

**HCL Informix 15.0.0**

**HCL Informix 4GL By Example**





# INFORMIX-4GL

## by Example

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**Appendix A**

**The Demonstration Database**

**Appendix B**

**Notices**

**Function Index**



# Introduction

INFORMIX-4GL is a fourth-generation language designed specifically for relational database applications. It allows you, the developer, to move quickly from the conceptual stage to an application program. 4GL includes statements that allow you to provide your users with all the essential operations for manipulating information. By offering you procedural statements and allowing calls to C functions, 4GL also offers a finer granularity of control when needed.

For example, within one 4GL program you can:

- Create windows, menus, and screen forms that facilitate the user's task of entering and retrieving data.
- Extract information and display it in an attractive report format.

## About This Manual

This manual is an annotated tour of the programming facilities available with 4GL. You do not need 4GL experience to use this manual. However, a knowledge of SQL (Structured Query Language) is assumed. The Informix implementation of SQL is described in detail in a separate set of manuals: *Informix Guide to SQL: Tutorial*, *Informix Guide to SQL: Reference*, and *Informix Guide to SQL: Syntax*. Your 4GL manual set also includes some SQL information.

If you are new to the language, this manual will introduce you to the principal 4GL programming techniques. If you are an experienced 4GL programmer, this manual will provide models for programming many common projects. Note that this is not a complete reference to 4GL. It is intended to work with the *INFORMIX-4GL Reference Manual*.

*INFORMIX-4GL by Example* contains a series of 30 programming examples that range in complexity from simple procedures like creating ring menus through more advanced topics like handling locked rows and using update cursors.

Each chapter begins with a chapter overview, which consists of a general description of the program, followed by a discussion of the programming techniques demonstrated in the example. A summary of all functions used in the example appears at the end of the chapter overview. The remaining pages of the chapter consist of the annotated code examples: code appears on the right page with the corresponding descriptive notes on the left page.

The examples appear in generally increasing order of complexity; later examples build on techniques and functions explained in earlier examples.

## Summary of Chapters

This manual contains the following chapters:

[Example 1, "Writing a Simple 4GL Program."](#) Explains basic 4GL program structure by describing how to implement an application logo: a screen that displays the name of the application being started.

[Example 2, "Displaying a Message Window."](#) Explains how to implement a generic message window.

[Example 3, "Populating a Ring Menu with Options."](#) Describes how to program a simple 4GL ring menu.

[Example 4, "Displaying a Row on a Form."](#) Illustrates how to use forms to provide an interface for interacting with the database.

[Example 5, "Programming a Query by Example."](#) Demonstrates how to collect search criteria from the user and then to construct and run a query.

[Example 6, "Querying and Updating."](#) Explains how to allow the user to update or delete a row qualified through a query by example.

[Example 7, "Validating and Inserting a Row."](#) Contains routines to add a row to the database.

[Example 8, "Displaying a Screen Array in a Popup Window."](#) Demonstrates how to manage a simple screen array.

[Example 9, "Accessing a Table with a Single-Row Form."](#) Combines techniques demonstrated in earlier examples to provide a menu and form interface for the standard SQL operations on a table.

[Example 10, "Accessing a Table with a Multi-Row Form."](#) Demonstrates how to manage a screen array for the standard SQL operations on a table.

[Example 11, "Implementing a Master-Detail Relationship."](#) Illustrates how to program a single-row master form with a multi-row detail form.

[Example 12, "Displaying an Unknown Number of Rows."](#) Demonstrates how to handle an unknown number of entries in a fixed-sized program array.

[Example 13, "Calling a C Function."](#) Describes how to integrate C functions with a 4GL program.

[Example 14, "Generating a Report."](#) Illustrates how to produce a simple report.

[Example 15, "Reporting Group Totals."](#) Demonstrates how to create a more complex report that includes group totals.

[Example 16, "Creating Vertical Menus."](#) Illustrates two ways of creating vertical menus: using a simple INPUT statement and a form with menu options, and using an INPUT ARRAY statement and a generic menu form.

[Example 17, "Using the DATETIME Data Type."](#) Demonstrates how to handle DATETIME data in a 4GL program.

[Example 18, "Using TEXT and VARCHAR Data Types."](#) Explains how to display and update TEXT and VARCHAR columns available with Informix Dynamic Server.

[Example 19, "Browsing with a Scroll Cursor."](#) Demonstrates how to use a scroll cursor to let the user browse through a set of selected rows.

[Example 20, "Combining Criteria from Successive Queries."](#) Describes how to revise a query with additional constraints produced by successive query by example operations.

[Example 21, "Using an Update Cursor."](#) Demonstrates how to use an update cursor to let the user selectively update database rows.

[Example 22, "Determining Database Features."](#) Demonstrates how to interpret the fields in the SQLCA.SQLAWARN array upon opening a database.

[Example 23, "Handling Locked Rows."](#) Illustrates how to handle locked rows in your 4GL programs.

[Example 24, "Using a Hold Cursor."](#) Demonstrates how to write batch-oriented programs that take advantage of the hold cursor.

[Example 25, "Logging Application Errors."](#) Demonstrates how to use an error log to record application errors.

[Example 26, "Managing Multiple Windows."](#) Illustrates how to program a multi-window application.

[Example 27, "Displaying Menu Options Dynamically."](#) Describes how to display menu options based on a user's database permissions.

[Example 28, "Writing Recursive Functions."](#) Demonstrates how to use recursive algorithms in 4GL.

[Example 29, "Generating Mailing Labels."](#) Illustrates how to produce multi-column mailing labels.

[Example 30, "Generating a Schema Listing."](#) Demonstrates how to interpret the information in the system catalogs and produce a listing of a database schema.

[Appendix A.](#) Lists the contents of the demonstration database.

[Function Index.](#) Identifies the location of all functions used in the programs in *4GL by Example*.

## How to Use This Manual

This manual contains a series of examples that, in general, build on one another. Later examples use techniques and functions introduced in earlier examples.

The manual was written to meet the needs of 4GL programmers with varying levels of experience:

- If you are new to 4GL, you will probably want to begin with Example 1 and read through the examples sequentially.

While this manual provides a detailed introduction to many common programming techniques, it is not a comprehensive review of all 4GL features, statements, and built-in functions. You will want to refer regularly to the *INFORMIX-4GL Reference Manual*.

- If you are familiar with 4GL, you may want to concentrate on the code listings for each example and refer to the annotations when you need clarification. If you find that you do not understand something, you may want to turn to an earlier example.
- If you are an experienced 4GL programmer, you can review examples that address programming tasks of interest.

## How to Use The Examples

The programs in this manual illustrate how to use 4GL to solve many common programming tasks. They are presented in a style and sequence that should be helpful to all 4GL programmers, including those who are new to the language.

The examples illustrate how to perform particular programming tasks; they are not the only ways to program with 4GL. A task may have many possible solutions, and the one best suited to your application may depend on a variety of factors, including your hardware platform, programming conventions and needs, and the database server.

The examples appear in increasing order of complexity. Many examples omit important validations that should appear in a `fi` application. Indeed, they are not industrial-strength programs, and should not be used “as is” in your applications. Rather, they provide a model for addressing various 4GL tasks and should be treated as the beginning point if you are preparing end-user applications.

Whether you are an experienced 4GL programmer or someone just getting up to speed in the use of the language, you are encouraged to experiment with the programs to make them more complete and more appropriate for your needs. For this reason, on-line versions of all files are provided as part of this release. Suggestions for extensions to the programs appear in the annotation. Similarly, alternate coding methods are discussed at several points.

## Typographical Conventions

This manual uses a standard set of conventions to introduce new terms, illustrate screen displays, identify 4GL keywords, and so forth.

When new terms are introduced, they are printed in *italics*. Illustrations that show what you see on the screen as you use 4GL appear in `computer font`. All keywords are shown in UPPERCASE LETTERS for ease of identification. However, 4GL is case insensitive, and you need not use uppercase when writing your 4GL programs.

## The Demonstration Database and Application Files

The examples in this manual assume that you are using the `stores7` demonstration database. The demonstration database contains information about a `fi` wholesale sporting-goods distributor and is described in detail in [Appendix A](#).

Also included in the software are all the `fi` for the examples referenced in this manual. The examples are installed with the software in the `$INFORMIXDIR/demo/fglbe` directory. For the U.S. English locale, they are located in the `en_us/0333` subdirectory within the `fglbe` directory.

Two scripts exist to help you make a copy of the database and the examples:

- The script you use to make a copy of the demonstration database is called `dbaccessdemo7`; it is located in the `$INFORMIXDIR/bin` directory.
- The script you use to make a copy of the examples is called `fglexcopy`; it also is located in `$INFORMIXDIR/bin`.

Instructions on how to use these two scripts appear in the next sections.

If you installed your 4GL software according to the installation instructions, the files that make up the demonstration database and examples are protected so that you cannot make changes to them. You can run `dbaccessdemo7` and copy the example files again whenever you want a fresh demonstration database and application.

## Creating the Demo Database on Informix Dynamic Server

Use the following procedure to create and populate the demonstration database:

1. Set the `INFORMIXDIR` environment variable so that it contains the name of the directory in which your Informix products are installed.

See the *Informix Guide to SQL: Reference* for a full description of environment variables. An appendix in the *INFORMIX-4GL Reference Manual* also describes environment variables.

2. Set the `SQLEXEC` environment variable to the pathname of Informix Dynamic Server (`$INFORMIXDIR/lib/sqlturbo`).
3. Create the demonstration database by entering:

```
dbaccessdemo7
```

The examples in this book are written to work with a non-ANSI-compliant database that supports transactions.

When you run `dbaccessdemo7`, the data for the database is put into the root `dbospace` for your database server.

To give other users SQL privileges to access the database, use the `GRANT` and `REVOKE` statements. These statements are described in the *Informix Guide to SQL: Syntax*.

## Creating the Demo Database on INFORMIX-SE

Use the following procedure to create and populate the demonstration database in an INFORMIX-SE environment:

1. Set the INFORMIXDIR environment variable so that it contains the name of the directory in which your Informix products are installed.

