

OS/390



Language Environment for OS/390 & VM Concepts Guide

OS/390



Language Environment for OS/390 & VM Concepts Guide

Note

Before using this information and the product it supports, be sure to read the general information under Appendix A, "Notices" on page 47.

Ninth Edition, March 2000

This is a major revision of GC28-1945-07.

This edition applies to Language Environment in OS/390 Version 2 Release 9 (5647-A01) and to all subsequent releases and modifications until otherwise indicated in new editions.

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About This Book

IBM OS/390 Language Environment for OS/390 & VM (also called Language Environment) provides common services and language-specific routines in a single run-time environment for C, C++, COBOL, Fortran (OS/390 only; no support for VM/ESA, OS/390 UNIX System Services, or CICS), PL/I, and assembler applications. It offers consistent and predictable results for language applications, independent of the language in which they are written.

Language Environment is the prerequisite run-time environment for applications generated with the following IBM compiler products:

- OS/390 C/C++
- C for VM/ESA
- C/C++ Compiler for MVS/ESA
- AD/Cycle C/370 Compiler
- VisualAge for Java, Enterprise Edition for OS/390
- COBOL for OS/390 & VM
- COBOL for MVS & VM (formerly COBOL/370)
- VisualAge PL/I for OS/390
- PL/I for MVS & VM (formerly PL/I MVS & VM)
- VS FORTRAN and FORTRAN IV (in compatibility mode)

Language Environment supports, but is not required for, an interactive debug tool for debugging applications in your native OS/390 environment. The IBM interactive Debug Tool is available with OS/390, or with the latest releases of the C/C++, COBOL, PL/I and VisualAge for Java compiler products.

Language Environment supports, but is not required for, VS Fortran Version 2 compiled code (OS/390 only).

Language Environment consists of the common execution library (CEL) and the run-time libraries for C/C++, COBOL, Fortran, and PL/I.

For more information on VisualAge for Java, Enterprise Edition for OS/390, program number 5655-JAV, refer to the product documentation.

The book contains an overview of Language Environment, descriptions of Language Environment's full program model, callable services, and a glossary of Language Environment terms. This is not a programming manual, but rather a conceptual introduction to Language Environment.

Language Environment Concepts Guide should be read by those who design systems installations and develop application programs. This high-level guide will show how best to plan for systems to support your enterprise.

Terms that may be new to you are *italicized* on their first use. Definitions of these terms can be found in "Language Environment Glossary" on page 51.

Using Your Documentation

The publications provided with Language Environment are designed to help you:

- Manage the run-time environment for applications generated with a Language Environment-conforming compiler.
- Write applications that use the Language Environment callable services.
- Develop interlanguage communication applications.
- Customize Language Environment.
- Debug problems in applications that run with Language Environment.
- Migrate your high-level language applications to Language Environment.

Language programming information is provided in the supported high-level language programming manuals, which provide language definition, library function syntax and semantics, and programming guidance information.

Each publication helps you perform different tasks, some of which are listed in Figure 1. All books are available in printed and softcopy formats. For a complete list of publications that you may need, see “Bibliography” on page 71.

Figure 1. How to Use OS/390 Language Environment for OS/390 & VM Publications

| To ... | Use ... |
|--|--|
| Evaluate Language Environment | <i>OS/390 Language Environment Concepts Guide</i> |
| Plan for Language Environment | <i>OS/390 Language Environment Concepts Guide</i> <i>OS/390 Language Environment Run-Time Migration Guide</i> |
| Install Language Environment on OS/390 | <i>OS/390 Program Directory</i> |
| Customize Language Environment on OS/390 | <i>OS/390 Language Environment Customization</i> |
| Plan for, install, customize, and maintain Language Environment on VM/ESA | <i>VM/ESA Program Directory</i> |
| Understand Language Environment program models and concepts | <i>OS/390 Language Environment Concepts Guide</i> <i>OS/390 Language Environment Programming Guide</i> |
| Find syntax for Language Environment run-time options and callable services | <i>OS/390 Language Environment Programming Reference</i> |
| Develop applications that run with Language Environment | <i>OS/390 Language Environment Programming Guide</i> and your language programming guide |
| Debug applications that run with Language Environment, get details on run-time messages, diagnose problems with Language Environment | <i>OS/390 Language Environment Debugging Guide</i> and <i>Run-Time Messages</i> |
| Develop interlanguage communication (ILC) applications | <i>OS/390 Language Environment Writing Interlanguage Applications</i> and your language programming guide |
| Migrate applications to Language Environment | <i>OS/390 Language Environment Run-Time Migration Guide</i> and the migration guide for each Language Environment-enabled language |

Determining if a Publication is Current

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1. At the end of the order number there is a dash followed by two digits, often called the dash level. A book with a higher dash level is more current than one with a lower dash level. For example, in the book order number GC28-1608-06, the dash level 06 means that the book is more current than previous levels, such as 05 or 04.
2. If a hardcopy book and a softcopy book have the same dash level, it is possible that the softcopy book is more current than the hardcopy book. Check the dates shown in the Summary of Changes. The softcopy book might have a more recently dated Summary of Changes than the hardcopy book.
3. To compare softcopy books, you can check the last two characters of the softcopy filename (also called the book name). The higher the number, the more recent the book. For example, IEA4E802 is more recent than IEA4E801.

In addition, an asterisk next to the book titles in the CD-ROM booklet and the readme files indicate that the publication is either new or has been changed.

Product Information on the World Wide Web

For information on the OS/390 product and elements, see the OS/390 home page on the Web at:

<http://www.ibm.com/s390/os390/>

For information on Language Environment for OS/390 & VM, see the Language Environment web site at:

<http://www.ibm.com/s390/le/>

Summary of Changes

Summary of Changes for GC28-1945-08 OS/390 Version 2 Release 9

This book contains information previously presented in *OS/390 Language Environment Concepts Guide*, GC28-1945-07, which supports OS/390 Version 2 Release 8.

The following summarizes the changes to that information. These changes apply only to OS/390 Version 2 Release 9; they do not apply to VM/ESA Version 2 Release 4.

New Information

Information has been added on the following:

- **What's New for OS/390 Version 2 Release 9:**

Enhancements for OS/390 Version 2 Release 9 Language Environment are described in the chapter on What's New in Language Environment.

- **IBM C/C++ Productivity Tools for OS/390:**

This information is added in the Overview chapter.

Changed Information

This book includes 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.

Summary of Changes for GC28-1945-07 OS/390 Version 2 Release 8

This book contains information previously presented in *OS/390 Language Environment Concepts Guide*, GC28-1945-06, which supports OS/390 Version 2 Release 7.

The following summarizes the changes to that information. These changes apply only to OS/390 Version 2 Release 8; they do not apply to VM/ESA Version 2 Release 3.

New Information

Information has been added on the following:

- **VisualAge PL/I for OS/390:**

A new PL/I compiler, VisualAge PL/I for OS/390, is supported with Language Environment. Although it is similar to PL/I, there are many improvements compared to that compiler, such as the elimination of restrictions when using the FETCH macro.

- **What's New for OS/390 Version 2 Release 8:**

Enhancements for OS/390 Version 2 Release 8 Language Environment are described.

Changed Information

- The chapter on What's New in Language Environment has been updated.
- Information on Debug Tool has been updated to include VisualAge for Java, Enterprise Edition for OS/390.

This book includes 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.

Summary of Changes for GC28-1945-06 OS/390 Version 2 Release 7

This book contains information previously presented in *OS/390 Language Environment Concepts Guide*, GC28-1945-05, which supports OS/390 Version 2 Release 6.

The following summarizes the changes to that information. These changes apply only to OS/390 Version 2 Release 7; they do not apply to VM/ESA Version 2 Release 3.

New Information

Information has been added on the following:

- What's New for OS/390 Version 2 Release 7

Changed Information

- The chapter on What's New in Language Environment has been updated.
- The glossary has been updated to include Eurocurrency support.

Chapter 1. What's New in Language Environment for OS/390

What's New in Language Environment for OS/390 Version 2 Release 9

Enhancements for OS/390 Version 2 Release 9 Language Environment include the following:

- **Reliability, Availability, and Serviceability**

- Language Environment provides a super error handler. You can use the USRHDLR Language Environment run-time option to specify, or register, a super error handler routine. This error handler receives control before any other user error handler when a condition is processed, or handled. Although this is a general-purpose error handler, it can be used, for example, to let a user (especially an IMS user) generate a mini-trace of diagnostic failure data to assist in problem resolution, resulting in less downtime.
- Access to Language Environment "message inserts" in condition messages printed to SYSOUT is provided through support of the Abend-AID product. This program provides the algorithm to obtain these message inserts for improved error handling support within external tools.

- **64-bit Integer Support for printf() and scanf()**

Language Environment supports **printf()** and **scanf()** formatting of 64-bit integers (the C/C++ long long data type).

- **Storage Tuning Exit**

Language Environment provides a storage tuning user exit to improve the performance of CICS applications running under Language Environment.

- **OpenEdition Name Change**

Language Environment messages that include the element name, OpenEdition, are updated to refer to OS/390 UNIX System Services, or OS/390 UNIX.

- **ISO646.h Header File**

Language Environment adds header file ISO646.h to the C/C++ run-time library. This provides data translation capability needed by the C/C++ compiler.

- **Changed ABTERMENC Run-Time Option Default**

The default value for the ABTERMENC run-time option is changed from RETCODE to ABEND. Please note that if the same default behavior is expected as in previous releases, the default for the ABTERMENC run-time option must be set to RETCODE.

- **UCS-2 and UTF-8 Converters**

C/C++ support is added for UCS-2 and UTF-8 converters. These are direct conversions that no longer use the tables built by the uconvdef utility processing of UCMAPS.

What's New in Language Environment for OS/390 Version 2 Release 8

Enhancements for OS/390 Version 2 Release 8 Language Environment include the following:

- **Reliability, Availability, and Serviceability**

The addition of the version, release, and modification levels to the Language Environment Storage and Options Report assists you in troubleshooting, thus improving serviceability.

- **Debugging Support**

Greater debugging support is provided through detecting and externalizing multiple enclaves with the run-time option POSIX(ON) in a Language Environment process.

- **Run-Time Options Support**

An additional suboption is added on the MSGFILE run-time option to inform Language Environment to serialize the message file using ENQ/DEQ services. You are able to avoid conflicts while writing to the shared MSGFILE destination by using the ENQ suboption for each MSGFILE destination that will be shared.

- **Porting Simplifications**

Libascii has been placed in the base of OS/390 Language Environment. This simplifies the porting of ASCII-based UNIX applications to OS/390. Previously, libascii support was only available from the Web. This enhancement provides ASCII translation support to C/C++ applications. Native support of **sprintf()** and **vsprintf()** functions improve your performance in ASCII-based UNIX applications.

- **Language Environment Support for Unicode through UTF-8**

Interoperability of ASCII and EBCDIC data is supported through data converters to and from UTF-8 and UCS-2, so that more applications can access the data. This support is provided for IMS only and not for CICS or DB2.

- **VSAM Record Level Sharing (RLS)**

Support is added in C/C++ for VSAM RLS, which provides for the sharing of VSAM data at the record level, using the locking and caching functions of the coupling facility hardware.

- **VisualAge PL/I for OS/390:**

A new PL/I compiler, VisualAge PL/I for OS/390, is supported with Language Environment. Although it is similar to the PL/I compiler, there are many improvements compared to that compiler, such as the elimination of restrictions when using the FETCH macro.

What's New in Language Environment for OS/390 Version 2 Release 7

Enhancements for OS/390 Version 2 Release 7 Language Environment include the following:

- **Region-wide installation default options**

To set region-wide run-time options in CICS and IMS environments, installations can now use CEEROPT, a stand-alone run-time options module.

Use of CEEROPT eliminates the need to reinstall the installation default options for every Language Environment release and maintenance fix.

- **Performance enhancements**

This release of Language Environment:

- Provides a reduction in the EXEC CICS LINK path length.
- Uses less below-the-line storage.
- Provides new default storage settings under CICS, reducing CPU time.

- **Reliability, availability, and serviceability improvements**

- Installations currently using system dumps can now request that Language Environment take a system-only dump without a Language Environment-formatted CEEDUMP.
- Installations can now obtain a system dump on first failure data capture prior to the Language Environment's error recovery process, using the run-time option TERMTHDACT with the UA IMM suboption.
- You can use an environment variable to add errno2 to perror() or strerror() messages.

- **Eurocurrency support**

Support is provided in Language Environment for the euro, the monetary unit of the European Monetary Union (EMU) that will be introduced alongside national currencies on the first of January 1999.

- **Asynchronous I/O**

Support is added for certain real-time signal services required to support asynchronous I/O.

- **Shared mutexes and read-write locks**

Compiler-writer interfaces and C functions are added to support shared mutexes and read-write locks.

- **Version and release match**

The Language Environment for OS/390 version and release numbers now match the version and release numbers of OS/390.

What's New in Language Environment for OS/390 V2R6

New functions for OS/390 Version 2 Release 6 Language Environment include the following:

- **Language Environment Performance**

HEAPPOOLS is a Language Environment run-time option that enables the use of a new heap storage management algorithm. This algorithm not only has a shorter path length for most storage requests, but also virtually eliminates contention for storage latches in a multi-threaded environment. These two features can significantly help improve the performance of applications that use heap storage.

Currently, only C/C++ applications that use malloc(), calloc(), realloc(), and free() can take advantage of this algorithm. Multi-threaded C/C++ applications

and C/C++ applications, that extensively use malloc() and free(), are the target for this performance enhancement.

Note: C++ operator new and operator delete also use the algorithm if the application is re-bound after the applicable service is applied.

Users are able to filter out informational messages from the MSGFILE using the new run-time option, INFMSGFILTER. This benefits users who are migrating their application programs to run under Language Environment. This function reduces the number of messages received and improves performance.

Various enhancements are made to improve the overall performance of Language Environment. These enhancements include path length reductions for fopen(), fclose(), stcoll(), wcscoll(), fork(), exec(), spawn(), bcopy(), sprintf(), and vsprintf().

- **Language Environment Reliability, Availability, and Serviceability**

Various enhancements are made to IPCS and CEEDUMP formatting to better enable complete first failure data capture. Updated 408xabend messages include additional failure data. Also, you have the option to suppress Language Environment informational messages and have CEEDUMPs written to a user-specified directory.

Application programmers receive assistance in debugging their application programs through _CEE_DMPTARG. This new environment variable determines the location of CEEDUMP.

- The default values for CBLQDA, DEBUG, and ERRCOUNT run-time options have been changed. CBLQDA has been changed from ON to OFF, DEBUG has been changed from ON to OFF, and ERRCOUNT has been changed from 20 to 0.
- A new suboption, SPIEINOSPIE, was added to the TRAP run-time option.

Chapter 2. Overview

Today, enterprises need efficient, consistent, and less complex ways to develop quality applications and to maintain their existing inventory of applications. The trend in application development is to modularize and share code, and to develop applications on a workstation-based front end. Language Environment gives you a common environment for all Language Environment-conforming high-level language (HLL) products. An HLL is a programming language above the level of assembler language and below that of program generators and query languages.

In the past, programming languages also have had limited ability to call each other and behave consistently across different operating systems. This has constrained those who wanted to use several languages in an application. Programming languages have had different rules for implementing data structures and condition handling, and for interfacing with system services and library routines.

Language Environment establishes a common run-time environment for all participating HLLs. It combines essential run-time services, such as routines for run-time message handling, condition handling, and storage management. All of these services are available through a set of interfaces that are consistent across programming languages. You may either call these interfaces yourself, or use language-specific services that call the interfaces. With Language Environment, you can use one run-time environment for your applications, regardless of the application's programming language or system resource needs.

Language Environment consists of:

- Basic routines that support starting and stopping programs, allocating storage, communicating with programs written in different languages, and indicating and handling conditions.
- Common library services, such as math services and date and time services, that are commonly needed by programs running on the system. These functions are supported through a library of callable services.
- Language-specific portions of the run-time library. Because many language-specific routines call Language Environment services, behavior is consistent across languages.

Figure 2 on page 6 shows the separate components that make up Language Environment. POSIX support is provided in the Language Environment base and in the C language-specific library.

Language Environment

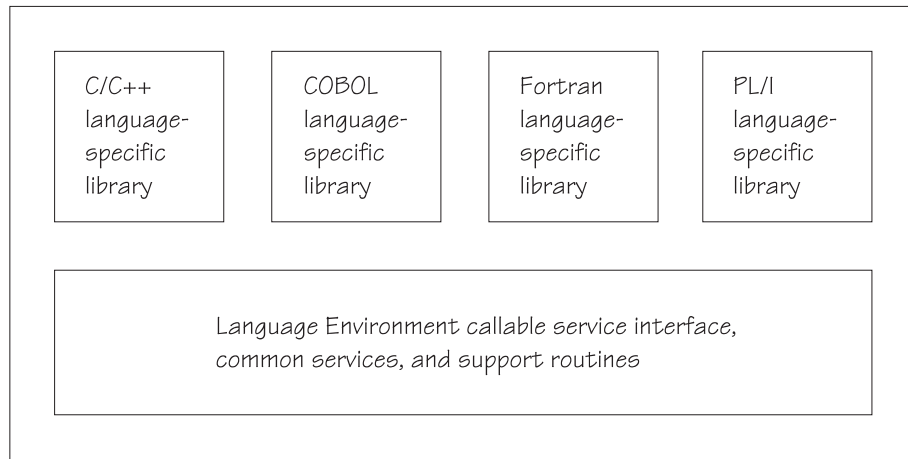


Figure 2. Components of Language Environment

OS/390 Language Environment for OS/390 & VM is the prerequisite run-time environment for applications generated with the following IBM compiler products:

- OS/390 C/C++
- IBM C for VM/ESA
- C/C++ Compiler for MVS/ESA
- AD/Cycle C/370 Compiler
- VisualAge for Java, Enterprise Edition for OS/390
- COBOL for OS/390 & VM
- COBOL for MVS & VM
- PL/I for MVS & VM (formerly AD/Cycle PL/I for MVS & VM)
- VisualAge PL/I for OS/390
- VS FORTRAN and FORTRAN IV (in compatibility mode)

Language Environment supports, but is not required for, VS Fortran Version 2 compiled code (OS/390 only).

In many cases, you can run compiled code generated from the previous versions of the above compilers. A set of assembler macros is also provided to allow assembler routines to run with Language Environment.

For more information on IBM VisualAge for Java, Enterprise Edition for OS/390, program number 5655-JAV, refer to the product documentation.

Figure 3 on page 7 illustrates the common environment that Language Environment creates.

