler option**

As of z/OS V1R9 XL C/C++, the __LOCALE__ macro is defined to the name of the compile-time locale. If you specified LOCALE(strinf string literal), the compiler uses the run-time function setlocale(LC_ALL "string literal") to determine the name of the compile-time locale. If you do not use the LOCALE compiler option, the macro is undefined.

Prior to z/OS V1R9 XL C/C++, the __LOCALE__ macro was defined to "" when the LOCALE option was specified without a suboption.

**M compiler option**

Before z/OS V1R11, the stand-alone makedepend utility was used to analyze source files and determine source dependencies. As of z/OS V1R11, the M (-qmakedep) compiler option is introduced to provide similar information.

The M compiler option is used to generate a "make" description file as a side-effect of the compilation process. The description file contains a rule or rules suitable for "make" that describes the dependencies of the main compilation source file. The MF suboption is used in conjunction with the M compiler option and specifies the name of the file where the dependency information is generated, or the location of the file, or both.

For detailed information, refer to MAKEDEP compiler option in *z/OS XL C/C++ User’s Guide*.
SQL compiler option and SQL EXEC statements

See Chapter 20, “Migration issues with earlier C/C++ applications that use DB2 Universal Database,” on page 125.

TARGET compiler option

As of z/OS V1R11 XL C/C++ compiler, the earliest release that can be targeted is z/OS V1R9 XL C/C++. For more information about the TARGET compiler option refer to z/OS XL C/C++ User’s Guide.

See also “Program modules from an earlier release” on page 93.

Changes that affect compiler invocations

As of z/OS V1R6 C/C++ compiler, compiler invocation is supported by two different utilities:

- c89
- xlc

z/OS V1R6 C/C++ introduced the following utilities:

- xlc command, to compile a C program
- xlcC and xlc++ commands, to compile a C++ program

z/OS V1R6 C/C++ introduced the following command suffixes:

- _x suffix, which compiles the program with XPLINK
- _64 suffix, which compiles the program under LP64

The utility you want to use depends on:

- Whether you need to port code between z/OS and AIX®.
- How you want to set up your build environment.

For example, you can use the command c89_x to compile an ANSI-compliant program with XPLINK.

Note: As of z/OS V1R7 XL C/C++, you no longer need to use command names with suffixes _x/_64 to compile/bind an XPLINK or 64-bit application. You can use suffixless command names with -qxplink/-q64 or -Wc,xplink/-Wc,lp64 and -Wl,xplink/-Wl,lp64 instead. For detailed information, refer to the c89 utility information in z/OS XL C/C++ User’s Guide.

Table 17. Differences between the c89 and xlc compiler invocation utilities

<table>
<thead>
<tr>
<th>Command support</th>
<th>c89 utility</th>
<th>xlc utility</th>
</tr>
</thead>
<tbody>
<tr>
<td>The c89 utility does not support</td>
<td>The following commands accept AIX C/C++ as well as z/OS C/C++ options syntax:</td>
<td></td>
</tr>
</tbody>
</table>
| • The -S flag option introduced in z/OS V1R9. | • cc
| • AIX options syntax. | • c89
|                         | • cxx
|                         | • c++
|                         | The xlc utility does not support the TEMPINC compiler option. |
### Table 17. Differences between the c89 and xlc compiler invocation utilities (continued)

<table>
<thead>
<tr>
<th></th>
<th>c89 utility</th>
<th>xlc utility</th>
</tr>
</thead>
<tbody>
<tr>
<td>Environment setup</td>
<td>Determined by environment variables</td>
<td>Determined by configuration file</td>
</tr>
</tbody>
</table>

### Changes that affect use of the c89 command

#### Debug format specification
As of z/OS V1R6 C/C++, the environment variable `_DEBUG_FORMAT` can be used with the c89 utility to specify translation of the `-g` flag option for 31-bit compilations:

- If `_DEBUG_FORMAT` equals DWARF (the default), `-g` is translated to `DEBUG(FORMAT(DWARF))`.
- If `_DEBUG_FORMAT` equals ISD, then `-g` is translated to `TEST` (the old translation).

For the impact on the run-time environment, see "Debug format and c89 -g flag option translation" on page 95.

For more information about using the c89 utility, see the c89 utility information in z/OS XL C/C++ User’s Guide.

### Changes that affect use of the xlc utility
When you use the xlc utility to compile or link an existing application, be aware of the following potential migration issues:

- Changes in processing of return code (see "Exposure of build problems and xlc utility")
- Changes in processing of source file comments (see "When C++ style comments are the default")

#### Exposure of build problems and xlc utility
As of z/OS V1R10 XL C/C++ compiler, the xlc utility handles the `*_ACCEPTABLE_RC` environment variable as the c89 utility handles it. This permits users to specify acceptable return codes in order to expose the same build problems that are exposed with the c89 utility.

You will notice a change in behavior if:

- You use the xlc utility to compile source programs or link-edit object files in an environment in which the `*_ACCEPTABLE_RC` environment variable is exported:
- The `*_ACCEPTABLE_RC` environment variable has a value other than "4".

Otherwise, the xlc utility behaves the same as it did for earlier releases (assuming you do not use the `acceptable_rc` configuration file attribute).

For detailed information about the `*_ACCEPTABLE_RC` environment variable, see z/OS UNIX System Services Command Reference. For more information about specifying acceptable return codes, see z/OS XL C/C++ User’s Guide.

#### When C++ style comments are the default
As of z/OS V1R7 XL C/C++, the xlc command causes the compiler to generate C++ style comments by default. This change will not normally affect your program. But in the special cases where it does (as shown in the example below), you must either override `-qcpluscmt` or change your source code.
In Figure 20, the intention is to increment the input by one.

```c
printf("%d\n",i//*something*/
+1);
```

*Figure 20. C++ style comment*

Prior to z/OS V1R7 XL C/C++ compiler, the compiler saw the equivalent of:

```c
printf("%d\n", i / +1);
```

and if the input is 4, the output is also 4.

As of z/OS V1R7 XL C/C++ compiler, the compiler sees the equivalent of:

```c
printf("%d\n", i +1);
```

and if the input is 4, the output is 5, as intended.

## Changes that affect JCL procedures

Memory requirements for compilation may increase for successive releases as new logic is added. If you cannot recompile an application that you successfully compiled with a previous release of the compiler, try increasing the region size. For the current default region size, refer to the [z/OS XL C/C++ User’s Guide](#).

### User-defined conversion tables and `iconv()` functions

As of z/OS V1R9, the `iconv()` family of functions utilizes character conversion services provided by Unicode Services (UCS). Prior to z/OS V1R9 releases, the `iconv()` function used either a single byte or a double byte substitution character; single-byte and double-byte substitution characters were never mixed. As of z/OS V1R9, the `iconv()` function will use a single byte substitution character when converting single byte characters and a multibyte substitution character when converting multibyte characters in a mixed character set conversion. The environment variables, `_ICONV_MODE` and `_ICONV_TECHNIQUE` control function behavior.

These changes will affect your compilation only if both of the following conditions are true:

- Your JCL does specify user-defined conversion tables.
- Your JCL uses conversion techniques other than LMREC (the default value for `_ICONV_TECHNIQUE`).

Otherwise, set the `_ICONV_MODE` environment variable to C in order to access the new UCS character conversion services.

**Note:** When Unicode Services are being used, the `_ICONV_UCS2` and `_ICONV_PREFIX` environment variables have no meaning.

The `iconv()` function returns the number of nonidentical conversions performed during a conversion. As of z/OS V1R9, the `iconv()` function interprets nonidentical conversion more strictly. This means that the nonidentical conversion count for the same input buffer contents might be higher than it was for compilations under previous releases.

If your program includes CICS statements, also see [“Customized CEECCS.D.COPY and CEECCSDX.COPY files and iconv() changes” on page 122](#).

**Note:** As of z/OS V1R11, IBM will no longer ship uconvTable binary tables in either the installation-prefix.SCEEUTBL data set or the z/OS UNIX file system directory `/usr/lib/nls/locale/uconvTable`. 

ILP32 compiler option and name mangling

As of z/OS V1R9, the default name mangling suboption under ILP32 is zOSV1R2, whether the ILP32 option is specified during the compiler invocation or used by default. Any JCL procedure that is run under the ILP32 compiler option (either explicitly or by default), and does not specify the suboption that controls the name mangling conventions, will instruct the compiler to mangle names differently than it did in earlier supported releases.

This change applies to batch processing only. For programs that are compiled under UNIX System Services, there is no change in behavior.

Note: In earlier supported releases, when ILP32 was either explicitly specified in the JCL or used by default, the default name mangling suboption was ANSI instead of zOSV1R2.

IPA(LINK) compiler option and very large applications

As of z/OS V1R8 XL C/C++, when using the IPA compiler option to compile very large applications, you might need to increase the size of the work file associated with SYSUT5 DD in the IPA Link step. If you are using JCL procedures to compile the application, you can save the file space associated with the work files in the IPA Link step by defining DUMMY files as the work files associated with SYSUT6, SYSUT7, SYSUT8, and SYSUT14.

IPA(LINK) compiler option and exploitation of 64-bit virtual memory

As of z/OS V1R8 XL C/C++ compiler, the compiler component that executes IPA(LINK) is a 64-bit application, which will cause an XL C/C++ compiler ABEND if there is insufficient storage. The default MEMLIMIT system parameter size in the SMFPRMxparmlib member should be at least 3000 MB. The default MEMLIMIT value takes effect whenever the job does not specify one of the following:

- MEMLIMIT in the JCL JOB or EXEC statement
- REGION=0 in the JCL

Note: The MEMLIMIT value specified in an IEFUSI exit routine overrides all other MEMLIMIT settings.

The UNIX System Services ulimit command that is provided with z/OS can be used to set the MEMLIMIT default. For information, see z/OS UNIX System Services Command Reference. For additional information about the MEMLIMIT system parameter, see z/OS MVS Programming: Extended Addressability Guide. z/OS MVS Programming: Extended Addressability Guide.

As of z/OS V1R8 XL C++ compiler, the EDCI, EDCXI, EDCQI, CBCI, CBCXI, and CBCQI cataloged procedures, which are used for IPA Link, contain the variable IMEMLIM, which can be used to override the default MEMLIMIT value.

JCL that runs pre-z/OS V1R5 C/C++ programs

As of z/OS V1R5, C++ compiler the CBCI and CBCXI procedures contain the variable CLBPRFX. If you have any JCL that uses these procedures, you must either customize these procedures (for example, at installation time) or modify your JCL to provide a value for CLBPRFX.
Compiler options that manage Standard C++ compliance

To make an application conform to the currently supported Standard C++, you might need to change existing source code. You can use the compiler options and suboptions to manage those phases. For details, refer to Language element control options in z/OS XL C/C++ User’s Guide, SC09-4767.

Impact of recompiling applications that include <net/if.h> with the _XOPEN_SOURCE_EXTENDED feature test macro

As of z/OS V1R9, BSD-like socket definitions will not be automatically exposed when XPG 4.2 namespace is requested. To avoid violation of the standard UNIX namespace, the definitions are protected with the _OPEN_SYS_IF_EXT feature test macro.

Note: BSD sockets are used to manipulate network interfaces that are defined in <net/if.h>. For additional information about header files, see z/OS XL C/C++ Run-Time Library Reference, SA22-7821.

Impact of recompiling applications that include the pselect() interface

As of z/OS V1R11, recompilation of an existing XL C/C++ application that includes the <sys/select.h> header might fail if the application calls the pselect() interface and the undefined _POSIX_C_SOURCE 200112L feature test macro (or equivalent). If you need to recompile applications that call pselect(), you must define the _POSIX_C_SOURCE feature test macro (or equivalent) prior to including the system headers. Prior to z/OS V1R11, the pselect() declaration in <sys/select.h> was not protected by a feature test macro.

Impact of recompiling with the _OPEN_SYS_SOCK_IPV6 macro

As of z/OS V1R7, recompiling an earlier C/C++ program that uses the _OPEN_SYS_SOCK_IPV6 feature test macro will expose new definitions in Language Environment header files. See New definitions exposed by use of the _OPEN_SYS_SOCK_IPV6 macro on page 75.

Impact of recompiling code that relies on math.h to include IEEE 754 interfaces

As of z/OS V1R9 XL C/C++ compiler, recompilation of earlier C/C++ applications will fail if the code relies upon math.h to include _Ieee754.h. See Potential need to include _Ieee754.h on page 75.
Chapter 15. Bind-time migration issues with earlier z/OS C/C++ programs

If you are relinking load modules or program objects from a previous release of z/OS C/C++ compiler, be aware of the following potential migration issues:

- "Unexpected “missing symbol” error (C++ only)"
- "Program modules from an earlier release"
- "Alignment incompatibilities between object models" on page 94
- "Alignment incompatibilities between XL C and XL C++ output with #pragma pack(2)" on page 95
- "Debug format and c89 -g flag option translation" on page 95

Unexpected "missing symbol" error (C++ only)

If the binder is generating "missing symbol" error messages that did not appear with earlier compilers, it might be due to the change in the treatment of the using directive that was introduced in the z/OS V1R10 XL C++ compiler. See “Unqualified name lookups and the using directive” on page 109.

Program modules from an earlier release

When you use z/OS V1R11 XL C/C++ compiler to bind earlier program modules, be aware of the following migration issues:

- "Namespace pollution binder errors"
- "c89 COMPAT binder option default and programs from an earlier release" on page 94

Namespace pollution binder errors

As of z/OS V1R8 XL C/C++ compiler, when you target OS/390 V2R10 or an earlier release while binding or linking your application, you might encounter the namespace pollution error shown in Figure 21.

Note: z/OS V1R1 C/C++ compiler is the same as OS/390 V2R10 C/C++ compiler. OS/390 V2R10 is also reshipped in z/OS V1R2 through to V1R6.

**Figure 21. IEW2456E namespace pollution error**

If you encounter the error shown in Figure 21 use the code shown in Figure 22 on page 94 inside a header file that is included by the affected source.
As of z/OS V1R8 XL C/C++, the c89 utility no longer emits the default for the COMPAT binder option. This change prevents inadvertent attempts to use features that are not supported by the targeted release. It means that you have the option to obtain the binder defaults for the COMPAT option but you are not forced to override the c89 default when you bind applications intended to run on earlier releases. If you want to maintain the previous c89 utility behavior, you must do one of the following:

- Set the _PVERSION environment variable to a release earlier then z/OS V1R8 XL C/C++.
- Specify the COMPAT option on the command line. For example: `-Wl,compat=curr`.

If you want to override the binder default for the COMPAT option using the C/C++ cataloged procedures, specify the desired COMPAT option in the BPARAM proc variable.

**Note:** When the TARGET compiler option is used, binder features that are not supported by the targeted release should not be used. In previous releases of the z/OS C/C++ compiler, the default COMPAT option had to be overridden.

---

Alignment incompatibilities between object models

As of z/OS V1R6, C/C++ compilers support the IBM object model as well as the compat object model. The IBM object model has a more complex layout than the compat object model. The more complex layout supports 64-bit processing as well as 31-bit processing.

The IBM object model is the default for 64-bit processing, which is specified by the LP64 compiler option. The compat object model is the default for 31-bit processing, which is specified by the ILP32 compiler option. Because each object model uses a different memory layout, C++ constructs that work under the compat object model might not work under the IBM object model.

For more information, refer to The z/OS 64-bit environment in z/OS XL C/C++ Programming Guide.
Alignment incompatibilities between XL C and XL C++ output with #pragma pack(2)

An aggregate, which contains char data type members only, has a natural alignment of one byte. Typically, XL C retains the natural one-byte alignment. However, when #pragma pack(2) is applied to an aggregate, its alignment increases to two bytes. If you are binding both XL C and XL C++ program modules, and both C and C++ program modules use #pragma pack(2), there might be alignment incompatibilities.

See "Unexpected C++ output with #pragma pack(2)" on page 78.

Debug format and c89 -g flag option translation

As of z/OS V1R6 C/C++, the environment variable _DEBUG_FORMAT can be used with the c89 utility to specify translation of the -g flag option for 31-bit compilations:

- If _DEBUG_FORMAT equals DWARF (the default), -g is translated to DEBUG(FORMAT(DWARF)).
- If _DEBUG_FORMAT equals ISD, then -g is translated to TEST (the old translation).