See the *Informix Guide to SQL: Reference* for a full description of environment variables. An appendix in the *INFORMIX-4GL Reference Manual* also describes environment variables.

2. Set the SQLEXEC environment variable to the full pathname of the INFORMIX-SE database server (\$INFORMIXDIR/lib/sqlxec).
3. Create a new directory for the demo database by entering:

```
mkdir dirname
```

You also might want to place the *4GL by Example* application fi in this directory.

4. Make the new directory the current directory by entering:

```
cd dirname
```

5. Create the demonstration database by entering:

```
dbaccessdemo7
```

The examples in this book are written to work with a non-ANSI-compliant database that supports transactions.

When you run the dbaccessdemo7 script, it creates a subdirectory called *dbname.dbs* (by default, stores7.dbs) in your current directory and places the database fi there.

To use the database, you must have UNIX READ and EXECUTE permissions for each directory in the pathname of the directory that contains the database. Check with your system administrator for more information about operating system file and directory permissions. UNIX permissions are discussed in the *INFORMIX-SE Administrator's Guide*.

To give other users the SQL privileges to access the database, use the GRANT and REVOKE statements. These statements are described in the *Informix Guide to SQL: Syntax* and in the *INFORMIX-4GL Reference Manual*.



## Copying the Example Files

Use the following procedure to copy the example files into your current working directory:

1. If you have not already done so, create a new directory for the example files by entering:

```
mkdir dirname
```

2. Make the new directory the current directory by entering:

```
cd dirname
```

3. Copy the example files.

If you use the `fglexcopy` script to copy the example files, you can specify the name of the database that appears in all DATABASE statements. If you copy the files from the command line, you must edit the DATABASE statements.

To run the `fglexcopy` script, enter the following command:

```
fglexcopy
```

The `fglexcopy` script copies a complete set of all application source files into your current directory. These files are not executable. To run the examples, you must first compile the files. The compilation procedure is described in the next section.

## Running an Example

Before you can run an example, you must first compile the 4GL module along with any form specifications and help message file used in the example. The following paragraphs briefly outline this process. See Chapter 1, "Compiling INFORMIX-4GL Source Files," of the *INFORMIX-4GL Reference Manual* for information about compiling source files.

Use the following procedure to produce an executable example:

1. Compile the form specifications for the example.

At the command line, enter a command of the form:

```
form4gl formfile.per
```

This generates the compiled `formfile.frm` file.

Because a compiled form requires little disk space, you may want to compile all forms at one time.

2. Compile the 4GL source module for the example:

- To compile a 4GL source file using the C Compiler, enter:

```
c4gl source.4gl -o output.4ge
```

where *source* is the name of the source file and *output* is the name of the output file. This command generates the compiled *output.4ge* file. You can run the compiled source file at the command line by entering:

```
output.4ge
```

- To compile a 4GL source file using the Rapid Development System, enter the following command:

```
fglpc source.4gl
```

where *source* is the name of the source file. This generates the compiled *source.4go* file. You can run the compiled source file at the command line by entering:

```
fglgo source
```

Compiled 4GL programs are quite large. If your disk space is limited, you can wait to compile a program until you are ready to use it.

3. Compile the help message file.

To compile the help message file at the command line, enter:

```
mkmessage hlpmsgs.src hlpmsgs
```

This generates the compiled *hlpmsgs* file. This help file name appears in the `OPTIONS` statement in those examples that use a help file.

[Example 13, "Calling a C Function,"](#) requires additional compilation steps. The example overview includes detailed information about how to run the example.

## Files Used in Each Example

The following table lists all files used in each example.

| Example Number | Files Accessed in the Example   |
|----------------|---|
| ex1            | ex1.4gl, f_logo.per   |
| ex2            | ex2.4gl   |
| ex3            | ex3.4gl, hlpmsgs.src  |
| ex4            | ex4.4gl, f_custkey.per, f_custsum.per   |
| ex5            | ex5.4gl, f_customer.per   |
| ex6            | ex6.4gl, f_customer.per, hlpmsgs.src  |
| ex7            | ex7.4gl, f_stock.per  |
| ex8            | ex8.4gl, f_stock.per, f_manufsel.per  |
| ex9            | ex9.4gl, f_customer.per, f_statesel.per, hlpmsgs.src                              |
| ex10           | ex10.4gl, f_manuf.per   |
| ex11           | ex11.4gl, f_orders.per, f_custsel.per, f_stocksel.per, f_ship.per, hlpmsgs.src    |
| ex12           | ex12.4gl, f_ship.per, f_custsel.per, f_ordersel.per, hlpmsgs.src                  |
| ex13           | ex13.4gl, ex13a.4gl, f_name.per, fgiusr.c, fglgets.c, ex13r.sh, ex13i.sh          |
| ex14           | ex14.4gl  |
| ex15           | ex15.4gl, f_orders.per, f_custsel.per, f_stocksel.per, f_ship.per, hlpmsgs.src    |
| ex16           | ex16a.4gl, ex16b.4gl, f_menu.per, f_menu2.per, hlpmsgs.src                        |
| ex17           | ex17.4gl, f_custcall.per, f_customer.per, f_edit.per, f_statesel.per, hlpmsgs.src |
| ex18           | ex18.4gl, f_catalog.per, f_catadv.per, f_catdescr.per                             |
| ex19           | ex19.4gl, f_customer.per, hlpmsgs.src   |
| ex20           | ex20.4gl, f_customer.per, f_answer.per, hlpmsgs.src                               |
| ex21           | ex21.4gl, f_custkey.per, f_custsel.per, f_date.per, f_payord.per                  |
| ex22           | ex22.4gl  |
| ex23           | ex23.4gl, f_customer.per, f_custkey.per, f_custsel.per, hlpmsgs.src               |
| ex24           | ex24.4gl, ex24.unl  |
| ex25           | ex25.4gl, f_customer.per, f_statesel.per, hlpmsgs.src                             |
| ex26           | ex26.4gl, f_logo.per, f_customer.per, f_orders.per, f_stock.per                   |
| ex27           | ex27.4gl, f_customer.per, f_answer.per, hlpmsgs.src                               |
| ex28           | ex28.4gl, ex28pa.unl, ex28pt.unl  |
| ex29           | ex29.4gl  |
| ex30           | ex30.4gl, f_name.per  |

The names of all files used in an example appear in the comment header at the top of each 4GL program module.

## Naming Conventions

The programming examples follow a standard set of conventions to name various 4GL identifiers in the application programs. The naming conventions used in these examples are summarized in the following table.

| Program Object                     | Prefix                          | Example     |
|------------------------------------|---------------------------------|-------------|
| Global records and arrays:         |                                 |             |
| global records                     | gr_                             | gr_customer |
| global arrays                      | ga_                             | gr_items    |
| global variables                   | g_                              | g_custnum   |
| Module records and arrays:         |                                 |             |
| module records                     | mr_                             | mr_currcust |
| module arrays                      | ma_                             | ma_kidstack |
| module variables                   | m_                              | m_nextkid   |
| Local records and arrays:          |                                 |             |
| local records                      | pr_                             | pr_orders   |
| local arrays                       | pa_                             | pa_manuf    |
| local variables                    | no prefix used                  | stock_cnt   |
| Screen records and arrays:         |                                 |             |
| screen records                     | sr_                             | sr_customer |
| screen arrays                      | sa_                             | sa_items    |
| screen variables                   | no prefix used                  | stock_num   |
| Other objects:                     |                                 |             |
| cursors                            | c_                              | c_cust      |
| windows                            | w_                              | w_warn      |
| forms                              | f_                              | f_customer  |
| queries (in CONSTRUCT)             | q_                              | q_cust      |
| prepared statement                 | st_                             | st_selstmt  |
| record elements defined with LIKE: |                                 |             |
|                                    | same name as the table's column |             |

The portion of the name that follows a prefix attempts to describe, as fully as possible, the purpose of the variable.

## Using the Examples with Prior Releases

The application programs in *4GL by Example* were written for releases 4.1 and later, of INFORMIX-4GL. You can use the manual and the sample programs with earlier versions of the product. However, for releases prior to 4.1, you may need to remove or replace code in several of the examples.

If you are using a release prior to 4.1, consider the following:

- Example 3 includes a MENU statement featuring two options that begin with the same letter.
- Examples 6, 9, 17, 19, and 25 include an AFTER CONSTRUCT clause and a CONTINUE CONSTRUCT statement, and use the HELP clause of the CONSTRUCT statement.
- Examples 10, 12, and 16b include calls to the FGL\_LASTKEY() and the FGL\_KEYVAL() built-in functions.
- Examples 19, 20, and 27 include calls to the FIELD\_TOUCHED() built-in function, as well as HIDE OPTION, SHOW OPTION, and CONTINUE CONSTRUCT statements, and BEFORE MENU and AFTER CONSTRUCT clauses.
- Example 23 includes a WHENEVER ANY statement.
- Example 26 includes a variable as the form name in an OPEN FORM statement.

## Additional Documentation

For additional information, you might want to refer to the following types of documentation:

- Documentation included with 4GL
- On-line manuals
- On-line help
- On-line error messages
- Related reading

## Documentation Included with 4GL

The 4GL documentation set includes the following additional manuals:

- *INFORMIX-4GL Installation Guide* is a pamphlet that describes how to install the various 4GL products.
- *INFORMIX-4GL Reference Manual* is a day-to-day, keyboard-side companion for 4GL programmers. It describes the features and syntax of the 4GL language, including 4GL statements, forms, reports, and the built-in functions and operators.

- *INFORMIX-4GL Concepts and Use* introduces 4GL and provides the context needed to understand the other manuals in the documentation set. It covers 4GL goals (what kinds of programming the language is meant to facilitate), concepts and nomenclature (parts of a program, ideas of database access, screen form, and report generation), and methods (how groups of language features are used together to achieve particular effects).
- *Guide to the INFORMIX-4GL Interactive Debugger* is both an introduction to the Debugger and a comprehensive reference of Debugger commands and features. The Debugger allows you to interact with your 4GL programs while they are running. It helps you learn more about the 4GL language and determine the source of errors within your programs.
- *Documentation Notes*, which contain additions and corrections to the manuals, and *Release Notes* are located in the directory where the product is installed. Please examine these files because they contain vital information about application and performance issues.