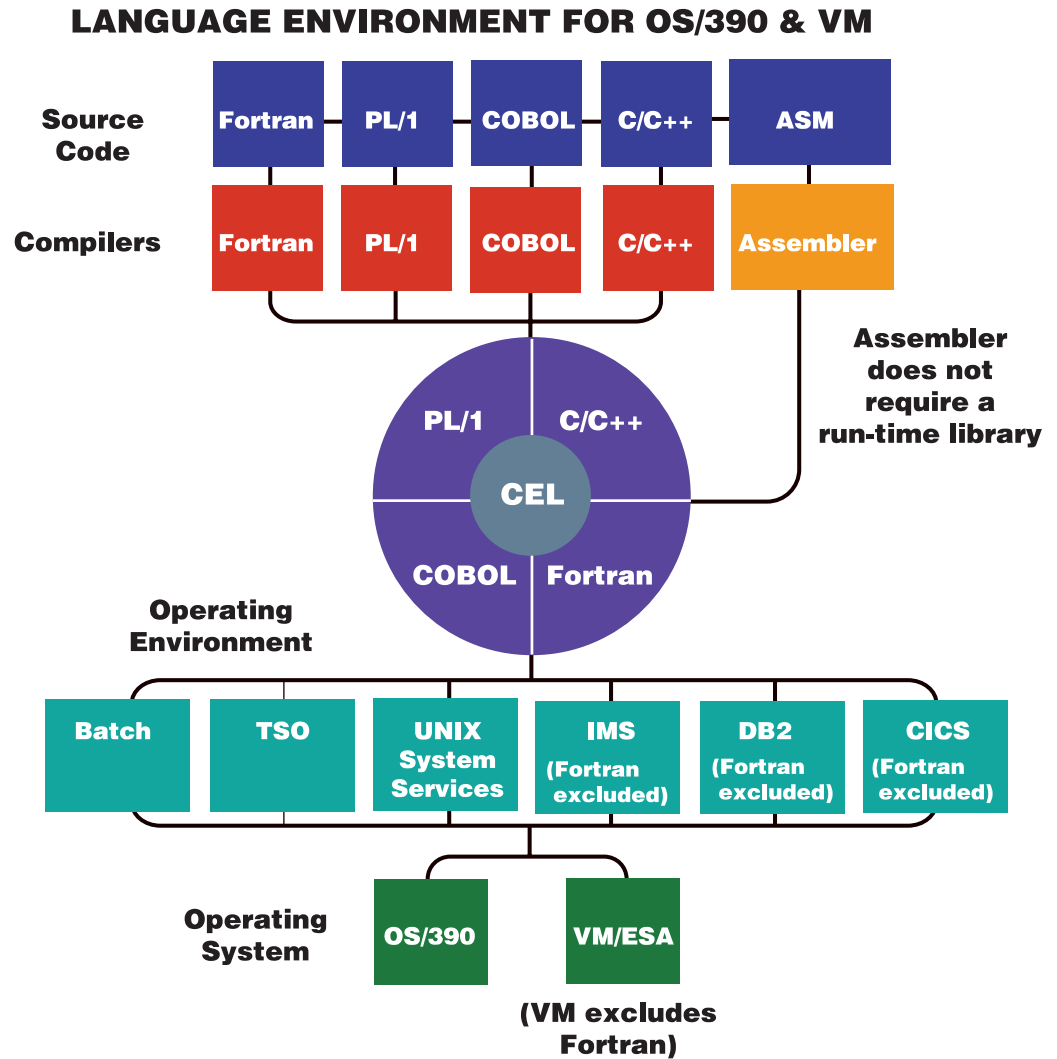


Figure 3. Language Environment's Common Run-Time Environment

What You Can Do with Language Environment

Language Environment helps you create mixed-language applications and gives you a consistent method of accessing common, frequently used services. Building mixed-language applications is easier with Language Environment-conforming routines because Language Environment establishes a consistent environment for all languages in the application.

Common Use of System Resources Gives You Greater Control

Language Environment provides the base for future IBM language library enhancements in the OS/390 and VM environments. Many system dependencies have been removed from Language Environment-conforming language products.

Because Language Environment provides a common library, with services that you can call through a common callable interface, the behavior of your applications will be easier to predict. Language Environment's common library includes common services such as messages, date and time functions, math functions, application utilities, system services, and subsystem support. The language-specific portions

of Language Environment provide language interfaces and specific services that are supported for each individual language.

Language Environment is accessed through defined common calling conventions, described in Chapter 4, “Language Environment Callable Services” on page 27.

Consistent Condition Handling Simplifies Error Recovery

Language Environment establishes consistent condition handling for HLLs, debug tools, and assembler language routines. For languages with little or no condition handling function, like COBOL, Language Environment provides a user-controlled method that was not available before for predictable, robust error recovery. Language Environment condition handling honors single- and mixed-language semantics and is integrated with message handling services to provide you with specific information about each condition.

This language-independent condition handler, unlike some existing HLL condition semantics, is stack frame-based and delivers predictable behavior at a given stack frame. Language Environment condition handling enables you to construct applications out of building blocks of modules and control which modules will handle certain conditions.

A complete description of Language Environment's condition handling model and message services is described in Chapter 3, “The Model for Language Environment” on page 13.

Language Environment Protects Your Programming Investment

Language Environment provides compatible support for existing HLL applications. Applications linked with the migration tools provided with libraries that predate Language Environment do not need to be linked with the Language Environment library routines. For more information, see *OS/390 Language Environment Writing Interlanguage Applications*. For mixed-language applications, however, relinking with Language Environment may be required if the application was not previously relinked using migration tools available with pre-Language Environment libraries. Routines compiled with the new Language Environment-conforming compilers can be mixed with old routines in an application. Thus, applications can be enhanced or maintained selectively, without recompiling the whole application when a change is made to a single routine. Some modifications of existing applications may be required. See *OS/390 Language Environment Run-Time Migration Guide* for more information.

ILC Capability Offers Greater Efficiency and Flexibility

Language Environment eliminates incompatibilities among language-specific run-time environments. Routines call one another within one common run-time environment, eliminating the need for initialization and termination of a language-specific run-time environment with each call. This makes interlanguage communication (ILC) in mixed-language applications easier, more efficient, and more consistent.

This ILC capability also means that you can share and reuse code easily. You can write a service routine in the language of your choice—C/C++, COBOL, PL/I, or assembler—and allow that routine to be called from C/C++, COBOL, PL/I, or assembler applications. Similarly, vendors can write one application package in the

language of their choice, and allow the application package to be called from C/C++, PL/I, and assembler routines or from Fortran or COBOL programs.

In addition, Language Environment lets you use the best language for any task. Some programming languages are better suited for certain tasks. Language Environment's improved interlanguage communication (ILC) allows the best language to be used for any given application task. Many programmers, each experienced in a different programming language, can work together to build applications with component routines written in a variety of languages. Language Environment's enhanced ILC allows you to build applications with component routines written in a variety of languages. The result is code that runs faster, is less prone to errors, and is easier to maintain.

Common Dump Puts All Debugging Information in One Place

Language Environment provides a common dump for all conforming languages. The dump includes, in an easy-to-read format, a description of any relevant conditions and information on error location, variables, and storage.

With a common dump, you can locate precisely the module where an error occurred, saving you many hours of debugging, especially if your module is built with several languages. A common dump also allows programmers of differing language skills to collaborate effectively in determining the location of a problem that involves modules of different languages.

POSIX-Conforming Application Support Enhances Code Portability

The IEEE *Portable Operating System Interface* (POSIX) standard is a series of industry standards for code and user interface portability. POSIX support allows applications written for a UNIX-like operating system to be run on OS/390. C language programmers can access operating system services through a set of standard language bindings. C language programmers who install OS/390 UNIX System Services (OS/390 UNIX) and Language Environment for OS/390 & VM can call C language functions defined in the POSIX standard from their C applications and can run applications that conform to ISO/IEC 9945-1:1990. * C language programmers with OS/390 UNIX installed can also call a subset of the proposed programming interface for thread management (a subset of draft 6 of *POSIX .4a*). Through C interfaces, Language Environment functions conform to XPG4.2 specifications and are branded by X/Open.

Applications that call POSIX functions can perform limited ILC under Language Environment (see *OS/390 Language Environment Writing Interlanguage Applications* for details). In addition, C POSIX-conforming applications may use all Language Environment services.

For an overview of OS/390 UNIX, see *OS/390 Introduction and Release Guide*.

* ISO/IEC 9945-1:1990, which is also ANSI-IEEE 1003.1-1990, is based on the POSIX.1 standard.

Locale Callable Services Enhance the Development of Internationalized Applications

Demand is steadily increasing in global markets for software products, and application developers are seeking to make their products available in multiple countries. While marketing their products globally, however, programmers must also make their applications function with the specific language and cultural conventions of the individual user's locale. With locale callable services, application developers can build programs that can be marketed globally, and still meet end users' needs to work with specific languages, cultures, and conventions.

Language Environment provides pre-defined locales, previously available to C/370 routines only, that your PL/I routines and COBOL programs can access at run time through the locale callable services. You can also create your own locales, or modify the IBM-supplied locales, using the C locale definition utility available with the C/C++ compiler.

While C routines can use the locale callable services, it is recommended that they use the equivalent native C library services instead for portability across platforms.

For a complete description of Language Environment locale support, see *OS/390 Language Environment Programming Guide*.

Debug Tool in Your Common Environment

Language Environment supports the IBM Debug Tool, a robust, interactive, interlanguage source-level debugging tool. Debug Tool helps you to examine, monitor, and control the execution of programs written in C/C++, COBOL, and PL/I. Debug Tool supports interactive and batch debugging of mixed-language applications.

Using Debug Tool, you can:

- Monitor and interrupt the flow of a program to identify errors easily and correct them quickly.
- Single step through your application or dynamically invoke Debug Tool when an error condition occurs.
- Add, remove, enable, or disable breakpoints dynamically.
- Display and change variables at breakpoints or monitor program variable changes as the program runs.

For more information, see *Debug Tool User's Guide and Reference*, SC09-2137.

You can also debug your host programs, including batch, by using Debug Tool with the VisualAge remote debugger, which provides a graphical user interface (GUI) on the workstation. This method of debugging can be used if you create applications using, for example, VisualAge for Java. For more information on the VisualAge Debugger, visit the IBM Software web site at:

<http://www.software.ibm.com/ad/>

IBM C/C++ Productivity Tools for OS/390

With the IBM C/C++ Productivity Tools for OS/390 product, you can expand your OS/390 application development environment out to your workstation, while remaining close to your familiar host environment.

IBM C/C++ Productivity Tools for OS/390 include the following workstation-based tools to increase your productivity and code quality:

- A Performance Analyzer to help analyze, understand, and tune your C and C++ applications for improved performance. (References to the Performance Analyzer in this section refer to the IBM OS/390 Performance Analyzer included in the C/C++ Productivity Tools for OS/390 product.)
- A Distributed Debugger that allows you to debug C or C++ programs from the convenience of your workstation.
- A workstation editor to improve the productivity of your C and C++ source entry.
- Advanced online help, with full text search and hypertext topics as well as printable, viewable, and searchable Portable Document Format (PDF) documents.

In addition, IBM C/C++ Productivity Tools for OS/390 include the following host components:

- Debug Tool
- Host Performance Analyzer

Use the Performance Analyzer on your workstation to graphically display and analyze a profile of the running of your host OS/390 C or C++ application. Use this information to time and tune your code so that you can increase the performance of your application.

Use the Distributed Debugger to debug your OS/390 C/C++ application remotely from your workstation.

Set a break point with a click of the mouse. Use the windowing capabilities of your workstation to view multiple segments of your source and your storage, while monitoring a variable at the same time.

Use the workstation-based editor to quickly develop C and C++ application code that runs on OS/390. Context-sensitive help information is available to you when you need it.

Chapter 3. The Model for Language Environment

This chapter describes the Language Environment architecture, a system of user conventions, product conventions, and processing models that, when followed by HLL application programmers, provides a common, consistent run-time environment.

Models for program management, condition handling, message services, and storage management are outlined.

The Language Environment Program Management Model

The Language Environment program management model provides a framework within which an application runs. It is the foundation of all of the component models—condition handling, run-time message handling, and storage management—that comprise the Language Environment architecture. The program management model defines the effects of programming language semantics in mixed-language applications and integrates transaction processing and multithreading.

Language Environment Program Management Model Terminology

Some terms used to describe the program management model are common programming terms; other terms are described differently in other languages. It is important that you understand the meaning of the terminology in a Language Environment context as compared to other contexts. For more detailed definitions of these and other Language Environment terms, consult the “Language Environment Glossary” on page 51.

- General Programming Terms:

Application program A collection of one or more programs cooperating to achieve particular objectives, such as inventory control or payroll.

Environment In Language Environment, normally a reference to the run-time environment of HLLs at the enclave level.

- Language Environment Terms and Their HLL Equivalents:

Routine In Language Environment, refers to either a procedure, function, or subroutine.

Equivalent HLL terms: COBOL—program; C/C++—function; PL/I—procedure, BEGIN block.

Enclave The enclave defines the scope of HLL semantics. In Language Environment, a collection of routines, one of which is named as the main routine. The enclave contains at least one thread.

Equivalent HLL terms: COBOL—run unit, C/C++—program, consisting of a main C function and its subfunctions, PL/I—main procedure and its subroutines, and Fortran—program and its subroutines.

| | |
|-------------------------|---|
| Process | The highest level of the Language Environment program management model. A process is a collection of resources, both program code and data, and consists of at least one enclave. |
| Thread | An execution construct that consists of synchronous invocations and terminations of routines. The thread is the basic run-time path within the Language Environment program management model, and is dispatched by the system with its own run-time stack, instruction counter, and registers. Threads may exist concurrently with other threads. |
| • Terminology for Data: | |
| Automatic data | Data that does not persist across calls. It is allocated with the same value on entry and reentry into a routine. |
| External data | Data that can be referenced by multiple routines and data areas. External data is known throughout an enclave. |
| Local data | Data that is known only to the routine in which it is declared. Equivalent HLL terms: C/C++—local data, COBOL—WORKING-STORAGE data items and LOCAL-STORAGE data items, PL/I—data declared with the PL/I INTERNAL attribute. |

Program Management

Program management defines the program execution constructs of an application, and the semantics associated with the integration of various components management of such constructs.

Three entities—*process*, *enclave*, and *thread*—are at the core of the Language Environment program management model. They are described below.

Refer to Figure 4 on page 15 as you read the following discussion about processes, enclaves, and threads. This figure illustrates the simplest form of the Language Environment program management model and how resources such as storage are managed.

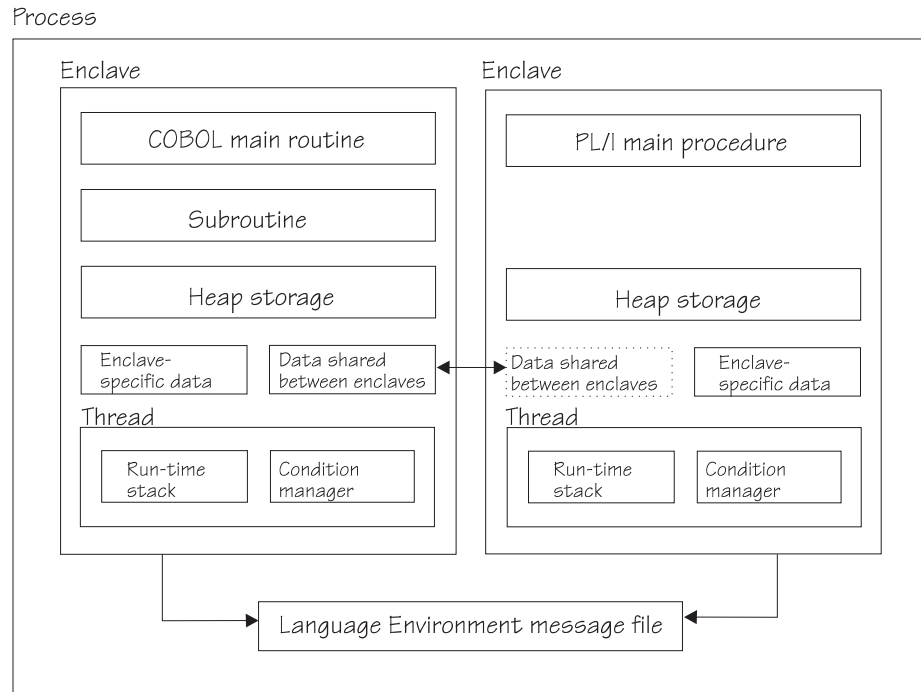


Figure 4. Language Environment Resource Ownership

Processes

The highest level component of the Language Environment program model is the process. A process consists of at least one enclave and is logically separate from other processes. Processes do not share storage and are independent of and equal to each other; they are not hierarchically related.

Language Environment generally does not allow language file sharing across enclaves nor does it provide the ability to access collections of externally stored data.

However, in PL/I for MVS & VM the PL/I standard SYSPRINT file may be shared across enclaves. SYSPRINT is not shared across enclaves in VisualAge PL/I for OS/390.

The Language Environment message file also may be shared across enclaves, since it is managed at the process level. The Language Environment message file contains messages from all routines running within a process, making it a useful central location for messages generated during run time.

Processes can create new processes and communicate to each other by using Language Environment-defined communication, for such things as indicating when a created process has been terminated.

Enclaves

A key feature of the program management model is the enclave, a collection of the routines that make up an application. As mentioned in the terminology defined above, the enclave is the equivalent of any of the following:

- A *run unit*, in COBOL
- A *program*, consisting of a *main C function* and its *subfunctions*, in C and C++
- A *main procedure* and all of its *subroutines*, in PL/I
- A *program* and its *subroutines*, in Fortran

The enclave consists of one main routine and zero or more subroutines. (However, a POSIX application might not have a main routine active at a given time.) The main routine is the first to execute in an enclave; all subsequent routines are named as subroutines.

Characteristics of the Enclave

The enclave logically owns resources normally associated with the running of a program. Some resources are owned directly, such as heap storage; some are owned indirectly, such as the run-time stack, which is owned by a thread. Heap storage, the run-time stack, and threads are discussed in the following sections.

Heap storage is shared among all routines in an enclave and can be allocated by a routine in one language and be freed by a routine in another language. For a discussion on stack and heap storage, see “Language Environment Storage Management Model” on page 24.

The enclave defines the scope—how far the semantic effects of language statements reach—of the language semantics for its component routines, just as a COBOL run unit defines the scope of semantics of a COBOL program.

The enclave defines the following in a Language Environment-conforming application:

- Scope of shared external data, such as COBOL EXTERNAL data and PL/I external data
- Scope of external files, such as COBOL EXTERNAL files¹
- Scope of the effect of language statements, for example, STOP-like constructs, such as STOP RUN in COBOL or other terminating mechanisms
- Lifetime of heap storage, in its last-used state

Threads

Each enclave consists of at least one thread, the basic instance of a particular routine. A thread is created during enclave initialization with its own run-time stack, which keeps track of the thread's execution, as well as a unique instruction counter, registers, and condition-handling mechanisms. Each thread represents an independent instance of a routine running under an enclave's resources.