For the impact on specification of compiler options, see "Debug format specification" on page 89.

For detailed information about using the c89 utility, see the c89 in z/OS XL C/C++ User's Guide.
Chapter 16. Run-time migration issues with earlier z/OS C/C++ applications

Run-time migration issues with earlier z/OS C/C++ programs result from changes in the Language Environment services, or in changes in functionality of run-time options.

Be aware of the following potential migration issues:

- "Earlier AMODE 64 applications"
- "Retention of previous run-time behavior" on page 98
- "Failure of authentication process"
- "Internationalization issues" on page 100
- "Changes in math library functions" on page 101
- "Changes in floating-point support" on page 102
- "Change in allocation of VSAM control blocks" on page 103

Earlier AMODE 64 applications

When you run earlier applications under AMODE 64, be aware of the following potential issues:

- "HEAPPOOLS run-time option no longer ignored in all AMODE 64 applications"

HEAPPOOLS run-time option no longer ignored in all AMODE 64 applications

As of z/OS V1R10, Language Environment services will not ignore the HEAPPOOLS run-time option when AMODE 64 applications specify it by using the _CEE_RUNOPTS environment variable.

In earlier Language Environment releases, when the HEAPPOOLS run-time option was specified via the _CEE_RUNOPTS environment variable, it was handled as follows:

- When an AMODE 64 application spawned an AMODE 31 process, the AMODE 64 application would ignore the HEAPPOOLS run-time option, but the AMODE 31 process would accept and propagate it.
- When an AMODE 31 application spawned an AMODE 64 process, the AMODE 31 application would accept the HEAPPOOLS run-time option, but the AMODE 64 process would ignore it.

Customized run-time libraries

Language Environment improvements might necessitate changing the way you build your libraries.

For a list of Language Environment references, refer to "Bibliography" on page 137.

Failure of authentication process

If a pre-z/OS V1R10 XL C/C++ application fails to authenticate any password strings, it might be because the maximum length of Pass_MAX has increased from 8 bytes to 255 bytes.
You should confirm that there is no change in password authentication behaviour by existing applications that use the `getpass()` function.

### Retention of previous run-time behavior

When your program is using Language Environment services, you can use the ENVAR run-time option to specify the values of environment variables at execution time. You can use some environment variables to specify the original run-time behavior for particular items. The following setting specifies the original run-time behavior for the greatest number of items:

```
ENVAR(“_EDC_COMPAT=32767”)  
```

Alternatively, you can add a call to the `setenv()` function, either in the CEEBINT High-Level Language exit routine or in your `main()` program. If you use CEEBINT only, you will need to relink your application. If you add a call to `setenv()` in the `main()` function, you must recompile the program and then relink your application. For more information, refer to `setenv()` in [z/OS XL C/C++ Run-Time Library Reference, SA22-7821](https://www.ibm.com/support/docview.wss?uid=swg27030586) and to [Using environment variables](https://www.ibm.com/support/docview.wss?uid=swg27030586) in [z/OS XL C/C++ Programming Guide](https://www.ibm.com/support/docview.wss?uid=swg22007823).

### Unexpected output from `fprintf()` or `fscanf()`

As of z/OS V1R8, XL C/C++ compiler supports decimal floating point size modifiers ("D", "DD", and "H") for the `fprintf` and `fscanf` families of functions. If a percent sign (%) is followed by one of these character strings, which had no meaning under previous releases of z/OS XL C/C++, the compiler could interpret the data as a size modifier. Treatment of this condition is undefined and the behavior could be unexpected.

For example, Table 18 shows the output, under different conditions, for the following statement:

```
printf("This results in a 10% Deduction.\n");
```

<table>
<thead>
<tr>
<th>Compiler release</th>
<th>Hardware</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>z/OS V1R9 XL C/C++</td>
<td>Without the DFP facility.</td>
<td>EDC6259S This function is not supported running on hardware that does not have the Decimal Floating Point Facility installed.</td>
</tr>
</tbody>
</table>
| z/OS V1R9 XL C/C++ | With the DFP facility. | The following is written to stdout:
This results in a 10 2.000000e-390duction. |
| Earlier z/OS C/C++ | Any hardware. | The following is written to stdout:
This results in a 100deduction. |

See [Required changes to `fprintf` and `fscanf` strings %D, %DD, and %H” on page 76.](https://www.ibm.com/support/docview.wss?uid=swg27030586)

### IEEE754 math functions

As of z/OS V1R9, certain IEEE754 `fdlibm` math functions are replaced by code written by IBM Research. Some of those were enhanced to improve performance and accuracy. The earlier versions are still available. See [Changes in math library functions” on page 101.](https://www.ibm.com/support/docview.wss?uid=swg27030586)
Internal timing algorithm specification

As of z/OS V1R8 XL C/C++ compiler, the internal timing algorithm uses the _EDC_PTHREAD_YIELD environment variable setting to control the time at which the processor is released.

If you want to continue to use the previous internal timing algorithm, use the following command:

_EDC_PTHREAD_YIELD=-1

For information about _EDC_PTHREAD_YIELD and setting environment variables, see Using environment variables in z/OS XL C/C++ Programming Guide, SC09-4765.

For information about the pthread_yield() and sched_yield() functions, see z/OS XL C/C++ Run-Time Library Reference, SA22-7821.

Daylight saving time definition

If you are using a locale that has been customized with LC_TOD, you need to be aware that as of z/OS V1R9, the Language Environment default daylight saving time (that for the U.S. Eastern time zone) is changed.

To retain the earlier daylight saving time, use either of the following methods:

- If the TZ environment variable is defined, reset it to override the default time zone, which is the U.S. Eastern time zone. TZ is typically set (with the value that is defined in either the /etc/environment or /etc/profile files) when the system is started.
- Replace the values in the time_t structure with those saved from your earlier time.h header file.

Note: The time.h header file contains declarations of all timezone-related subroutines and externals, as well as the tm structure.

Changes to the putenv() function and POSIX compliance

As of z/OS V1R5 C/C++, the function putenv() places the string passed to putenv() directly into the array of environment variables. This behavior assures compliance with the POSIX standard.

Prior to z/OS V1R5 C/C++, the string used to define the environment variable passed into putenv() was not added to the array of environment variables. Instead, the system copied the string into system-allocated storage.

To allow the POSIX-compliant behavior of putenv(), do nothing; it’s now the default condition.

To restore the previous behavior of putenv(), follow these steps:

1. Ensure that the environment variable, _EDC_PUTENV_COPY, is available on your pre-z/OS V1R5 system.
2. Set the environment variable _EDC_PUTENV_COPY to “YES”.

For additional information, see:

- z/OS XL C/C++ Run-Time Library Reference
- _EDC_PUTENV_COPY in z/OS XL C/C++ Programming Guide
Internationalization issues

If you are running an application that was last compiled under z/OS V1R2, z/OS V1R3, or z/OS V1R4, or z/OS V1R5, be aware of the following internationalization issues:

- "Default daylight saving time change"
- "EEC default currency update"
- "Movement of LOCALDEF utilities to new data sets"

Default daylight saving time change

As of z/OS V1R9, the Language Environment default daylight saving time is changed. Functions that depend on the change to or from daylight saving time will be executed in accordance with the new default. For example, a function such as `localtime()` will use the new default daylight saving time to return the local time.

If you are using a locale that has been customized with the `LC_TOD IBM` extension, you can retain the previous daylight saving time. See "Daylight saving time definition" on page 99.

Note: The `LC_TOD IBM` extension specifies the rules used to define the beginning, end, and duration of daylight savings time, and the difference between local time and Greenwich Mean Time.

EEC default currency update

Prior to z/OS V1R6, the default currency for EEC was set to local currency in the `LC_MONETARY` category of the locale. If you wanted to set Euro as currency, the `@euro` locales would need to be set using `setlocale()`.

As of z/OS V1R6, the `LC_MONETARY` information in the base locale is now preset to use the Euro, which means that the Euro is the default currency. If you want your applications to continue using the old (local) currency, you will need to issue `setlocale()` with the new `@preeuro` locale as the parameter.

Behavior of the current `@euro` locales has not changed.

For z/OS V1R7 to z/OS V1R9, Venezuela is changing its currency from bolivar to bolivar fuerte. The national currency symbol changes from Bs to BSF, and the international currency symbol changes from VEB to VEF. If you want to keep using the old currency symbols, the Bs or VEB (bolivar), you must use `setlocale()` with a locale name of "Es_VEO" for the language-territory part, instead of "Es_VE".

As of z/OS V1R9, Malta is adopting the euro currency. If you want to keep using the old currency symbol, you must use the `@preeuro` locales.

Movement of LOCALDEF utilities to new data sets

As of z/OS V1R6, the following LOCALDEF utilities have been moved to new data sets.

<table>
<thead>
<tr>
<th>Utility</th>
<th>From C/C++ data set</th>
<th>To Language Environment data set</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOCALDEF</td>
<td>CBC.SCCNUTL</td>
<td>CEE.SCEECLST</td>
</tr>
<tr>
<td>EDCLDEF</td>
<td>CBC.SCCNPRC</td>
<td>CEE.SCEEPROC</td>
</tr>
<tr>
<td>EDCXLDEF</td>
<td>CEE.SCCNPRC</td>
<td>CEE.SCEEPROC</td>
</tr>
</tbody>
</table>
If you use the MVS batch or TSO localedef (LOCALDEF) utility interfaces, you might need to do the following:

- Add or replace the Language Environment procedures library (CEE.SCEEPROC) where you currently have the C/C++ procedures library (CBC.SCCNPRC).
- Add or replace the Language Environment clist/exec library (CEE.SCEECLST) where you currently have the C/C++ clist/exec library (CBC.SCCNUTL). In addition, you may need to customize the Language Environment customization member (CEE.SCEECLST(CEE.CEL4CUST)) in addition to customizing the C/C++ customization member (CBC.SCCNUTL(CBC.CCNCCUST)).
- Add the Language Environment library CEE.SCEERUN2 (in addition to CEE.SCEERUN) where you currently have the C/C++ library CBC.SCCNCMP.

### Changes in math library functions

As of z/OS V1R9, certain IEEE754 fdlibm math functions are replaced by code written by IBM Research.

The earlier versions of functions that are more closely aligned with the C99 standard are no longer available. Neither the _IEEEV1_COMPATIBILITY feature test macro nor the _EDC_IEEEV1_COMPATIBILITY environment variable can be used to affect these functions.

The earlier versions of functions with performance and accuracy enhancements are still available. See Table 19 on page 102.

To use earlier versions of the IEEE754 fdlibm math functions, use either of the following methods:

- When using the FLOAT(IEEE) compiler option, use the _IEEEV1_COMPATIBILITY feature test macro.
- When variable mode is in effect, use environment variable _EDC_IEEEV1_COMPATIBILITY_ENV=ON.

**Note:** Variable mode is in effect under either of the following conditions:
- The _FP_MODE_VARIABLE feature test macro is used.
- The math.h header file is not included.

To modify your source code to use the new performance and accuracy enhancements, use the information in Table 19 on page 102.
Table 19. IEEE754 fdlibm math functions replaced in z/OS V1R9 XL C/C++

<table>
<thead>
<tr>
<th>Math functions that are enhanced for performance and accuracy</th>
<th>Math functions that are replaced but still available</th>
</tr>
</thead>
<tbody>
<tr>
<td>acos() acosh() asin() asinh() atan() atanh() atan2() cbt() cos() cosh() erf() erfc() exp() expm1() gamma() hypot() lgamma() log() log1p() log10() pow() rint() sin() sinh() tan() tanh()</td>
<td>acosl() asinl() atanl() atan2l() coshl() cosl() frexpl() ldexpl() log10l() modfl() powl() sinhl() sinh() tanl() tanhl()</td>
</tr>
</tbody>
</table>

**Changes in floating-point support**

Changes in hexadecimal floating-point support could produce unexpected results.

**Hexadecimal floating-point notation**

Changes in support of hexadecimal floating-point notation in the numeric conversion functions introduced in *Programming languages - C (ISO/IEC 9899:1999)* can alter the behavior of well-formed applications that comply with the *Programming languages - C (ISO/IEC 9899:1990)* standard and earlier versions of the base documents. One such example would be:
Floating-point special values

The numeric conversion functions accept the following special values at all times:

- ±inf or ±INF
- ±nanq or ±nanq(n-char-sequence), and ±NANQ or ±NANQ(n-char-sequence)
- ±nans or ±nans(n-char-sequence), and ±NANS or ±NANS(n-char-sequence)
- ±nan or ±nan(n-char-sequence), and ±NAN or ±NAN(n-char-sequence)

Note: Neither the z/OS XL C/C++ compiler nor the Language Environment C/C++ run-time library includes _Imaginary or formal support of the IEC 60559 floating point as described in Annex F and Annex G of the C99 standard.

Change in allocation of VSAM control blocks

As of z/OS V1R10, XL C/C++ compiler instructs VSAM, by default, to allocate control blocks and I/O buffers above the 16-MB line.

If you determine that this change could be causing a problem, you can use the VSAM JCL parameter AMP to override the default.
Part 5. ISO Standard C++ compliance migration issues

*Programming languages - C++ (ISO/IEC 14882:2003(E))* documents the currently supported Standard C++.

As of z/OS V1R2 C++, the z/OS C++ compiler was compliant with *Programming languages - C++ (ISO/IEC 14882:1998(E)).*

As of z/OS V1R7 XL C/C++:
- z/OS C++ was compliant with *Programming languages - C++ (ISO/IEC 14882:2003(E)).*
- OS/390 V2R10 compiler was no longer shipped with the z/OS product. This means that programs compiled with the z/OS C++ compiler must be compliant with *Programming languages - C++ (ISO/IEC 14882:2003(E)) or Programming languages - C++ (ISO/IEC 14882:1998(E)).*

**Note:** You can determine the ISO Standard level that is supported by the compiler by checking the standard macro `__cplusplus` and its value, which remains unchanged from z/OS V1R6 C++. This macro has the value 199711. If you are compiling a C++ translation unit, the name `__cplusplus` is defined to the value `199711L`.

The following topics discuss the implications of migrating applications that were created with C++ compilers that are not compliant with *Programming languages - C++ (ISO/IEC 14882:2003(E)).*

- Chapter 17, “Language level and your Standard C++ compliance objectives,” on page 107
- Chapter 18, “Changes that affect Standard C++ compliance of language features,” on page 109
Chapter 17. Language level and your Standard C++ compliance objectives

Code that compiles without errors in pre-z/OS C++ V1R2 compilers might produce warnings or error messages in the z/OS V1R11 XL C++ compiler. This could be due either to changes in the language or to differences in the compiler behavior. Language elements that may affect your code are shown in Chapter 18, “Changes that affect Standard C++ compliance of language features,” on page 109.

Table 20 shows the Standard C++ migration objectives and the recommended approach for each.

**Table 20. Standard C++ migration objectives and approaches**

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Yes (ported or new).</td>
<td>Migrate to the 2003 Standard C++.</td>
<td>No action required.</td>
</tr>
</tbody>
</table>
|                                            | Remain compliant with 1998 Standard C++. | Use one of the following compiler options and suboptions:  
|                                            |                                             | • `LANGLVL(ANSI)`  
|                                            |                                             | • `LANGLVL(STRICT98)`  
|                                            | Notes:  
|                                            | 1. `LANGLVL(ANSI)` and `LANGLVL(STRICT98)` are synonymous.  
|                                            | 2. You can use compiler options to control individual language features. See the "Compatability options for z/OS XL C/C++ compiler" table in the `LANGLVL` description, `z/OS XL C/C++ User’s Guide`, SC09-4767. |
| No                                          | Use Standard C++ language features, even if code must be modified. | Use the following compiler options and suboptions to aid the migration process:  
|                                            |                                             | • `LANGLVL(COMPAT92)` if your code compiles with a previous compiler and you want to move to z/OS V1R11 XL C/C++ with minimal changes.  
|                                            |                                             | **Note:** This group is the closest you can get to the behavior of the previous compilers.  
|                                            |                                             | • For information about compiler suboptions that you can use to control individual language features, refer to "Compatability options for z/OS(R) XL C/C++ compiler" in the `LANGLVL` compiler option description in `z/OS XL C/C++ User’s Guide`, SC09-4767. |
|                                            | Avoid modifying code and ignore Standard C++ language features. | Use `LANGLVL(COMPAT92)` to tolerate language incompatibilities. |
Chapter 18. Changes that affect Standard C++ compliance of language features

For information about setting the language level to meet your Standard C++ compliance objectives, see Chapter 17, “Language level and your Standard C++ compliance objectives,” on page 107.