## On-Line Manuals

The Informix Answers OnLine CD allows you to print chapters or entire books and perform full-text searches for information in specific books or throughout the documentation set. You can install the documentation or access it directly from the CD. For information about how to install, read, and print on-line manuals, see the installation insert that accompanies Answers OnLine. You can also access Answers OnLine on the Web at the following URL: [www.informix.com/answers](http://www.informix.com/answers).

## On-Line Help

4GL provides on-line help; invoke help by pressing CONTROL-W.

## On-Line Error Messages

Use the `fi` script to display a particular error message or messages on your screen. The script is located in the `$INFORMIXDIR/bin` directory.

The `fi` script has the following syntax:

```
finderr msg_num
```

where `msg_num` indicates the number of the error message to display. Error messages range from -1 to -32000. Specifying the minus sign ( - ) is optional.

For example, to display the -359 error message, you can enter either of the following:

```
finderr -359
```

or, equivalently:

```
finderr 359
```

The following example demonstrates how to specify a list of error messages. The example also pipes the output to the UNIX **more** command to control the display. You can also direct the output to another file so that you can save or print the error messages:

```
finderr 233 107 113 134 143 144 154 | more
```

A few messages have positive numbers. These messages are used solely within the application tools. In the unlikely event that you want to display them, you must precede the message number with the + sign.

The messages numbered -1 to -100 can be platform-dependent. If the message text for a message in this range does not apply to your platform, check the operating system's documentation for the precise meaning of the message number.

## Related Reading

The following publications provide additional information about the topics that this manual discusses:

- Informix database servers and the SQL language are described in separate manuals, including the *Informix Guide to SQL: Tutorial*, *Informix Guide to SQL: Syntax*, and *Informix Guide to SQL: Reference*.
- Information about setting up Informix database servers is provided in the *Administrator's Guide* for your particular server.

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# 1



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
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30. *Generating a Schema Listing*



# Writing a Simple 4GL Program

This example shows how to display a logo banner to identify a program while the program is initializing. You can copy and adapt the 4GL code to provide a logo banner for your own application.

This example also illustrates the fundamentals of 4GL in much the same way that the classic *hello, world* program illustrates the C programming language. 4GL enhances the set of standard SQL database statements with screen interaction statements, flow control statements, and other statements that make it easier to program a database application.

This example demonstrates the following display techniques:

- Displaying a form.
- Displaying information in a field on the form.
- Displaying text at a row and column location.
- Setting display attributes such as reverse video.

Example 1 also demonstrates the following 4GL programming techniques:

- Defining a MAIN function for the 4GL program.
- Defining supporting functions.
- Calling functions with parameters.
- Defining variables.
- Assigning values to variables.
- Opening and closing forms.

Later examples will show you how to display database information and how to collect information from the user.

## Displaying Information Using a Form

Forms are the most important screen interaction element provided by 4GL. Forms visually organize information, making it easy for the end-user to interact with the database.

A form displays static text and fields. The static text in the form never changes, but information in a field can change during the execution of the program. For example, a field can display the value of a column in the database. The value might be different in each database row. You can also activate a form so that the user can position the cursor in the form fields and change the values displayed in the fields.

You specify the layout of the form in a *form specification* file, not in the code of a function. The form specification file is compiled separately. The structure of the form is independent of the use of the form. For example, one function can use a form to display a database row, another to let the user enter a new database row, and still another to let the user enter criteria for selecting database rows. After compiling a satisfactory form, you rarely need to change the form specification.

In Example 1, the `f_logo` form uses a field to display the current date.

## The MAIN Function

The MAIN function is a special function that executes automatically when the user starts the program. The program starts with the `fi` statement in the MAIN function and ends with the last statement.

To use a block of statements in several locations or to organize a series of statements into a well-defined unit, you place the statements in a function defined with the FUNCTION statement. You can invoke the function with the CALL statement to execute the statements within the function. The effect is much the same as if the function's statements had been inserted at the location of the CALL statement.

In Example 1, the statements that display the logo appear in the `dsply_logo()` function to simplify the MAIN function.



## The f\_logo Form Specification

- 1➤ When the fields on a form correspond to columns in a database, you can take advantage of some 4GL shortcuts by identifying the database. The f\_logo form does not display values from any database column, so the DATABASE section specifies the form as formerly. The DATABASE section is required.
- 2➤ In the SCREEN section, the lines enclosed by the braces (shaded in gray on the opposite page) are a template for the screen display. All text outside of the brackets is static, displaying as it appears in the file.
- 3➤ Within the SCREEN section, brackets indicate the beginning and end of a field. Each fi must have an identifier tag. In the f\_logo form, there is one field with the d1 tag.
- 4➤ The ATTRIBUTES section maps a field identifier tag to a screen variable name. The screen variable name is what you use in a 4GL program to address a field. In the f\_logo form, the screen variable name is appdate. Because the field tag is distinct from the screen variable name, you can embed a terse tag in a short fi and still use a longer, more readable name for the screen variable.

The ATTRIBUTES specification for the screen variable includes the data type. The data type specifies the kind of information handled by a database column or 4GL variable. Because you specify the data type, 4GL can manipulate the information efficiently and appropriately. In the f\_logo form, the appdate screen variable displays dates.

The ATTRIBUTES specification for a screen variable can also specify formatting for the information displayed in the fi. The format controls the insertion of punctuation into the value. The formatting makes the information much more readable without interfering with editing in the fi. Special tokens represent the components of the value:

---

| Token | Represents                 |
|-------|----------------------------|
| ddd   | alphabetic day of the week |
| mmm   | alphabetic month           |
| dd    | two-digit day of the month |
| yyyy  | four-digit year            |

---

Here is an example: (Thu) Nov 21, 1998.

- 5➤ Ordinarily, the fields of a form have bracket delimiters so the user can clearly distinguish the fields for editing values. If the user can never edit the values, it is a good idea to change the delimiter character to a space so the fields appear to be text within the form. The INSTRUCTIONS section of the f\_logo form makes this change.

## The f\_logo Form Specification

*f\_logo form file*

```

1➤ DATABASE formonly
  SCREEN
2➤ {
      4 4 GGGGG L BBBB Y Y
      4 4 G L B B Y ?
      4 4 G L B B Y Y
      444444 G L BBBB Y
      4 G GGG L B B Y
      4 G G L B B Y
      4 GGG LLLLL BBBB Y

      EEEEE X X AAA M M P P P P L EEEEE
      E X X A A M M M P P L E
      E X X A A M M P P L E
      EEEEE X AAAAA M M P P P P L EEEEE
      E X X A A M M P L E
      E X X A A M M P L E
      EEEEE X X A A M M P LLLLL EEEEE

3➤ [d ]
  }
4➤ ATTRIBUTES
  d1 = formonly.appdate type date, format = "(ddd) mmm dd,"
  INSTRUCTIONS
5➤ DELIMITERS " "

```

## The MAIN Function

- 1 ➤ The statements between the MAIN and END MAIN statements constitute the MAIN function, which is the special function started when the user runs the program.
- 2 ➤ The MAIN function uses the CALL statement to execute the dsply\_logo() function. When the dsply\_logo() function finishes the line after the CALL statement executes, which in Example 1 is the END MAIN statement. The END MAIN statement terminates the MAIN function and thus the program.

You can execute function calls from within the body of any other function. For example, the dsply\_logo() function could call other functions. You can call functions within expressions as well as with the CALL statement.

The CALL statement passes the length of time for displaying the logo as a parameter to the function. In the example, the parameter is three seconds, but in another context, you could call the dsply\_logo() function with more or fewer seconds.

## The dsply\_logo() Function

- 3 ➤ The definition for the dsply\_logo() function starts with the FUNCTION statement and ends with the END FUNCTION statement.

The FUNCTION statement for dsply\_logo() specifies a single parameter named sleep\_secs. You must call a function with the specified number of arguments.

- 4 ➤ The DEFINE statement defines the thedate and sleep\_secs variables. As with the screen variable in the f\_logo form specification the specification for each variable indicates the type of data stored by the variable. For example, thedate is a variable of type DATE.

Because these variables are defined within the function, they are local to dsply\_logo(). That is, the variables exist from the start through the end of dsply\_logo() but not outside the function. Also, the variables do not retain their values from one invocation of dsply\_logo() to the next.

The sleep\_secs variable corresponds to the parameter of the dsply\_logo() function. You must define each function parameter as a local variable within the function. 4GL automatically assigns the value of the parameter to the sleep\_secs variable when the dsply\_logo() function is called.

## The MAIN Function

---

*4GL source file*

```
#####  
1> MAIN  
#####  
  
2>   CALL dsply_logo(3)  
   END MAIN  
  
#####  
3> FUNCTION dsply_logo(sleep_secs)  
#####  
4>   DEFINE sleep_secs    SMALLINT,  
           thedate       DATE
```



- 5➤ The OPEN FORM statement loads the f\_logo form into memory and assigns the app\_logo identifier to the form. After the OPEN FORM statement, you always use the form identifier to manipulate the form rather than the file name.

The OPEN FORM statement does not display the f\_logo form. To do that, you use the DISPLAY FORM statement. You can display a form any number of times without having to open it again. You must display a form before you can use it in user interaction statements.

Displaying the form takes much less time if the form is already open. Thus, you may want to open the principal forms in your program when the program is starting up so that the forms can be displayed quickly thereafter.

The f\_logo form is available until closed with the CLOSE FORM statement. In Example 1, the form is closed near the end of the dsply\_logo() function, but the form could have been closed in the MAIN function or anywhere else in the program. That is, in contrast with a local variable, the form identifier is not restricted to the function containing the OPEN FORM statement. The form associated with the form identifier is available until you close it explicitly.

- 6➤ The DISPLAY AT statement places a phrase on the screen starting at the second row and the 15th column.

You can think of the terminal screen as a grid composed of each position where you can display a character. On many terminals, the screen grid has 24 rows and 80 columns. The first row is at the top of the screen and the first column at the far left of the screen.