¹ The sharing of files across languages is not permitted in Language Environment for OS/390 & VM.

Threads share all of the resources of an enclave. A thread can address all storage within an enclave. All threads are equal and independent of one another and are not related hierarchically. A thread can create a new enclave. Because threads operate with unique run-time stacks, they can run concurrently within an enclave and allocate and free their own storage. Because they may execute concurrently, threads can be used to implement parallel processing applications and event-driven applications.

Figure 5 on page 18 illustrates the full Language Environment program model, with its multiple processes, enclaves, and threads.

As Figure 5 on page 18 shows, each process is within its own address space. An enclave consists of one main routine, with any number of subroutines. A main routine might not be active at all times in a POSIX application, if the thread in which the main routine executes terminates before the other threads it created.

External data is available only within the enclave where it resides; notice that even though the external data may have identical names in different enclaves, the external data is unique to the enclave. The scope of external data, as described earlier, is the enclave. The threads can create enclaves, which can create more threads, and so on.

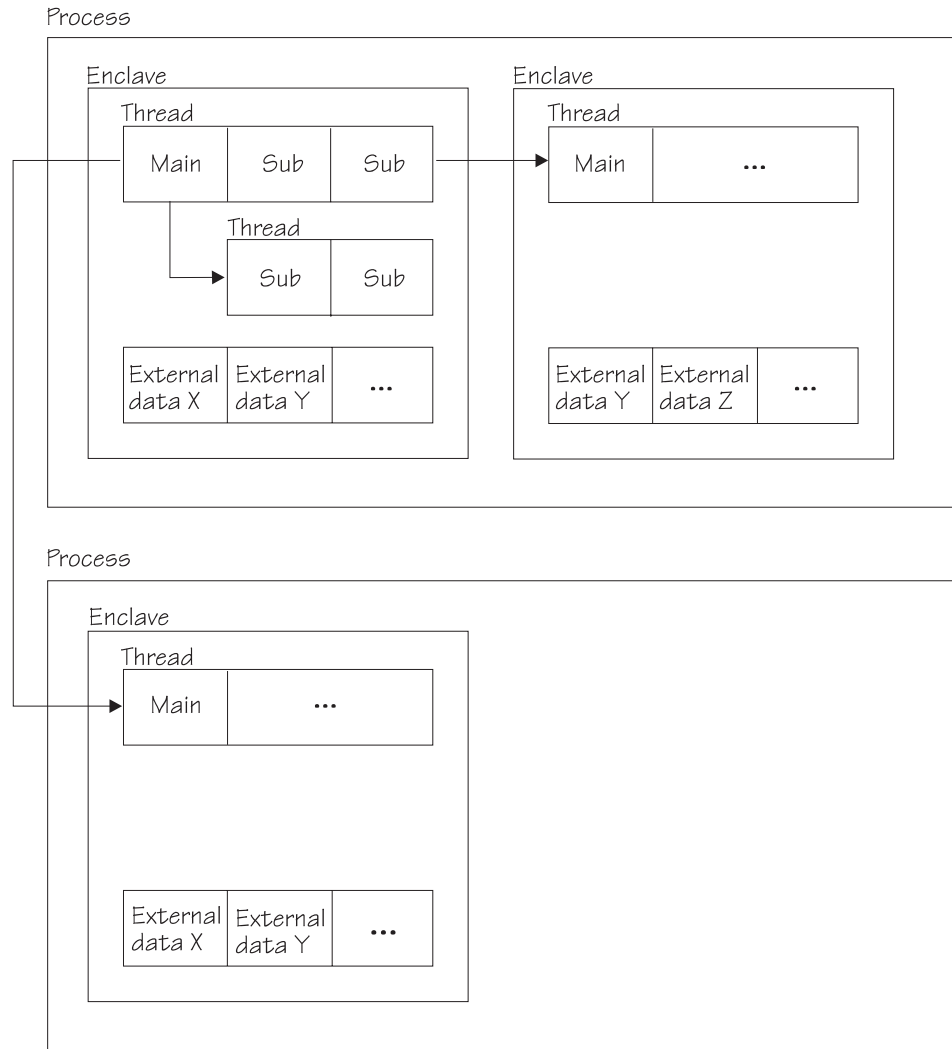


Figure 5. Language Environment Program Management

Language Environment Condition-Handling Model

For single- and mixed-language applications, the Language Environment run-time library provides a consistent and predictable condition-handling facility. It does not replace current HLL condition handling, but instead allows each language to respond to its own unique environment as well as to a mixed-language environment.

Language Environment condition management gives you the flexibility to respond directly to conditions by providing callable services to signal conditions and to interrogate information about those conditions. It also provides functions for error diagnosis, reporting, and recovery.

Language Environment condition handling is based on the *stack frame*, an area of storage that is allocated when a routine runs and that represents the history of execution of that routine. It can contain automatic variables, information on program linkage and condition handling, and other information. Using the stack frame as the

model for condition handling allows conditions to be handled in the stack frame in which they occur. This allows you to tailor condition handling according to a specific routine, rather than handle every possible condition that could occur within one global condition handler.

A unique feature of Language Environment condition handling is the condition token. The token is a 12-byte data type that contains an accumulation of information about each condition. The information can be returned to the user as a feedback code when calling Language Environment callable services. It can also be used as a communication vehicle within the run-time environment.

Serviceability is improved with interactive problem control system (IPCS) exits.

Condition-Handling Terminology

Below is a list of terms you need to understand while reading the discussion on Language Environment condition handling. For more detailed definitions of these and other Language Environment terms, please consult the “Language Environment Glossary” on page 51.

| | |
|--------------------------|---|
| Condition | Any change to the normal programmed flow of a program. In Language Environment, a condition can be generated by an event that has historically been called an exception, interruption, or condition. |
| Condition handler | A routine invoked by Language Environment that responds to conditions in an application. Condition handlers are registered through the CEEHDLR callable service, or provided by the language libraries, by such constructs as PL/I ON statements. |
| Condition token | In Language Environment, a data type consisting of 12 bytes with structured fields that indicate various aspects of a condition, including severity, associated message number, and information that is specific to a given instance of the condition. |
| Feedback code | A condition token value used to communicate information when using the Language Environment callable services. |
| Resume cursor | Contains the address where execution resumes after a condition is handled. Initially, it will be the point in the application where a condition occurred when it is first reported to Language Environment. |
| Stack frame | The physical representation of the activation of a routine. The stack frame is allocated on a last in, first out (LIFO) basis and can contain automatic variables, information on program linkage and condition handling, and other information. A stack frame is conceptually equivalent to a dynamic save area (DSA) in PL/I, or a save area in assembler. |

Condition-Handling Model Description

The Language Environment condition handler is based on a stack frame model. A stack frame is an area of storage that can contain automatic variables, information on program linkage and condition handling, and other information. The stack frame is allocated using Language Environment-managed storage, either HEAP or STACK, depending on the language being used. It is created through any of the following,

- A function call in C or C++
- Entry into a compile unit in COBOL
- Entry into a procedure or begin block in PL/I
- Entry into an ON-unit in PL/I

Each routine adds a unique stack frame, in a LIFO manner, to the Language Environment storage, either HEAP or STACK. User-written condition handlers (registered through CEEHDLR) are associated with each stack frame. In addition, HLL handling semantics can affect the processing conditions at each stack frame. See Figure 6 for an illustration of the Language Environment run-time stack and its divisions into stack frames.

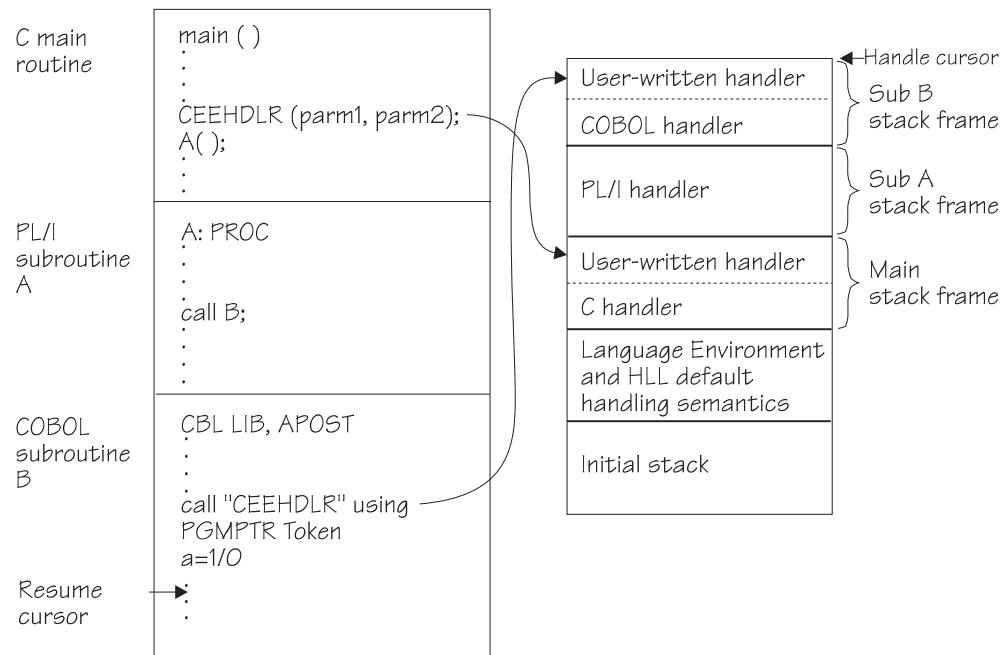


Figure 6. Condition-Handling Stack Configuration

Each Language Environment user condition handler is explicitly registered through the callable service CEEHDLR or through the USRHDLR run-time option. Language-defined handling mechanisms are registered through language-provided constructs, such as the PL/I ON statement or the C signal() function. When a routine returns to its caller, its stack frame is removed from the stack and the associated handlers are automatically unregistered. Semantics associated with a routine are honored; for example, PL/I semantics on a return specify that any ON-units within a routine will be unregistered. If the USRHDLR run-time option is used, the user-written condition handler is registered at stack frame 0.

A condition is signaled within Language Environment as a result of one of the following occurrences:

- A hardware-detected interrupt
- An operating system-detected exception
- A condition generated by Language Environment callable services
- A condition explicitly signaled within a routine

The first three types of conditions are managed by Language Environment and signaled if appropriate. The last may be signaled by user-written code through a call to the service CEESGL or signaled by HLL semantics such as SIGNAL in PL/I or raise in C.

When a condition is signaled, whether by a user routine, by Language Environment in response to an operating system or hardware detected condition, or by a callable service, Language Environment directs the appropriate condition handlers in the stack frame to handle the condition. Condition handling proceeds first with user-written condition handlers in the queue, if present, then with any HLL-specific condition handlers, such as a PL/I ON-unit or a C signal handler, that may be established. The process continues for each frame in the stack, from the most recently allocated to the least recently allocated.

If a condition remains unhandled after the stack is traversed, the condition is handled by either Language Environment or by the default semantics of the language where the condition occurred.

How Conditions are Represented

A condition token is used to communicate information about a condition to Language Environment, message services, callable services, and routines. The token is a 12-byte data type with fields that indicate the following information about a condition:

- Severity of a condition
- Associated message number
- Facility ID: This field identifies the owner of the condition (Language Environment, Language Environment component, or user-specified). It is also used to identify a file containing message text that is unique for the condition.
- Instance specific information: This field is created if the condition requires that data or text be inserted into a message, for example, a variable name. This field also contains qualifying data, which can be used to specify data (input or output) to be used when a routine resumes processing after a condition occurs.

How Condition Tokens are Created and Used

If the condition is detected by the operating system or by the hardware, Language Environment will automatically build the condition token and signal the condition. With Language Environment callable services, you can create a condition token with corresponding message or data inserts and then signal the condition to the application running within Language Environment by returning the token.

When used in Language Environment callable services, the entire condition token represents a value called the feedback code. You can include a feedback parameter to Language Environment callable services, and check the result of the

call; or, in PL/I and C, you can omit the feedback parameter, and any errors in the call will be signaled to you.

See Figure 7 for an illustration of the creation and use of condition tokens.

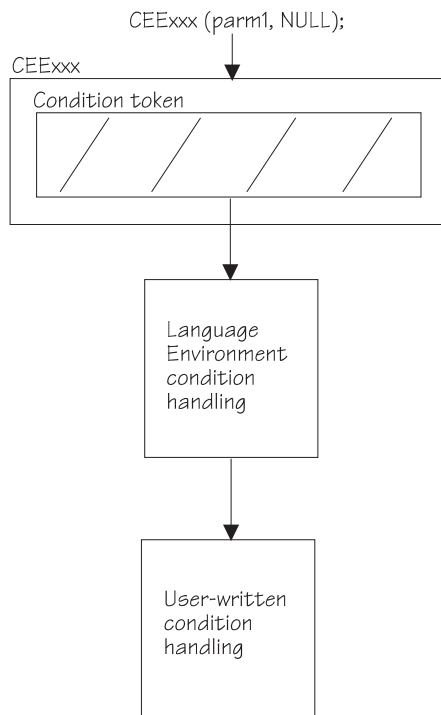
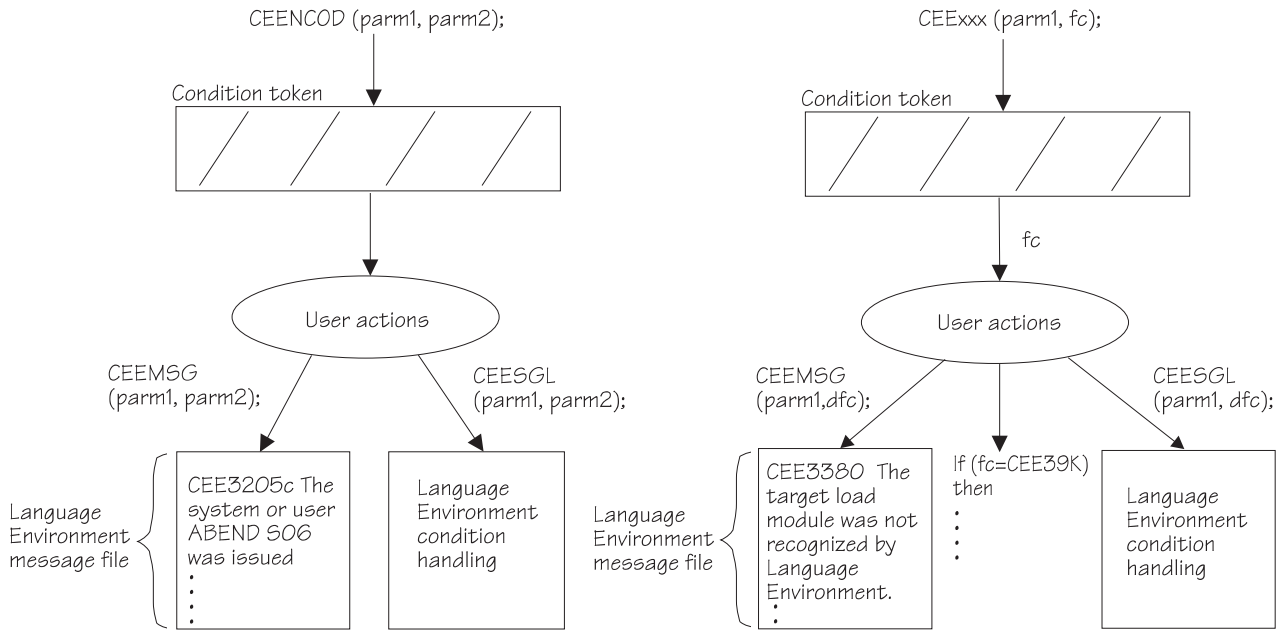


Figure 7. How Condition Tokens are Created and Used

Condition-Handling Responses

Conditions are responded to in one of the following ways:

- *Resume* terminates condition handling and transfers control usually to the location immediately following the point where the condition occurred.
A resume cursor points to the place where a routine should resume; it can be moved by the callable service CEEMRCR to point to another resume point.
- *Percolate* defers condition handling for an unchanged condition. Condition handling continues at the next condition handler.
- *Promote* is similar to percolate in that it passes the condition on to the next condition handler; however, it transforms a condition to another condition, one with a new meaning. Condition handling then continues, this time with a new type of condition.

Run-Time Dump Service Provides Information in One Place

The Language Environment callable service CEE3DMP dumps the run-time environment of Language Environment into one easily readable report. CEE3DMP can be called directly from an application to produce a dump that is formatted for printing. Depending on the options you choose, the dump report may contain information on conditions, tracebacks, variables, control blocks, stack and heap storage, file status and attributes, and language-specific information. The report can also be requested with the TERMTHDACT run-time option when a program terminates due to an unhandled condition.

Serviceability is improved with a traceback section in CEEDUMP.

Language Environment Message Handling Model and National Language Support

A set of common message handling services that create and send run-time informational and diagnostic messages is provided by Language Environment.

With the message handling services, you can use the condition token that is returned from a callable service or from some other signaled condition, format it into a message, and deliver it to a defined output device or to a buffer.

National Language Support

Messages may be formatted according to national language support specifications for the following languages:

- Mixed-case American English (ENU)
- Uppercase American English (UEN)
- Japanese (JPN)

National language support callable services allow you to set a national language that affects the language of the error messages and the names of the day, week, and month. It also allows you to change the country setting, which affects the default date format, time format, currency symbol, decimal separator character, and thousands separator.

Language Environment Storage Management Model

Common storage management services are provided for all Language Environment-conforming programming languages; Language Environment controls stack and heap storage used at run time. It allows single- and mixed-language applications to access a central set of storage management facilities, and offers a multiple-heap storage model to languages that do not now provide one. The common storage model removes the need for each language to maintain a unique storage manager and avoids the incompatibilities between different storage mechanisms.

Storage Management Terminology:

| | |
|-----------------------|--|
| Stack | An area of storage in which stack frames can be allocated (see “Language Environment Condition-Handling Model” on page 18 for an explanation of stack frames). |
| Heap | An area of storage used by Language Environment routines. The heap consists of the initial heap segment and zero or more increments. Heap storage contains storage acquired by the ALLOCATE statement in PL/I, and storage acquired by <code>malloc()</code> and <code>calloc()</code> in C. |
| Heap element | A contiguous area of storage allocated by a call to the CEEGTST service. Heap elements are always allocated within a single heap segment. |
| Heap increment | Additional heap segments allocated when the initial heap segment does not have enough free storage to satisfy a request for heap storage. |
| Heap pool | A storage pool that, when used by the storage manager, can be used to improve the performance of heap storage allocation. This can improve the performance of a multi-threaded application. |
| Heap segment | A contiguous area of storage obtained directly from the operating system. |

Stack Storage

In System/390, a run-time stack, or stack storage, is automatically created when a thread is created, and freed when the thread terminates. When a thread is created, Language Environment allocates an initial stack, which can have stack increments added to it as needed. Users can specify the sizes of the initial stack and additional stack increments; they can also tune the stack for better performance.