Refer to the z/OS XL C/C++ Language Reference, SC09-4815 for details.

Unqualified name lookups and the using directive

As of z/OS V1R10 XL C++ compiler, the location of the using directive determines how function calls are resolved.

Figure 24 provides an example of code that will be compiled differently by z/OS V1R10 XL C++ compiler than it was by earlier XL C++ compilers.

```c
namespace bb {
    double sp1(double) { return 1.0; }
}

int main()
{
    double sp1(double);
    sp1(0);
    return 0;
}
using namespace bb;
```

Figure 24. Example of code with a using directive

Prior to z/OS V1R10 XL C++ compiler, the compiler would resolve the call to the function sp1 in the namespace bb even though the statement using namespace bb; is not located before the function is called inside the main routine.

In the example in Figure 24, the declaration of sp1 in the main function is a declaration in the global namespace. As of z/OS V1R10 XL C++ compiler, the compiler will resolve that function call to the declaration in the global namespace. Because the definition of sp1 is missing in the global namespace, the binder will generate an error message.

To avoid the error at bind time, you can modify the example in Figure 24 in any of the following ways:

- Explicitly resolve the function call to sp1 in the namespace bb by using the namespace qualifier in the function call
- Implicitly resolve the function call to sp1 in the namespace bb by moving the using directive above the main routine.
- Make the function definition available in the global namespace.

For detailed information, refer to The using declaration and namespaces in z/OS XL C/C++ Language Reference, SC09-4815.

For examples of the using directive in a sample program, see CCNUBRC and CLB3ATMP.CPP. These are documented in z/OS XL C/C++ User's Guide.
Order of destruction for statically initialized objects

As of z/OS V1R5 C++ compiler, you can use the LANGLEVEL(NOANSISINIT) option to maintain the order of destruction for statically initialized objects whenever you compile programs that had previously been compiled with z/OS V1R1 and earlier C++ compilers.

As of z/OS V1R2 C++ compiler, DLLs built by the compiler run object destructors differently from those created with the earlier C++ compilers.

Note: The compiler became fully compliant with the C++ 2003 standard as of z/OS V1R2 C++ compiler.

Table 21. Destruction of statically initialized objects and compliance with Standard C++

<table>
<thead>
<tr>
<th>z/OS V1R1 and earlier C++ compilers</th>
<th>z/OS V1R2 and later compilers</th>
</tr>
</thead>
</table>
| Destructor calls are run as the last thing on the atexit list, as part of the termination code. | For objects created with the Standard C++ way of initializing (LANGLEVEL(ANSISINIT)):  
  - Destructor calls for objects created by z/OS V1R2 and later compilers are added to the atexit list. This list will then be run before the atexit entry for the termination code.  
  - Any DLL built with z/OS V1R2 and later compilers will have the destructors for the global objects run in the wrong order relative to other DLLs or main program that were built with z/OS V1R1 and earlier C++ compilers. |

Implicit integer type declarations

The use of an implicit int in a declaration, as shown in Figure 25, does not comply with Standard C++. If you need to comply with the Standard C++, specify the type of every function and variable. Otherwise, use the LANGLEVEL(IMPLICITINT) option to compile code containing declarations of implicit integer types.

```c
const i;  // previously meant const int i  
main() { }  // previously returned int
```

Figure 25. Declaration of implicit integer type.

As of z/OS V1R2 C++, the following code is no longer valid:

```c
inline f()  
  {  
    return 0;  
  }
```

Scope of for-loop initializer declarations

In Standard C++, a variable in a for loop initializer declaration is declared within, and scoped to, the loop body.

If you are migrating a program that was last compiled by a pre-z/OS V1R2 C++ compiler, you should be aware that such variables were declared outside of the for-loop, and were scoped to the lexical block containing the for-loop. See Figure 26 on page 111.
As of z/OS V1R2 C++ compiler, you can retain the original scope of a for-loop initializer declaration by specifying the LANGLVL(NOANSIFOR) compiler option.

```c
int i=0;
void f() {
    for(int i=0; i<10; i++) {
        if(...) break;
    }
    if(i==10) { ... }    // 1
    ...
}
```

**Note:** Prior to z/OS V1R2, the variable i was declared outside the for-loop.

*Figure 26. A for-loop initializer declaration that does not comply with Standard C++*

### Visibility of friend declarations

As of the z/OS V1R2 C++ compiler, a friend class is not visible unless it is introduced into scope by another declaration, as shown in *Figure 27*. To allow friend declarations without elaborated class names, use the LANGLVL(OLDFRIEND) option.

```c
class C {
    friend class D;
};
D* p;    // error, D not in scope
```

*Figure 27. Friend declaration that is not visible*

A friend class declaration must always be elaborated, as shown in *Figure 28*.

```c
friend class C; // need class keyword
```

*Figure 28. Friend declaration that is made visible.*

### Migration of friend declarations in class member lists

A friend declaration in a class member list grants, to the nominated friend function or class, access to the private and protected members of the enclosing class. In pre-z/OS V1R2 C++ compilers, friend declarations introduce the name of a nominated friend function to the scope that encloses the class containing the friend declaration. As of z/OS V1R2 C++ compiler, friend declarations do not introduce the name of a nominated friend function to the scope that encloses the class containing the friend declaration.

The code in *Figure 29 on page 112* will not compile successfully because the z/OS V1R11 XL C/C++ compiler will not know the function name `lib_func1` at the point at which it is called in the function `f`.

`
cv-qualifications when the thrown and caught types are the same

As of z/OS V1R2 C++ compiler:

- A temporary copy is thrown rather than the actual object itself.
- The cv-qualification in the catch clause is not considered when one of the following are true:
  - The type caught is the same (possibly cv-qualified) type as that thrown.
  - The type caught is a reference to the same (possibly cv-qualified) type.

Note: cv is short form for const/volatile.

- New casts also throw exceptions.

This is not the case in z/OS V1R1 and earlier C++ compilers. As of z/OS V1R5 C++ compiler, there is no available option to enable pre- z/OS V1R2 behavior.

Compiler options that are introduced in C++0x standard

The following topics describe compiler options that are introduced in C++0x standard as of z/OS V1R11 XL C++ compiler. To make an application conform to the currently supported C++0x standard, you might need to change existing source code.

- "LANGLVL(EXTENDED0X) compiler option (C++0x)"
- "LANGLVL(EXTENDED0X) compiler option (C++0x)" on page 113
- "LANGLVL(EXTENDED0X) compiler option (C++0x)" on page 113
- "WARN0X compiler option (C++0x)" on page 113

LANGLVL(EXTENDED0X) compiler option (C++0x)

This is a new group option which is created to compile code using all the C++ and currently supported C++0x features. The option is implemented in z/OS V1R11 XL C/C++ compiler. For detailed information, see LANGLVL(EXTENDED0X) compiler option that is documented in z/OS XL C/C++ User's Guide.

Note: C++0x is a new version of the standard for the C++ programming language. This is a draft standard and has not been officially adopted in its entirety. Note that future levels of support for this standard are likely to change. The
implementation of this language level is based on IBM's interpretation of the
draft C++0x standard, and is subject to change at any time without notice.
IBM will make no attempt to maintain compatibility with earlier releases, in
source or binary, of the new C++0x LANGLVL suboptions (their names or
their semantics) and therefore they should not be relied on as a stable
programming interface.

**LANGLVL(EXTENDEDRIEND) compiler option (C++0x)**

Extended friend declarations which relax syntax rules governing friend declarations
are supported by the new standard C++0x. This feature is enabled by the new
LANGLVL(EXTENDEDRIEND) compiler option, which can also be enabled by the
group option LANGLVL(EXTENDED0X). Otherwise, the feature is disabled by
LANGLVL(NOEXTENDEDRIEND). The default is
LANGLVL(NOEXTENDEDRIEND).

As of z/OS V1R11, when either LANGLVL(EXTENDEDRIEND) or
LANGLVL(EXTENDED0X) compiler option is turned on, the
__IBMCPP_EXTENDED_FRIEND macro is defined with the value '1' by the
compiler, and is undefined otherwise. For detailed information, see
**EXTENDEDRIEND | NOEXTENDED0XFRIEND** that is documented in **z/OS XL C/C++ User’s Guide**

**LANGLVL(EXTERNTEMPLATE) compiler option (C++0x)**

Explicit instantiation declarations provide you with the ability to suppress implicit
instantiations of template specializations or members of the same when the
LANGLVL(EXTERNTEMPLATE) option is turned on. It can also be enabled by the
group options LANGLVL(EXTENDED) or LANGLVL(EXTENDED0X). This feature is
disabled when LANGLVL(NOEXTERNTEMPLATE) is set. The default is
LANGLVL(EXTERNTEMPLATE).

As of z/OS V1R11, when LANGLVL(EXTERNTEMPLATE) is set, the macro
__IBMCPP_EXTERN_TEMPLATE is defined as the preprocessing number 1, and is
undefined otherwise. In both cases, the macro is protected and a compiler warning
will be emitted if it is undefined or redefined. For detailed information, see
**EXTERNTEMPLATE | NOEXTERNTEMPLATE** that is documented in **z/OS XL C/C++ User’s Guide**

**WARN0X compiler option (C++0x)**

The compiler option WARN0X controls whether to inform users with messages
about differences in their programs caused by the migration from C++98 standard
to C++0x standard. The default is NOWARN0X. For detailed information, see
**WARN0X | NOWARN0X** that is documented in **z/OS XL C/C++ User’s Guide**

**Note:** C++0x is a new version of the standard for the C++ programming language.
This is a draft standard and has not been officially adopted in its entirety.
Note that future levels of support for this standard are likely to change. The
implementation of this language level is based on IBM's interpretation of the
draft C++0x standard, and is subject to change at any time without notice.
IBM will make no attempt to maintain compatibility with earlier releases, in
source or binary, of the new C++0x LANGLVL suboptions (their names or
their semantics) and therefore they should not be relied on as a stable
programming interface.
Errors due to changes in compiler behavior

This topic describes coding that compiles without errors in z/OS V1R1 and earlier C/C++ compilers but produces errors or warnings as of z/OS V1R7 XL C/C++ compiler. For more details on compiler messages, refer to [z/OS XL C/C++ Messages, GC09-4819](#).

C++ class access errors

If your code has not been updated since z/OS V1R2, compiling it could raise exceptions because of changes in Standard C++ compliance. See "CCN5413 exception" and "CCN5193 exception."

CCN5413 exception

An access specifier determines the accessibility of members that follow it, either until the next access specifier or until the end of the class definition. Violation of this rule will result in the following error message:

```
CCN5413: "A::B" is already declared with a different access
```

If you later define a class member within its class definition, its access specification must be the same as its declaration. The code in Figure 30 violates this rule.

```cpp
class A {
    public:
        class B;
    private:
        class B {};
};
```

**Note:** The compiler will not allow the definition of class B because this class has already been declared as private. To correct the program, remove the private keyword.

*Figure 30. Code that results in CCN5413 exceptions*

CCN5193 exception

When you specify a friend within a class, you must use the class name instead of the type-definition name. Without modification, the code in Figure 31 would result in the following error message:

```
CCN5193: A typedef name cannot be used in this context
```

```cpp
class A {};
typedef A B;
class C {
    friend class B;
};
```

**Note:** Do not use the type-definition name; instead, use the name of the class:

```
friend class A;
```

*Figure 31. Example: Correcting a type-definition name used out of context*

Exceptions caused by ambiguous overloads

*Programming languages - C (ISO/IEC 9899:2003)* introduced error messages for standard floating point and long double overloads of standard math functions.
As of z/OS V1R2 C++ compiler, compiling the code in Figure 32 will produce the following error message:

CCN5219: The call to "pow" has no best match

To handle the exception, you could specify the LANGLVL(OLDMATH) option, which removes the float and long double overloads. If you don't want to remove the overloads, you can modify the code by casting the pow arguments.

```
#include <math.h>
int main()
{
  float a = 137;
  float b;
  b = pow(a, 2.0);  // Note: The call to pow has no best match. To fix the problem, cast 2.0 to be of type float:
       b = pow(a, (float)2.0);
  return 0;
}
```

Figure 32. Code modification to handle CCN5219 exception

Exceptions caused by user-defined conversions

User-defined conversions must be unambiguous, or they are not called.

```
//e.C
struct C {}
struct A {
  A();
  A(const C &);  // The call matches two constructors for A instead of calling operator A()
  A(const A &);
};
struct B {
  operator A() const { A a; return a;};
  operator C() const { C c; return c;};
};
void f(A x) {};
int main(){
  B b;
  f((A)b);  // The call matches two constructors for A instead of calling operator A()
  return 0;
}
```

Figure 33. Ambiguous user-defined conversions

Error messages:
CCN5216: An expression of type "B" cannot be converted to "A".
CCN5219: The call to "A::A" has no best match.
CCN6228: Argument number 1 is an lvalue of type "B".
CCN6202: No candidate is better than "A::A(const A&)".
CCN6231: The conversion from argument number 1 to "const A &" uses the user-defined conversion "B::operator A() const" followed by an lvalue-to-rvalue transformation.
CCN6202: No candidate is better than "A::A(const C&)".
CCN6231: The conversion from argument number 1 to "const C &" uses the user-defined conversion "B::operator C() const ".

Potential solutions:
• Changing f((A)b) to the explicit call f(b.operator A())
- Removing the constructor `A(const C &)`
- Adding a constructor `A(B)`
- Removing either operator `A()` or operator `C()`

**Note:** The solution you choose depends on your access to classes A and B.

### Syntax errors with array new

Prior to z/OS V1R2, C/C++ compilers treated the following two statements as semantically equivalent:

```c
new (int *).[1];  //Syntactically incorrect statement
new int* [1];
```

The first statement is syntactically incorrect even in older versions of the C++ Standard. However, previous versions of C++ accepted it.

As of z/OS V1R2, the C/C++ compiler will produce a compilation error message that specifies the syntactically incorrect statement.
Part 6. Migration issues for C/C++ applications that use other IBM products

The following topics provide information about migration issues resulting from enhancements to the interoperability between XL C/C++ and the other products:

- Chapter 19, "Migration issues with earlier C/C++ applications that run CICS statements," on page 119
- Chapter 20, "Migration issues with earlier C/C++ applications that use DB2 Universal Database," on page 125
Chapter 19. Migration issues with earlier C/C++ applications that run CICS statements

This topic provides information about:

- “Migration of CICS statements from pre-OS/390 C/C++ applications”
- “Migration of CICS statements from earlier XL C/C++ applications” on page 121

Migration of CICS statements from pre-OS/390 C/C++ applications

When you are migrating applications or programs with CICS statements from pre-OS/390 C/C++ applications, be aware of changes and constraints in the following areas:

- “CICS statement translation options”
- “HEAP option used with the interface to CICS”
- “User-developed exit routines”
- “Multiple libraries under CICS”

CICS statement translation options

As of z/OS V1R7 XL C/C++ compiler, there is a new option for translating CICS statements into C or C++ code: the z/OS XL C/C++ compiler integrated CICS translator. The standalone CICS translator remains a translation option. For information about when to use the new option, refer to Translating and compiling for reentrancy in z/OS XL C/C++ Programming Guide, SC09-4763.

HEAP option used with the interface to CICS

In C/370 V2, the location of heap storage under CICS was primarily determined by the residence mode (RMODE) of the program.

With Language Environment services, heap storage is determined only by the HEAP(,,ANYWHERE|BELOW) options. RMODE does not affect where the heap is allocated. If the location of heap storage is important, you might want to change the source code accordingly.

User-developed exit routines

With Language Environment services in a CICS environment, abnormal termination exit routine CEECDATX is automatically linked at installation time.

This change affects you if you have supplied, or need to supply, your own exit routine. The sample exit routine had been available in the sample library provided with AD/Cycle LE/370 V1R3. It automatically generates a system dump (with abend code 4039) whenever an abnormal termination occurs.

You can modify CEECDATX to suppress the dumps. CEECDATX is available in a z/OS V1R11 XL C/C++ run-time library.