The DISPLAY AT statement does not make use of the f\_logo form and could have positioned the phrase at any screen location far enough away from the right screen edge to show the entire phrase.

The ATTRIBUTES clause displays the phrase in reverse video and, on color monitors, in green. Many of the 4GL screen statements let you customize the display with an ATTRIBUTES clause.

The ability to display information at a specific row and column is handy when you need to display status information or other information that changes frequently. As in the dsply\_logo() function, you can use the DISPLAY AT statement to give a form a title specific to the context in which the form is being used.

- 7➤ The LET statement assigns the current date to the variable thedate. To generate the value, Example 1 uses the TODAY function, which is built into 4GL. In the same way, you can use one of your functions to generate a value for assignment with a LET statement.

## The dsply\_logo() Function

---

- 5>** OPEN FORM app\_logo FROM "f\_logo"  
DISPLAY FORM app\_logo
  
- 6>** DISPLAY " INFORMIX-4GL By Example Application" AT 2,15  
ATTRIBUTE (REVERSE, GREEN)
  
- 7>** LET thedate = TODAY  
DISPLAY thedate TO formonly.appdate

The DISPLAY TO statement displays the value of the date in the field associated with the screen variable appdate, which was specified in the f\_logo form specification file. As in all statements that move data to and from a form, you must supply a corresponding program variable for each screen variable.

A value displayed in a form field must be convertible to the data type of the associated screen variable. Similarly, a value entered in a form field must be convertible to the data type of the program variable that receives it.

For example, 4GL can convert a character value consisting of numbers for storage in an INTEGER variable. 4GL cannot, however, generate a numeric value for an alphabetic character value.

The safest approach is to use the same data type in both the program variable and the screen variable. In the dsply\_logo() function, both appdate and thedate variables are of type DATE.

You can also use closely related data types with confidence as long as the target variable can store a larger value than the source variable. For example, it is safe to display the value of a SMALLINT screen variable in an INTEGER screen variable, but not vice versa.

In the DISPLAY TO statement, the formonly qualification for the appdate variable is optional. You must supply the qualification if the form mixes FORMONLY screen variables with screen variables that correspond to database columns.

- 8** ➤ The SLEEP statement suspends execution to give the user time to view the logo. The number of seconds slept was passed by the sleep\_secs parameter in the call to the dsply\_logo() function.

If you create a logo function, you can omit the SLEEP statement if the program spends enough time opening forms and performing other initialization tasks to let the user view the logo.

- 9** ➤ The END FUNCTION statement terminates the dsply\_logo() function, returning control to the statement that called dsply\_logo().

In this case, control returns to the MAIN function.

## The dsply\_logo() Function

---

```
8> SLEEP sleep_secs  
   CLOSE FORM app_logo  
9> END FUNCTION -- dsply_logo --
```

*To locate any function definition, see the Function Index on page 730.*

---

# 2



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---

# Displaying a Message Window

One of the most important interface features of 4GL is its support for windows. You can enclose a form or other information in a window.

This example uses a window to display a message. The message can report an error or convey any other useful information. Because the message appears in a window, you can use it in any context without confusing the user.



When you display a window on the screen, the window overlays some or all other information on the screen. Some portion of the user's previous activities are behind the window, which can have a border to prevent confusion with the background. When you close the current window, the overlaid information redisplay so the user can resume work.

This example demonstrates the following 4GL programming techniques:

- Opening and closing a window.
- Testing for conditions before performing actions.
- Performing actions repeatedly in a loop.
- Defining global variables.
- Manipulating a list of values with an array.

- Prompting the user.
- Modifying values with character and arithmetic expressions.

## Defining Global Variables

In this program a GLOBALS statement defines an array to store the lines in an error message. An array is a list of variables or records with the same definition. Because Example 2 defines the array globally, the array can be used in any module in a multi-module program.

## The MAIN Function

The MAIN function detects an imaginary error condition of which the user should be notified. MAIN assigns each line of the error message to an element of the global array and then calls the `message_window()` function.

The `message_window()` function could be called from any other function of the program. That is, this function provides a common subroutine for displaying messages within the application.

## Displaying Messages in a Window

The `message_window()` function performs the following actions:

1. Counts the number of elements of the array that contain text.
2. Opens a message window with enough lines for the text.
3. Displays each element of the array as a separate line of text in the message window.
4. Prompts for confirmation that the user has read the error message.
5. Closes the message window.

Because the program places the text of the message in the global array rather than passing the text as parameters, the call to `message_window()` does not have to spend time copying the message text to the function variables.

To remove the dependence on a global message array, you could create a message function that accepts the message text as an argument:

---

```

FUNCTION message_box()
  DEFINE      caution_msg    CHAR(50),
             confirm_msg    CHAR(50),
             dummy          SMALLINT

  LET confirm_msg = "Press any key to continue."
  CALL yesno_box(caution_msg, confirm_msg) RETURNING dummy
END FUNCTION  -- message_box --

FUNCTION yesno_box(caution_msg, confirm_msg)
  DEFINE      caution_msg    CHAR(50),
             confirm_msg    CHAR(50),

             yes_no          CHAR(1)

  OPEN WINDOW w_yesno AT 10, 10
    WITH 4 ROWS, 56 COLUMNS
    ATTRIBUTE (BORDER, MESSAGE LINE FIRST+1,
              PROMPT LINE FIRST+2)

  MESSAGE caution_msg
  PROMPT confirm_msg CLIPPED FOR CHAR yes_no
  CLOSE WINDOW w_yesno

  RETURN (DOWNSHIFT(yes_no) = "y")
END FUNCTION  -- yesno_box --

```

---

However, to display several lines of text in a message box, you may need to create a function that can separate a single message argument into separate lines.

[Example 4](#) contains a function called `prompt_window()` that implements a Yes/No box using the global message array.

## Function Overview

---

| Function Name                 | Purpose  |
|-------------------------------|--|
| <code>message_window()</code> | Opens a window and displays the contents of the <code>ga_dsplymsg</code> global array. |
| <code>init_msgs()</code>      | Initializes the members of the <code>ga_dsplymsg</code> array to null.                 |

---

*To locate any function definition, see the Function Index on page 730.*



## The GLOBALS Statement and MAIN Function

- 1 ➤ The GLOBALS statement defines the `ga_dsplymsg` array as a global array. The array contains `fi` identical character variables that are 48 characters long.

In a program with multiple modules, the global definitions must appear in each module. To reduce maintenance problems, it is usually easier to put the definitions in a `fi` and specify the `fi` with the GLOBALS statement.

Also note that, to make a variable visible in all functions within a module, you can place the definition outside any function.

- 2 ➤ The MAIN function uses the INITIALIZE statement to set each element in the `ga_dsplymsg` array to null. This step is important because the program later tests the value of each element in the array. In general, you must assign a value to a variable at least once before testing the variable. In this example, elements in the array that are null are not displayed in the message window.

After the `ga_dsplymsg` array is initialized, the program can use it in any function to display a message to the user. As it happens, the MAIN function immediately uses the array, but many lines could have separated the initialization and the use.

- 3 ➤ MAIN sets the `fi` array element to the `fi` line of the message and the second array element to the second line of the message. You supply the number of the array element within brackets after the array name.

The program constructs the second line of the message using a character expression. The `fi` component of the expression is a character constant stated within quotation marks (the phrase *database due to an error:*). The comma, which is the concatenation operator, appends the value of the `dbstat` variable to the phrase. Finally, the USING keyword introduces a format that controls the punctuation and justification of the value of `dbstat`. The formatting tokens are the same as those used in the specification of a form field. The format for `dbstat` justifies the value on the left and prefixes the value with a minus sign if the value is negative.

After assigning the message to the array, MAIN calls the `message_window()` function to display the message placed in the array. The parameters to `message_window()` control the row and column at which the top left corner of the window is anchored.



## The message\_window() Function

- 4➤ The array\_sz variable acts as a constant for the size of the ga\_dsplymsg global array. The array\_sz variable is assigned 5 with first LET statement and keeps the value for the rest of the message\_window() function. The benefit of this approach is that, if you change the size of the array, you need only modify the LET statement rather than all of the code that works with the array.
- 5➤ The message\_window() function first determines the height of the message window in lines. It starts by setting the numrows variable to 4 to reserve space for the border and margin of the window.

The function then counts the number of elements in the ga\_dsplymsg array that are not null, using a FOR statement. The IS NOT NULL operator compares the value of the array element to null.

When an array element has a value, the code block within the IF statement executes. In this case, the block consists of a single LET statement, which adds one to the current value of the numrows variable.

At the end of the FOR loop, the message\_window() function has added the number of text lines in the array to the initial value of numrows.

- 6➤ The OPEN WINDOW statement creates a new window and assigns the w\_msg identifier to the window. Like forms, windows remain open until explicitly closed. As it happens, the w\_msg window is closed at the end of the message\_window() function, but it could be closed in the MAIN function or elsewhere.

The row and column coordinates of the top left corner of the window are obtained from the x and y parameters, which were passed to the message\_window() function by the CALL statement in the MAIN function.

To set the number of rows in the height of the window, the OPEN WINDOW statement evaluates the numrows variable. The number of columns in the width of the window is set to 52, which is the maximum length of a text line in the ga\_dsplymsg array plus four characters for the margin and border on the left and right sides.

The ATTRIBUTES clause displays the window with a border and sets the location of the prompt. The border takes up an extra character position outside the stated positions for the window.

For example, a window with a stated width of 40 columns actually occupies 42 columns when you add a border. Thus, on a 24-row by 80-column terminal, the maximum size for a bordered window is 22 by 78, and the position for the maximum window would be at row 2 and column 2.