Heap Storage

Heap storage can be allocated and freed in no particular order. (Stack storage, in contrast, is allocated when a routine is entered and freed when the routines ends.) Language Environment provides multiple heaps that may be dynamically created and discarded by using Language Environment callable services. Language Environment's heap storage is reliable because it provides a level of isolation and prevents common errors such as attempting to free a heap element that has already been freed.

Heap storage is shared among all program units and all threads in an enclave. Allocated heap storage remains allocated until it is explicitly freed by a thread or until the enclave terminates. Heap storage is typically controlled by the programmer through Language Environment run-time options and callable services.

Heap storage consists of an initial heap segment that is allocated when the first heap element is allocated (by a call to CEEGTST). The Language Environment storage manager allocates heap increments as previously allocated segments become full.

Figure 8 illustrates heap storage.

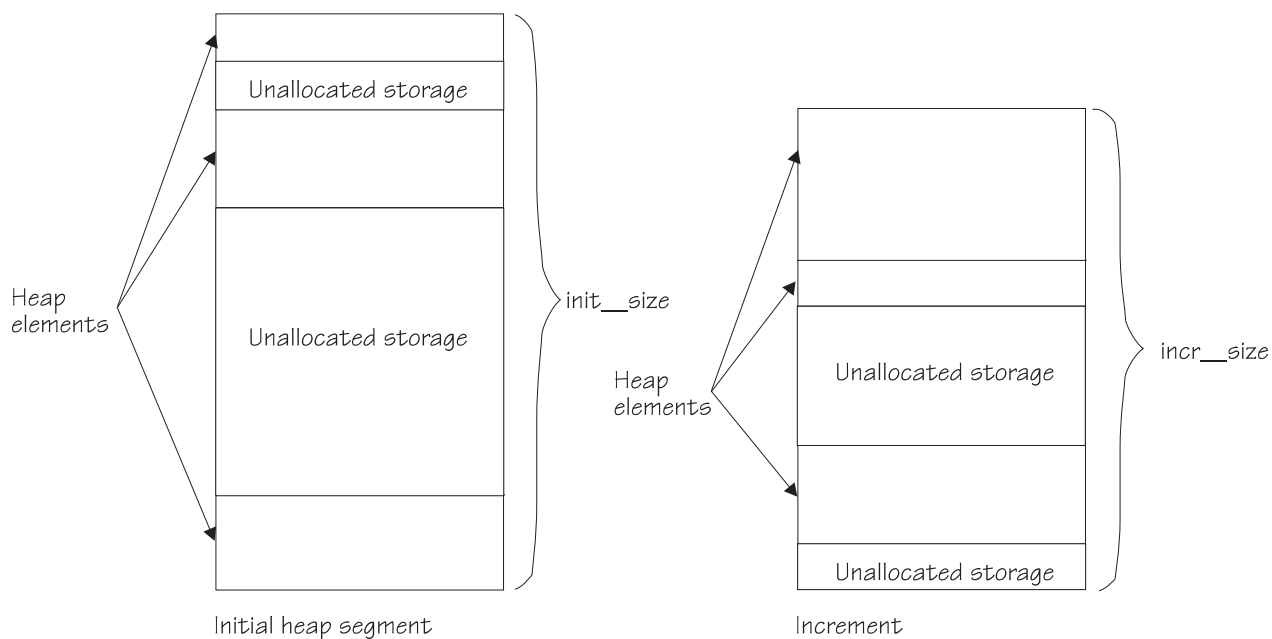


Figure 8. Language Environment Heap Storage

Storage Management Options

Storage Report

You can write a storage report using the run-time option RPTSTG. The report summarizes all heap and stack activity, including total amount of storage used, number of heap elements allocated and freed, number of operating system calls performed, and recommended heap and stack sizes. Proper setting of heap and stack sizes can significantly improve performance by reducing the number of operating system calls made to allocate and free storage.

Storage Option

In Language Environment, the run-time option STORAGE may be used to automatically initialize all heap and stack storage to a specified character. This is useful as a debugging aid to find references to uninitialized program variables.

Chapter 4. Language Environment Callable Services

This chapter gives an overview of Language Environment callable services and the common calling procedure required to invoke them from C/C++, COBOL, PL/I, Fortran, and assembler.

This common set of callable services is designed to supplement your programming language's intrinsic capability. For example, COBOL application developers will find Language Environment's consistent condition handling services especially useful. All languages can benefit from the rich set of Language Environment common math services, as well as the date and time services.

Language Environment callable services are divided into the following groups:

- Communicating Conditions Services
- Condition Handling Services
- Date and Time Services
- Dynamic Storage Services
- General Callable Services
- Initialization/Termination Services
- Locale Callable Services
- Math Services
- Message Handling Services
- National Language Support Services

Direct invocation of Language Environment callable services is not supported from Fortran. However, support is provided to use callable services using a Fortran library subroutine service. For more information, see *Language Environment Fortran Run-Time Migration Guide*. Alternatively, a Fortran program can call another Language Environment-enabled high-level language or an assembler program that can invoke a Language Environment callable service.

Language-specific services, including those that call Language Environment callable services, are documented in the language publications.

Language Environment Calling Conventions

Language Environment services can be invoked by HLL library routines, other Language Environment services, and user-written HLL calls. In many cases, services will be invoked by HLL library routines, as a result of a user-specified function, such as a COBOL intrinsic function.

Language Environment-conforming languages exhibit consistent behavior because language functions call Language Environment services. For example, C `malloc()` and PL/I `ALLOCATE` each directly or indirectly call `CEEGTST` to obtain storage.

The sections below show examples of the syntax used to invoke Language Environment callable services.

Invoking Callable Services from C

In C, invoke a Language Environment callable service (with feedback code) using the syntax shown below:

```
#include <leawi.h>
main ()
{
  CEESERV(parm1, parm2, ... parmn, fc);
}
```

Figure 9. Sample Invocation of a Callable Service from C

leawi.h is a header file shipped with Language Environment that contains declarations of Language Environment callable services and *OMIT_FC*, which is used to explicitly omit the feedback code parameter, as shown below.

```
#include <leawi.h>
main ()
{
  CEESERV(parm1, parm2, ... parmn, OMIT_FC);
}
```

Figure 10. Omitting the Feedback Code when Calling a Service from C

Invoking Callable Services from COBOL

In COBOL, invoke a Language Environment callable service using the syntax shown below:

```
01 Feedback.
COPY CEEIGZCT
:
CALL "CEESERV" USING parm1 parm2 ... parmn fc
```

Figure 11. Sample Invocation of a Callable Service from COBOL

CEEIGZCT is an include file shipped with Language Environment that contains declarations of Language Environment symbolic feedback codes.

You may omit the feedback code parameter in COBOL for OS/390 & VM and COBOL for MVS & VM as shown in the following syntax:

```
01 Feedback.
COPY CEEIGZCT
CALL "CEESERV" USING parm1 parm2 ... parmn OMITTED
```

Figure 12. Omitting the Feedback Code when Calling a Service from COBOL

Invoking Callable Services from PL/I

In PL/I, invoke a Language Environment callable service (with feedback code) using the syntax shown below:

```
%INCLUDE CEEIBMAW
:
CALL CEESERV (parm1, parm2, ... parmn, fc);
```

Figure 13. Sample Invocation of a Callable Service from PL/I

CEEIBMAW is an include file shipped with Language Environment that contains declarations of Language Environment callable services.

PL/I allows you to omit arguments when invoking callable services. To do so, code an asterisk(*) in place of the argument, as shown below.

```
%INCLUDE CEEIBMAW
:
CALL CEESERV (parm1, parm2, ... parmn, *);
```

Figure 14. Omitting the Feedback Code when Calling a Service from PL/I

Invoking Callable Services from Assembler

In assembler, invoke a Language Environment callable service (with feedback code) using the syntax shown below:

```
LA    R1,PLIST
L     R15,=V(CEESERV)
BALR  R14,R15
CLC   FC(12),CEE000    Check if feedback code is zero
BNE   ER1              If not, branch to error routine
:
PLIST DS    0D
      DC    A(PARM1)
:
:                               Parms 2 through n
DC    A(FC+X'80000000')    Feedback code as last parm
PARM1 DC    F'5'          Parm 1
:
:                               Parms 2 through n
FC    DS    12C           Feedback code as last parm
CEE000 DC   12X'00'       Good feedback code
```

Figure 15. Sample Invocation of a Callable Service from Assembler

Assembler allows you to omit arguments when invoking callable services. To do so, place an X'80000000' in the last parameter address slot if *fc* is the last parameter, or X'00000000' in the corresponding address slot if *fc* is not the last parameter.

| | | | |
|-------|----------------|-----------------|--|
| | LA | R1,PLIST | |
| | L | R15,=V(CEESERV) | |
| | BALR | R14,R15 | |
| | ⋮ | | |
| PLIST | DS | 0D | |
| | DC | A(PARM1) | |
| | ⋮ | | |
| DC | A(X'80000000') | | Parms 2 through <i>n</i> Omitted feedback code in last slot |
| PARM1 | DC | F'5' | Parm 1 |
| | ⋮ | | Parms 2 through <i>n</i> |

Figure 16. Omitting the Feedback Code when Calling a Service from Assembler

Language Environment Callable Services

Figure 17 lists Language Environment callable services. Naming conventions of the callable services are as follows:

- Those services starting with CEE are intended to be cross-system consistent; they operate on System/390.
- Those services starting with CEE3 are services that exploit unique System/390 characteristics.

Figure 17 (Page 1 of 6). Language Environment Callable Services

| Service Name | Description |
|---|--|
| Communicating Conditions Services | |
| CEEDCOD—Decompose a Condition Token | Decomposes an existing condition token. |
| CEENCOD—Construct a Condition Token | Dynamically constructs a condition token. The condition token communicates with message services, condition management, Language Environment callable services, and user applications. |
| Condition Handling Services | |
| CEE3CIB—Return Pointer to Condition Information Block | Given a condition token passed to a user-written condition handler, CEE3CIB returns a pointer to the condition information block associated with a condition. Allows access to detailed information about the subject condition during condition handling. |
| CEE3GRN—Get Name of Routine that Incurred Condition | Obtains the name of the routine that is currently running when a condition is raised. If there are nested conditions, the most recently signaled condition is used. |
| CEE3GRO—Return Offset | Returns the offset of the location within the most current Language Environment-conforming routine where a condition occurred. |
| CEE3SPM—Query and Modify Language Environment Hardware Condition Enablement | Allows the user to manipulate the program mask by enabling or masking hardware interrupts. |
| CEE3SRP—Set Resume Point | Sets a resume point within user application code to resume from a Language Environment user condition handler. |

Figure 17 (Page 2 of 6). Language Environment Callable Services

| Service Name | Description |
|---|---|
| CEEGQDT—Retrieve q_data_Token | Retrieves the q_data token from the Instance-Specific Information (ISI) to be used by user condition handlers. |
| CEEHDLR—Register a User Condition Handler | Registers a user condition handler for the current stack frame. |
| CEEHDLU—Unregister a User Condition Handler | Unregisters a user condition handler for the current stack frame. |
| CEEITOK—Return Initial Condition Token | Returns the initial condition token for the current condition. |
| CEEMRCE—Resume User Routine | Resumes execution of a user routine at the location established by CEE3SRP. |
| CEEMRCR—Move Resume Cursor Relative to Handle Cursor | Moves the resume cursor. You can either move the resume cursor to the call return point of the routine that registered the executing condition handler, or move the resume cursor to the caller of the routine that registered the executing condition handler. |
| CEESGL—Signal a Condition | Signals a condition to the Language Environment condition manager. It also may be used to provide qualifying data and create an instance specific information (ISI) field. The ISI contains information that is used by the Language Environment condition manager to identify and react to conditions. |
| Date and Time Services | |
| CEECBLDY—Convert Date to COBOL Lilian Format | Converts a string representing a date into a COBOL Lilian date format. The COBOL Lilian date format represents a date as the number of days since 31 December 1600. |
| CEEDATE—Convert Lilian Date to Character Format | Converts a number representing a Lilian date to a date written in character format. The output is a character string such as "1992/07/25." |
| CEEDATM—Convert Seconds to Character Timestamp | Converts a number representing the number of seconds since 00:00:00 14 October 1582 to a character format. The format of the output is a character string, such as "1992/07/26 20:37:00." |
| CEEDAYS—Convert Date to Lilian Format | Converts a string representing a date into a Lilian format. The Lilian format represents a date as the number of days since 14 October 1582, the beginning of the Gregorian calendar. |
| CEEDYWK—Calculate Day of Week from Lilian Date | Calculates the day of the week on which a Lilian date falls. The day of the week is returned to the calling routine as a number between 1 and 7. |
| CEEGMT—Get Current Greenwich Mean Time | Returns the current Greenwich Mean Time (GMT) as both a Lilian date and as the number of seconds since 00:00:00 14 October 1582. These values are compatible with those generated and used by the other Language Environment date and time services. |
| CEEGMTO—Get Offset from Greenwich Mean Time to Local Time | Returns values to the calling routine which represent the difference between the local system time and Greenwich Mean Time. |
| CEEISEC—Convert Integers to Seconds | Converts separate binary integers representing year, month, day, hour, minute, second, and millisecond to a number representing the number of seconds since 00:00:00 14 October 1582. Use CEEISEC instead of CEESECS when the input is in numeric format rather than character format. |

Figure 17 (Page 3 of 6). Language Environment Callable Services

| Service Name | Description |
|--|--|
| CEELOCT—Get Current Local Time | Returns the current local time in three formats: <ul style="list-style-type: none"> • Lillian date (the number of days since 14 October 1582) • Lillian timestamp (the number of seconds since 00:00:00 14 October 1582) • Gregorian character string (in the form YYYYMMDDHHMISS999) |
| CEEQCEN—Query the Century Window | Queries the century within which Language Environment assumes 2-digit year values lie. Use it in conjunction with CEESCEN when it is necessary to save and restore the current setting. |
| CEESCEN—Set the Century Window | Sets the century where Language Environment assumes 2-digit year values lie. Use it in conjunction with CEEDAYS or CEESECS when you process date values that contain 2-digit years (for example, in the YYMMDD format), or when the Language Environment default century interval doesn't meet the requirements of a particular application. |
| CEESECI—Convert Seconds to Integers | Converts a number representing the number of seconds since 00:00:00 14 October 1582 to seven separate binary integers representing year, month, day, hour, minute, second, and millisecond. Use CEESECI instead of CEEDATM when the output is needed in numeric format rather than character format. |
| CEESECS—Convert Timestamp to Number of Seconds | Converts a string representing a timestamp into a number representing the number of seconds since 00:00:00 14 October 1582. This service makes it easier to do time arithmetic, such as calculating the elapsed time between two timestamps. |
| CEEUTC—Get Coordinated Universal Time | CEEUTC is an alias of CEEGMT. |
| Dynamic Storage Services | |
| CEECRHP—Create New Additional Heap | Defines additional heaps. The heaps defined by CEECRHP can be used just like the Language Environment initial heap (heap id of 0). However, the entire heap created by CEECRHP may be quickly freed with a single call to the CEEDSHP (discard heap) service. |
| CEECZST—Reallocate (Change Size of) Storage | Changes the size of a previously allocated storage element while preserving its contents. Reallocation of a storage element is accomplished by allocating a new storage element of a new size and copying the contents of the old element to the new element. |
| CEEDSHP—Discard Heap | Discards an entire heap that you created previously with a call to CEECRHP. |
| CEEFRST—Free Heap Storage | Frees storage previously allocated by CEEGTST. It can be used to free both large and small blocks of storage efficiently because freed storage is retained on a free chain instead of being returned to the operating system. |
| CEEGTST—Get Heap Storage | Allocates storage from a heap whose ID you specify. It can be used to efficiently acquire both large and small blocks of storage. |
| General Services | |
| CEE3DMP—Generate Dump | Generates a dump of the run-time environment of Language Environment and of the member language libraries. The dump can be modified to selectively include such information as number and contents of enclaves and threads, traceback of all routines on a call chain, file attributes, and variable, register, and storage contents. |
| CEETDLI—Invoke IMS | Invokes IMS. |

Figure 17 (Page 4 of 6). Language Environment Callable Services

| Service Name | Description |
|---|---|
| CEE3RPH—Set Report Heading | Sets the heading displayed at the top of the storage or run-time options report. Language Environment generates the storage report when the RPTSTG(ON) run-time option is specified, and the options report when the RPTOPTS(ON) run-time option is specified. |
| CEE3USR—Set or Query User Area Fields | Sets or queries one of two 4-byte fields in the enclave data block known as the user area fields. The user area fields are associated with an enclave and are maintained on an enclave basis. A user area might be used by vendor or applications to store a pointer to a global data area or keep a recursion counter. |
| CEEGPID—Retrieve the Language Environment Version and Platform ID | Retrieves the Language Environment version ID and the platform ID of the version and platform of Language Environment that is currently in use for processing the currently active condition. |
| CEERAN0—Calculate Uniform Random Numbers | Generates a sequence of uniform pseudo-random numbers between 0 and 1 using the multiplicative congruential method with a user-specified seed. |
| CEETEST—Invoke Debug Tool | Invokes a debug tool, such as Debug Tool. |
| Initialization/Termination Services | |
| CEE3ABD—Terminate Enclave with an Abend | Requests Language Environment to terminate the enclave via an abend. The abend can be issued either with or without cleanup. |
| CEE3GRC—Get the Enclave Return Code | Retrieves the current value of the user enclave return code. |
| CEE3PRM—Query Parameter String | Returns to the calling routine the parameter string that was specified at invocation of the program. The returned parameter string contains only user parameters. If no user parameters are available, a blank string is returned. |
| CEE3SRC—Set the Enclave Return Code | Modifies the user enclave return code. The value set will be used in the calculation of the final enclave return code at enclave termination. |
| Locale Callable Services | |
| CEEFMON—Format Monetary String | Converts numeric values to monetary strings. |
| CEEFTDS—Format Time and Date into Character String | Converts time and date specifications into a character string. |
| CEELCNV—Query Locale Numeric Conventions | Returns information about the LC_NUMERIC and LC_MONETARY categories of the locale. |
| CEEQDTC—Query Locale Date and Time Conventions | Queries the locale's date and time conventions. |
| CEEQRYL—Query Active Locale Environment | Allows the calling routine to query the current locale. |
| CEESCOL—Compare Collation Weight of Two Strings | Compares two character strings based on the collating sequence specified in the LC_COLLATE category of the locale. |
| CEESETL—Set Locale Operating Environment | Allows an enclave to establish a global operating environment. An enclave's National Language operating environment determines the behavior of character collation, character classification, date and time formatting, numeric punctuation, and message response. |
| CEESTXF—Transform String Characters into Collation Weights | Transforms each character in a character string into its collation weight and returns the length of the transformed string. |