Multiple libraries under CICS

You cannot run two different sets of run-time services within one CICS region.

Both the C/370 V2 CICS interface (EDCCICS) and the Language Environment CICS interface could be present in a CICS system through CEDA/PPT definitions.
and inclusion of modules in the APF STEPLIB. If both interfaces are present, the Language Environment interface will be initialized by CICS when the region is initialized.

You should be aware of changes and constraints in the following areas:
- “CICS abend codes and messages”
- “CICS reason codes”
- “Standard stream support under CICS”
- “Changes in stderr output under CICS” on page 121
- “Transient data queue names under CICS” on page 121

CICS abend codes and messages
As of z/OS V1R7 XL C/C++ compiler, when you use the CICS option to compile programs with embedded CICS statements, the compiler will issue messages whenever it detects a syntax error before a CICS statement is fully parsed. After a CICS statement is fully parsed, CICS will issue any required messages as described in CICS Messages and Codes. The compiler will prepend these CICS messages with product and line numbers and then merge them with the other compiler messages in a single message area.

Abend codes (for example, ACC2) that were used by C/370 V2 under CICS are not issued; the equivalent Language Environment abend code (for example, 4nnn) is issued instead.

Default option for ABTERMENC changed to ABEND
As of OS/390 V2R9, the default option for ABTERMENC is ABEND instead of RETCODE. If you are expecting the default behavior of ABTERMENC to be RETCODE, you must change the setting in CEECOPT. For details on changing CEECOPT, refer to z/OS Language Environment Customization, SA22-7564.

CICS reason codes
Reason codes that appeared in the CICS message console log have been changed. The current codes are documented in z/OS Language Environment Debugging Guide.

Standard stream support under CICS
With Language Environment services, CICS records sent to the transient data queues associated with stdout and stderr with default settings take the format of the message shown in Figure 34 on page 121.
With Language Environment services, CICS records are sent in this format, whether they are directed to the transient data queues associated with `stdout` and `stderr`.

You should be aware of this change if you are migrating to z/OS V1R11 XL C/C++ compiler, because, previously, this message format had been used for messages directed to the data queue associated with `stdout` only.

**Changes in stderr output under CICS**

Output from `stderr` is sent to the CICS transient data queue, CESE, which is also used for Language Environment run-time error messages, dumps, and storage reports. If you previously used this file exclusively for C/370 `stderr` output, you should note that the output might be different than you expect.

**Transient data queue names under CICS**

Table 22 C/370 transient data queue names are mapped to Language Environment transient data queue names:

<table>
<thead>
<tr>
<th>C/370 name</th>
<th>Language Environment name</th>
</tr>
</thead>
<tbody>
<tr>
<td>CCSI</td>
<td>CESI</td>
</tr>
<tr>
<td>CCSO</td>
<td>CESO</td>
</tr>
<tr>
<td>CCSE</td>
<td>CESE</td>
</tr>
</tbody>
</table>

**Migration of CICS statements from earlier XL C/C++ applications**

When you are migrating applications or programs with CICS statements from earlier C/C++ applications, be aware of the following possibilities:

- "CICS TS V4.1 with "Extended MVS Linkage Convention"" on page 122
- "Customized CEECCSD.COPY and CEECCSDX.COPY files and iconv() changes" on page 122
CICS TS V4.1 with “Extended MVS Linkage Convention”

The FLOAT(AFP) compiler option instructs the compiler to generate code that uses the full complement of 16 floating-point registers (FPRs). The four original floating-point registers are numbered FPR0, FPR2, FPR4, and FPR6; the additional floating-point (AFP) registers are numbered FPR1, FPR3, FPR5, FPR7, and FPRs 8 through 15. By convention, FPRs 1, 3, 5, and 7 are always volatile. This means that any called routine could change their values without saving and restoring the original values. However, FPRs 8 through 15 are considered non-volatile by the caller.

In z/OS V1R9 XL C++ compiler, FLOAT(AFP) supports the VOLATILE | NOVOLATILE suboption. The default is NOVOLATILE; the compiler assumes that any called subroutines will preserve the values in registers FPRs 8 through 15. It is safe to use NOVOLATILE in most environments, including batch. However CICS uses FPRs 7 through 15 to perform its own task switching. Therefore you need to specify the FLOAT(AFP(VOLATILE)) option to instruct the compiler to treat FPRs 8 through 15 as volatile.

As of z/OS V1R11 XL C++ compiler, CICS TS V4.1 can fully support MVS Linkage conventions. Therefore, you do not need to use the FLOAT(AFP(VOLATILE)) option to compile floating-point code to be used in the CICS environment.

Customized CEECCSD.COPY and CEECCSDX.COPY files and iconv() changes

As of z/OS V1R9, load modules for iconv() converters have been renamed in the two CICS sample files CEECCSD.COPY and CEECCSDX.COPY. If your CEECCSD.COPY and CEECCSDX.COPY files have been customized, you need to rename the affected load module entries. Otherwise, the iconv_open() and iconv_close() functions cannot distinguish between a customer-created converter and a converter shipped with the Language Environment element.

Language Environment converters are:
- Direct converters (including GENXLT, C and Direct Unicode Converters).
- Indirect Binary converter tables (shipped in <hlq>.SCEEUTBL).
- Indirect Binary converter tables (shipped in the HFS).

Renaming direct converters

The Direct converters are shipped as load modules in <hlq>.SCEERUN for 31-bit base code, and in <hlq>.SCEERUN2 for XPLINK and 64-bit base code.

Direct converters for 31-bit base code: Prior to z/OS V1R9, direct converters for 31-bit base code are shipped as load modules in <hlq>.SCEERUN with a four character prefix of either CEUU or EDCU, with an alias defined for the unshipped prefix. For example, if a given converter’s load module has a name of CEUUxxxx, it will also have an alias of EDCUxxxx.

Change the prefix for all 31-bit base direct converters to CEUL. An alias prefix will not be required. In other words:
- A direct converter that was named EDCUxxxx in <hlq>.SCEERUN with an alias of CEUUxxxx will be named CEULxxxx in <hlq>.SCEERUN without an alias.
- A direct converter that was named CEUUxxxx in <hlq>.SCEERUN with an alias of EDCUxxxx will be named CEULxxxx in <hlq>.SCEERUN without an alias.
Direct converters for XPLINK processing: Direct converters for XPLINK processing are shipped as load modules in <hlq>.SCEERUN2 with a four character prefix of CEHU. Change the load module prefix for all direct converters for XPLINK to CEHL. In other words, a direct converter that was named CEHUxxxx in <hlq>.SCEERUN2 will be named CEHLxxxx in <hlq>.SCEERUN2.

Direct converters for 64-bit base code: Direct converters for 64-bit base code are shipped as load modules in <hlq>.SCEERUN2 with a four character prefix of CEQU. Change the load module prefix for all 64-bit direct converters to CEQL. In other words, a direct converter that was named CEQUxxxx in <hlq>.SCEERUN2 will be named CEQLxxxx in <hlq>.SCEERUN2.

Renaming indirect binary converter tables
Prior to z/OS V1R9, the indirect binary converter tables (ucmap binaries) were shipped in <hlq>.SCEEUTBL with a prefix of EDCU or CEUU, with aliases CEHU for XPLINK and CEQU for 64-bit programs. Change the prefix name for the ucmap binary converter tables in <hlq>.SCEEUTBL to CEUL, with alias name prefixes of CEHL for XPLINK and CEQL for 64-bit base code. In other words, an indirect binary converter table that was named EDCUxxxx in <hlq>.SCEEUTBL will be named CEULxxxx, with alias names of CEHLxxxx and CEQLxxxx.

Renaming HFS indirect binary converter tables
As of z/OS V1R9, the indirect binary converter tables (ucmap binaries) shipped in the HFS directory /usr/lib/nls/locale/uconvTable are named with a suffix of .libcnvtbl. Add the suffix .libcnvtbl to the names of all ucmap binary converter tables in the HFS directory /usr/lib/nls/locale/uconvTable. In other words, an indirect binary converter table currently named IBM-xxxxx will be renamed to IBM-xxxxx.libcnvtbl.
Chapter 20. Migration issues with earlier C/C++ applications that use DB2 Universal Database

When you are migrating C/C++ applications that use IBM DB2® Universal Database™ services, be aware of the removal of the Database Access Class Library utility.

In addition, beware of the following information:

- "Namespace violations and SQL coprocessor-based compilations"
- "Potential need to specify DBRMLIB with the SQL option" on page 126

Related information:

- For more information about the IBM XL C/C++ DB2 coprocessor, refer to "Using the XL C/C++ DB2 coprocessor" in z/OS XL C/C++ Programming Guide.
- For detailed information about using these macros with the SQL option, refer to SQL | NOSQL in z/OS XL C/C++ User’s Guide.
- For DB2-supplied documentation, see http://publib.boulder.ibm.com/infocenter/db2luw/v8/.

Namespace violations and SQL coprocessor-based compilations

As of z/OS V1R10 XL C/C++ compiler, when you use the SQL option for SQL coprocessor-based compilations, you can modify your source code to handle an error condition that would result from using an identifier that has the same name as one of the new predefined but unprotected macros added in this release. The names of unprotected macros are in the preprocessing namespace.

Note: Typically, C/C++ compilers treat predefined, unprotected macros as if the source code had been preprocessed with a \#define directive (such as \#define SQL_VARBINARY_INIT(s) {sizeof(s)-1, s}).

The XL C/C++ compiler recognizes the following macros as predefined but unprotected:

- SQL_VARBINARY_INIT
- SQL_BLOB_INIT
- SQL_CLOB_INIT
- SQL_DBCLOB_INIT

For example, if you use the z/OS V1R11 XL C/C++ compiler to compile the source code shown in Figure 35 with the SQL option, a message will inform you that the macro is already defined.

Note: If you use a pre-z/OS V1R10 compiler, you will get undetermined results.

--- test.c ---
#define SQL_VARBINARY_INIT 1
--- end test.c ---

Figure 35. Sample source code

To avoid the error condition you can:

- Perform a macro definition check and handle the error condition, as shown in Figure 36 on page 126.
• Explicitly undefine the macro, as shown in Figure 38.

Example: Performing a macro definition check

If you run a macro definition check on the SQL_*_INIT identifier, you can specify a preprocessing path that is based on the return code generated by the check.

For example:

• Compiling the code in Figure 36 with the SQL option, and then running it, would generate a return code of "55" if the compiler is z/OS V1R10 XL C/C++ or later, and "66" if a previous version of the compiler is used.

• Compiling the code in Figure 37 with the SQL option, and then running it, would generate a return code of "55".

--- test.c ---
#ifdef SQL_VARBINARY_INIT
    int a = 55;
#else
    int a = 66;
#endif
int main(void) {
    return a;
}
--- end test.c ---

Figure 36. Portable macro definition check

EXEC SQL INCLUDE SQLCA;
int main(void) {
    EXEC SQL BEGIN DECLARE SECTION;
    #ifdef SQL_VARBINARY_INIT
        SQL TYPE IS VARBINARY(100) myvar = SQL_VARBINARY_INIT("abc");
    #else
        SQL TYPE IS VARBINARY(100) myvar = {sizeof("abc")-1, "abc"};
    #endif
    EXEC SQL END DECLARE SECTION;
    return 55;
}

Figure 37. Macro definition check and compiler invocation

Example: Explicitly undefining and redefining a macro

The code in Figure 38 will always be compiled successfully with or without the SQL option because it is completely valid for users to undefine and redefine the various SQL_*_INIT macros.

--- test.c ---
#undef SQL_VARBINARY_INIT
#define SQL_VARBINARY_INIT 1
--- end test.c ---

Figure 38. Explicitly undefining a macro

Potential need to specify DBRMLIB with the SQL option

As of z/OS V1R9 XL C/C++ compiler, it is not necessary to specify the DBRMLIB option with the SQL option. For information about using these options, see z/OS XL C/C++ User's Guide.
When your source code has embedded SQL statements, you need to use DBRMLIB with SQL only when the specified APARs have been applied to the following releases:

- z/OS V1R8 XL C with APAR PK38679.

For more information about using SQL statements, refer to DB2 Application Programming and SQL Guide. Useful topics include:

- “Processing SQL statements by using the DB2 coprocessor”
- “Preparing an external SQL procedure by using JCL” (lists the external SQL procedure samples shipped with DB2).

**Note:** The PHASEID compiler option shows the latest PTF that has been applied to the compiler. For detailed information, refer to PHASEID compiler option in z/OS XL C/C++ User's Guide, SC09-4767.
Part 7. Appendixes
Appendix. Accessibility

Accessibility features help a user who has a physical disability, such as restricted mobility or limited vision, to use software products successfully. The major accessibility features in z/OS enable users to:

- Use assistive technologies such as screen readers and screen magnifier software
- Operate specific or equivalent features using only the keyboard
- Customize display attributes such as color, contrast, and font size

Using assistive technologies

Assistive technology products, such as screen readers, function with the user interfaces found in z/OS. Consult the assistive technology documentation for specific information when using such products to access z/OS interfaces.

Keyboard navigation of the user interface

Users can access z/OS user interfaces using TSO/E or ISPF. Refer to z/OS TSO/E Primer, z/OS TSO/E User’s Guide, and z/OS ISPF User’s Guide Vol I for information about accessing TSO/E and ISPF interfaces. These guides describe how to use TSO/E and ISPF, including the use of keyboard shortcuts or function keys (PF keys). Each guide includes the default settings for the PF keys and explains how to modify their functions.

z/OS information

z/OS information is accessible using screen readers with the BookServer/Library Server versions of z/OS books in the Internet library at:

http://www.ibm.com/systems/z/os/zos/bkserv/
This information was developed for products and services offered in the U.S.A.

IBM may not offer the products, services, or features discussed in this document in other countries. Consult your local IBM representative for information on the products and services currently available in your area. Any reference to an IBM product, program, or service is not intended to state or imply that only that IBM product, program, or service may be used. Any functionally equivalent product, program, or service that does not infringe any IBM intellectual property right may be used instead. However, it is the user’s responsibility to evaluate and verify the operation of any non-IBM product, program, or service.

IBM may have patents or pending patent applications covering subject matter described in this document. The furnishing of this document does not give you any license to these patents. You can send license inquiries, in writing, to:

IBM Director of Licensing
IBM Corporation
North Castle Drive
Armonk, NY 10504-1785
U.S.A.

For license inquiries regarding double-byte (DBCS) information, contact the IBM Intellectual Property Department in your country or send inquiries, in writing, to:

IBM World Trade Asia Corporation
Licensing
2-31 Roppongi 3-chome, Minato-ku
Tokyo 106-0032, Japan

The following paragraph does not apply to the United Kingdom or any other country where such provisions are inconsistent with local law:

INTERNATIONAL BUSINESS MACHINES CORPORATION PROVIDES THIS PUBLICATION “AS IS” WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF NON-INFRINGEMENT, MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. Some states do not allow disclaimer of express or implied warranties in certain transactions, therefore, this statement may not apply to you.

This information could include technical inaccuracies or typographical errors. Changes are periodically made to the information herein; these changes will be incorporated in new editions of the publication. IBM may make improvements and/or changes in the product(s) and/or the program(s) described in this publication at any time without notice.

Any references in this information to non-IBM Web sites are provided for convenience only and do not in any manner serve as an endorsement of those Web sites. The materials at those Web sites are not part of the materials for this IBM product and use of those Web sites is at your own risk.

IBM may use or distribute any of the information you supply in any way it believes appropriate without incurring any obligation to you.
Licensees of this program who wish to have information about it for the purpose of enabling: (i) the exchange of information between independently created programs and other programs (including this one) and (ii) the mutual use of the information which has been exchanged, should contact:

Lab Director  
IBM Canada Ltd. Laboratory  
B3/KB7/8200/MKM  
8200 Warden Avenue  
Markham, Ontario L6G 1C7  
Canada

Such information may be available, subject to appropriate terms and conditions, including in some cases, payment of a fee.

The licensed program described in this information and all licensed material available for it are provided by IBM under terms of the IBM Customer Agreement, IBM International Program License Agreement, or any equivalent agreement between us.

This information contains examples of data and reports used in daily business operations. To illustrate them as completely as possible, the examples may include the names of individuals, companies, brands, and products. All of these names are fictitious and any similarity to the names and addresses used by an actual business enterprise is entirely coincidental.