## The message\_window() Function

---

```
#####  
FUNCTION message_window(x,y)  
#####  
    DEFINE numrows      SMALLINT,  
            x,y         SMALLINT,  
  
            rownum,i    SMALLINT,  
            answer      CHAR(1),  
4> array_sz            SMALLINT -- size of the ga_dsplymsg array  
  
    LET array_sz = 5  
5> LET numrows = 4          -- * numrows value:  
                                -- *      1 (for the window header)  
                                -- *      1 (for the window border)  
                                -- *      1 (for the empty line before  
                                -- *          the first line of message)  
                                -- *      1 (for the empty line after  
                                -- *          the last line of message)  
  
    FOR i = 1 TO array_sz  
        IF ga_dsplymsg[i] IS NOT NULL THEN  
            LET numrows = numrows + 1  
        END IF  
    END FOR  
  
6> OPEN WINDOW w_msg AT x, y  
    WITH numrows ROWS, 52 COLUMNS  
    ATTRIBUTE (BORDER, PROMPT LINE LAST)
```

Some terminals scroll the screen if you display a character in the bottom right character position. You should also avoid positioning a window border or other display in this location.

- 7➤ The DISPLAY AT statement displays a generic title for the message.

DISPLAY AT, like FORM and most of the 4GL screen statements, displays within the current window. When no window is current, the screen is regarded as a window the size of the terminal monitor.

The row and column coordinates apply within the current window. Thus, the title *APPLICATION MESSAGE* appears at the first row and 17th column of the *w\_msg* window.

Note that some terminals, such as some Televideo and Wyse models, cannot display a character immediately before or after a border or other special attribute (such as reverse video). These terminals have an *sg#1 fi* in their entry in the termcap file. In case someone runs your program on one of these terminals, be sure to leave the *fi* and last column positions blank on each line of the window, as well as a blank character before the text that is displayed in reverse video.

- 8➤ In much the same way that the message\_window() function previously used the numrows variable and a FOR statement to calculate the number of lines required for the message, the function uses the rownum variable and a FOR statement to control the display of the message.

The message\_window() function sets the rownum variable to 3 so that the *fi* line of the message displays on the third line of the window.

The FOR statement then iterates through the *ga\_dsplymsg* array. When the IF statement discovers an array element with a value, message\_window() uses a DISPLAY AT statement to display the value on the row specified by the rownum variable and at the second column of the current window. The IF statement also increments the rownum variable so that the next value displays on the next lower line of the window.

The CLIPPED operator within the FOR loop removes all trailing spaces before displaying the value. You improve the performance of your program by not displaying the spaces. When concatenating values, clipping trailing spaces can be essential.

## The message\_window() Function

---

```
7> DISPLAY " APPLICATION MESSAGE" AT 1, 17
    ATTRIBUTE (REVERSE, BLUE)

8> LET rownum = 3                -- * start text display at third line
   FOR i = 1 TO array_sz
     IF ga_dsplymsg[i] IS NOT NULL THEN
       DISPLAY ga_dsplymsg[i] CLIPPED AT rownum, 2
       LET rownum = rownum + 1
     END IF
   END FOR
```

- 9 ➤ The PROMPT statement suspends execution until the user enters a single value. In the `message_window()` function, the purpose of the prompt is to keep the `w_msg` window on the screen until the user is ready to close it.

The PROMPT statement assigns the value entered by the user to the answer variable. This variable is supplied only because it is required by the PROMPT statement. The value of the answer variable is never used.

- 10 ➤ The `message_window()` function calls the `init_msgs()` function to initialize the members of the `ga_dsplymsg` array to null before returning.

You should clear the array to prevent 4GL from displaying extraneous messages. To see why this step is necessary, consider two messages. The first uses all five elements of the array. The second uses only the first three elements. When the `message_window()` function is called for the second message, the last two elements of the array still store lines from the first message. To prevent this, the `init_msgs()` function initializes the array.

## The `init_msgs()` Function

- 11 ➤ The `init_msgs()` function is a separate function rather than part of the `message_window()` function because the `prompt_window()` function needs the same service. For more information about the `prompt_window()` function, see [Example 4](#).

The `init_msgs()` function uses LET statements in a loop to initialize the `ga_dsplymsg` array. You could also use the INITIALIZE statement; however, it is somewhat slower.

## The init\_msgs() Function

---

```
9>  PROMPT " Press RETURN to continue." FOR answer
    CLOSE WINDOW w_msg

10>  CALL init_msgs()

END FUNCTION  -- message_window --

#####
FUNCTION init_msgs()
#####
    DEFINE  i          SMALLINT

11>  FOR i = 1 TO 5
        LET ga_dsplymsg[i] = NULL
    END FOR

END FUNCTION  -- init_msgs --
```

*To locate any function definition, see the Function Index on page 730.*



---

# 3



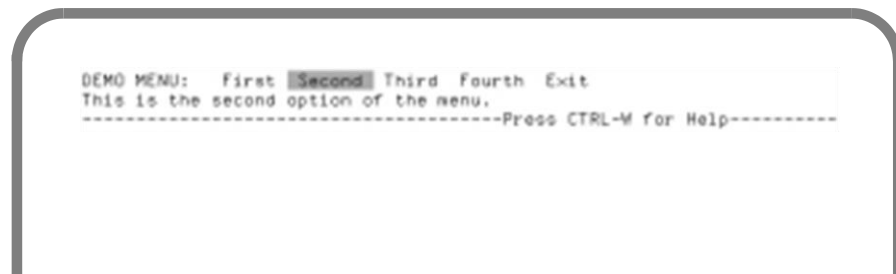
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---

# Populating a Ring Menu with Options

When you need to offer the user a set of possible options, you can create a menu. Each option on the menu executes a separate block of code. You can use menus to prompt the user for an option before continuing with an action. You can also create a hierarchy of menus that structures your program.

This example creates the following menu:



```
DEMO MENU:  First Second Third Fourth Exit
This is the second option of the menu.
-----Press CTRL-M for Help-----
```

This example introduces the following 4GL programming techniques:

- Populating a menu with options.
- Providing concealed options for experts.
- Running operating system commands.
- Configuring program execution options.
- Placing help in an external file.

## Opening a Menu

The MAIN function sets options for execution of the program and then displays a menu with supporting help messages. You place the help messages in a separate file for faster lookup and to make translation easier.

## Demonstrating the Choice of a Menu Option

For demonstration purposes, the `dsply_option()` function reports the option that was chosen. In your programs, options initiate distinct actions or set a flag to distinct values.

## Executing a Command Supplied by the User

The `bang()` function lets the user enter and execute any number of operating system commands. The option that calls this function does not appear on the menu.

## Function Overview

---

| Function Name                 | Purpose  |
|-------------------------------|--|
| <code>dsply_option()</code>   | Creates an appropriate message and calls <code>message_window()</code> to report the menu option chosen.                                 |
| <code>bang()</code>           | Prompts the user for a command and executes the command.   |
| <code>message_window()</code> | Opens a window and displays the contents of the <code>ga_dsplymsg</code> global array. <a href="#">See the description in Example 2.</a> |
| <code>init_msgs()</code>      | Initializes the members of the <code>ga_dsplymsg</code> array to null. <a href="#">See the description in Example 2.</a>                 |

---

*To locate any function definition, see the Function Index on page 730.*



## The MAIN Function

- 1 ➤ The `OPTIONS` statement configures the execution of Example 3. The `HELP FILE` clause specifies that the `hlpmsgs` file stores the help messages. The `PROMPT LINE` clause specifies that the `PROMPT` statement should display on the last line of the screen.

Program execution options remain in effect until you change them. Some 4GL statements let you change an option for a specific entity. For instance, as shown in [“Displaying a Message Window” on page 43](#), the `OPEN WINDOW` statement can set the prompt line for prompts within the window.

You can use the `OPTIONS` statement to specify the line location for forms, menus, and most of the other 4GL screen statements. 4GL provides the special constants `FIRST` and `LAST` for specifying line locations. You can use addition or subtraction to specify a line location relative to `FIRST` or `LAST`.

- 2 ➤ The `DISPLAY AT` statement displays a separator line on the third line. As a menu occupies two lines and displays by default on the first two lines, the separator falls immediately below the menu. You would want to position other screen displays on the fourth line or below.

A visual separation between the menu and the information brought up by the menu can improve the quality of the user interface.

- 3 ➤ The demonstration menu exists from the `MENU` statement to the `END MENU` statement. Unlike a form or window, a menu is a continuous control block residing within a single function.

The `MENU` statement specifies `“DEMO MENU”` for the title of the menu. The title provides a fixed point of reference when the menu contains more options than can display at one time.

- 4 ➤ The `COMMAND` statement specifies an option for the demonstration menu. The `fi` character string (`“First”`) is the title of the option within the menu. The second character string (`“This is the fi option of the menu.”`) appears on the line below the menu whenever the user highlights the option title.

In Example 3, the option description provides a short explanation. You can also use the option description to provide a preview of the next set of options in a hierarchical menu structure. This technique is used in many popular spreadsheets.

When the user chooses an option, 4GL executes the code block between the current `COMMAND` statement and the next `COMMAND` statement or, for the last option, the `END MENU` statement. When the code block finishes executing, 4GL reactivates the menu. You can terminate the block prematurely using the `CONTINUE MENU` or `EXIT MENU` statement.

## The MAIN Function

---

4GL source file

See [Example 2](#).

```
#####  
MAIN  
#####  
  
1>  OPTIONS  
    HELP FILE "hlpmsgs",  
    PROMPT LINE LAST  
  
2>  DISPLAY  
    "-----Press CTRL-W for Help-----"  
    " AT 3, 1  
  
3>  MENU "DEMO MENU"  
4>  COMMAND "First" "This is the first option of the menu." HELP 1  
    CALL dsply_option(1)  
    COMMAND "Second" "This is the second option of the menu." HELP 2  
    CALL dsply_option(2)  
    COMMAND "Third" "This is the third option of the menu." HELP 3  
    CALL dsply_option(3)  
    COMMAND "Fourth" "This is the fourth option of the menu." HELP 4  
    CALL dsply_option(4)
```

In Example 3, most of the options call the `dsply_option()` function, which reports the selected option for demonstration purposes. Your options will initiate distinct, meaningful actions.

The order of the `COMMAND` statements determines the order in which options appear on a menu. If all of the option titles will not fit within the screen width, 4GL displays ellipsis points to indicate the undisplayed options and lets the user scroll to the undisplayed options.

The `HELP` clause specifies a message that 4GL displays if the user presses the Help key (usually `CONTROL-W`) while highlighting the option. The `OPTIONS` statement specifies the name of the message file.