Figure 17 (Page 5 of 6). Language Environment Callable Services

| Service Name | Description |
|--|---|
| Mathematical Services | |
| Language Environment math services are scalar routines. <i>x</i> is a data type variable. | |
| CEESxABS | Absolute value |
| CEESxACS | Arccosine |
| CEESxASN | Arcsine |
| CEESxATH | Hyperbolic arctangent |
| CEESxATN | Arctangent |
| CEESxAT2 | Arctangent x/y |
| CEESxCJG | Conjugate of complex |
| CEESxCOS | Cosine |
| CEESxCSH | Hyperbolic cosine |
| CEESxCTN | Cotangent |
| CEESxDIM | Positive difference |
| CEESxDVD | Floating complex divide |
| CEESxERF | Error function |
| CEESxEXP | Exponential (base e) |
| CEESxGMA | Gamma function |
| CEESxIMG | Imaginary part of complex |
| CEESxINT | Truncation |
| CEESxLGM | Log gamma function |
| CEESxLG1 | Logarithm base 10 |
| CEESxLG2 | Logarithm base 2 |
| CEESxLOG | Logarithm base e |
| CEESxMLT | Floating complex multiply |
| CEESxMOD | Modular arithmetic |
| CEESxNIN | Nearest integer |
| CEESxNWN | Nearest whole number |
| CEESxSGN | Transfer of sign |
| CEESxSIN | Sine |
| CEESxSNH | Hyperbolic sine |
| CEESxSQT | Square root |
| CEESxTAN | Tangent |
| CEESxTNH | Hyperbolic tangent |
| CEESxXPx | Exponentiation |
| Message Handling Services | |
| CEECMI—Store and Load Message Insert Data | Stores the message insert data and loads the address of that data into the instance specific information (ISI) field associated with the condition being processed, after optionally creating an ISI. |

Figure 17 (Page 6 of 6). Language Environment Callable Services

| Service Name | Description |
|---|--|
| CEEMGET—Get a Message | Retrieves, formats, and stores a message in a buffer for manipulation or output by the caller. |
| CEEMOUT—Dispatch a Message | Dispatches a message to a destination which you specify. |
| CEEMSG—Get, Format, and Dispatch a Message | Gets/formats/dispatches a message corresponding to an input condition token received from a callable service. You can use this service to print a message after a call to any Language Environment service that returns a condition token. |
| National Language Support Services | |
| CEE3CTY—Set Default Country | Allows the calling routine to change or query the current national country setting. The country setting affects the date format, the time format, the currency symbol, the decimal separator character, and the thousands separator. |
| CEE3LNG—Set National Language | Allows the calling routine to change or query the current national language. The national languages may be recorded on a LIFO national language stack. Changing the national language changes the languages of error messages, the names of the days of the week, and the names of the months. |
| CEE3MCS—Obtain Default Currency Symbol | Returns the default currency symbol for the country specified. |
| CEE3MDS—Obtain Default Decimal Separator | Returns the default decimal separator for the country specified. |
| CEE3MTS—Obtain Default Thousands Separator | Returns the default thousands separator for the country specified. |
| CEEFMDA—Obtain Default Date Format | Returns to the calling routine the default date picture string for a specified country. |
| CEEFMDT—Obtain Default Date and Time Format | Returns to the calling routine the default date and time picture strings for the country specified. |
| CEEFMTM—Obtain Default Time Format | Returns to the calling routine the default time picture string for the country specified. |

Chapter 5. Sample Routines

This chapter includes sample routines that demonstrate several aspects of Language Environment.

- Assembler routine, Figure 18
- C/C++ routine, Figure 19 on page 38
- C routine with POSIX functions, Figure 20 on page 39
- COBOL program, Figure 21 on page 41
- PL/I routine, Figure 22 on page 44

Sample Assembler Routine

```
* =====
*
* Shows a simple main assembler routine that brings up the environment,
* returns with a return code of 0, modifier of 0, and prints a
* message in the main routine.
*
* =====
MAIN      CEEENTRY PPA=MAINPPA
*
*
*          LA      1,PARMLIST
*          L       15,=V(CEEMOUT)
*          BALR   14,15
*
* Terminate the Language Environment environment and return to the caller
*
*          CEETERM RC=0,MODIFIER=0
* =====
*          CONSTANTS AND WORKAREAS
* =====
PARMLIST DC   AL4(String)
          DC   AL4(DEST)
          DC   X'80000000'      Omitted feedback code
*
STRING   DC   AL2(STRLEN)
STRBEGIN DC   CL19'In the main routine'
STRLEN   EQU  *-STRBEGIN
DEST     DC   F'2'
MAINPPA  CEEPPA      Constants describing the code block
          CEEDSA      Mapping of the dynamic save area
          CEECAA      Mapping of the common anchor area
          END  MAIN   Nominate MAIN as the entry point
```

Figure 18. A Simple Main Assembler Routine

Sample C/C++ Routine

This routine demonstrates the following Language Environment callable services:

- CEEMOUT—Dispatch a message
- CEEOCT—Get current time
- CEEDATE—Convert Lillian date to character format

```
#include <leawi.h>
#include <string.h>
main ()
{
    _FEEDBACK    fbcode;           /* fbcode for all callable services */

    /******
    /* Parameters passed to CEEMOUT.  Typedefs found in leawi.h.          */
    /******
    _VSTRING    msg;
    _INT4       destination;

    /******
    /* Parameters passed to CEEOCT.  Typedefs found in leawi.h.          */
    /******
    _INT4       lildate;
    _FLOAT8     lilsecs;
    _CHAR17     greg;

    /******
    /* Parameters passed to CEEDATE.  Typedefs found in leawi.h.          */
    /******
    _CHAR80     str_date;
    _VSTRING     pattern;

    /******
    /* Starting and ending messages                                     */
    /******
    _CHAR80     startmsg = "Callable service example starting (C/370).";
    _CHAR80     endimgmsg = "Callable service example ending (C/370).";

    /******
    /* Start execution.  Print the first message.                       */
    /******
    destination = 2;
    strcpy( msg.string, startmsg );
    msg.length = strlen( msg.string );
    CEEMOUT ( &msg, &destination, &fbcode );
```

Figure 19 (Part 1 of 2). Sample C/C++ Routine

```

/*****
/* Get the local date and time, format it, and print it out.      */
/*****
CEELOCT ( &lildate, &lilsecs, greg, &fbcode );
strcpy ( pattern.string, \
        "Today is Wwwwwwwwwwz, Mmmmmmmmmz ZD, YYYY." );
pattern.length = strlen( pattern.string );
memset ( msg.string , ' ' , 80 );
CEEDATE ( &lildate, &pattern, msg.string, &fbcode );
msg.length = 80;
CEEMOUT ( &msg, &destination, &fbcode );
/*****
/* Say goodbye.                                                */
/*****
strcpy ( msg.string, endingmsg );
msg.length = strlen( msg.string );
CEEMOUT ( &msg, &destination, &fbcode );
}

```

Figure 19 (Part 2 of 2). Sample C/C++ Routine

Sample C Routine with POSIX Functions

This C routine creates multiple threads by using POSIX functions.

```

#pragma longname
#define _POSIX_SOURCE
#define _OPEN_THREADS
#pragma runopts (POSIX(ON))
#include <leawi.h>
#include <types.h>
#include <stdio.h>
#include <pthread.h>
#include <unistd.h>
#include <errno.h>

void * CEPSXT1(void *);

main()
{
pthread_t CEPSXT1_pid[3];

int status[2], i, j[2], rc, count=0;

fprintf(stderr, "\n Creating two threads.....\n");
fflush(stderr);

```

Figure 20 (Part 1 of 3). Sample C Routine Creating Threads with POSIX Functions

```

for(i=0; i<2; i++)
{
    j[i] = i+1;
    rc = pthread_create(&CEPSXT1_pid[i], NULL, &CEPSXT1, &j[i])
    if (rc)
    {
        fprintf(stderr, "Thread creation unsuccessful;Error: %d",errno);
        fprintf(stderr, "pthread_create() returns %d ",rc);
        fflush(stderr);
        exit(-1);
    }
    else
        fprintf(stderr,"Thread %d created\n",j[i]);
}
for(i=0; i<2; i++)
{
    j[i] = i+1;
    if (!(rc = pthread_join(CEPSXT1_pid[i],(void*) &status[i])))
    {
        if (status[i] == 1)
            count++;
    }
    else
    {
        fprintf(stderr,"pthread_join failed for thread %d\n",j[i]);
        fflush(stderr);
        exit(-1);
    }
}
if (count == 2)
    fprintf(stderr,"\n***** SUCCESS *****\n");
else
    fprintf(stderr,"\n***** ERROR *****\n");
fflush(stderr);
pthread_exit(0);
}

```

Figure 20 (Part 2 of 3). Sample C Routine Creating Threads with POSIX Functions

```

void * CEPSXT1(void *arg)
{
    int status=0, success=0;
    div_t ans;
    char path = '/';
    int i, rc;

    i = *((int *)arg);

    fprintf(stderr, "\n Call POSIX access() function in Thread %d", i);
    fflush(stderr);

    if (access(path, F_OK) == 0)
        fprintf(stderr, "\n POSIX access() function succeeds in Thread %d\n", i);
    else
        fprintf(stderr, "Error generated by call to access() is %d", errno);

    fflush(stderr);

    status=1;

    fprintf(stderr, "***** Thread %d completed *****\n", i);
    fflush(stderr);
    pthread_exit( (void*) status);
}

```

Figure 20 (Part 3 of 3). Sample C Routine Creating Threads with POSIX Functions

Sample COBOL Program

This program demonstrates the following Language Environment callable services:

- CEEMOUT—Dispatch a message
- CEELOCT—Get current time
- CEEDATE—Convert Lilian date to character format

```

CBL C,RENT,Q,OPTIMIZE,LIST,DATA(31),NODYNAM,LIB
*****
* This program demonstrates the following LE/370 callable      *
* services : CEEMOUT, CEELOCT, CEEDATE                        *
*****

```

Figure 21 (Part 1 of 3). Sample COBOL Program

```

*****
**          I D          D I V I S I O N          ***
*****
Identification Division.
Routine-id.  AWIXMP.
*****
**          D A T A      D I V I S I O N          ***
*****
Data Division.
Working-Storage Section.
*****
** Declarations for the local date/time service.
*****
01 Feedback.
COPY CEEIGZCT
  02 Fb-severity      PIC 9(4) Binary.
  02 Fb-detail        PIC X(10).
  77 Dest-output      PIC S9(9) Binary.
  77 Lildate          PIC S9(9) Binary.
  77 Lilsecs          COMP-2.
  77 Greg              PIC X(17).
*****
** Declarations for messages and pattern for date formatting.
*****
01 Pattern.
  02                  PIC 9(4) Binary Value 45.
  02                  PIC X(45) Value
      "Today is Wwwwwwwwwwwz, Mmmmmmmmmz ZD, YYYY.".

  77 Start-Msg        PIC X(80) Value
      "Callable Service example starting.".

  77 Ending-Msg       PIC X(80) Value
      "Callable Service example ending.".

01 Msg.
  02 Stringlen        PIC S9(4) Binary.
  02 Str              .
  03                  PIC X Occurs 1 to 80 times
                      Depending on Stringlen.

```

Figure 21 (Part 2 of 3). Sample COBOL Program

```

*****
**          P R O C      D I V I S I O N          ***
*****
Procedure Division.
000-Main-Logic.
    Perform 100-Say-Hello.
    Perform 200-Get-Date.
    Perform 300-Say-Goodbye.
    Stop Run.
**
** Setup initial values and say we are starting.
**
100-Say-Hello.
    Move 80 to Stringlen.
    Move 02 to Dest-output.
    Move Start-Msg to Str.
    CALL "CEEMOUT" Using Msg      Dest-output Feedback.
    Move Spaces to Str.
    CALL "CEEMOUT" Using Msg      Dest-output Feedback.
**
** Get the local date and time and display it.
**
200-Get-Date.
    CALL "CEELOCT" Using Lildate Lilsecs      Greg      Feedback.
    CALL "CEEDATE" Using Lildate Pattern      Str      Feedback.
    CALL "CEEMOUT" Using Msg      Dest-output Feedback.
    Move Spaces to Str.
    CALL "CEEMOUT" Using Msg      Dest-output Feedback.
**
** Say Goodbye.
**
300-Say-Goodbye.
    Move Ending-Msg to Str.
    CALL "CEEMOUT" Using Msg      Dest-output Feedback.
End routine AWIXMP.

```

Figure 21 (Part 3 of 3). Sample COBOL Program

Sample PL/I Routine

This routine demonstrates the following Language Environment callable services:

- CEEMOUT—Dispatch a message
- CEELOCT—Get current time
- CEEDATE—Convert Lilian date to character format

```

*PROCESS MACRO;
/*compilation unit: cecgtmp */
/*****/
/* This routine demonstrates the following LE/370 callable **/
/* services: CEEMOUT, CEELOCT, and CEEDATE. **/
/* **/
/*****/
cecgtmp: proc options(main);

/* Declarations for callable services */
%INCLUDE CEEIBMAW;
%INCLUDE CEEIBMCT;

/* feedback code for all callable services*/
dcl 01 fc FEEDBACK;

/*****/
/** Parameters passed to CEEMOUT. **/
/** **/
/*****/
dcl startmsg CHAR80
    init('Callable service example starting (PL/I)');
dcl endmsg CHAR80
    init('Callable service example ending (PL/I)');
dcl strmsg CHAR80;
dcl destination real fixed binary ( 31,0 );
/*****/
/** Parameters passed to CEELOCT. **/
/** **/
/*****/
dcl lildate real fixed binary ( 31,0 );
dcl lilsecs real float decimal ( 16 );
dcl greg character ( 17 );
/*****/
/** Parameters for CEEDATE. **/
/** **/
/*****/
dcl pattern CHAR80;
dcl chrdate CHAR80 init ((80)' ');
/*****/
/** Start execution. Print the first message. **/
/** **/
/*****/
destination = 2;
call CEEMOUT ( startmsg , destination , fc );
IF ~ FBCHECK( fc, CEE000) THEN DO;
    DISPLAY( 'CEEMOUT failed with msg ' || fc.MsgNo );
    STOP;
    END;

```

Figure 22 (Part 1 of 2). Sample PL/I Routine

```

/*****
/** Get the local date and time. Format it, and print it **/
/** out. **/
*****/
call CEELUCT ( lildate , lilsecs , greg , fc );
IF ~ FBCEHECK( fc, CEE000) THEN DO;
    DISPLAY( 'CEELUCT failed with msg ' || fc.MsgNo );
    STOP;
    END;

pattern = 'Today is Wwwwwwwwwwz, Mmmmmmmmmz, ZD, YYYY.';
call CEEDATE ( lildate , pattern , chrdate , fc );
IF ~ FBCEHECK( fc, CEE000) THEN DO;
    DISPLAY( 'CEEDATE failed with msg ' || fc.MsgNo );
    STOP;
    END;

strmsg = chrdate;
call CEEMOUT ( strmsg , destination , fc );
IF ~ FBCEHECK( fc, CEE000) THEN DO;
    DISPLAY( 'CEEMOUT failed with msg ' || fc.MsgNo );
    STOP;
    END;

/*****
/** Say good bye. **/
/** **/
*****/
call CEEMOUT ( endmsg , destination , fc );
IF ~ FBCEHECK( fc, CEE000) THEN DO;
    DISPLAY( 'CEEMOUT failed with msg ' || fc.MsgNo );
    STOP;
    END;

end;

```

Figure 22 (Part 2 of 2). Sample PL/I Routine

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Language Environment Glossary

This glossary defines technical terms and abbreviations used in OS/390 Language Environment documentation. If you do not find the term you are looking for, refer to the index of the appropriate Language Environment manual or view *IBM Dictionary of Computing*, located at:

<http://www.ibm.com/networking/nsg/nsgmain.htm>

This glossary includes terms and definitions from: *Portable Operating System Interface (POSIX) Part 1: System Application Program Interface (API) [C Language]*, ISO/EIC 9945-1: 1990, IEEE Std 1003.1-1990, copyright 1992 by The Institute of Electrical and Electronics Engineers, Inc., 345 East 47th Street, New York, NY 10017. These terms are identified by [POSIX.1].

A

abend. Abnormal end of application.

absolute value. The magnitude of a real number regardless of its algebraic sign.

active routine. The currently executing routine.

actual argument. The Fortran term for the data passed to a called routine at the point of call. See also *dummy argument*.

additional floating point registers (AFP). For IEEE support, 12 additional floating point registers, for a total of 16 floating-point registers.

additional heap. A Language Environment heap created and controlled by a call to CEECRHP. See also *below heap*, *anywhere heap*, and *initial heap*.

additional heap. A Language Environment heap created and controlled by a call to CEECRHP.

addressing mode. An attribute that refers to the address length that a routine is prepared to handle upon entry. Addresses may be 24 or 31 bits long.

address space. Domain of addresses that are accessible by an application.

AFP. See *additional floating-point registers (AFP)*.

aggregate. A structured collection of data items that form a single data type. Contrast with *scalar*.

AIB. Application interface block.

ALLOCATE command. In MVS, the TSO command that serves as the connection between a file's logical

name (the ddname) and the file's physical name (the data set name).

American National Standard Code for Information Interchange (ASCII). The code developed by the American National Standards Institute (ANSI) for information interchange among data processing systems, data communications systems, and associated equipment. The ASCII character set consists of 7-bit control characters and symbolic characters.

AMODE. Provided by the linkage editor, the attribute of a load module that indicates the addressing mode in which the load module should be entered.

anywhere heap. The Language Environment heap controlled by the ANYHEAP run-time option. It contains library data, such as Language Environment control blocks and data structures not normally accessible from user code. The anywhere heap may reside above 16M. See also *below heap*, *additional heap*, *initial heap*.

APAR. Authorized program analysis report.

application. A collection of one or more routines cooperating to achieve particular objectives.

application interface block (AIB). IMS interface between an application and an IMS database.

application program. A collection of software components used to perform specific types of work on a computer, such as a program that does inventory control or payroll.

argument. An expression used at the point of a call to specify a data item or aggregate to be passed to the called routine.

argument. The data passed to a called routine at the point of call or the data received by a called routine. See also *actual argument* and *dummy argument*.

array. An aggregate that consists of data objects, each of which may be uniquely referenced by subscripting.

array element. A data item in an array.

ASCII. American National Standard Code for Information Interchange.