COPYRIGHT LICENSE:

This information contains sample application programs in source language, which illustrates programming techniques on various operating platforms. You may copy, modify, and distribute these sample programs in any form without payment to IBM, for the purposes of developing, using, marketing or distributing application programs conforming to the application programming interface for the operating platform for which the sample programs are written. These examples have not been thoroughly tested under all conditions. IBM, therefore, cannot guarantee or imply reliability, serviceability, or function of these programs.

If you are viewing this information softcopy, the photographs and color illustrations may not appear.

Programming interface information

This publication documents intended Programming Interfaces that allow the customer to write z/OS XL C/C++ programs.

Trademarks

IBM, the IBM logo, and ibm.com are trademarks or registered trademarks of International Business Machines Corp., registered in many jurisdictions worldwide. Other product and service names might be trademarks of IBM or other companies. A current list of IBM trademarks is available on the Web at “Copyright and trademark information” at [www.ibm.com/legal/copytrade.shtml](http://www.ibm.com/legal/copytrade.shtml).

Adobe, Acrobat, PostScript and all Adobe-based trademarks are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States, other countries, or both.
Microsoft, Windows, Windows NT, and the Windows logo are trademarks of Microsoft Corporation in the United States, other countries, or both.

UNIX is a registered trademark of The Open Group in the United States and other countries.

Java and all Java-based trademarks are trademarks of Sun Microsystems, Inc. in the United States and/or other countries.

Linux is a trademark of Linus Torvalds in the United States, other countries, or both.

Other company, product, or service names may be trademarks or service marks of others.

Standards

The following standards are supported in combination with the Language Environment element:


The following standards are supported in combination with the Language Environment and z/OS UNIX System Services elements:

- The core features of IEEE 754-1985 (R1990) IEEE Standard for Binary Floating-Point Arithmetic (ANSI), copyright 1985 by the Institute of Electrical and Electronic Engineers, Inc.
- X/Open CAE Specification, System Interfaces and Headers, Issue 4 Version 2, copyright 1994 by The Open Group
- X/Open CAE Specification, Networking Services, Issue 4, copyright 1994 by The Open Group
This bibliography lists the publications for IBM products that are related to z/OS XL C/C++. It includes publications covering the application programming task. The bibliography is not a comprehensive list of the publications for these products, however, it should be adequate for most z/OS XL C/C++ users. Refer to z/OS Information Roadmap, SA22-7500 for a complete list of publications belonging to the z/OS product.

Related publications not listed in this section can be found on the IBM Online Library Omnibus Edition MVS Collection, SK2T-0710, the z/OS Collection, SK3T-4269, or on a tape available with z/OS.

**z/OS**

- z/OS Introduction and Release Guide, GA22-7502
- z/OS Planning for Installation, GA22-7504
- z/OS Summary of Message and Interface Changes, SA22-7505
- z/OS Information Roadmap, SA22-7500
- z/OS Licensed Program Specifications, GA22-7503
- z/OS Migration, GA22-7499
- z/OS Program Directory, GI10-0670

**z/OS XL C/C++**

- z/OS XL C/C++ Programming Guide, SC09-4765
- z/OS XL C/C++ User’s Guide, SC09-4767
- z/OS XL C/C++ Language Reference, SC09-4815
- z/OS XL C/C++ Messages, GC09-4819
- z/OS XL C/C++ Run-Time Library Reference, SA22-7821
- z/OS C Curses, SA22-7820
- z/OS XL C/C++ Compiler and Run-Time Migration Guide for the Application Programmer, GC09-4913
- Standard C++ Library Reference, SC09-4949

**z/OS Metal C Runtime Library**

- z/OS Metal C Programming Guide and Reference, SA23-2225

**z/OS Run-Time Library Extensions**

- z/OS Common Debug Architecture User’s Guide, SC09-7653
- z/OS Common Debug Architecture Library Reference, SC09-7654
- DWARF/ELF Extensions Library Reference, SC09-7655

**Debug Tool**

- Debug Tool documentation, which is available at: www.ibm.com/software/awdtools/debugtool/library/
z/OS Language Environment

- z/OS Language Environment Concepts Guide, SA22-7567
- z/OS Language Environment Customization, SA22-7564
- z/OS Language Environment Debugging Guide, GA22-7560
- z/OS Language Environment Programming Guide, SA22-7561
- z/OS Language Environment Programming Reference, SA22-7562
- z/OS Language Environment Run-Time Application Migration Guide, GA22-7565
- z/OS Language Environment Writing Interlanguage Communication Applications, SA22-7563
- z/OS Language Environment Run-Time Messages, SA22-7566

Assembler

- HLASM Language Reference, SC26-4940
- HLASM Programmer's Guide, SC26-4941

COBOL

- COBOL documentation, which is available at: www.ibm.com/software/awdtools/cobol/zos/library/

PL/I

- PL/I documentation, which is available at: www.ibm.com/software/awdtools/pli/plizos/library/

VS FORTRAN

- VS FORTRAN documentation, which is available at: www.ibm.com/software/awdtools/fortran/vsfortran/library.html

CICS Transaction Server for z/OS

- CICS Transaction Server 2.3 documentation, which is available at: www.ibm.com/software/http/cics/tserver/v23/library/
- CICS Transaction Server 3.1 documentation, which is available at: www.ibm.com/software/http/cics/tserver/v31/library/
- CICS Transaction Server 3.2 documentation, which is available at: www.ibm.com/software/http/cics/tserver/v32/library/

DB2

- DB2 for z/OS documentation, which is available at: www.ibm.com/software/data/db2/zos/library.html

IMS/ESA®

- IMS documentation, which is available at: www.ibm.com/software/data/ims/library.html
MVS

- z/OS MVS Program Management: User’s Guide and Reference, SA22-7643
- z/OS MVS Program Management: Advanced Facilities, SA22-7644

QMF

- QMF documentation, which is available at: www.ibm.com/software/data/qmf/library.html

DFSMS™

- z/OS DFSMS Introduction, SC26-7397
- z/OS DFSMS Managing Catalogs, SC26-7409
- z/OS DFSMS Using Data Sets, SC26-7410
- z/OS DFSMS Macro Instructions for Data Sets, SC26-7408
- z/OS DFSMS Access Method Services for Catalogs, SC26-7394
**INDEX**

### Special characters

- `__cplusplus` standard macro
determining ISO standard level supported by compiler 105
- `__IBMCPP_EXTENDED_FRIEND` macro
as of z/OS V1R11 113
- `librel()` function
using to determine library release 27
- `64` suffix for compiler invocations
as of z/OS V1R6 C/C++ 88
- `CEE_RUNOPTS` environment variable
as of z/OS V1R10 97
- `DEBUG_FORMAT` environment variable 68, 89
as of z/OS V1R6 C/C++ 55, 89, 95
  - with LP64 62
- `EDC_PTHREAD_YIELD` environment variable 99
- `EDC_PUTENV_COPY` environment variable 76
POSIX compliance 67
retaining OS/390 behavior 39, 67
retaining pre- z/OS V1R5 C/C++ behavior 99
- `ICONV_MODE` environment variable
as of z/OS V1R9 XL C/C++
  - user-defined conversion tables 90
- `lee754.h` header file
as of z/OS V1R9 XL C++
  - potential need to include 75
- `LONG_LONG` macro
as of z/OS V1R6 C/C++ 60
- `OPEN_SYS_SOCK_IPV6` macro
as of z/OS V1R7 XL C++ 75, 92
- `PVERSION` environment variable
as of z/OS V1R8 XL C/C++ 94
- `TZ` environment variable 41
- `x` suffix for compiler invocations
as of z/OS V1R6 C/C++ 88
- `XOPEN_SOURCE_EXTENDED` macro
as of z/OS V1R9 XL C++ 92
- `@ @CTEST objects`
relinking C/370 modules 30
- `@euro` locale
as of z/OS V1R6 100
- `@preeuro` locale
as of z/OS V1R6 100
- `qpluscmnt` command option
as of z/OS V1R7 XL C/C++
  - when to override 89
- `#pragma comment`
  - and Unicode character translation
    as of z/OS V1R10 XL C/C++ 57
- `#pragma enum`
as of z/OS V1R2 C/C++ 57
- `#pragma leaves`
as of z/OS/390 V2R9 63
- `#pragma map`
as of z/OS V1R3 C/C++ 30

### Numerics

32-bit processing
- as of z/OS V1R6 C/C++
  - default object model 94
64-bit processing
- as of z/OS V1R6 C/C++
  - default object model 94
- as of z/OS V1R8 XL C/C++
  - GONUMBER compiler option 86
64-bit virtual memory
- as of z/OS V1R8 XL C/C++
  - IPA(LINK) 59
  - IPA(LINK) and ulimit command 91
  - setting MEMLIMIT value 59

### A

**ABEND**, compiler
- as of OS/390 V2R9
  - default option (CICS) 120
- as of z/OS V1R7 XL C/C++
  - Language Environment codes, under CICS 120
- as of z/OS V1R8 XL C/C++
  - insufficient storage 59
  - MEMLIMIT system parameter and IMEMLIM variable 59, 91
**abnormal terminations**
- as of OS/390 V2R9
  - Language Environment enclaves 38
- as of z/OS V1R8 XL C/C++
  - insufficient storage 59
  - changes from C/370 V2 42
  - running pre-OS/390 programs 38
**access-checking**
- as of z/OS V1R2
  - classes (C++ only) 114
c89 utility *(continued)*
  as of z/OS V1R6 C/C++ *(continued)*
    binding OS/390 modules 68
      debug format 55
    as of z/OS V1R8 XL C/C++ 65, 94
      debug format
        as of z/OS V1R6 C/C++ 89
          feature specification
            as of z/OS V1R8 XL C/C++ 94

C99 support
  as of z/OS V1R7 XL C++
    standard macros 76
    TARGET compiler option 76
  as of z/OS V1R9
    IEE754 math functions 101
    run-time libraries 101
    hexadecimal floating point notation 102
    numeric conversion functions 103
catalogued procedures
  and binder features 94
  as of z/OS V1R8 XL C/C++ 94
  IMEMLIM variable 59
  IPA Link 59
CBCI procedure
  as of x/OS V1R5 C++
    compiling OS/390 applications 63
    pre-z/OS V1R5 programs 91
CBCXI procedure
  as of x/OS V1R5 C++
    compiling OS/390 applications 63
    pre-z/OS V1R5 programs 91
CC command
  syntax, supporting old, new, or both 63
CC EXEC
  as of V1R2
    invocation syntax changes 29
CC EXEC statement
  customization of 63
CCN5193 exception
  as of z/OS V1R2
    avoiding 114
CCN5413 exception
  as of z/OS V1R9
    avoiding 114
CEEBDATX procedure
  as of z/OS V1R5 36
  pre-OS/390 modules 29
CEEBINT High-Level Language exit routine
  with setenv() function call 67, 98
CEEBINT High-Level Language exit routines
  with setenv() function call 35
CEEBLIIA library module 40
  environment initialization 41
CEEBXITA library module
  rules of precedence 29
CEECDATX procedure 119
  pre-OS/390 modules 29
CEECOPT procedure
  under CICS
    as of OS/390 V2R9 120
CEEDOPT procedure
  as of OS/390 V2R9
    abnormal terminations of enclaves 38
CEESTART library module 40
  initialization compatibility 40
CHECKOUT compiler option
  as of z/OS V1R6 C/C++
    C support 58
CHECKOUT(CAST) compiler option
  as of z/OS V1R2 C/C++ 57
CICS
  abend codes and messages 120
  API 121
  heap residence 119
  reason codes 120
  standard stream support 120
  stderr 121
  transient data queue names 121
  using HEAP option 119
CICS processing
  as of z/OS V1R9
    AFP registers 122
    FLOAT(AFP) compiler option 122
    iconv() changes and CEECCSD.COPY and CEECCSDX.COPY files 122
    Load Module Analyzer (LMA) 122
CICS statement translation options
  as of z/OS V1R7 119
class definitions
  as of z/OS V1R2
    avoiding exceptions 114
    CCN5193 exception 114
    type definitions 114
  as of z/OS V1R9
    CCN5413 exception 114
    class access checking 114
class libraries
  changes between z/OS V1R5 C/C++ and z/OS V1R11 XL C/C++
    no longer supported 73
class library incompatibilities
  earlier z/OS C/C++ source code 73
IO Stream Class
  earlier z/OS C/C++ source code 73
  load module 69
  OS/390 source code 53
  pre-OS/390 source code 15
  source code 69
  OS/390 source code 53
  pre-OS/390 source code 15
CLBPRFX variable
  as of x/OS V1R5 C++
    compiling OS/390 applications 63
    pre-z/OS V1R5 programs 91
CLISTs
  changes affecting pre-OS/390 programs 37
CMDOPTS compiler option
  as of z/OS V1R7 XL C/C++ 85
COBOL interlanguage calls
  pre-OS/390 modules 31, 32
code points
no longer supported
pre-OS/390 source code 19
Collection Class Library from C/C++ for MVS/ESA
earlier z/OS C/C++ source code 73
OS/390 source code 53
pre-OS/390 source code 15
command-line parameters
Language Environment error handling 36
passing to a program 36
comments, using
as of z/OS V1R7 XL C/C++
when to override –qplusplusmt 89
Communications Server information
handling
as of z/OS V1R9 XL C/C++ 75
COMPAT binder option
and c89 utility 94
as of z/OS V1R8 XL C/C++ 94
COMPAT compiler option
as of z/OS V1R6 C/C++ 89
compat object model
as of z/OS V1R6 C/C++ 94
compatibility issues
bind-time
from pre-OS/390 to z/OS V1R9 27
OS/390 65
C/370 Common Library
as of z/OS V1R9 40
compile-time
earlier z/OS C/C++ programs 81
I/O operations
from pre-OS/390 45
initialization sequence interception 40
input and output
from pre-OS/390 45
IPA release-to-release binary compatibility 59
run-time
OS/390 applications 67
pre-OS/390 applications 39
source code
earlier z/OS C/C++ programs 73
OS/390 programs 53
pre-OS/390 compiler to z/OS V1R9 XL
C/C++ 15
compatibility, achieving
pre-OS/390 modules
APAR PN74931 31
upward and downward 31
with earlier and later releases 31
with earlier and later releases
compatibility, achieving 31
compile-time issues
from pre-OS/390 21
compiler invocations
as of z/OS V1R6 C/C++ 88
c89 55, 89
compiler messages, listings, and return codes
ongoing changes and dependencies 21, 55, 81
compiler options
ARCHITECTURE
as of z/OS V1R2 C/C++ 56
as of z/OS V1R6 C/C++ 57
CHECKOUT
C support as of z/OS V1R6 C/C++ 58
CHECKOUT(CAST)
as of z/OS V1R2 C/C++ 57
COMPAT
as of z/OS V1R6 C/C++ 89
DBRMLIB
as of z/OS V1R8 XL C 126
z/OS V1R5 XL C — z/OS V1R8 XL C 126
DECK 21
alternative as of z/OS V1R2 C/C++ 56
DIGRAPH
default as of z/OS V1R2 C/C++ 57
ENUM
as of z/OS V1R2 C/C++ 57
ENUMSIZE
as of z/OS V1R2 C/C++ 22, 57
as of z/OS V1R7 XL C/C++ 22
ENUMSIZE(SMALL)
as of z/OS V1R7 XL C++ 86
GENPCH
as of z/OS V1R2 C/C++ 56
GONUMBER
with LP64 86
HALT 22
HALTONMSG
as of z/OS V1R2 C/C++ 57
HWOPTS
alternative as of z/OS V1R2 C/C++ 56
as of z/OS V1R2 C/C++ 22
ILP32
as of z/OS V1R9 XL C/C++ 91
batch processing and name mangling under
ILP32 91
INFO
C support as of z/OS V1R6 23, 58
C support as of z/OS V1R6 C/C++ 58
INLINE
as of z/OS V1R2 C/C++ 23, 58
IPA 59
as of z/OS V1R8 XL C 25, 63, 91
LANGLEVEL
as of z/OS V1R7 XL C/C++ 86, 87
LANGLEVEL(ANSI) compiler option
as of z/OS V1R7 XL C 21, 23, 56, 59, 84, 86
LANGLEVEL(COMPAT) 22
as of z/OS V1R2 C/C++ 56
LANGLEVEL(EXTENDED) compiler option
as of z/OS V1R7 XL C 23, 60, 87
LANGLEVEL(EXTERNTEMPLATE) compiler option
as of z/OS V1R7 XL C 23, 60, 87
LANGLEVEL(SAA) compiler option
as of z/OS V1R7 XL C 21, 23, 56, 59, 84, 86
LANGLEVEL(SAA2) compiler option
as of z/OS V1R7 XL C 21, 23, 56, 59, 84, 86
LOCALE
as of z/OS V1R9 60