- 5➤ The `KEY` clause of the `COMMAND` statement specifies the exclamation point as the accelerator key for the menu option. While the menu is active, the user can press an exclamation point to trigger execution of the code block, which calls the `bang()` function.

An option can have either or both a title and an associated key or set of keys. To hide dangerous or confusing options from most users, while making the options available to expert users for whom you have provided documentation, use an option with a key only (no title). In this example, the option is hidden because the `bang()` function executes operating system commands.

This technique does not provide a reliable security mechanism. For that, you can provide restricted application administration functions to maintain a database table of user accounts and their permissions. [Example 25](#) and [Example 27](#) demonstrate how to retrieve the user name of the current user.

- 6➤ The “Exit” option on the demonstration menu executes the `EXIT MENU` statement. When the user chooses this option, the menu terminates and 4GL resumes execution with the line following the `END MENU` statement. As in the example, the option that exits the menu is typically the last option.

If you do not provide an option or other mechanism for executing the `EXIT MENU` statement, the user can never leave the menu. The menu reactivates after the code block for an option finishes.

You can also use a menu to prompt the user to select one of a set of values, rather than to execute one of a set of actions as here. In such a menu, each command block would consist of a `LET` statement to store the selected value, followed by `EXIT MENU`.

- 7➤ Example 3 executes the `CLEAR SCREEN` statement at the end of the `MAIN` function so the screen is not confused when the command interpreter or other calling program resumes.

## The MAIN Function

---

```
5>  COMMAND KEY ("!")  
    CALL bang()  
6>  COMMAND "Exit" "Exit the program." HELP 100  
    EXIT MENU  
    END MENU  
7>  CLEAR SCREEN  
    END MAIN
```



## The dsply\_option() Function

- 8➤ The CASE statement tests for possible values of the option\_num variable and sets the option\_name variable to an appropriate name. You could also test the option\_num variable with a series of IF statements, but the CASE statement is more readable.

You can also use the CASE statement to list a series of independent tests rather than a series of values. You can use the OTHERWISE clause of the CASE statement as a catch-all for unanticipated cases.

- 9➤ After setting the option\_name variable, dsply\_option() uses the message\_window() function to report the selected option. As in [Example 2](#), the text of the message is assigned to the global array ga\_dsplymsg before calling message\_window(). The GLOBALS statement defining the array appears at the top of the source file but is omitted here for brevity. For more information about the message\_window() function, see [Example 2](#).

## The dsply\_option() Function

---

```
#####  
FUNCTION dsply_option(option_num)  
#####  
  DEFINE  option_num      SMALLINT,  
  
          option_name     CHAR(6)  
  
8>  CASE option_num  
    WHEN 1  
      LET option_name = "First"  
    WHEN 2  
      LET option_name = "Second"  
    WHEN 3  
      LET option_name = "Third"  
    WHEN 4  
      LET option_name = "Fourth"  
  END CASE  
  
9>  LET ga_dsplymsg[1] = "You have selected the ", option_name CLIPPED,  
    " option from the"  
  LET ga_dsplymsg[2] = "          DEMO menu."  
  CALL message_window(6, 4)  
  
END FUNCTION  -- dsply_option --
```

## The bang() Function

- 10** ➤ The bang() function uses a WHILE statement to let the user execute any number of operating system commands. Unlike the FOR statement, which loops for a specified number of times, the WHILE statement loops indefinitely until a condition is no longer met.

The WHILE statement in the bang() function requires that the user press the bang (!) key before executing each operating system command. An alternate WHILE statement, which would allow the user to type a series of operating system commands without having to press the bang key, follows.

---

```
WHILE key_stroke = "!"
  PROMPT "unix! " FOR cmd
  IF LENGTH(cmd) > 0 THEN -- test for empty input
    RUN cmd
  ELSE
    LET key_stroke = ""
  END IF
END WHILE
```

---

The approach demonstrated in the example works much like the bang facility present in the UNIX vi editor; this WHILE statement would be preferable if you expected users to type multiple operating system commands.

- 11** ➤ The key\_stroke variable controls repetition of the loop. The LET statement immediately before the WHILE statement sets key\_stroke so that the loop will execute at least once.
- 12** ➤ The first PROMPT statement obtains an operating system command from the user. It displays the following prompt: UNIX!
- 13** ➤ The RUN statement suspends the 4GL program and invokes the command. The command has complete control of the screen for the duration of its execution. For example, the RUN statement can start up a command interpreter to execute a batch file or to start an interactive session with the user.

When the operating system command terminates, the 4GL program resumes. You can use the RETURNING clause to capture the exit status of the command. You can also use the WITHOUT WAITING clause to run a command in the background while the 4GL program continues to execute.

- 14** ➤ The second PROMPT statement preserves the file display of the command until the user is ready to restore the previous 4GL display. The CHAR clause ends input on any keystroke. This contrasts with the first PROMPT statement, which (to let the user correct errors) requires that the user press the RETURN or Accept key to end input.

## The bang() Function

---

```
#####  
10> FUNCTION bang()  
#####  
    DEFINE  cmd      CHAR(80),  
           key_stroke CHAR(1)  
  
11>     LET key_stroke = "!"  
12>     WHILE key_stroke = "!"  
13>         PROMPT "unix! " FOR cmd  
14>         RUN cmd  
         PROMPT "Type RETURN to continue." FOR CHAR key_stroke  
         END WHILE  
  
END FUNCTION  -- bang --
```

Because the `key_stroke` variable receives the keystroke, the expert user can type an exclamation point to trigger repetition of the loop. Any other key-stroke exits the loop (and the `bang()` function).

## The hlpmsgs Message File

- 1 ► The help text for this example resides in a message file that is separate from the 4GL source code files.

Within a message file, each message starts with a message identifier line. The message identifier line consists of a period followed by a unique message number that identifies the help message. The message number must be a positive small integer; negative numbers are reserved for Informix error messages. The message consists of all lines between the message identifier line and a new message identifier line or the end of the file.

To use the help message file in a program, you must first compile the message file with the `mkmessage` utility. An appendix in the *INFORMIX-4GL Reference* describes the `mkmessage` utility.

Within the program, you use the `OPTIONS` statement to specify the message file that contains the help messages. You can associate a help message number with an option in the `COMMAND` clause of the `MENU` statement. For notes on using the help file with the example, see [“The MAIN Function” on page 58](#).

You can also associate a help message with a form field in the field specification within the `ATTRIBUTES` section of the form file.

*hlpmsgs message file*

1 >

.1

This is the first option of the sample menu: DEMO MENU. It can be selected by:

1. typing the letter "f" followed by the letter "i". The second letter is required to distinguish between the "First" and the "Fourth" option (also selected with the letter "f").
2. moving the cursor to the "First" option and pressing RETURN

.2

This is the second option of the sample menu: DEMO MENU. It can be selected by:

1. typing the letter "s"
2. moving the cursor to the "Second" option and pressing RETURN

.3

This is the third option of the sample menu: DEMO MENU. It can be selected by:

1. typing the letter "t"
2. moving the cursor to the "Third" option and pressing RETURN

.4

This is the fourth option of the sample menu: DEMO MENU. It can be selected by:

1. typing the letter "f" followed by the letter "o". The second letter is required to distinguish between the "Fourth" and the "First" option (also selected with the letter "f").
2. moving the cursor to the "Fourth" option and pressing RETURN

---

.100

This option leaves the menu and exits the program. You are returned to the environment from which you called the program. It can be selected by:

1. typing the letter "e"
2. moving the cursor to the "Exit" option and pressing RETURN

*To locate any function definition, see the Function Index on page 730.*

---

# 4



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
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9. *Accessing a Table with a Single-Row Form*
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30. *Generating a Schema Listing*

# Displaying a Row on a Form

This example uses forms to collect a customer number from the user and then display a summary of all information about the customer. It demonstrates the value of 4GL forms, which give the user an interface for interacting with the database.

To move information from the database to a form, you first retrieve the information into program variables and then display the information on the form. Similarly, to update a database row, you set program variables based on the values of form fields and then update the database row from the variables.

The following form appears in this example:

```
CUSTOMER SUMMARY
CUSTOMER:
  Customer Number:[ 117]  Company Name:[Kids Korner  ]
ORDERS:
  Number of unpaid orders:[ 2] Total amount due:[ $2953.24]
CALLS:
  Number of open calls:[ 0]
+-----+
|          APPLICATION PROMPT          |
| Customer summary for customer 117    |
| (Kids Korner) complete.              |
| Do you want to see another summary? |
| (n/y): [ ]                           |
+-----+
```



This example introduces the following 4GL programming techniques:

- Retrieving information from the database.
- Collecting information from the user with a form.
- Handling data entry, database, and program errors.
- Returning values from functions.
- Manipulating a record composed of values of different types.
- Extracting and addressing a substring within a character value.

## Defining Records

This example defines a record to store several kinds of information about customers. Resembling a C *struct* definition or a Pascal *record*, a 4GL record is a variable that specifies a set of other variables. The advantage of defining a record is that you can manipulate the components of the record as a unit.

A record differs from an array in that an array is a list of values of the same type, whereas a record is a single collection of values that may have many different types. The example defines the record globally so that it is available in all functions.

## Returning Values from Functions

A 4GL function can return values to the calling statement. You list the variables that receive the values in the RETURNING clause of the CALL statement.

If the function returns a single value, you can also call the function in an expression to supply a value for the expression. For example, a function can return a true or false value that is tested by a CASE, IF, or WHILE statement.

Testing a single value may seem strange if you are used to testing Boolean expressions containing an equals sign or other logical operator. You should recognize that a Boolean expression always evaluates to the true or false value. Thus, the conditional statement really determines whether to execute its code block based on a single value.

## Entering Information on a Form

[Example 2](#) and [Example 3](#) use the PROMPT statement to collect a single value from the user. This example introduces the INPUT statement, which activates a form so that the user can enter multiple values.

To use a form for data entry, you first open and display the form. Then, you use the INPUT statement to associate a list of program variables with the screen variables that correspond to the fields on the form. When the user finishes the data entry session, 4GL assigns the values of the fields to the program variables.