Asian date format. In this book, Asian date format refers to the era picture strings associated with the Japanese eras or Republic of China era. Era picture strings begin with a less than character (<) and end with a greater than character (>). The characters inside are either capital Js or Cs.

assembler. Translates symbolic assembler language into binary machine language. The High Level Assembler is an IBM licensed program.

assembler user exit. A routine to tailor the characteristics of an enclave prior to its establishment. The name of the routine is CEEBXITA.

async safe. An application is able to mask off asynchronous signals when it is working with critical data or structures. The application can request to process the asynchronous signals when it has finished updated the critical data or structure.

atexit list. A list of actions specified in the C `atexit()` function that occur at normal program termination.

authorized program analysis report (APAR). A request for correction of a problem caused by a defect in a current unaltered release of a program.

automatic call. The process used by the linkage editor to resolve external symbols left undefined after all the primary input has been processed. See also *automatic call library*.

automatic call library. Contains load modules or object modules that are to be used as secondary input to the linkage editor to resolve external symbols left undefined after all the primary input has been processed.

The automatic call library may be:

- Libraries containing object modules, with or without linkage editor control statements
- Libraries containing load modules
- The library containing Language Environment run-time routines (SCEELKED) (SCEELKED and SAFHFORT)

automatic data. Data for a routine that is automatically allocated when the routine is called and automatically freed when the routine returns. Automatic data does not persist from one call of the routine to the next.

automatic library call. Automatic call. See also *automatic call library*.

automatic storage. Storage that is allocated on entry to a routine or block and is freed on the subsequent return. Sometimes referred to as *stack storage* or *dynamic storage*.

B

background process. A process that is a member of a background process group. [POSIX.1]

background process group. Any process group, other than a foreground process group, that is a member of a session that has established a connection with a controlling terminal. [POSIX.1]

base. The core product, upon which features may be separately ordered and installed.

batch. Pertaining to activity involving little or no user action. Contrast with *interactive*.

below heap. The Language Environment heap controlled by the BELOWHEAP run-time option, which contains library data, such as Language Environment control block and data structures not normally accessible from user code. Below heap always resides below 16M. See also *anywhere heap*, *initial heap*, *additional heap*.

BFP. See *binary floating point (BFP)*.

binary floating point. For IEEE, binary floating point registers.

binder. The DFSMS component that processes the output of the language translators and compilers into an executable program (load module or program object). It replaces the linkage editor and batch loader in the MVS/ESA operating system.

breakpoint. A place in a program, usually specified by a command or a condition, where execution may be interrupted and control given to the workstation user or to a specified debug tool program.

buffer. An area of storage into which data is read or from which it is written. Typically, buffers are used only for temporary storage.

by content. See *pass by content*.

by reference. See *pass by reference*.

by value. See *pass by value*.

byte. The basic unit of storage addressability. It has a length of 8 bits.

C

C language. A high-level language used to develop software applications in compact, efficient code that can be run on different types of computers with minimal change.

C++ language. An object-oriented high-level language that evolved from the C language. C++ exploits the benefits of object-oriented technology such as code modularity, portability, and reuse.

C-CAA. C/370-specific common anchor area in the run-time environment.

CAA. Common anchor area.

call chain. A trace of all active routines and subroutines that can be constructed by the user from information included in a system dump, such as the locations of save areas and the names of routines.

callable service stub. A short routine that is link-edited with an application and that is used to transfer control from the application to a callable service.

callable services. A set of services that can be invoked by a Language Environment-conforming high-level language using the conventional Language Environment-defined call interface, and usable by all programs sharing the Language Environment conventions.

Use of these services helps to decrease an application's dependence on the specific form and content of the services delivered by any single operating system.

called routine. A routine or program that is invoked by another.

callee. A routine or program that is invoked by another.

caller. A routine or program that invokes another routine.

calling routine. A routine or program that invokes another routine.

CASE. Computer-aided software engineering.

cast. In C, an expression that converts the type of the operand to a specified data type (the operator).

cataloged procedure. A set of job control language (JCL) statements placed in a library and retrievable by name.

CBIPO. Custom-Built Installation Process Offering.

CBPDO. Custom-Built Product Delivery Offering.

CEEDUMP. A dump of the run-time environment for Language Environment and the member language libraries. Sections of the dump are selectively included, depending on options specified on the dump invocation. This is not a dump of the full address space, but a dump of storage and control blocks that Language Environment and its members control.

century window. The 100-year interval in which Language Environment assumes all 2-digit years lie. The Language Environment default century window begins 80 years before the system date.

chained list. Synonym for *linked list*.

character. A letter, digit, or other symbol. A letter, digit, or other symbol that is used as part of the organization, control, or representation of data. A character is often in the form of a spatial arrangement of adjacent or connected strokes.

child enclave. The *nested enclave* created as a result of certain commands being issued from a *parent enclave*.

CIB. Condition information block.

CICS. Customer Information Control System.

CICS destination control table (DCT). A table that contains an entry for each extrapartition, intrapartition, and indirect destination. Extrapartition entries address data sets external to the CICS region. Intrapartition destination entries contain the information required to locate the queue in the intrapartition data set. Indirect destination entries contain the information required to locate the queue in the intrapartition data set.

CICS run unit. Consists of a statically and/or dynamically bound set of one or more load modules which can be loaded by a CICS loader. A CICS run unit is equivalent to a Language Environment *enclave*.

CICS translator. A routine that accepts as input an application containing EXEC CICS commands and produces as output an equivalent application in which each CICS command has been translated into the language of the source.

CLIST. TSO command list.

CLLE. COBOL load list entry.

CMS. Conversational monitor system.

CMS extended parameter list. A type of parameter list available in the CMS environment consisting of a string composed exactly as the user typed it at the

terminal. There is no tokenization performed on the string.

CMS tokenized parameter list. A type of parameter list available in the CMS environment consisting of 8-byte tokens, folded to uppercase, terminating with a double word of X'FF'. Not supported under Language Environment.

COBCOM. Control block containing information about a COBOL partition.

COBOL. COmmon Business-Oriented Language. A high-level language, based on English, that is primarily used for business applications.

COBOL load list entry (CLLE). Entry in the load list containing the name of the program and the load address.

COBOL run unit. A COBOL-specific term that defines the scope of language semantics. Equivalent to a Language Environment *enclave*.

COBPACK. A collection of individual modules that are packaged into a single load module in order to reduce the time that would otherwise be needed to load the individual load modules.

COBVEC. A COBOL vector table containing the address of the COBOL library routines.

command processor parameter list (CPPL). The format of a TSO parameter list. When a TSO terminal monitor application attaches a command processor, register 1 contains a pointer to the CPPL, containing addresses required by the command processor.

COMMAREA. A communication area made available to applications running under CICS.

common anchor area (CAA). Dynamically acquired storage that represents a Language Environment thread. Thread-related storage/resources are anchored off of the CAA. This area acts as a central communications area for the program, holding addresses of various storage and error-handling routines, and control blocks. The CAA is anchored by an address in register 12.

common block. A storage area that may be referenced by one or more compilation units. It is declared in a Fortran program with the COMMON statement. See also *external data*.

compilation unit. An independently compilable sequence of HLL statements. Each HLL product has different rules for what makes up a compilation unit. Synonymous with *program unit*.

compile-time options. Keywords that can be specified to control certain aspects of compilation. Compiler options can control the nature of the load module generated by the compiler, the types of printed output to be produced, the efficient use of the compiler, the destination of error messages, and other things.

compiler options. Keywords that can be specified to control certain aspects of compilation. Compiler options can control the nature of the load module generated by the compiler, the types of printed output to be produced, the efficient use of the compiler, and the destination of error messages.

compiler options. See *compiler-time options*.

component. Software that is part of a functional unit. A set of modules that performs a major function within a system.

computer-aided software engineering (CASE). A software engineering discipline for automating the application development process and thereby improving the quality of application and the productivity of application developers.

condition. An exception that has been enabled, or recognized, by Language Environment and thus is eligible to activate user and language condition handlers. Conditions can be detected by the hardware/operating system and result in an interrupt. They can also be detected by language-specific generated code or language library code.

condition code. A code that reflects the result of a previous input/output, arithmetic, or logical operation.

condition handler. A user-written condition handler or language-specific condition handler (such as a PL/I ON-unit or C `signal()` function call) invoked by the Language Environment *condition manager* to respond to conditions.

condition handling. In Language Environment, the diagnosis, reporting, and/or tolerating of errors that occur while a routine is running.

condition manager. Manages conditions in the common execution environment by invoking various user-written and language-specific *condition handlers*.

condition information block (CIB). The platform-specific data block used by the Language Environment condition manager as a repository for data about conditions raised in the Language Environment run-time environment.

condition step. The step of the Language Environment condition handling model that follows the enablement step. In the condition step, user-written condition handlers, C signal handlers, and PL/I ON-units

are first given a chance to handle a condition. See also *enablement step* and *termination imminent step*.

condition token. In Language Environment, a data type consisting of 96 bits (12 bytes). The condition token contains structured fields that indicate various aspects of a condition including the severity, the associated message number, and information that is specific to a given instance of the condition.

condition variable. A data object that is used for waiting for long durations of time. An application can wait for the variable to become true before continuing processing. [POSIX.1]

conflicting name. One of 20 names that exist in both the Fortran and the C/C++ libraries. See also *conflicting reference*.

conflicting reference. An external reference from a Fortran or assembler language routine to a Fortran library routine with a name that is the same as the name of a C/C++ library routine. The reference is considered to be a conflicting reference only when the intended resolution is to the Fortran library routine rather than to the corresponding C/C++ library routine.

constructed reentrancy. The attribute of applications that contain external data and require additional processing to make them reentrant. Contrast with *natural reentrancy*.

control block. A storage area used by a computer program to hold control information.

control section (CSECT). The part of a program specified by the programmer to be a relocatable unit, all elements of which are to be loaded into adjoining main storage locations.

control statement. In programming languages, a statement that is used to alter the continuous sequential execution of statements; a control statement can be a conditional statement, such as IF, or an imperative statement, such as STOP. In JCL, a statement in a job that is used in identifying the job or describing its requirements to the operating system.

conversational monitor system (CMS). A virtual machine operating system that provides general interactive time sharing, problem solving, and program development capabilities, and operates only under the control of the VM/370 control program.

CPPL. Command processor parameter list.

CSECT. Control section.

cumulative service tape. A tape sent with a new function order, containing all current PTFs for that function.

cursor. One of two pointers managed by the condition manager as it processes a condition. See *handle cursor* and *resume cursor*.

Custom-Built Installation Process Offering (CBIPO).

A CBIPO is a tape that has been specially prepared with the products (at the appropriate release levels) requested by the customer. A CBIPO simplifies installing various products together.

Custom-Built Product Delivery Offering (CBPDO). A

CBPDO is a tape that has been specially prepared for installing a particular product and the related service requested by the customer. A CBPDO simplifies installing a product and the service for it.

Customer Information Control System (CICS). CICS

is an OnLine Transaction Processing (OLTP) system that provides specialized interfaces to databases, files and terminals in support of business and commercial applications.

D

dangling pointer. A pointer to storage that has been freed.

data, qualifying. See *qualifying data*.

data aggregate. A logical collection of data elements that can be referred to either collectively or individually; in PL/I, an array or a structure.

data division. In COBOL, the part of a program that describes the files to be used in the program and the records contained within the files. It also describes any WORKING-STORAGE data items, LINKAGE SECTION data items, and LOCAL-STORAGE data items that are needed.

data set. Under MVS, a named collection of related data records that is stored and retrieved by an assigned name. Equivalent to a CMS *file*.

data type. The properties and internal representation that characterize data.

datum, qualifying. A single element of qualifying data associated with a condition. See *qualifying data*.

DBCS. Double-byte character set.

DB2. DATABASE 2; generally, one of a family of IBM relational database management systems and, specifically, the system that runs under MVS. Other members of the family run under VSE and VM, AIX/6000, and OS/2.

DCLCB. Declare control block.

DCT. Destination control table.

DD statement. In MVS, the data definition statement. A JCL control statement that serves as the connection between a file's logical name (the ddname) and the file's physical name (the data srt name).

ddname. Data definition name. The logical name of a file within an application. The ddname provides the means for the logical file to be connected to the physical file through a FILEDEF command, DD statement, or ALLOCATE command. DD statement or ALLOCATE command.

decimal overflow. A condition that occurs when one or more nonzero digits are lost because the destination field in a decimal operation is too short to contain the results.

declare control block (DCLCB). Control block containing file information.

default. A value that is used or an action that is taken when no alternative is specified.

dereference. In C, the application of the unary operator (*) to a pointer to access the object the pointer points to. Also known as *indirection*.

descriptor. PL/I control block that holds information such as string lengths, array subscript bounds, and area sizes, and is passed from one PL/I routine to another during run time.

descriptor, q_data. See *q_data descriptor*.

destination control table (DCT). In CICS, a table containing an entry for each extrapartition, intrapartition, and indirect destination. Extrapartition entries address data sets external to the CICS region. Indirect destination entries redirect data to a destination controlled by another DCT entry. Intrapartition destination entries contain the information required to locate the queue in the intrapartition data set.

device. A computer peripheral or an object that appears to the application as such. [POSIX.1]

direct argument passing. The value of the argument is placed directly in the argument list body.

directory entry. An object that associates a filename with a file. Several directory entries can associate names with the same file. [POSIX.1]

disabled/enabled. See *enabled/disabled*.

distribution libraries. IBM-supplied partitioned data sets on tape containing one or more components that the user restores to disk for subsequent inclusion in a new system.

distribution zone. In SMP/E, a group of VSAM records that describe the SYSMODs and elements in the distribution libraries.

double-byte character set (DBCS). A collection of characters represented by a 2-byte code.

double-precision. Pertaining to the use of two computer words to represent a number in accordance with the required precision. See also *precision*, *single-precision*.

doubleword. A sequence of bits or characters that comprises eight bytes (two 4-byte words) and is referenced as a unit.

doubleword boundary. A storage location whose address is evenly divisible by 8.

driving system. The system used to install the program. Contrast with target system.

DSA. Dynamic storage area.

dummy argument. The Fortran term for the data received by a called routine. See also *actual argument*.

dynamic call. A call that results in locating a called routine at run time, that is, by loading the routine into virtual storage. Contrast with *static call*.

dynamic loading. See *dynamic call*.

dynamic storage. Storage acquired as needed at run time. Contrast with *static storage*.

dynamic storage area (DSA). An area of storage obtained during the running of an application that consists of a register save area and an area for automatic data, such as program variables. DSAs are generally allocated within Language Environment-managed stack segments. DSAs are added to the stack when a routine is entered and removed upon exit in a last in, first out (LIFO) manner. In Language Environment, a DSA is known as a *stack frame*.

E

EBCDIC. Extended binary-coded decimal interchange code.

EIB. EXEC interface block.

enabled/disabled. A condition is enabled when its occurrence will result in the execution of condition handlers or in the performance of a standard system action to handle the condition as defined by Language Environment.

A condition is disabled when its occurrence is ignored by the condition manager.

enablement. The determination by a language at run time that an exception should be processed as a condition. This is the capability to intercept an exception and to determine whether it should be ignored or not; unrecognized exceptions are always defined to be enabled. Normally, enablement is used to supplement the hardware for capabilities that it does not have and language enforcement of a language's semantics. An example of supplementing the hardware is the specialized handling of exponent-overflow exceptions based on language standards.

enablement step. The first step of the Language Environment condition handling model. In the enablement step it is determined whether an exception is to be *enabled* and processed as a condition. See also *condition step* and *termination imminent step*.

enclave. In Language Environment, an independent collection of routines, one of which is designated as the main routine and is invoked first. An enclave is roughly analogous to a program or run unit. an executable program.

enterprise. The composite of all operational entities, functions, and resources that form the total business concern.

entry name. In assembler language, a programmer-specified name within a control section that identifies an entry point and can be referred to by any control section. See also *entry point*.

entry point. The address or label of the first instruction that is executed when a routine is entered for execution. Within a load module, the location to which control is passed when the load module is invoked.

entry point name. The symbol (or name) that represents an entry point. See also *entry point*.

environment. A set of services and data available to a program during execution. In Language Environment, environment is normally a reference to the run-time environment of HLLs at the enclave level.

environment variable. A variable that is included in the current software environment and is therefore available to any called program that requests it.

epilog. Code generated at the end of a routine, normally causing a return to the caller of the routine.

euro. The monetary unit of the European Monetary Union (EMU) that was introduced alongside national currencies on 01 January 1999.

EuroReady product. A product is EuroReady if the product, when used in accordance with its associated documentation, is capable of correctly processing monetary data in the euro denomination, respecting the euro currency formatting conventions (including the euro sign). This assumes that all other products (for example, hardware, software, and firmware) that are used with this product are also EuroReady. IBM hardware products that are EuroReady may or may not have an engraved euro sign key on their keyboards.

EXEC interface block (EIB). In CICS, a control block containing information useful in the execution of an application, such as a transaction identifier and a time and a date when the transaction is started.

exception. The original event such as a hardware signal, software detected event, or user-signaled event which is a potential condition. This action may or may not include an alteration in a program's normal flow. See also *condition*.

execution time. Synonym for *run time*.

execution environment. Synonym for *run-time environment*.

extended binary-coded decimal interchange code (EBCDIC). A set of 256 8-bit characters.

exponent-overflow exception. The program interruption that occurs when an overflow occurs during the execution of a floating-point instruction, that is, when the result value from the instruction has a characteristic that is larger than the floating-point data format can handle.

exponent-underflow exception. The program interruption that occurs when the result value from executing a floating-point instruction has a nonzero fraction and a characteristic is smaller than the floating-point data format can handle. This program interruption can be disabled through a program mask bit setting.

extended error handling facility. The VS FORTRAN facility that provided automatic error correction and control over both the handling of the errors and the printing of error messages.

external data. Data that persists over the lifetime of an enclave and maintains last-used values whenever a routine within the enclave is reentered. Within an enclave consisting of a single load module, it is equivalent to any C data objects that have static storage duration, a Fortran common block, and COBOL EXTERNAL data.

external reference. In an object module, a reference to a symbol, such as an entry point name, defined in another program or module.

F

FCB. File control block.

feature. A part of an IBM product that may be ordered separately by a customer.

feature code. A four-digit code used by IBM to process hardware and software orders.

feedback code (fc). A condition token value. If you specify *fc* in a call to a callable service, a condition token indicating whether the service completed successfully is returned to the calling routine.

fetch. The dynamic load of a PL/I procedure.

FIB. File information block.

file. A named collection of related data records that is stored and retrieved by an assigned name. Equivalent to an MVS *data set*.

file control block (FCB). Block containing the addresses of I/O routines, information about how they were opened and closed, and a pointer to the file information block.