144 z/OS V1R11.0 XL C/C++ Compiler and Run-Time Migration Guide for the Application Programmer
compiler options (continued)

LOCALE (continued)
  as of z/OS V1R9 XL C/C++ 87
LP64 88
LSEARCH 24, 56
  as of z/OS V1R2 C/C++ 56
NORENT
  as of OS/390 V2R9 61
  as of z/OS V1R7 XL C/C++ 65
OE
  as of z/OS V1R2 C/C++ 56
OMVS 22
  alternative as of z/OS V1R2 C/C++ 56
OPTIMIZE 24
  as of z/OS V1R5 C/C++ 61
ROCONST
default as of z/OS V1R2 C/C++ 61
ROSTRING
  as of z/OS V1R2 C/C++ 61
SEARCH 24
  as of z/OS V1R2 C/C++ 56
SOM
  as of OS/390 V2R10 C/C++ 56
  no longer supported 56
SQL
  as of z/OS V1R8 XL C 126
SRCMSG 22
  as of z/OS V1R2 C/C++ 56
STATICINLINE
default as of z/OS V1R2 C/C++ 62
SYSLIB 22
  alternative as of z/OS V1R2 C/C++ 56
SYSPATH 22
  alternative as of z/OS V1R2 C/C++ 56
TARGET
  as of z/OS V1R0 XL C/C++ 88
  as of z/OS V1R6 C/C++ 89
  as of z/OS V1R9 XL C/C++ 62
TEST
  as of z/OS V1R6 C/C++ 25, 62
USEPCH
  as of z/OS V1R2 C/C++ 56
USERLIB 22
  alternative as of z/OS V1R2 C/C++ 56
USERPATH 22
  alternative as of z/OS V1R2 C/C++ 56
XPLINK 88
compiler options for compatibility with previous
  compilers 92
compiler options, no longer supported
  as of z/OS V1R2 C/C++ 56
compiler options, specifying in JCL 25
compiler options, no longer supported
  pre-OS/390 21
compiler substitution variables
  as of z/OS V1R10 81
compiler-time issues
  from C/370 V2 21
concatenation of libraries
  environment initialization 41

conflicts between options and pragmas
  as of z/OS V1R7 XL C/C++ 85
cctest() function
  relinking C/370 modules 30
cftime() 41
customization
  as of z/OS V1R6
    Language Environment services 100
cv-qualification
  as of z/OS V1R2 C++ 112

D

data conversions
  as of z/OS V1R6 C/C++
    and ARCHITECTURE level 57
data set names 62
data type incompatibilities
  pre-OS/390 source code 17
data types
  as of z/OS V1R6 XL C
    long long 60
Database Access Class Library
  as of OS/390 V1R4
    removal of utility 69
DB2 services, requesting
  using SQL compiler option 125
DB2 Universal Database
  Database Access Class Library utility 125
  requesting DB2 services
    z/OS V1R5 XL C — z/OS V1R8 XL C 125
DBRMLIB compiler option
  z/OS V1R5 XL C — z/OS V1R8 XL C 126
ddnames
  SYSSERR 37
SYSPRINT 37
SYSTERM 37
debug format 95
  as of z/OS V1R6 C/C++
    binding OS/390 modules 68
c89 utility 55
  determining 62
c89 utility 89
Debug Tool
  relinking C/370 modules 30
debugging issues
  relinking C/370 modules 30
decimal floating-point (DFP)
  as of z/OS V1R9 XL C/C++
    size modifiers 76, 98
decimal overflow exceptions
  pre-OS/390 CICS modules 42
DECK compiler option
  alternative as of z/OS V1R2 C/C++ 21
  as of z/OS V1R2 C/C++
    alternative 56
default daylight saving time
  as of z/OS V1R9 99, 100
destruction of statically initialized objects before and
  after ISO/IEC 14882:2003(E) compliance 110
DIGRAPH compiler option
  as of z/OS V1R2 C/C++ default 57
disability 131
DSECT header files
  packed structures and unions 17
dump services
  as of C/C++ for MVS/ESA V3
    dump generation or suppression 37
dumps
  generating automatically
    as of z/OS V1R5 36
  Language Environment format
    as of z/OS V1R5 36
DWARF debug format
  -g flag
    as of z/OS V1R6 C/C++ 89
dynamic binding
  declaring and calling virtual functions
    as of z/OS V1R6 C/C++ 79
dynamic code 40

E
EDCXSTRX
  and dynamic C library functions in SPC applications 18
EDCXV 18
EEC default currency
  as of z/OS V1R6 100
enclaves
  as of OS/390 V2R9
    abnormal terminations 38
enumeration types
  as of z/OS V1R7 XL C/C++
    controlling size of 57
    controlling size of
      as of z/OS V1R7 XL C/C++ 22
      as of z/OS V1R7 XL C++ 86
enumerations
  as of z/OS V1R7 XL C++ 86
differences between UNIX System Laboratories and Standard C++ I/O Stream libraries 69
ENUMSIZE compiler option
  as of z/OS V1R2 C/C++ 22, 57
  as of z/OS V1R7 XL C/C++ 22
ENUMSIZE(SMALL) compiler option
  as of z/OS V1R7 XL C++ 86
ENVAR(″_EDC_COMPAT=32767″) run-time option 35, 67, 98
environment initialization 41
environment variables (continued)
  as of z/OS V1R6 C/C++ (continued)
    DWARF 55
    internationalization issues 41
    POSIX compliance 41
error messages
  as of z/OS V1R8 XL C/C++
    binder 28, 93
  as of z/OS V1R9 XL C++
    name lookup exceptions 83
    templates 83
  Language Environment services
    redirecting 37
    namespace pollution
      as of z/OS V1R8 XL C/C++ 28, 93
    templates 83
errors
  as of z/OS V1R7 XL C++
    non-standard long long macros 76
due to compiler changes 114
errors, migration
  macro redefinitions
    as of z/OS V1R7 XL C 21, 23, 56, 59, 84, 86
  Unable to open DBRM file
    as of z/OS V1R8 XL C 126
escape sequence encoding
  as of z/OS V1R11 82
Euro
  as of z/OS V1R6 100
exception handling
  as of z/OS V1R2
    access checking (C++ only) 114
    class type definitions 114
  as of z/OS V1R2 C++ 112
    ambiguous overloads 114
  as of z/OS V1R9
    CCN5413 exception 114
changes from C/370 V2
  return codes 42
  SIGINT 42
  SIGTERM 42
  SIGUSR1 42
  SIGUSR2 42
differences between C/370 and Language Environment
  library return codes and messages 35
  user-defined conversions 115
exceptions
  as of z/OS V1R2
    avoiding exceptions 114
    CCN5193 exception 114
type definitions 114
EXEC statements
  CC 29
  CC command 63
  changes affecting pre-OS/390 programs 37
customization of 63
  existing applications, migrating to z/OS XL C
  From C/370 V2 13
  external references
    as of z/OS V1R3 C/C++ 30
external variable names
   as of z/OS V1R3 C/C++ 30

F
feature test macros
   and system header files
      as of z/OS V1R9 XL C++ 75
feature testing
      as of z/OS V1R11 XL C++ 92
      as of z/OS V1R7 XL C++ 75, 92
      as of z/OS V1R9 XL C++ 92
fetched main programs
   pre-OS/390 source code 16
fflush() function 47
fgetpos() function 47
fixes
   pre-OS/390 modules
      APAR PN74931 31
   z/OS V1R5 XL C — z/OS V1R8 XL C
      DBRMLIB option 125
flags
   differences between UNIX System Laboratories and
      Standard C++ I/O Stream libraries 69
fldata() function
   changes in return values 49
FLOAT(AFP) compiler option
   CICS processing
      as of z/OS V1R9 122
floating-point support
   run-time libraries 102
for loops
   as of z/OS V1R7 XL C/C++
      unrolling 77
      scoping
      as of z/OS V1R2 C++ 110
format control flags
   differences between UNIX System Laboratories and
      Standard C++ I/O Stream libraries 69
Fortran interlanguage calls
   as of Language Environment V1R5 31
freopen() library function
   ANSI/ISO standard 45
friend declaration
   as of z/OS V1R11
      extendedfriend 113
   friend declarations in class member lists and Standard
      C++ compliance
      as of z/OS V1R2 C++ 111
   friend declarations, visibility of
      as of z/OS V1R2 C++
      effect on friend declarations 111
fseek() function 47
function return type
   pre-OS/390 source code 16

G
GENPCH compiler option
   as of z/OS V1R2 C/C++ 56
getnameinfo() function
   as of z/OS V1R9 XL C/C++
      scope information 75
global new operator, user-defined
   pre-OS/390 source code
      example 16
GONUMBER compiler option
   as of z/OS V1R8 XL C/C++
      with LP64 86

H
HALT compiler option 22
HALTONMSG compiler option
   as of z/OS V1R2 C/C++ 57
header files
   and feature test macros
      as of z/OS V1R9 XL C++ 75
      as of z/OS V1R7 XL C++
      _OPEN_SYS_SOCK_IPV6 macro 75
      exposing new definitions 75
      Language Environment 75, 92
   as of z/OS V1R9
      time.h 99
   as of z/OS V1R9 XL C++ 75
      _ieee754.h 75
      IEEE 754 interface declarations 75
      Language Environment 92
DSECT
   migration from pre-OS/390 17
HEAP run-time option
   default size 38
   parameters 38
   with CICS 119
HEAPPOOLS run-time option
   as of z/OS V1R10 97
hexadecimal floating point notation
   C99 support 102
HFS files, support of 63
HWOPTS compiler option
   as of z/OS V1R2 C/C++ 22
      alternative 56

I
IBM data set names 62
IBM object model
   as of z/OS V1R6 C/C++ 94
IBM Open Class Library
   -OS/390 source code 53
   earlier z/OS C/C++ source code 73
   pre-OS/390 source code 15
   removal of run-time support 69
IBMBLIIA library module 40
   environment initialization 41
IBMBXITA library module
   rules of precedence 29
iconv() changes and CICS processing
   as of z/OS V1R9 122
IEEE 754 interface declarations
  as of z/OS V1R9 XL C++
  namespace pollution 75
IEEE754 math functions
  as of z/OS V1R9
  version specification 101
IEFUSI exit routine
  as of z/OS V1R8 XL C/C++
  MEMLIMIT value 91
  MEMLIMITValue 59
IEW2456E error condition
  binding earlier z/OS C/C++ programs
  handling .93
  binding pre-OS/390 programs
  handling 28
 ILP32 compiler option
  as of z/OS V1R9 XL C/C++
  batch processing and name mangling 91
IMEMILIM variable
  as of z/OS V1R8 XL C/C++
  cataloged procedures 91
  MEMLIMIT system parameter 91
  to override the MEMLIMIT default 59
implicit integer types
  as of z/OS V1R2 C++ 110
include files, finding 22
incompatibilities
  between Open Class and Standard /C++
  libraries 69
INFO compiler option
  as of z/OS V1R6 C/C++
  C support 58
  C support as of z/OS V1R6 23
  default as of z/OS V1R2 C/C++ 23
initialization compatibility issues 40
  C/370 Common Library
  as of z/OS V1R9 40
initialization schemes
  CEESTART and IBMBLIIA modules 40
INLINE compiler option
  as of z/OS V1R2 C/C++ 23
  defaults 58
inlining threshold
  as of z/OS V1R2 C/C++ 58
input and output
  as of z/OS V1R9 XL C++
    impact of DFP size modifiers 76
    impact of DFP size modifiers on fprintf/fscanf
    results 98
    source code modifications to fprintf and fscanf
    function arguments 76
ASA files
    closing and reopening 49
    closing files 45
    writing to files 45
    closing and reopening files
    ASA files, opening and closing 49
    closing files
    ASA files 45
    compatibility issues 45
    file I/O changes 45
input and output (continued)
    fwrite() function 49
    ftell() function 47
    opening files 45
    repositioning within files 47
    terminal I/O 50
    VSAM I/O 49
    writing to files
    ASA files 45
    other considerations 45
interlanguage calls
  assembler 31
  PL/I 31
interlanguage calls (ILC)
  as of Language Environment V1R5 31
  as of z/OS V1R6 C++
    between C and C++ program modules using
    #pragma pack(2) 95
    pre-OS/390 binder error 42
    pre-OS/390 modules 31
    pre-OS/390 source code 18
    program mask manipulations
    pre-OS/390 source code 18
    relinking pre-OS/390 modules 30
internal timing algorithm
  as of z/OS V1R8 99
internationalization
  migration issues 100
  internationalization incompatibilities
    no longer supported
    pre-OS/390 source code 19
    pre-OS/390 source code 19
internationalization issues
  time zones 41
invocation of XL C/C++ compiler
  as of z/OS V1R6 C/C++ 88
IPA compiler option
  as of z/OS V1R9 XL C/C++
    IPA link step 63
    macro redefinition 63
    region size 63
    very large applications 63
    binary compatibility issues 59
    macro redefinition
    as of z/OS V1R8 XL C 25, 91
IPA Link step
  as of z/OS V1R9 XL C/C++
    very large applications 63
    very large applications
    as of z/OS V1R8 XL C 25, 91
IPA(LINK) compiler option
  as of z/OS V1R8 XL C/C++ 59
    64-bit memory 91
    link step defaults 58
ISAINC run-time option
  Language Environment equivalent 37
ISASIZE run-time option
  Language Environment equivalent 37
ISASIZE/ISAINC with #pragma runopts
  pre-OS/390 source code 15
ISO standard C++ compliance
determining level supported by compiler 105
ISO Standard C++ compliance 92
recommended approaches for migration objectives 107
ISO/IEC 14882:2003(E) compliance
effect on cv-qualification 112
statically initialized objects, destruction of 110

J
JCL procedures
arguments that contain a slash 37
as of C/C++ for MVS/ESA V3
dump generation or suppression 37
as of x/OS V1R5 C++
CBCI 63
CBXI 63
CLBPRFX variable 63
as of z/OS V1R2 C/C++ 26
as of z/OS V1R5
CEEBDATX 36
as of z/OS V1R5 C/C++ 26
as of z/OS V1R7 XL C/C++
bind step 65
as of z/OS V1R8 XL C/C++
64-bit virtual memory 59
setting MEMLIMIT value 59
as of z/OS V1R9 XL C/C++
assembly listings 84
default region size 90
name mangling 91
user-defined conversion tables 90
CBCC 25
CBCL 25
CBCLG 25
CBCCI 26
CBXIXI 26
CC EXEC statement 63
CEEBDATX 29
CEECDTX 29, 119
CEEOPT
as of OS/390 V2R9 120
CEEDOPT
abnormal terminations of enclaves 38
changes affecting pre-OS/390 programs 37
CLBPRFX variable 26
customizing for migrations from OS/390 63
CXX parameter 25
differences between C/370 and AD/Cycle C/370
V1R2
library return codes and messages 35
GO step 37
interlanguage calls and compiler options 32
obsolete C/370 runtime options 37
pre-z/OS V1R5 C/C++ modifications 91
SYSLIB DD cards to remove
as of z/OS V1R2 C/C++ 26
to compile very large applications
as of z/OS V1R8 XL C 25, 63, 91
user-defined for C++ 25