As demonstrated in this example, an INPUT statement can reference a subset of the fields on the form. The unlisted fields are not activated. That is, the user cannot enter these fields.

This example also gives you a brief introduction to the AFTER FIELD clause of the INPUT statement. The AFTER FIELD clause lets you perform actions such as validation on a field-by-field basis. For more information about using the AFTER FIELD clause, see [Example 7](#).

The form used in this example prompts the user for a customer number. You can also use forms to update existing database rows (see [Example 6](#)) or insert new database rows (see [Example 7](#)).

## Selecting Database Information

To qualify rows in the database and retrieve a single value or row, you use the SQL SELECT statement.

One common use of the SELECT statement is to determine whether a value entered by the user corresponds to a row in the database. This example accomplishes this task by using the built-in COUNT(\*) aggregate function to count the number of rows that match the value entered by the user.

The COUNT(\*) function is also used to count the number of orders and calls outstanding for a customer, while the SUM() aggregate function totals the charges for those orders.

Other SELECT statements retrieve the company and state for a particular customer.

## Recovering from Runtime Errors

By default, 4GL terminates whenever a statement generates an error. This behavior is desirable in most cases because you do not want to continue executing with an unknown program state.

However, in some situations you may want to recover from the error within the program and continue executing the program. The following technique suppresses termination for the statement that can generate the recoverable error:

- Suppress termination with the `WHENEVER ERROR CONTINUE` statement.
- Execute the statement.
- Resume termination with the `WHENEVER ERROR STOP` statement.
- Use an `IF` statement to execute the recovery code when the built-in status variable has a value less than zero.

4GL automatically sets the status variable to zero when a statement succeeds and to a negative number when a statement fails. After an SQL statement, the status variable shows the same number as the built-in `SQLCA.SQLCODE` variable. Unlike `SQLCODE`, however, 4GL also sets the status variable after a 4GL screen statement.

The `prompt_window()` function uses this technique to adjust the positioning of a window, but later examples make extensive use of this technique for SQL statements. SQL statements are particularly appropriate for recovery because an SQL statement can be invalidated at runtime by changes in the database schema or by locks on the desired rows.

You should always use the standard termination behavior for statements for which you are not providing recovery code. The continuation behavior increases the size of the executable code compiled from the 4GL code. In addition, terminating the program is the appropriate recovery mechanism for statements for which you have not provided explicit recovery code.

Note that the `WHENEVER` statement is not a runtime statement that applies to statements in the thread of execution. Instead, `WHENEVER` is an instruction to the compiler that takes effect when the module is compiled. That is, the `WHENEVER` statement applies to all lower lines within the module until the next `WHENEVER` statement or the end of the module. The `WHENEVER` statement does not apply to functions called from the covered lines.

## Function Overview

---

| Function Name   | Purpose   |
|-----------------|---|
| cust_summary()  | Loops through the action until the user is done.  |
| get_custnum()   | Obtains a customer number from the user.  |
| get_summary()   | Uses a series of SELECT statements to fetch from the database and summarize customer information.   |
| dsply_summary() | Displays the customer summary on a form.  |
| tax_rates()     | Supplies the appropriate tax schedule for a customer.   |
| init_msgs()     | Initializes the members of the ga_dsplymsg array to null. See the description in <a href="#">Example 2</a> .  |
| prompt_window() | Displays a message and prompts the user for confirmation. This function is a variation of the message_window() function that appears in <a href="#">Example 2</a> . |

---

*To locate any function definition, see the Function Index on page 730.*

## The f\_custkey and f\_custsum Forms

- 1 ➤ The SCREEN and ATTRIBUTES sections of the form specification fulfill the same purpose as described in the section [“The f\\_logo Form Specification” on page 34](#). In contrast with [Example 3](#), for which the database was FORMONLY, the f\_custkey form and f\_custsum form are defined to work with the stores7 demonstration database.

The TABLES section specifies the relevant tables from the database. The ATTRIBUTES section can associate a fi tag with a database column to assign the data type of the database column to the corresponding screen variable.

Note that, if the data type of the database column changes, you must recompile the form.

- 2 ➤ The f001 fi in the f\_custkey form is specified as a member of the FORMONLY table. You use this pseudo-table within the specification of a database form for fi that cannot or should not correspond to a database column.

The customer\_num column of the customer table has a SERIAL data type. To prevent a user from inputting or updating a SERIAL value, 4GL automatically moves the cursor out of a screen fi that is defined like a SERIAL field. Because the user must be able to enter a customer number to select the customer, the f\_custkey form specification defines the customer\_num screen variable as a member of the FORMONLY table. The customer\_num name merely clarifies for any programmer reading the code that the information entered in the field corresponds to the database column. The name does not apply any characteristics of the column.

- 3 ➤ The f002, f003, and f004 fi in the f\_custsum form are also specified as members of the FORMONLY table. These formonly fields display information synthesized from several columns in several tables.

## The f\_custkey and f\_custsum Forms

---

### *f\_custkey form file*

```
1> DATABASE stores7
SCREEN
{
  Customer Number:[f001      ]   Company Name:[f002      ]
}

TABLES
customer

ATTRIBUTES
2> f001 = formonly.customer_num;
   f002 = customer.company;
```

### *f\_custsum form file*

```
DATABASE stores7

SCREEN
{
  CUSTOMER:
    Customer Number:[f000      ]   Company Name:[f001      ]

  ORDERS:
    Number of unpaid orders:[f002 ] Total amount due:[f003      ]

  CALLS:
    Number of open calls:[f004  ]
}

TABLES
customer

ATTRIBUTES
3> f000 = customer.customer_num;
   f001 = customer.company;
   f002 = formonly.unpaid_orcs;
   f003 = formonly.amount_due;
   f004 = formonly.open_calls;
```

## The DATABASE and GLOBALS Statements

- 1 ➤ The DATABASE statement opens the `stores7` demonstration database.

The program uses information in the database to assist with the definition of the program variables. In the same way that the DATABASE section of a form specification file declares a database for field definitions, this program reads information from the database and defines variables based on columns.

If you are developing an application for an existing database, you may want to make a copy of the database that has the same schema but fewer rows. You can test your program against the copy without affecting the performance or the data in the real database. When your program is ready for use, change the database name from the test database to the real database in the form specification and all modules, and then recompile.

- 2 ➤ For convenience, the program groups several variables as a record. For example, the `dsply_summary()` function displays the `gr_customer` record in the `f_custsum` form with a single statement. The `gr_custsum` record is defined as a global variable so any function can access the record.

Each member of the record is a variable that, like all variables, is defined with a data type. The LIKE clause assigns the data type of a column in the database. Because the data type is determined when the code is compiled, you must recompile the module if the data type of the column changes.

Each member of the `gr_custsum` record corresponds to a screen variable of the same name in the `f_custsum` form. Because the names are the same, the program need not specify both the variable and its corresponding field names when exchanging data between the record and the form.

## The MAIN Function

- 3 ➤ Along with the prompt line, the OPTIONS statement lets you specify the line on which a message appears. The MESSAGE statement displays a line of text that does not require a response from the user.

The INPUT ATTRIBUTE clause sets the display attributes for fields in which the user can position. This technique gives the user a visual cue to distinguish input fields from read-only fields.

4GL source file

```
1➤ DATABASE stores7

GLOBALS
2➤ DEFINE      gr_custsum RECORD
               customer_num LIKE customer.customer_num,
               company      LIKE customer.company,
               unpaid_orde  SMALLINT,
               amount_due   MONEY(11),
               open_calls   SMALLINT
               END RECORD
```

---

*See Example 2.*

```
END GLOBALS

#####
MAIN
#####

3➤ OPTIONS
    INPUT ATTRIBUTE (REVERSE, BLUE),
    PROMPT LINE 13,
    MESSAGE LINE LAST

    CALL cust_summary()

END MAIN
```



## The cust\_summary() Function

- 4 ➤ The cust\_summary() function executes a loop to let the user see a summary for several different customers.

The search\_again variable is the controlling variable for the WHILE loop. The LET statement assigns the value of the built-in TRUE constant. 4GL also provides a built-in FALSE constant.

While the IF and WHILE statements usually test a Boolean expression using a logical operator, these statements can in fact test any expression that yields a single value that is TRUE or FALSE. As demonstrated in cust\_summary(), you can evaluate a variable to generate the tested value. You can also generate the tested value using a function call that returns a single value.

- 5 ➤ The call to get\_custnum() uses the RETURNING clause to fill the gr\_custsum.customer\_num variable with the value returned by the function. Here only one value is returned, but the RETURNING clause lets you assign a list of values to a list of variables.

If a function returns a single value, you can call it within an expression instead of using the CALL statement. In particular, you can use a function call to generate the value assigned to a variable by the LET statement. For example, you could rewrite the call to get\_custnum() as follows:

---

```
LET gr_custsum.customer_num = get_custnum()
```

---

If the function call requires a return value and the function does not supply it, 4GL reports a runtime error. Remember that you can return a null value if no other value is appropriate.

Note that the RETURNING clause refers to the gr\_custsum.customer\_num variable. To address the customer\_num member, you qualify it with the gr\_custsum record and a separating period.

- 6 ➤ The loop calls the dsply\_summary() function to generate and display the summary for that customer. The dsply\_summary() function sets the search\_again variable to TRUE if the user wants to see the summary for another customer and to FALSE if the user is done.

## The cust\_summary() Function

---

```
#####  
FUNCTION cust_summary()  
#####  
    DEFINE          search_again    SMALLINT  
  
4>    LET search_again = TRUE  
    WHILE search_again  
5>        CALL get_custnum() RETURNING gr_custsum.customer_num  
  
6>        CALL dsply_summary() RETURNING search_again  
    END WHILE  
  
    CLEAR SCREEN  
  
END FUNCTION
```

## The get\_custnum() Function

- 7➤ The get\_custnum() function opens and displays the f\_custkey form and uses the DISPLAY AT statement to give the form a title appropriate to the context.
- 8➤ The INPUT statement suspends execution of the get\_custnum() function while the user fi in the input fi of the f\_custkey form.