FILEDEF. File definition statement.

file definition statement (FILEDEF). In CMS, serves as the connection between the logical name of a file and the physical name of a file.

file descriptor. A per-process unique, nonnegative integer used to identify an open file for the purpose of file access. [POSIX.1]

file information block (FIB). A read-only block describing the characteristics of an I/O file.

file system. A collection of files and certain of their attributes. A file system provides a name space for file serial numbers referring to those files.

fix. A correction of an error in a program, usually a temporary correction or bypass of defective code.

fix-up and resume. The correction of a condition either by changing the argument or parameter and running the routine again or by providing a specific value for the result.

fixed decimal. See *packed decimal format*.

fixed-point overflow exception. A program interruption caused by an overflow during signed binary arithmetic or signed left-shift operations. This program interruption can be disabled through a program mask bit setting.

floating point control register (FPC register). For IEEE, a floating point control register.

FMID. Function modification identifier.

Fortran. A high-level language used primarily for applications involving numeric computations. In previous usage, the name of the language was written in all capital letters, that is, FORTRAN.

Fortran signature CSECT. The resident routine that indicates that the load module in which it is present contains a Fortran routine.

FORTRAN 66. The FORTRAN language standard formally known as *American National Standard FORTRAN, ANSI X3.9-1966*. This language standard specifies the form and establishes the interpretation of programs written to conform to it.

FORTRAN 77. The FORTRAN language standard formally known as *American National Standard FORTRAN, ANSI X3.9-1978*. This language standard specifies the form and establishes the interpretation of programs written to conform to it.

FPC. See *floating point control register (FPC register)*.

fullword. A sequence of bits or characters that comprises four bytes (one word) and is referenced as a unit.

fullword boundary. A storage location whose address is evenly divisible by 4.

function. A routine that is invoked by coding its name in an expression. The routine passes a result back to the invoker through the routine name.

function modification identifier (FMID). The value used to distinguish separate parts of a product. A product tape or cartridge has at least one FMID.

G

GET. Global error table.

global error table (GET). A method employed by some HLLs, for example, C and Fortran, to determine actions for handling conditions. Whereas Language Environment condition handling actions are defined at the stack frame level, actions defined using the global error table apply to an entire application until explicitly changed. See also *extended error handling facility*.

Gregorian calendar. The calendar in use since Friday, 15 October 1582 throughout most of the world. Used as the basis for the *Lilian date* used in many Language Environment date and time services.

GTAB table. Table in C/370 containing error information.

H

handle cursor. A pointer used by the condition manager as it traverses the stack. The handle cursor points to the condition handler currently being invoked in the stack frame, whether it be a user-written condition handler or an HLL-specific condition handler.

handled condition. A condition that either a user-written condition handler or the HLL-specific condition handler has processed and for which the condition handler has specified that execution should continue.

handler. See *condition handler*.

header file. A file that contains system-defined control information that precedes user data.

heap 0. Synonymous with *initial heap*.

heap. An area of storage used for allocation of storage whose lifetime is not related to the execution of the current routine. The heap consists of the initial heap segment and zero or more increments. See *anywhere heap*, *below heap*, *initial heap*, and *additional heap*.

heap element. A contiguous area of storage allocated by a call to the CEEGTST service. Heap elements are always allocated within a single heap segment.

heap increment. See *increment*.

heap pool. A storage pool that, when used by the storage manager, can be used to improve the performance of heap storage allocation. This can improve the performance of a multi-threaded application.

heap segment. A contiguous area of storage obtained directly from the operating system. The Language Environment storage management scheme subdivides heap segments into individual heap elements. If the initial heap segment becomes full, Language Environment obtains a second segment, or increment, from the operating system.

heap storage. See *heap*.

heavy weight thread. A heavy weight thread has a one-to-one correspondence with an MVS TCB in that the lifetime of the thread is the lifetime of the TCB. [POSIX.1]

hexadecimal. A base 16 numbering system. Hexadecimal digits range from 0 through 9 (decimal 0

to 9) and uppercase or lowercase A through F (decimal 10 to 15) and A through F, giving values of 0 through 15.

high-level language (HLL). A programming language above the level of assembler language and below that of program generators and query languages. Examples are C, C++, COBOL, Fortran, and PL/I.

HLL. High-level language.

hook. The location in a compiled program where the compiler inserts an instruction that allows the user to later interrupt the program (by setting breakpoints) for debugging purposes.

I

IBM service representative. An individual in IBM who performs maintenance services for IBM products or systems.

IBM Software Distribution (ISD). The IBM department responsible for software distribution.

IBM Support Center. The IBM department responsible for software service.

IBM systems engineer (SE). An IBM service representative who performs maintenance services for IBM software in the field.

implementation defined. An indication that the implementation defines and documents the requirements for correct program constructs and correct data of a value or behavior. [POSIX.1]

ILC. Interlanguage communication.

IMS. Information Management System, IBM licensed product. IMS supports hierarchical databases, data communication, translation processing, and database backout and recovery.

increment. The second and subsequent segments of storage allocated to the stack or heap.

indirect argument passing. The body of the argument list contains a pointer to the argument value.

indirection. See *dereference*.

initial heap. The Language Environment heap controlled by the HEAP run-time option and designated by a *heap_id* of 0. The initial heap contains dynamically allocated user data. See also *additional heap*.

initial heap segment. The first heap segment. A heap consists of the initial heap segment and zero or more additional segments or increments.

Initial process thread (IPT). See *initial thread*.

initial program load (IPL). The process of loading system programs and preparing a system to run jobs.

IPL. Initial program load.

initial stack segment. The first stack segment. A stack consists of the initial stack segment and zero or more additional segments or increments.

initial thread. In terms of POSIX, either the thread established by the `fork()` that created the *process*, or the first thread that calls `main()` after an `exec`. If the initial thread returns from `main()`, the effect is identical to having called `exit()`. Also known as *initial process thread (IPT)*. [POSIX.1]

input procedure. A set of statements, to which control is given during the execution of a SORT statement, for the purpose of controlling the release of specified records to be sorted.

instance-specific information (ISI). Located within the Language Environment condition token, information used by a condition handler or the condition manager to interpret and react to a specific occurrence of a condition. Qualifying data is an example of instance-specific information.

integer. A positive or negative whole number or zero.

interactive. Pertaining to a program or system that alternately accepts input and responds. In an interactive system, a constant dialog exists between user and system. Contrast with *batch*.

interactive problem control system (IPCS). A component of OS/390 and VM that permits online problem management, interactive problem diagnosis, online debugging for disk-resident CP abend dumps, problem tracking, and problem reporting.

Interactive System Productivity Facility (ISPF). A dialog manager for interactive applications. It provides control and services to permit execution of dialogs.

interface validation exit. A routine that, when used with the binder, automatically resolves conflicting references within Fortran routines.

interlanguage communication (ILC). The ability of routines written in different programming languages to communicate. ILC support allows the application writer to readily build applications from component routines written in a variety of languages.

interrupt. A suspension of a process, such as the execution of a computer program, caused by an event external to that process, and performed in such a way that the process can be resumed.

interruption. Synonym for *interrupt*.

IPCS. Interactive problem control system

IPL. Initial program load.

ISI. Instance specific information.

ISPF. Interactive System Productivity Facility.

J

JCL. Job control language.

job control language (JCL). A sequence of commands used to identify a job to an operating system and to describe a job's requirements.

job step. The job control (JCL) statements that request and control execution of a program and that specify the resources needed to run the program. The JCL statements for a job step include one EXEC statement, which specifies the program or procedure to be invoked, followed by one or more DD statements, which specify the data sets or I/O devices that might be needed by the program.

Julian date. A date format that contains the year in positions 1 and 2, and the day in positions 3 through 5. The day is represented as 1 through 366, right-adjusted, with zeros in the unused high-order position.

K

kernel. The part of the component that contains programs for such tasks as I/O, management, and communication.

KSDS. Key-sequenced data set. See also *VSAM*.

L

L-name. In C, this is a mixed-case external identifier that is up to 255 characters long. See also *S-name*.

Language Environment. Short form of Language Environment for OS/390.

A set of architectural constructs and interfaces that provides a common run-time environment and run-time services for C, C++, COBOL, Fortran, PL/I, VisualAge PL/I, and Java applications compiled by Language Environment-conforming compilers.

OS/390 Language Environment for OS/390 & VM. An IBM software product that provides a common

run-time environment and common run-time services for conforming high-level language compilers.

Language Environment-conforming. Adhering to Language Environment's common interface conventions.

| **Language Environment-enabled.** A program that has
| been link-edited with the routines or stubs provided with
| Language Environment.

language-sensitive editing. A set of editing functions that are responsive to the programming language, syntax, and environment of source programs as they are being edited. Typical language-sensitive editing features are automatic indenting, token highlighting, syntax checking, and language-sensitive help.

LIBPACK. A collection of individual modules that are packaged into a single load module in order to reduce the time that would otherwise be needed to load the individual load modules.

library. A collection of functions, subroutines, or other data.

library latch. An object similar to a mutex and used within the Language Environment library to synchronize access to resources shared among threads.

library vector table (LIBVEC). A vector table used to support access to library routines (Language Environment and HLLs) from compiler-generated code, user-written assembly language code, and other subroutines.

library workspace (LWS). Special register save areas for certain PL/I library routines, preallocated in nonstack storage.

LIBVEC. Library vector table.

LIFO. Last in, first out method of access. A queuing technique in which the next item to be retrieved is the item most recently placed in the queue.

Lilian date. The number of days since the beginning of the Gregorian calendar. Day one is Friday, 15 October 1582. The Lilian date format is named in honor of Luigi Lilio, the creator of the Gregorian calendar.

link pack area (LPA). In MVS, an area of main storage containing reenterable routines from system libraries. Their presence in main storage saves loading time when a reenterable routine is needed.

link-edit. To create a loadable computer program by means of a linkage editor or binder.

linkage editor. An operating system component that resolves cross-references between separately compiled

or assembled modules and then assigns final addresses to create a single relocatable load module. The linkage editor then stores the load module in a load library on disk.

linked list. A list in which the data elements may be dispersed but in which each data element contains information for locating the next. Synonymous with *chained list*.

load module. A collection of one or more routines that have been stored in a library by the linkage or binder after having been compiled or assembled. External references have usually been—but are not necessarily—resolved. When the external references have been resolved, the load module is in a form suitable for execution.

local data. Data that is known only to the routine in which it is declared. Equivalent to local data in C and both WORKING-STORAGE and LOCAL-STORAGE in COBOL.

locale. The definition of the subset of a user's environment that depends on language and cultural conventions.

locator. PL/I control block that holds the address of data such as structures or arrays and the address of the *descriptor*.

LPA. Link pack area.

LWS. Library workspace.

M

machine readable. Pertaining to data a machine can acquire or interpret (read) from a storage device, a data medium, or other source.

main program. The first routine in an enclave to gain control from the invoker. In Fortran, a main program does not have a FUNCTION, SUBROUTINE, or BLOCK DATA statement as its first statement. It could have a PROGRAM statement as its first statement. Contrast with *subprogram*.

main task. In the context of MVS multitasking and the C Multitasking Facility (MTF), the main program in a multitasking environment. The main task runs the *main task program*.

main task program. In the context of MVS multitasking and the C Multitasking Facility (MTF), the part of a program that controls overall processing. The main task program is run by the *main task*.

mapped condition. A condition that is generated by one component and converted, or mapped, to another

component; for example, some Language Environment conditions, such as attention interrupts or the decimal divide condition, map directly to the PL/I ATTENTION and ZERODIVIDE conditions, respectively.

megabyte (MB). 1,048,576 bytes.

medium weight thread. A medium weight thread has a one-to-one correspondence with an MVS TCB except the lifetime of the TCB may exceed the lifetime of the thread. [POSIX.1]

memory file control block (MFCB). Block residing at thread level in C/370 containing the memory information about the file.

MFCB. Memory file control block.

microfiche. A sheet of microfilm capable of containing microimages in a grid pattern, usually containing a title that can be read without magnification.

module. A language construct that consists of procedures or data declarations and can interact with other such constructs. In PL/I, an external procedure.

MTF. Multitasking Facility.

Multitasking Facility (MTF). Facility provided separately by C and by Fortran to improve turnaround time on multiprocessor configurations by using MVS multitasking facilities. MTF is provided by C library functions or by Fortran callable services.

multitasking. See *multithreading*.

multithreading. Mode of operation that provides for the concurrent, or interleaved, execution of two or more tasks, or threads.

mutex. A mutual exclusive variable that is intended to serialize access to a shared data object for a short duration of time. [POSIX.1]

MVS. Multiple Virtual Storage operating system.

N

n-way ILC application. An ILC application that includes three or more of the following: a C routine, a COBOL program, a Fortran program, and a PL/I routine.

NAB. Next available byte.

name scope. The portion of an application within which a particular declaration of external data applies or is known.

name space. The portion of a load module within which a particular declaration of external data applies or is known.

named heap. A heap set up specifically by the CEECRHP callable service. An identifier is returned when the heap is created.

national language support. Translation requirements affecting parts of licensed programs; for example, translation of message text and conversion of symbols specific to countries.

natural reentrancy. The attribute of applications that contain no static external data and do not require additional processing to make them reentrant. Contrast with *constructed reentrancy*.

nested condition. A condition that occurs during the handling of another, previous condition. Language Environment by default permits 10 levels of nested conditions. This setting may be changed by altering the DEPTHCONDLMT run-time option.

nested enclave. A new enclave created by an existing enclave. The nested enclave that is created must be a new main routine within the process. See also *child enclave* and *parent enclave*.

nested program. In COBOL, a program that is directly contained within another program.

next available byte (NAB). The address of the next available byte of storage on a doubleword boundary. This address is a segment of stack storage.

next sequential instruction. The next instruction to be executed in the absence of any branch or transfer of control.

nonreentrant. A type of program that cannot be shared by multiple users.

null. Empty, having no meaning.

null character. A character that represents X'00'.

null string. A string containing no element. A character or bit string with a length of zero.

O

object module. A collection of one or more control sections produced by an assembler or compiler and used as input to the linkage editor or binder. Synonym for *text deck* or *object deck*.

offset. The number of measuring units from an arbitrary starting point in a record, area, or control block, to some other point.

omitted parameter. A parameter not needed in a call.

online. Pertaining to a user's ability to interact with a computer. Pertaining to a user's access to a computer via a terminal.

OpenEdition MVS. See *OS/390 UNIX System Services*.

OpenEdition for VM/ESA. VM/ESA services that support an environment within which operating systems, servers, distributed systems, and workstations share common interfaces. OpenEdition VM supports standard application development across multivendor systems. It is required if you want to create and use VM/ESA applications that conform to the POSIX standard.

operating system. Software that controls the running of programs; in addition, an operating system may provide services such as resource allocation, scheduling, input/output control, and data management.

OS PL/I. See *PL/I*.

OS/390 UNIX System Services (OS/390 UNIX). The set of functions provided by the Shell and Utilities, kernel, debugger, file system, C/C++ Run-Time Library, Language Environment, and other elements of the OS/390 operating system that allow users to write and run application programs that conform to UNIX standards.

out-of-storage condition. A condition signaled when an application has used all of the storage allocated to it. If the STORAGE run-time option is set to a value other than 0, Language Environment adds a reserve stack segment to the overflowing stack, and then signals the out-of-storage condition.

output procedure. A set of statements, to which control is given during the execution of a SORT statement after the sort function is completed, or during the MERGE statement after the merge function reaches a point at which it can select the next record in merged order when requested.

overflow. Exceeding the capacity of the intended unit of storage. See also *fixed-point overflow exception* and *exponent-overflow exception*.

overlay. To write over existing data in storage.

owning stack frame. Given the calling sequence of Routine 1 calling Routine 2 that in turn calls Routine 3, Routine 3 is the owning stack frame if a condition occurs while Routine 3 is executing.

ON-unit. The specified action to be taken upon detection of the condition named in the containing ON statement.

P

packed decimal format. A format in which each byte in a field except the rightmost digit represents two numeric digits. The rightmost byte contains one digit and the sign. For example, the decimal value +123 is represented as 0001 0010 0011 1111.

pad. To fill unused positions in a field with dummy data, usually zeros, ones, or blanks.

parallel function. In the context of MVS multitasking and the C Multitasking Facility, those portions of a program that can run independently of the *main task program* and each other. *Subtasks* run the parallel functions.

parallel program. In the context of the Fortran parallel facility (not MTF), a program that uses parallel language constructs, invokes any of the parallel callable services, or was compiled with the PARALLEL compile-time option.

parallel subroutine. In the context of MVS multitasking and the Fortran Multitasking Facility, those portions of a program that can run independently of the main task program and each other. The parallel subroutines run in MVS subtasks.

parameter. Data items that are received by a routine.

parameter. The term used in certain other languages for the Fortran term *dummy argument*. See *argument*, *actual argument*, and *dummy argument*.

parent enclave. The enclave that issues a call to system services or language constructs to create a nested (child) enclave. See also *child enclave* and *nested enclave*.

partition. A fixed-size division of storage.

pass by content. A COBOL argument passing style synonymous with passing an argument by value (indirect). In this style, R1 contains a pointer to a copy of the argument.

pass by reference. In programming languages, one of the basic argument passing semantics where the address of the object is passed. Any changes made by the callee to the argument value will be reflected in the calling routine at the time the change is made.

pass by value. In programming languages, one of the basic argument passing semantics where the value of the object is passed. Any changes made by the callee to the argument value will not be reflected in the calling routine.

percolate. The action taken by the condition manager when the returned value from a condition handler indicates that the handler could not handle the condition, and the condition will be transferred to the next handler.

picture string. Character strings used to specify date and time formats.

PID. Process ID.

PL/I. A general purpose scientific/business high-level language. PL/I is a high-powered procedure-oriented language especially well suited for solving complex scientific problems or running lengthy and complicated business transactions and record-keeping applications.

pointer. A data element that indicates the location of another data element.

portability. The ability to transfer an application from one platform to another with relatively few changes to the source code.

Portable Operating System Interface (POSIX). Portable Operating System Interface for computing environments, an interface standard governed by the IEEE and based on UNIX. POSIX is not a product. Rather, it is an evolving family of standards describing a wide spectrum of operating system components ranging from C language and shell interfaces to system administration.

POSIX. Portable Operating System Interface.

POSIX process. An address space and single thread of control that executes within that address space, and its required system resources. A process is created by another process issuing the `fork()` function. The process that issues `fork()` is known as the parent process, and the new process created by the `fork()` is known as the child process. [POSIX.1]

POSIX signal. A mechanism by which a process may be notified of, or affected by, an event occurring in the system. Examples of such events include hardware exceptions and specific actions by processes. The term *signal* is also used to refer to the event itself. [POSIX.1]

PPA1 entry point block. Program Prolog Area. This block contains information about the compiled module.

PPA2 entry point block. An extension of the *PPA1 entry point block*.