K
keyboard 131

L
LANGLVL compiler option
and macro redefinitions
as of z/OS V1R7 XL C/C++ 86, 87
LANGLVL(ANSI) compiler option
and Standard C++ compliance objectives 107
as of z/OS V1R7 XL C
macro redefinition 56, 59
macro redefinition
as of z/OS V1R7 XL C 21, 23, 84, 86
LANGLVL(COMPAI) compiler option
alternative as of z/OS V1R2 C/C++ 22
as of z/OS V1R2 C/C++ 56
LANGLVL(COMPAI92) compiler option
and Standard C++ compliance objectives 107
LANGLVL(EXTENDED) compiler option
and Standard C++ compliance objectives 107
as of z/OS V1R7 XL C
macro redefinition 60
macro redefinition
as of z/OS V1R7 XL C 23, 87
LANGLVL(EXTENDED0X) compiler option
as of z/OS V1R11 112
LANGLVL(EXTENDED0X) compiler option
as of z/OS V1R11 113
LANGLVL(EXTERN0F) compiler option
as of z/OS V1R11
macro redefinition 113
LANGLVL(IMPLICITINT) compiler option 110
LANGLVL(LONgLON) compiler option
as of z/OS V1R7 XL C/C++ 76
LANGLVL(NOANSIFOR) compiler option
scoping for-loop initializer declarations
as of z/OS V1R2 C++ 110
LANGLVL(OLDFRIEND) compiler option
as of z/OS V1R2 C++
effect on friend declarations 111
LANGLVL(OLDMATH) compiler option
as of z/OS V1R2 C++ 114
LANGLVL(SAA) compiler option
as of z/OS V1R7 XL C
macro redefinition 56, 59
macro redefinition
as of z/OS V1R7 XL C 21, 23, 84, 86
LANGLVL(SAA2) compiler option
as of z/OS V1R7 XL C
macro redefinition 56, 59
macro redefinition
as of z/OS V1R7 XL C 21, 23, 84, 86
LANGLVL(STRIC99) compiler option
and Standard C++ compliance objectives 107
Language Environment
as of z/OS V1R7 XL C/C++ 75
header files
as of z/OS V1R7 XL C/C++ 75
netinet/in.h 75

INDEX 149
Language Environment run-time libraries
as of z/OS V1R7 XL C++
  header files 92
as of z/OS V1R9 XL C++
  header files 92
pre-OS/390 modules
  packaging 31
Language Environment services
as of OS/390 V2R9
  abnormal enclave terminations 38
  abnormal terminations 38
  enclaves 38
as of z/OS V1R2 C/C++
  arguments that contain a slash 37
  data set names 37
  default heap allocations 38
  error messages 35, 36
  error parameter passing 36
  HEAP parameter specification 38
  passing run-time options 37
  return codes 35
  STACK defaults 38
  TRAP restrictions 38
as of z/OS V1R5 C/C++
  abnormal terminations 36
  batch jobs 36
  customizing procedures 91
  data set names 36
  modifying JCL 91
  specifying message language 36
as of z/OS V1R6
  customization 100
  LOCALDEF utilities 100
as of z/OS V1R7 XL C/C++
  abend codes and messages with CICS 120
  dumps 120
as of z/OS V1R9
  default daylight saving time 99
  default daylight saving time, retaining previous 100
C/370 CICS modules
  initialization compatibility issues 40
  realloc() 43
  unexpected SIGFPE exceptions 42
CICS modules
  writing to pre-OS/390 files 45
customization issues
  OS/390 migrations 68
  equivalents for C/370 V2 run-time options 37
iconv() changes and CICS processing
  as of z/OS V1R9 122
initialization 40
interlanguage calls (ILC) 31
OS/390 migration issues
  customization 68
output handling under CICS 121
pre-OS/390 CICS modules
  coexistence considerations 42
  decimal overflow exceptions 42
  exception handling 42
  initialization schemes 40
Language Environment services (continued)
pre-OS/390 CICS modules (continued)
  initializing 41
  input and output compatibility issues 45
pre-OS/390 CICS programs
  abnormal terminations 119
  dumps 119
  heap residence 119
pre-OS/390 modules
  APAR PN74931 31
  converting modules to use Language Environment services 33
  directing error messages 37
pre-OS/390 programs
  retaining run-time behavior 35
  run-time messages 35
  STACK parameters 39
  record handling under CICS 120
  transient data queue names under CICS 121
language for compiler messages, specifying 55
language libraries
  pre-OS/390 modules 31
LANGUAGE run-time option
  Language Environment equivalent 37
LANGUAGE with #pragma runopts
  pre-OS/390 source code 15
LC_MONETARY information
  as of z/OS V1R6 100
library file searches
  based on name and type
    as of z/OS V1R2 C/C++ 26
library functions
  ctest() 30
  ctime() 41
  fflush() 47
  fgetpos() 47
  fseek() 47
  librel 27
  localtime() 41
  mktime() 41
  pthread_yield()
    as of z/OS V1R8 XL C/C++ 74
  pthread_yield() function
    as of z/OS V1R9 XL C++ 74
  putenv()
    as of z/OS V1R5 C/C++ 76, 99
  realloc()
    migration from pre-OS/390 43
    pre-OS/390 source code modification 43
  sched_yield()
    as of z/OS V1R8 XL C/C++ 74
  ungetc() 47
library release
  determining 27
link step
  as of z/OS V1R8 XL C/C++
    IPA(LINK) defaults 58
    IPA binary compatibility 59
  linkage editor control statements
    pre-OS/390 modules
      calls to COBOL routines 32
linkage issues
  as of V1R10 82
  as of V1R9 with PTF UK31348 82
listings
  as of z/OS V1R6 C/C++
    binding OS/390 modules 68
    formats 68
  binding OS/390 modules 95
  format changes 21, 55, 81
macros (continued)
  _XOPEN_SOURCE_EXTENDED
    as of z/OS V1R9 XL C++ 92
  as of z/OS V1R11
    __IBMCPP_EXTENDED_FRIEND 113
  as of z/OS V1R6 XL C
    __LONG_LONG 60
  as of z/OS V1R9 XL C/C++
    __LOCALE__ macro 87
    for certain language levels
      as of z/OS V1R7 XL C 21, 23, 56, 59, 84, 86
  for LANGlvl(EXTENDED)
    V1R7 XL C 87
    z/OS V1R7 XL C 23, 60
  for LANGlvl(EXTERNTEMPLATE)
    z/OS V1R11 113
macros, standard
  as of z/OS V1R7 XL C++
    C99 support of 76
    TARGET compiler option 76
main programs, fetched
  pre-OS/390 source code 16
maintenance level, determining 125
mangled names
  as of z/OS V1R3 C/C++ 30
math functions
  as of z/OS V1R9
    IEEE754 101
MEMLIMIT default value
  as of z/OS V1R8 XL C/C++
    64-bit memory 91
    64-bit virtual memory 59
    overriding 59, 91
    setting 59, 91
memory requirements
  as of z/OS V1R8 XL C/C++ 25
  as of z/OS V1R9 XL C/C++
    IPA link step 63
    IPA link step 25
    as of z/OS V1R8 XL C/C++ 91
message data sets
  NATLANG run-time option 36, 55
messages
  CICS 120
  CICS reason codes 120
  contents 35
  debug format
    as of z/OS V1R6 C/C++ 55, 89
differences between C/370 and AD/Cycle C/370 V1R2 35
differences between C/370 and Language Environment 35
differences between pre-OS/390 and Language Environment run-time messages 35
macro redefinitions
  as of z/OS V1R11 113
  as of z/OS V1R7 XL C 21, 23, 56, 59, 60, 84, 86, 87
MSGFILE run-time option 37
non-DLL compilations
  as of z/OS V1R6 C/C++ 89

M compiler option
  as of z/OS V1R11 60, 87
  macro definition check
    SQL coprocessor-based compilations
      as of z/OS V1R10 XL C/C++ 126
macro redefinitions
  as of z/OS V1R7 XL C/C++
    under LANGlvl(ANSI), LANGlvl(SAA), or LANGlvl(SAAL2) 86
    under LANGlvl(EXTENDED) 87
macro undefined and redefinition
  SQL coprocessor-based compilations
    as of z/OS V1R10 XL C/C++ 126
macros
  __OPEN_SYS_SOCK_IPV6
    as of z/OS V1R7 XL C++ 75, 92
messages (continued)
perror() 36
prefixes 35
specifying the national language for 36, 55
sterror() 36
Unable to open DBRM file
as of z/OS V1R8 XL C 126
migration objectives and recommended
approaches 107
mktime() 41
Model Tool support
as of OS/390 V2R10 C/C++ 64
MSGFILE run-time option
pre-OS/390 modules 37
multithreaded applications
binding OS/390 modules 65
MVS batch interface
as of z/OS V1R6 100
MVS/ESA V3
dumps 37

N
name lookups
as of z/OS V1R10 XL C++ 109
name mangling
as of z/OS V1R3 C/C++ 30
as of z/OS V1R9 XL C/C++
and batch processing 91
namespace pollution
as of z/OS V1R9 XL C++
IEEE 754 interface declarations 75
math.h 75
SQL coprocessor-based compilations
as of z/OS V1R10 125
namespace pollution error
as of z/OS V1R8 XL C/C++
handling 28, 93
namespace pollution errors
SQL coprocessor-based compilations
handling, as of z/OS V1R10 125
namespaces
as of z/OS V1R10
avoiding pollution of 125
as of z/OS V1R9 XL C++
<net/if.h> header file 92
avoiding pollution of 75
XPG 4.2 92
national language for run-time environment,
specifying 36
NATLANG run-time option 36
C/370 equivalent 37
message data sets 55
new
pre-OS/390 source code
array format 16
new, array version
as of z/OS V1R2 C/C++
avoiding syntax errors 116
pre-OS/390 source code 16
non-DLL compilations
as of z/OS V1R6 C/C++ 89
NONIPSTACK run-time option
Language Environment equivalent 37
NORENT compiler option 65
as of OS/390 V2R9
variables 61
NOSPIE run-time option
running pre-OS/390 programs 38
NOSTAE run-time option
running pre-OS/390 programs 38
Notices 133
NULL assignments
pre-OS/390 source code 17
numeric conversion functions
as of z/OS V1R7 XL C++
long long macros 76
C99 support 103

O
object models, supported
as of z/OS V1R6 C/C++ 94
OE compiler option
as of z/OS V1R2 C/C++ 56
OMVS compiler option
alternative as of z/OS V1R2 C/C++ 22
as of z/OS V1R2 C/C++
alternative 56
optimization
as of OS/390 V2R6 C/C++ 56
OPTIMIZE compiler option 24
as of z/OS V1R5 C/C++
OPT(3) 61
OS/390 behavior
retaining 67
OS/390 migration issues
Language Environment customization 68
OS/390 migrations
JCL procedures 63
OS/390 modules
as of z/OS V1R7 XL C/C++
bind step 65
OS/390 programs
improving performance 62
OS/390 V1R4
Database Access Class Library utility
removal of support 69
OS/390 V2R10
removal of Model Tool support 64
ROSTRING compiler option 61
System Object Model (SOM)
removal of support 69
OS/390 V2R6
optimization level mapping and listing content 56
OS/390 V2R9
#pragma leaves 63
#pragma reachable 63
#pragma variable 61
enclaves
abnormal terminations 38
OS/390 V2R9 (continued)
NORENT compiler option 61
variables 61
overflow processing
and ARCH option 53
as of z/OS V1R6 C/C++
and ARCHITECTURE level 57
and data conversions 57
OS/390 source code
elements 53
overflow ambiguities
as of z/OS V1R2 C++
avoiding 114
overloads of standard math functions
as of z/OS V1R2 C++
avoiding exceptions 114

P
packed structures and unions
assignment restrictions
migration from pre-OS/390 17
DSECT header files
migration from pre-OS/390 17
PDF documents xviii
PDS 45
PDSE 45
performance improvements
as of z/OS V1R9
IEEE754 math functions 101
performance, improving
as of z/OS V1R9 XL C/C++
very large applications 63
very large applications
as of z/OS V1R8 XL C 25, 91
when recompiling OS/390 programs 62
perror() 36
PL/I interlanguage calls
pre-OS/390 modules 31
PL/I interlanguage calls 31
pointer casting
as of z/OS V1R2 C/C++
anti-aliasing rule 57
pointer incompatibilities
pre-OS/390 source code 17
portability
to or from AIX
as of z/OS V1R6 C/C++ 88
POSIX compliance
as of z/OS V1R5
changes to putenv() 99
as of z/OS V1R5 C/C++
putenv() function 76
POSIX compliance 67
retaining OS/390 behavior 67
potential linkage issues
as of V1R10 82
as of V1R9 with PTF UK31348 82
pragma
enum
as of z/OS V1R2 C/C++ 57
pragma (continued)
pack
DSECT header files 17
runopts
pre-OS/390 source code 15
variable
as of OS/390 V2R10 C/C++ 61
pragmas
as of z/OS V1R2 XL C++
pack(2) 78
as of z/OS V1R7 XL C/C++
variable 65
binding OS/390 modules 65
changes in behavior of variables 65
leaves
as of OS/390 V2R9 63
reachable
as of OS/390 V2R9 63
runopts 37
pre-OS/390 applications
run-time
compatibility issues 39
pre-OS/390 source code
NULL assignments 17
pointer incompatibilities 17
program masks
CICS applications
pre-OS/390 source code 18
pre-OS/390 source code 18
System Programming C
pre-OS/390 source code 18
pselect() interface
as of z/OS V1R11 XL C++ 92
PSW mask 18
putenv() as of z/OS V1R5
and POSIX compliance 99
putenv() function
as of z/OS V1R5 C/C++ 76
R
realloc() function
migration from pre-OS/390 43
pre-OS/390 source code modification 43
recommended approaches for migration objectives 107
reentrancy
as of OS/390 V2R10 C/C++
#pragma variable 61
as of OS/390 V2R9
#pragma variable 61
as of z/OS V1R7 XL C/C++
binding OS/390 modules 65
region size
as of z/OS V1R9 XL C/C++
default 63
release changes and migration issues 3
relink requirements
clet() 30
REPORT run-time option
Language Environment equivalent 37
REPORT with #pragma runopts
pre-OS/390 source code 15
resolution of conflicts between options and pragmas
as of z/OS V1R7 XL C/C++ 85
resource allocation
and memory management
pre-OS/390 source code 43
return codes
control of processing
as of z/OS V1R10 89
specifying maximum acceptable
as of z/OS V1R10 89
return codes differences
between C/370 and Language Environment 35
ROCONST compiler option
default as of z/OS V1R2 C/C++ 61
ROSTRING compiler option
as of z/OS V1R2 C/C++ 61
RPTSTG run-time option
C/370 equivalent 37
rules of precedence
user exits 29
run-time behavior, OS/390
retaining for the greatest number of items 67
run-time behavior, pre-OS/390
retaining for the greatest number of items 35
run-time behavior, previous
daylight saving time 99
internal timing algorithm 99
retaining earlier IEEE754 math functions 98
retaining for the greatest number of items 98
run-time compatibility issues
pre-OS/390 applications 39
run-time libraries
C/370, under CICS 119
C99 standard
floating-point notation 102
floating-point special values 103
Run-Time Library Extensions
earlier z/OS C/C++ source code 73
OS/390 source code 53
pre-OS/390 source code 15
run-time options
ABTERMENC 38
abnormal terminations of enclaves 38
C/370 V2 compiler to z/OS V1R9 C compiler 35
ending options list 37
HEAP 38
C/370 V2 compiler to z/OS V1R9 C compiler 38
ISAINC
Language Environment equivalent 37
ISASIZE
Language Environment equivalent 37
LANGUAGE
Language Environment equivalent 37
MSGFILE 37
passing to program 37
pre-OS/390 35
REPORT
Language Environment equivalent 37
slash (/) 37
run-time options (continued)
SPIE
Language Environment equivalent 37
SPIE|NOSPIE 38
STAE
Language Environment equivalent 37
STAE|NOSTAE 38
TRAP 38
run-time options, specifying in JCL 25
S
scanf()
as of z/OS V1R9 XL C++
impact of DFP size modifiers, source code modifications 76
SCEERUN library module 40
environment initialization 41
SCLBH data sets 26
scope information
handling
as of z/OS V1R9 XL C/C++ 75
SEARCH compiler option 24
as of z/OS V1R2 C/C++ 56
setlocale() function
as of z/OS V1R6 100
shortcut keys 131
SIBMLINK library module 40
environment initialization 41
SIGFPE exceptions 42
CICS applications
pre-OS/390 source code 18
pre-OS/390 binder error 42
pre-OS/390 source code 18
System Programming C
pre-OS/390 source code 18
SIGINT exception
changes from C/370 V2 42
SIGTERM exception
changes from C/370 V2 42
SIGUSR1 exception
changes from C/370 V2 42
SIGUSR2 exception
changes from C/370 V2 42
sizeof operator
pre-OS/390 source code 16
SOM compiler option
as of OS/390 V2R10
removal of SOM support 69
source code
pre-OS/390 compiler to z/OS V1R9 XL C/C++ 15
source code incompatibilities
with earlier releases of the z/OS C/C++ compiler 73
with OS/390 programs 53
source code modifications
as of z/OS V1R9 XL C++
impact of DFP size modifiers 76
SPIE run-time option
Language Environment equivalent 37
running pre-OS/390 programs 38
SPIE with #pragma runopts
pre-OS/390 source code 15
SQL compiler option
as of z/OS V1R10 XL C 125
as of z/OS V1R9 XL C 125
SQL coprocessor-based compilations
as of z/OS V1R10
namespace pollution 125
SQL Universal Database
requesting DB2 services 125
z/OS V1R5 XL C — z/OS V1R8 XL C 125
SRCMSG compiler option
as of z/OS V1R2 C/C++ 22, 56
STACK run-time option
as of z/OS V1R2 C/C++ 38
C/370 equivalent 37
parameters 39
STACK defaults 38
STAE run-time option
Language Environment equivalent 37
running pre-OS/390 programs 38
STAE/SPIE with #pragma runopts
pre-OS/390 source code 15
Standard C++ compliance 92
array new with user-defined global new operator
pre-OS/390 16
as of z/OS V1R2
access checking 114
access checking (C++ only) 114
CCN5193 exception 114
class type definitions 114
exception handling 114
exceptions 114
type definitions 114
as of z/OS V1R2 C/C++
syntax error with array new 116
as of z/OS V1R2 C++
ambiguous overloads 114
effect on friend declarations 111
as of z/OS V1R7 XL C++ 74
as of z/OS V1R9
CCN5413 exception 114
class access checking 114
as of z/OS V1R9 XL C++ 74
effect on exception handling 112
implicit integer types
as of z/OS V1R2 C++ 110
scoping for-loop initializer declarations
as of z/OS V1R2 C++ 110
statically initialized objects, destruction of 110
user-defined conversions 115
Standard C++ compliance and friend declarations in
class member lists
as of z/OS V1R2 C++ 111
Standard C++ I/O Stream Library
and UNIX System Laboratories Complex
Mathematics Library 73
standard math functions
as of z/OS V1R2 C++
ambiguous overloads 114
standard stream support
under CICS 120
static code 40
statically initialized objects, destruction of 110
STATICINLINE compiler option
default as of z/OS V1R2 C/C++ 62
stderr 37
output handling under CICS 121
strerror() 36
symbolic names
resolution as of V1R9 83
SYSErr ddname
pre-OS/390 modules 37
SYSLIB compiler option
alternative as of z/OS V1R2 C/C++ 22
as of z/OS V1R2 C/C++
alternative 56
SYSMSGS ddname 36
SYSPATH compiler option
alternative as of z/OS V1R2 C/C++ 22
as of z/OS V1R2 C/C++
alternative 56
SYSPRINT ddname
pre-OS/390 modules 37
system header files
type declarations
as of z/OS V1R7 XL C++ 86
System Object Model
as of OS/390 V2R10 C/C++ 56
no longer supported 56
System Object Model (SOM)
as of OS/390 V2R10
removal of SOM support 69
System Programming C (SPC) facility
applications built with EDCXSTRX 18
CEEVV003 18
EDCXV 18
source changes 18
SYSTERM ddname
pre-OS/390 modules 37
T
TARGET compiler option
and binder features 94
as of z/OS V1R6 C/C++ 89
as of z/OS V1R7 XL C++
C99 standard macros 76
as of z/OS V1R8 XL C/C++ 94
as of z/OS V1R9 XL C/C++ 62
earliest release that can be targeted
as of z/OS V1R10 XL C/C++ 88
as of z/OS V1R9 XL C/C++ 88
targeting an earlier release
as of z/OS V1R10 XL C/C++ 88
as of z/OS V1R8 XL C/C++ 94
as of z/OS V1R9 XL C/C++ 88
technical support xviii
templates
as of z/OS V1R9 XL C++
name lookup exceptions 83
terminate__3stdFv binder error message 93
TEST compiler option
   as of z/OS V1R6 C/C++ 25, 62
PATH suboption
   as of z/OS V1R6 C/C++ 25
thread processing
   as of z/OS V1R8 XL C/C++
      processor release 74
      processor release
      as of z/OS V1R8 99
time zone issues 41
time.h header file
   as of z/OS V1R9
      localtime() function 99
TRAP run-time option
   C/370 equivalent 37
      running pre-OS/390 programs 38
TSO localedef utility interface
   as of z/OS V1R6 100
twobyte packed data alignment
   as of z/OS V1R2 XL C++
      unexpected C++ output 78
type definitions
   as of z/OS V1R2
      avoiding errors 114
typographical conventions xii