PPT. Processing program table.

precedence. In programming languages, an order relation defining the sequence of the application of operations or options.

precision. A measure of the ability to distinguish between nearly equal values, usually with data of different lengths. See also *single-precision* and *double-precision*.

preinitialization. A facility that allows a routine to initialize the run-time environment once, perform multiple executions within the environment, then explicitly terminate the environment.

pre-Language Environment-conforming. Any HLL program that does not adhere to Language Environment's common interface. For example, VS COBOL II, OS/VS COBOL, OS PL/I, C/370 Version 1 and Version 2, VS FORTRAN Version 1, VS FORTRAN Version 2, FORTRAN IV G1, and FORTRAN IV H Extended are all pre-Language Environment-conforming HLLs.

prelinker. A utility that collects compile-time initialization information from one or more object modules into a single initialization unit. In the process, the static external data part is mapped.

preprocessor. A routine that examines application source code for preprocessor statements that are then executed, resulting in the alteration of the source.

preventive service planning (PSP). The online repository of program temporary fixes (PTFs) and other service information. This information could affect installation.

procedure. In COBOL, a procedure is a paragraph or section that can only be performed from within the program. In PL/I, a named block of code that can be invoked externally, usually via a call.

procedure library (PROCLIB). A program library in direct access storage with job definitions. The reader/interpreter can be directed to read and interpret a particular job definition by an execute statement in the input stream.

process. The highest level of the Language Environment program management model. A process is a collection of resources, both program code and data, and consists of at least one enclave. See also *POSIX process*.

process ID (PID). The unique identifier representing a process. A process ID is a positive integer that can be contained in the data type *pid_t*. A process ID shall not be reused by the system until the process lifetime ends. In addition, if there exists a process groups whose process group ID is equal to that process ID, the process ID shall not be reused by the system until the process group lifetime ends. A process that is not a system process shall not have a process ID of 1. [POSIX.1]

processing program table (PPT). Contains information about CICS load modules (whether the module is in storage or not, its language, use count and entry point address, etc.) needed to complete a transaction.

program. See *enclave*.

program control data. In PL/I, data used to affect how a program runs; that is, any data that is not string or arithmetic data.

program interruption. The interruption of the execution of a program due to some event such as an operation exception, an exponent-overflow exception, or an addressing exception.

program level. The modification level, release, version, and fix level.

program management. The functions within the system that provide for establishing the necessary activation and invocation for a program to run in the applicable run-time environment when it is called.

program mask. In bits 20 through 23 of the program status word (PSW), a 4-bit structure that controls whether each of the fixed-point overflow, decimal overflow, exponent-overflow, and significance exceptions should cause a program interruption. The bits of the program mask can be manipulated to enable or disable the occurrence of a program interruption.

program number. The seven-digit code (in the format xxxx-xxx) used by IBM to identify each program product.

program specification block (PSB). In IMS/VS, a control block that contains all database program communication blocks (DB PCB) that exist for a single application program. DB PCBs define which segments in a database an application can access.

program status word (PSW). A 64-bit structure that includes the instruction address, program mask, and other information used to control instruction sequencing and to determine the state of the CPU. See also *program mask*.

program temporary fix (PTF). A temporary solution or bypass of a problem diagnosed by IBM as resulting from a defect in a current unaltered release of the program.

program unit. Synonym for *compilation unit*.

programmable workstation (PWS). A workstation that has some degree of processing capability and that allows a user to change its functions.

prolog. The code sequence when a routine is entered.

promote. To change a condition to a different one by a condition handler. A condition handler routine promotes a condition because the error needs to be handled in a way other than that suggested by the original condition.

PSB. Program specification block.

PSP. Preventive service planning.

PSW. Program status word.

PWS. Programmable workstation.

Q

q_data. Qualifying data. Information that a user-written condition handler can use to identify and react to a given instance of a condition.

q_data descriptor. A qualifying datum that contains the data type and length of the immediately following qualifying datum associated with a condition token.

q_data token. An optional 32-bit data object that is placed in the ISI. It is used to access the qualifying data associated with a given instance of a condition.

qualifier. A modifier that makes a name unique.

qualifying data. q_data. Unique information associated through a condition token with a given instance of a condition. A user-written condition handler uses qualifying data to identify and react to the condition.

qualifying datum. A single element of qualifying data associated with a condition. See *qualifying data*.

R

reason code. Return code to CICS only.

reason code. A value returned to the invoker of an enclave that indicates how the enclave terminated. The value reflects whether the enclave terminated successfully, or unsuccessfully, to an unhandled condition.

recursive routine. A routine that can call itself or be called by another routine that it has called.

reenterable. reentrant

reentrant. The attribute of a routine or application that allows more than one user to share a single copy of a load module.

register. Special processing areas that hold a specific amount of data and can process, load, and store this data quickly. To specify formally. In Language Environment, to register a condition handler means to add a user-written condition handler onto a routine's stack frame.

register save area (RSA). Area of main storage in which contents of registers are saved.

regular file. A file that is a randomly accessible sequence of bytes, with no further structure imposed by the system. [POSIX.1]

relative pathname. A pathname that does not begin with a slash. The predecessor of the first filename in the pathname is taken to be the current working directory of the process. [POSIX.1]

relocatable load module. Under CMS, a combination of object modules having cross references resolved and prepared for loading into storage for execution.

reserved word. In programming languages, a keyword that may not be used as an identifier.

resident modules. A module that remains in a particular area of storage.

resident routines. The Language Environment library routines linked with your application. They include such things as initialization routines and *callable service stubs*.

resume. To continue execution in an application at the point immediately after which a condition occurred. This occurs when a condition handler determines that a condition has been handled and normal application execution should continue.

resume cursor. The point in an application at which execution should continue if a condition handler requests the resume action for a condition it is processing. When a condition is signaled, the resume cursor is at the location at which the error occurred or at which the condition was first reported to the condition manager. The resume cursor can be moved with the CEEMRCE or CEEMRCR callable service.

return code. A code produced by a routine to indicate its success or failure. It may be used to influence the execution of succeeding instructions or programs.

return_code_modifier. A value set by Language Environment routines to indicate the severity of an unhandled condition. The `return_code_modifier` is a component of the return code that indicates the status of the execution of an enclave.

RMODE. Residence mode. Provided by the linkage editor, the attribute of a load module that specifies whether the module, when loaded, must reside below the 16MB virtual storage line or may reside anywhere in virtual storage.

rollback. The process of restoring data changed by an application to the state at its last commit point.

root load module. The load module containing a main routine and the first to be executed in an application.

routine. In Language Environment, refers to a PL/I procedure, a C function, a Fortran main program or subprogram, a COBOL program or a separate subroutine.

routine. In this book, used as an exact equivalent of a COBOL *program*, a Fortran *main program* or *subprogram*, a PL/I *procedure*, or a C *function* or *program*, and means a named external routine, with or without named entry points, and with or without internal routines or nested programs.

RSA. Register save area.

run. To cause a program, utility, or other machine function to be performed.

RUNCOM. COBOL block containing the ID and address of the main program.

run time. Any instant at which a program is being executed. Synonymous with *execution time*.

run-time environment. A set of resources that are used to support the execution of a program. Synonymous with *execution environment*.

run unit. One or more object programs that are executed together. In Language Environment, a run unit is the equivalent of an *enclave*.

S

safe condition. Any condition having a severity of 0 or 1. Such conditions are ignored if no condition handler handles the condition.

save area. Area of main storage in which contents of registers are saved.

SBCS. Single-byte character set.

scalar. A quantity characterized by a single value. Contrast with *aggregate*.

scalar instruction. An instruction, such as a load, store, arithmetic, or logical instruction, that operates on a scalar. Contrast with *vector instruction*.

scope. A term used to describe the effective range of the enablement of a condition and/or the establishment of a user-generated routine to handle a condition. Scope can be both statically and dynamically defined. The portion of an application within which the definition of a variable remains unchanged.

scope terminator. Variable at the end of a statement.

segment. See *stack segment*.

severity code. A part of run-time messages that indicates the severity of the error condition (1, 2, 3, or 4).

shared segment. In VM, a feature of a saved system that allows one or more segments of reentrant code in real storage to be shared among many virtual machines.

shared storage. An area of storage that is the same for each virtual address space. Because it is the same space for all users, information stored there can be shared and does not have to be loaded in the user region.

shared virtual area (SVA). In VSE, a high address area of virtual storage that contains a system directory list (SDL) of frequently used phases, resident programs that can be shared between partitions, and an area for system support.

signal. In C, signals are conditions that may or may not be reported during program execution, depending upon how they are defined to the condition handler. A condition is registered in C using the `signal()` function; a condition is raised using the `raise()` function. See also *POSIX signal* and *synchronous signal*. To make the condition manager aware of a condition for processing.

signal catching function. In POSIX, analogous to *signal handler*. The signal catching function is specified through the `sigaction()` function. [POSIX.1]

signal handler. In C, a function to be called when a *signal* is reported.

signature CSECT. The resident routine that indicates that the load module in which it is present contains a routine written in a particular language.

significance exception. The program interruption that occurs when the resulting fraction in a floating-point addition or subtraction instruction is zero. This program interruption can be disabled through a program mask bit setting.

single-byte character set (SBCS). A collection of characters represented by a 1-byte code.

single-precision. Pertaining to the use of one computer word to represent a number in accordance with the required precision. See also *precision* and *double-precision*.

S-name. In C, this is a single-case external identifier that is at most eight characters long. See also *L-name*.

softcopy. One or more files that can be electronically distributed, manipulated, and printed by a user. Contrasts with *hardcopy*.

sort/merge program. A processing program that can be used to sort or merge records in a prescribed sequence.

source code. The input to a compiler or assembler, written in a source language.

source program. A set of instructions written in a programming language that must be translated to machine language before the program can be run.

stack. An area of storage used for suballocation of stack frames. Such suballocations are allocated and freed on a LIFO (last in, first out) basis. A stack is a collection of one or more stack segments consisting of an initial stack segment and zero or more increments.

stack frame. The physical representation of the activation of a routine. The stack frame is allocated on a LIFO stack and contains various pieces of information including a save area, condition handling routines, fields to assist the acquisition of a stack frame from the stack, and the local, automatic variables for the routine. In Language Environment, a stack frame is synonymous with *DSA*.

stack frame collapse. An action that occurs when the condition manager skips over one or more active routines and execution resumes in an earlier routine on the stack. A stack frame collapse happens is an explicit GOTO is coded in a C or PL/I routine or if the resume cursor is moved with the CEEMRCR.

stack increment. See *increment*.

stack segment. A contiguous area of storage obtained directly from the operating system. The Language Environment storage management scheme subdivides stack segments into individual DSAs. If the initial stack segment becomes full, a second segment or increment is obtained from the operating system.

stack storage. See *stack* and *automatic storage*.

standard system action. The name given to the language-defined default action taken when a condition occurs and it is not handled by a condition handler.

static call. A call that results in the resolution of the called program during the link-edit of the application. Contrast with *dynamic call*.

static data. Data that retains its last-used state across calls.

static storage. Storage that persists and retains its value across calls. Contrast with *dynamic storage*.

storage heap. An unordered group of program stack areas that may be associated with programs running within a process.

SUBCOM. Control block containing information about multiple COBOL programs.

suboption. A value that can be provided as part of a compiler compile-time or run-time option to further specify the meaning of the option.

subpool storage. All of the storage blocks allocated under a subpool number for a particular task.

subprogram. A program unit that is invoked or used by another program unit. In Fortran, a subprogram has a FUNCTION, SUBROUTINE, or BLOCK DATA statement as its first statement. Contrast with *main program*.

SUBSET. The value that specifies the FMID for a product level.

subsystem. A secondary or subordinate system, or programming support, usually capable of operating independently of or asynchronously with a controlling system. Examples are CICS and IMS.

subtask. In the context of MVS multitasking and the C Multitasking Facility (MTF), a task that is initiated and terminated by a higher order task (the *main task*). Subtasks run the *parallel functions*, those portions of the program that can run independently of the *main task program* and each other.

SVC. Supervisor call. A request that serves as the interface to certain functions, such as the allocation of storage.

symbolic feedback code. The symbolic representation of the first 8 bytes of the 12-byte condition tokens. Symbolic feedback codes are provided so that in a condition handling routine you don't have to code the condition token in hexadecimal form.

synchronous signal. A signal attributable to a specific thread. Signals that can be generated synchronously are SIGABRT, SIGILL, SIGFPE, SIGPIPE, and SIGSEGV.

syntax. The rules governing the structure of a programming language and the construction of a statement in a programming language.

system abend. An abend caused by the operating system's inability to process a routine; may be caused by errors in the logic of the source routine.

system definition. The time before a system is put into use when desired functions and operations of the system are selected from various available options.

systems programming facility. Run-time facilities provided by C that allow programs to be developed that do not require the Language Environment common library.

T

target disk. In VM, the disk to which a program is installed.

target libraries. In SMP/E, a collection of data sets in which the various parts of an operating system are stored. These data sets are sometimes called system libraries.

target zone. In SMP/E, a collection of VSAM records describing the target system macros, modules, assemblies, load modules, source modules, and libraries copied from DLIBs during system generation, and the SYSMODs applied to the target system.

task. In a multiprogramming or multiprocessing environment, one or more sequences of instructions treated by a control program as an element of work to be accomplished by a computer.

task global table (TGT). Table with information about addresses and length of working storage and the program start address.

task control block (TCB). An MVS related control block which contains information and pointers associated with the task in process.

TCB. Task control block.

termination imminent step. The final step of the 3-step Language Environment condition handling model. In the termination imminent step, user-written condition handlers and PL/I ON-units are given one last chance to handle a condition or perform cleanup before the thread is terminated. See also *condition step* and *enablement step*.

THDCOM. Control block with COBOL thread information.

thread. The basic run-time path within the Language Environment program management model. It is dispatched by the system with its own instruction counter and registers. The thread is where actual code resides.

thread safe. A locking mechanism (mutex) that allows a thread to work with critical data or structures while preventing other threads from gaining access to the same data or structures. When the thread has finished processing the critical data or structures, it must release the lock to allow other threads to gain access to the data or structures. [POSIX.1]

time sharing option (TSO/E). An option on the operating system; for System/370, the option provides interactive time sharing from remote terminals.

token. See *condition token*.

trace. A record of the execution of a computer program. It exhibits the sequence in which the instructions were executed. To record a series of events as they occur.

traceback. A section of a dump that provides information about the stack frame (DSA), the program unit address, the entry point of the routine, the statement number, and status of the routines on the call-chain at the time the traceback was produced.

translator. See *CICS translator*.

transient data queue. A file to which run-time messages are written under CICS. Under Language Environment, the name of this file is CESE. Also a sequential data set used by the Folder Application Facility in CICS/MVS to log system messages.

transient routines. The Language Environment library routines that are loaded at run time. Contrast with *resident routines*.

translator. See *CICS translator*.

TSO. TSO/E.

TSO/E. Time Sharing Option Extensions. An MVS component that permits interactive compiling, link-editing, executing, and debugging of programs.

U

UCLIN. In SMP/E, the command used to initiate changes to SMP/E data sets. Actual changes are made by subsequent UCL statements.

underflow. See *exponent-underflow exception*.

unhandled condition. A condition that isn't handled by any condition handler for any stack frame in the call chain. Contrast with *handled condition*.

UNIX. See *OS/390 UNIX System Services*.

unpacked decimal format. A format for representing numbers in which the digit is contained in bits 4 through 7 and the sign is contained in bits 0 through 3 of the rightmost byte. Bits 0 through 3 of all other bytes contain 1s (hex F). For example, the decimal value of +123 is represented as 1111 0001 1111 0010 1111 0011. Synonymous with *zoned decimal format*.

user abend. A request made by user code to the operating system to abnormally terminate a routine. Contrast with *system abend*.

user-written condition handler. A routine that analyzes and possibly takes action on conditions presented to it by the condition manager. The condition handler is registered either by calling the CEEHDLR callable service or by specifying the USRHDLR run-time option.

user exit. A routine that takes control at a specific point in an application. Two assembler user exits and one HLL user exit are provided by Language Environment. They are invoked to perform initialization functions and both normal and abnormal termination functions.

user heap. See *initial heap*.

usermod. User modification.

user stack. An independent area of stack storage that may be located above or below 16M, designed to be used by both library routines and compiled code. See also *stack* and *stack frame*.

V

vector. A linearly ordered collection of scalars of the same type. Each scalar is said to be an *element* of the vector. See also *array*. Contrast with *scalar*.

vector instruction. An instruction, such as a load, store, arithmetic, or logical instruction, that operates on vectors residing in storage or in a vector register in the vector facility. Contrast with *scalar instruction*.

vendor. A person or company that provides a service or product to another person or company.

virtual machine (VM). A functional simulation of a computer and its associated devices. Each virtual machine is controlled by a suitable operating system. In VM, a functional equivalent of either a System/370

computing system or a System/370-Extended Architecture computing system.

VMSES/E. A program product for installing products on VM.

virtual origin. The address of an element in an array whose subscripts are all zero.

VO. Virtual origin.

void function. The C representation of a procedure invocation. A void function is a function that does not return a value.

VOLSER. Volume serial number.

volume. A certain portion of data, together with its data carrier, that can be handled conveniently as a unit. A data carrier mounted and demounted as a unit; for example, a reel of magnetic tape, a disk pack.

volume label. An area on a standard label tape used to identify the tape volume and its owner. This area is the first 80 bytes and contains VOL 1 in the first four positions.

volume serial number. A number in a volume label assigned when a volume is prepared for use in a system.

VSAM. Virtual storage access method. A high-performance mass storage access method. Three types of data organization are available: entry sequenced data sets (ESDS), key sequenced data sets (KSDS), and relative record data sets (RRDS).

VSTRING. The VSTRING data type is used for the character string parameters in many of the Language Environment callable services. In Language Environment for OS/390 & VM Release 5, VSTRING is a halfword length-prefixed character string for input, or a fixed-length 80-character string for output.

W

weak external reference. A special type of external reference that is not to be resolved by automatic library calls unless an ordinary external reference to the same symbol is found. The external symbol dictionary entry specifies the symbol; the location is unknown.

work registers. Registers used by the PL/I compiler as required.

WORKING-STORAGE. In COBOL, the storage required for data items in the WORKING-STORAGE section. WORKING-STORAGE is a portion of main storage that is used by a computer program to hold data temporarily.

workstation. One or more programmable or nonprogrammable devices that allow a user to do work on a computer. See also *programmable workstation*.

writable static. In C, writable static may be any of the following:

- Program variables with the `extern` storage class
- Program variables with the `static` storage class
- Writable strings

The Language Environment term for writable static is *external data*.

X

XPG4. This term refers to the XPG4 interface standard. The XPG4 standard is described in detail in *X/Open Specification Issue 4*.

Z

zoned decimal format. Synonym for *unpacked decimal format*.

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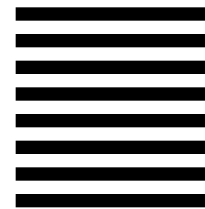
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