U
ulimit command
   as of z/OS V1R8 XL C/C++
      MEMLIMIT system parameter 59, 91
unexpected results
   as of z/OS V1R9 XL C++
      impact of DFP size modifiers on fprintf/fscanf
      results 98
ungetc()
   effect upon behavior of fflush() 47
   effect upon behavior of fgetpos() 47
   effect upon behavior of fseek() 47
unhandled conditions
   changes from C/370 V2 42
Unicode character translation
   and #pragma comment strings
   as of z/OS V1R10 XL C/C++ 57
UNIX System Laboratories
   and Standard C++ I/O Stream libraries 69
UNIX System Laboratories Complex Mathematics Library
   and Standard C++ I/O Stream Library 73
   earlier z/OS C/C++ source code 73
   OS/390 source code 53, 69
   pre-OS/390 source code 15
UNIX System Laboratories I/O Stream Library
   earlier z/OS C/C++ source code 73
   OS/390 source code 53, 69
   pre-OS/390 source code 15
UNIX System Services files, support of
   unrolling loops
   as of z/OS V1R7 XL C/C++ 77
USEPCH compiler option
   as of z/OS V1R2 C/C++ 56
user exits
   as of z/OS V1R5
      CEEBDATX 36
      CEEBDATX 29
      CEEBXITA library module 29
      CEECDATX 119
      IBMXBITA library module 29
user name spaces
   pre-OS/390 modules 31
user-defined conversions
   avoiding exceptions 115
USERLIB compiler option
   alternative as of z/OS V1R2 C/C++ 22
   as of z/OS V1R2 C/C++
      alternative 56
USERPATH compiler option
   alternative as of z/OS V1R2 C/C++ 22
   as of z/OS V1R2 C/C++
      alternative 56
using directive
   as of z/OS V1R10 XL C++ 109

V
variable mode
   as of z/OS V1R9
      C99 compliance 101
variables
   as of z/OS V1R7 XL C/C++
      binding OS/390 modules 65
      reentrant 65
very large applications
   as of z/OS V1R9 XL C/C++
      IPA link step 63
      macro redefinition 63
      IPA Link step
   as of z/OS V1R8 XL C 25, 91
virtual functions
   declaring and calling
   as of z/OS V1R6 C/C++ 79

W
WSIZEOF compiler option
   pre-OS/390 source code 16

X
XL C DB2 coprocessor 125
XL C/C++ compiler invocations
   as of z/OS V1R6 C/C++ 88
xlc configuration file
   as of z/OS V1R7 XL C/C++
      customizing 85
xlc invocation
   as of z/OS V1R7 XL C/C++
   resolution of conflicts between options and
   pragmas 85
xlc utility
    and TEMPlNC  88
    as of z/OS V1R10
        return-code processing  89
    as of z/OS V1R7 XL C/C++  89
source code changes  89
xlc command  88
xC command  88
xlc++ command  88
XPLINK compiler option
    as of z/OS V1R6 C/C++  88
XPLINK run-time option
    C/370 equivalent  37

Z
z/OS UNIX System Services
    as of z/OS V1R8 XL C/C++
        ulimit command  59, 91
z/OS V1R10
    AMODE 64 applications  97
diagnostic changes
    potential linkage issues  82
earliest release that can be targeted  88
HEAP POOLS run-time option  97
listings show compiler substitution variables  81
namespace pollution errors  125
PTF UK31348  82
requesting DB2 services  125
return-code processing
    options  89
SQL coprocessor-based compilations  125
    macro definition check, performing  126
    macro undefined and redefinition  126
TARGET compiler option  88
xlc utility
    return-code processing  89
z/OS V1R10 XL C/C++
    #pragma comment and ASCII  57
    ASCII users  57
z/OS V1R10 XL C++
    name lookups  109
    using directive  109
z/OS V1R11
    _POSIX_C_SOURCE macro  92
    C++0x  113
C++0x compiler option  112
    corrections in escape sequence encoding  82
extendedfriend  113
feature testing  92
friend declaration  113
header files  92
LANGVL(EXTENDED0X) compiler option  112
LANGVL(EXTERNTEMPLATE) compiler option  113
M compiler option  60, 87
    macro redefinitions  113
warm0x compiler option  113
z/OS V1R2
    #pragma enum  57
    #pragma variable  61
z/OS V1R2  (continued)
    ambiguous overloads  114
    ANSI-aliasing rule  57
as of z/OS V1R2 C/C++
    HALTONMSG compiler option  57
batch processing
    alternative  26
SYSLIB concatenation  26
C support  23
C++ exception handling  112
CC EXEC invocation changes  29
CHECKOUT(CAST) compiler option  57
compiler options, no longer supported  56
cv-qualification  112
DECK compiler option  21
destruction of statically initialized objects before and after ISO/IEC 14882:2003(E) compliance  110
DIGRAPH compiler option
    default  57
    enumeration types
        controlling size of  22
    enumeration types, controlling size of  57
ENUMSIZE() compiler option  57
friend declarations in class member lists  111
friend declarations, visibility of  111
HW OPTS compiler option  22
implicit integer types and Standard C++ compliance  110
include files, finding  22
INFO compiler option  23
INLINE compiler option  23
defaults  58
ISO standard C++ compliance  105
LANGVL(COMPAT) compiler option  22
LANGVL(OLDMATH) compiler option  114
library file searches  26
OMVS compiler option  22
pack(2)  78
pointer casting  57
ROSTRING compiler option  61
scoping for loops  110
SRCMSG compiler option  22
STACK run-time option  38
Standard C++ compliance  112
    C++ class access errors  114
    STATICINLINE compiler option  62
syntax error with array new  116
SYSLIB compiler option  22
SYSLIB DD cards to remove  26
twobyte packed data alignment  78
unexpected C++ output  78
USERLIB compiler option  22
z/OS V1R3
    #pragma map  30
C++ class names  30
external variable names  30
name mangling  30
z/OS V1R5
    _EDC_PUTENV_COPY environment variable  76
abnormal termination exit routine  36
batch processing  36
z/OS V1R5 (continued)

CEEBDATX  36
changes to putenv()  99
compiling OS/390 applications  63
destruction of statically initialized objects before and
after ISO/IEC 14882:2003(E) compliance  110
JCL procedures  63
  Language Environment customization  91
locale name  61
OPTIMIZE compiler option  61
POSIX compliance  76, 99
putenv() function  76
requesting DB2 services  125
z/OS V1R5 C/C++, earlier than
JCL procedures
  Language Environment customization  91
z/OS V1R6
  _DEBUG_FORMAT environment variable  68, 89, 95
@euro locale  100
@preeuro locale  100
alignment incompatibilities
  between object models  94
ARCHITECTURE default  57
ARCHITECTURE level and overflow processing  57
batch processing  100
binding OS/390 modules  68
C support  23, 58
c89 utility  68, 89, 95
c89 utility and _DEBUG_FORMAT environment
  variable  55
CHECKOUT compiler option  58
COMPAT compiler option  89
data types  60
declaring and calling virtual functions  79
dynamic binding  79
EEC default currency  100
INFO compiler option  23, 58
interlanguage calls (ILC)
  with #pragma pack(2)  95
ISO standard C++ compliance
  determining level supported by compiler  105
Language Environment customization  100
LC_MONETARY information  100
listings  68
LOCALDEF utilities  100
long 60
LP64 compiler option  88
MVS batch interface  100
object module incompatibilities
  with #pragma pack(2)  95
pre-OS/390 modules and language libraries  31
pre-OS/390 modules and user name spaces  31
requesting DB2 services  125
setlocale() function  100
TARGET compiler option  89
TEST compiler option  25, 62
TSO localedef utility interface  100
xlc command  88
xlC command  88
xlc++ command  88
z/OS V1R6 (continued)
XPLINK compiler option  88
z/OS V1R7  57
_OPEN_SYS.SOCK.IPV6 macro  92
_OPEN_SYS.SOCK.IPV6 macro and netinet/in.h
  new definitions exposed  75
–qcppuscm command option
  when to override  89
#pragma unroll()  77
C99 support  76
CICS statement translation options  119
CMDOPTS compiler option  85
comments, using  89
enumeration types
  controlling size of  22
ENUMSIZE(SMALL)  86
feature testing  92
for loops  77
header files  92
LANGLLVL compiler option  84
  and macro redefinitions  86, 87
LANGLLVL(ANSI) compiler option  59
LANGLLVL(EXTENDED) compiler option  60
LANGLLVL(LONGLONG) compiler option  76
LANGLLVL(SAA) compiler option  59
LANGLLVL(SAA2) compiler option  59
Language Environment services  92
macro redefinition  84
macro redefinitions  60
  LANGLLVL compiler option  86, 87
numeric conversion functions  76
protected enumeration types in system header
  files  86
reentrant variables with NORENT
  binding OS/390 modules  65
  JCL procedures  65
requesting DB2 services  125
resolution of conflicts between options and
  pragmas  85
Standard C++ compliance  74
TARGET compiler option  76
under CICS  120
unrolling loops  77
xlc configuration file  85
z/OS V1R8
  _PVERSION environment variable  94
  64-bit processing  86
  64-bit virtual memory  59
  binder errors
    namespace pollution  28, 93
c89 utility
  binder, invoking  65
c89 utility and COMPAT binder option  94
errors binding earlier z/OS C/C++ programs
  namespace pollution  93
errors binding pre-OS/390 programs
  namespace pollution  28
GONUMBER compiler option  86
internal timing algorithm  99
IPA compiler option  91
IPA link step  91
IPA(LINK)
  64-bit memory 91
  MEMLIMIT default value 91
IPA(LINK) compiler option 59
  link step defaults 58
JCL procedures 59
library functions 74
memory requirements 91
performance, improving
  very large applications 91
processor release 74
requesting DB2 services 125
setting MEMLIMIT value 59
targeting an earlier release 94
thread processing 74
z/OS V1R9 (continued)
__LOCALE__ macro 60
_ICONV_MODE environment variable
  user-defined conversion tables 90
_XOPEN_SOURCE_EXTENDED macro 92
<net/if.h> header file 92
array index definitions 83
as of z/OS V1R9 XL C/C++
  default region size 90
batch processing and name mangling
  ILP32 compiler option 91
C99 support 101
CICS processing
  binary converter tables 122
  HFS 122
  iconv() changes and CEECCSD.COPY and
    CEECCSDX.COPY files 122
  Load Module Analyzer (LMA) 122
  Unicode converters 122
  using AFP registers 122
Communications Server information 75
default daylight saving time 99, 100
DFP
  size modifiers 76, 98
diagnostic changes
  potential linkage issues 82
earliest release that can be targeted 88
error messages
  name lookup exceptions 83
feature test macros and system header files 75
feature testing 92
FLOAT(IEEE) compiler option 101
getnameinfo() function 75
IEEE 754 interface declarations 75
IEEE754 math functions 101
ILP32 compiler option
  batch processing and name mangling 91
  initialization incompatibility with C/370 modules 40
IPA compiler option 63
ISO standard C++ compliance 105
JCL procedures
  assembly listings 84
  user-defined conversion tables 90
Language Environment services 92
library functions 74
z/OS V1R9 (continued)
LOCALE compiler option 60
  and macro redefinitions 87
locale name 60
macro redefinitions
  LOCALE compiler option 87
PTF UK31348 82
pthread_yield() function 74
region size, default 63
requesting DB2 services 125
scope information 75
Standard C++ compliance 74
symbolic names 83
TARGET compiler option 62, 88
templates 83
variable mode 101
zFS files, support of 63