The INPUT statement associates the cust\_num local variable with the customer\_num screen variable of the form. (See Note 2 on [page 74](#)). When the user finishes entering data, 4GL assigns the value of the customer\_num field to the cust\_num local variable. Although only one variable appears here, the INPUT statement can associate multiple program variables with screen variables.

Note that although the f\_custkey form specification includes the company screen variable, the INPUT statement does not refer to this variable. As a result, the user cannot move into the company field.

The INPUT statement applies to the currently displayed form. You can open two forms and switch the user between forms by executing a new DISPLAY statement for the appropriate form before executing the INPUT statement.

The user terminates data entry by using the Accept key (typically ESCAPE). Data entry also terminates when the user leaves the last activated field on the form, although you can use INPUT WRAP setting of the OPTIONS statement to cycle back to the fi fi. Because only the customer\_num fi is activated on the f\_custkey form, tabbing exits the form.

The user can terminate the program at any time by using the Cancel key. Also referred to as the Interrupt key, the Cancel key is typically CONTROL-C. To stop data entry but continue the program, use the DEFER INTERRUPT statement (see [Example 5](#)).

- 9➤ The AFTER FIELD clause specifies a block of code that 4GL executes when the user leaves the customer\_num fi or terminates data entry while in the field. As in get\_custnum(), the typical use of the AFTER FIELD clause is to validate the value entered by the user.

The form activation statements also provide a BEFORE FIELD clause, which you can use to initialize a field when the user enters the field (see [Example 7](#)).

- 10➤ 4GL assigns the value of the customer\_num fi to the cust\_num variable before executing the AFTER FIELD clause. The first IF statement checks the value of the cust\_num variable to determine whether the user fi in the customer\_num field.

## The get\_custnum() Function

---

```
#####  
FUNCTION get_custnum()  
#####  
    DEFINE    cust_num      INTEGER,  
             cust_cnt      SMALLINT  
  
7>    OPEN FORM f_custkey FROM "f_custkey"  
    DISPLAY FORM f_custkey  
  
    DISPLAY "          "  
    AT 2, 30  
    DISPLAY "CUSTOMER KEY LOOKUP"  
    AT 2, 20  
    DISPLAY " Enter customer number and press Accept."  
    AT 4, 1 ATTRIBUTE (REVERSE, YELLOW)  
  
8>    INPUT cust_num FROM customer_num  
9>    AFTER FIELD customer_num  
10>    IF cust_num IS NULL THEN  
    ERROR "You must enter a customer number. Please try again."  
    NEXT FIELD customer_num  
    END IF
```

If the user did not enter a value, the ERROR statement causes the terminal to beep and displays an explanation of the error.

The NEXT FIELD statement then returns the cursor to the same field. By positioning the cursor in the form, the NEXT FIELD statement implicitly prevents the termination of the form. Thus, this statement is necessary even in a single-field form if you want to stop the user from leaving the form. The NEXT FIELD statement appears within the IF statement code block so that the user can leave the field if the customer exists.

- 11 ► The AFTER FIELD clause executes a SELECT statement to try to find a customer that has the customer number entered by the user.

The COUNT(\*) aggregate function counts the number of rows qualified by the query. The INTO clause fills the cust\_cnt variable with the value generated by the query. The WHERE clause qualifies only the rows in the customer table in which the customer\_num column matches the value entered by the user.

- 12 ► The second IF statement tests the cust\_cnt variable to determine whether a customer was found. If not, the ERROR statement reports the problem to the user, and the NEXT FIELD statement reactivates the form so that the user can correct the customer number.

- 13 ► As Example 4 calls the get\_custnum() function in a loop, 4GL opens and closes the f\_custkey form on each repetition of the loop. You could make the example more efficient by opening the form once before the loop, displaying the form on each call to get\_custnum(), and closing the form after the loop.

Example 4 takes the less efficient approach of opening and closing the form entirely within the get\_custnum() function so that the function can be reused in other contexts with nothing more than the function call. In your own programs, you will encounter similar trade-offs between efficiency and reusability that you must evaluate on a case-by-case basis.

- 14 ► The RETURN statement returns the customer number entered by the user. The RETURNING clause of the call to get\_custnum() assigns this value to the gr\_custsum.customer\_num variable. Because the record is global, the get\_custnum() function could have made the assignment instead of returning the value. The return technique was adopted so that get\_custnum() could be reused in other programs without requiring the gr\_custsum global record.

The RETURN statement terminates the current function immediately. The RETURN statement can return multiple values or, when only termination is required, no values.

## The get\_custnum() Function

---

```
11> SELECT COUNT(*)
    INTO cust_cnt
    FROM customer
    WHERE customer_num = cust_num

12> IF (cust_cnt = 0) THEN
    ERROR "Unknown customer number. Please try again."
    LET cust_num = NULL
    NEXT FIELD customer_num
    END IF

    END INPUT

13> CLOSE FORM f_custkey

14> RETURN (cust_num)

END FUNCTION -- get_custnum --
```

## The get\_summary() Function

- 15 ➤ The `dsply_summary()` function (which is called in the `WHILE` loop in the `cust_summary()` function) calls `get_summary()` to build the summary of customer information. The `get_summary()` function executes a series of queries to build the summary.
- 16 ➤ The `fi` query retrieves the company and state information from the customer table for the customer supplied by the user in the `get_custnum()` function. The query places the company name in the company member of the `gr_custsum` global record for later display in the `dsply_summary()` function. The query places the state in a local variable for later use within the `get_summary()` function.
- 17 ➤ The second query uses the built-in `COUNT(*)` aggregate function to count the number of orders for which the customer has not paid. The count is stored in the `gr_custsum` global record for later display. The count is also used to determine whether or not to calculate the amount owed on the outstanding orders.  
Only the `SELECT` statement and reports offer the aggregate functions.
- 18 ➤ The third query uses the built-in `SUM()` aggregate function to total the value of the items belonging to the outstanding orders.  
The query includes the orders table because the `paid_date` column, which indicates whether the order has been paid, resides only in the orders table.  
The query includes the items table because the `total_price` column, which is totaled by the `SUM()` aggregate function, resides only in the items table.  
The `WHERE` clause requires the `order_num` column to be the same in both the orders and items tables to join the related rows. The other conditions restrict the query to the appropriate customer and to unpaid orders.
- 19 ➤ The fourth query uses the built-in `SUM()` aggregate function to total the shipping charges for the unpaid orders.
- 20 ➤ To calculate the total tax on the unpaid orders, the `get_summary()` function `fi` calls the `tax_rates()` function with the customer's state as a parameter. The `tax_rates()` function returns the applicable tax rate.  
The `get_summary()` function then calculates the sales tax based on the total value of the items established in a previous query.
- 21 ➤ The `get_summary()` function then adds the total value of the items, the sales tax on the items, and the total shipping charge on the orders to obtain the total amount outstanding and saves this figure in the `amount_due` member variable of the `gr_custsum` record. For customers without unpaid orders, the `ELSE` clause sets the total to zero.

## The get\_summary() Function

---

```
#####
15> FUNCTION get_summary()
#####
    DEFINE  cust_state      LIKE state.code,
           item_total      MONEY(12),
           ship_total      MONEY(7),
           sales_tax       MONEY(9),
           tax_rate        DECIMAL(5,3)

--* Get customer's company name and state (for later tax evaluation)
16>  SELECT company, state
    INTO gr_custsum.company, cust_state
    FROM customer
    WHERE customer_num = gr_custsum.customer_num

--* Calculate number of unpaid orders for customer
17>  SELECT COUNT(*)
    INTO gr_custsum.unpaid_orde
    FROM orders
    WHERE customer_num = gr_custsum.customer_num
      AND paid_date IS NULL

--* If customer has unpaid orders, calculate total amount due
18>  IF (gr_custsum.unpaid_orde > 0) THEN
    SELECT SUM(total_price)
    INTO item_total
    FROM items, orders
    WHERE orders.order_num = items.order_num
      AND customer_num = gr_custsum.customer_num
      AND paid_date IS NULL

19>  SELECT SUM(ship_charge)
    INTO ship_total
    FROM orders
    WHERE customer_num = gr_custsum.customer_num
      AND paid_date IS NULL

20>  LET tax_rate = 0.00
    CALL tax_rates(cust_state) RETURNING tax_rate

    LET sales_tax = item_total * (tax_rate / 100)
21>  LET gr_custsum.amount_due = item_total + sales_tax + ship_total

--* If customer has no unpaid orders, total amount due = $0.00
    ELSE
    LET gr_custsum.amount_due = 0.00
    END IF
```



- 22 ➤ The final query counts the number of customer calls that have not received a response. The query searches the cust\_calls table for rows that contain the appropriate customer number and a null value in the res\_dtime column. The query saves this value in the open\_calls member variable of the gr\_custsum global record.

## The dsply\_summary() Function

- 23 ➤ The dsply\_summary() function is called by the cust\_summary() function. It opens and displays the f\_custsum form.  
The customer summary appears in this form. The DISPLAY AT statement clears the form title from the f\_custkey form.
- 24 ➤ The CALL statement executes the get\_summary() function to generate the summary and place the values in the gr\_custsum global record. The call could return the values, but it is faster to place the values in a record accessible in both functions.
- 25 ➤ The DISPLAY BY NAME statement uses the asterisk notation to refer to every member of the record, assigning the values of the member variables to the form fi. You can use this mechanism only where each member of the record has a corresponding screen variable with the same name in the form.  
The benefit of the asterisk notation is that a change in the record structure does not require a change to a statement using the record. However, you may need to change the form specification to accommodate new members.
- 26 ➤ The dsply\_summary() function then prompts the user to determine whether the user wants to view the summaries for additional customers.  
The prompt window operates in much the same way as the message window. (See [“Displaying a Message Window” on page 43](#).) You assign the text of the prompt to the ga\_dsplymsg global array before calling the prompt\_window() function.
- 27 ➤ The get\_more variable stores the user’s decision. By default, the decision is TRUE. The IF statement executes a call to the prompt\_window() function to obtain the user’s decision. If prompt\_window() returns FALSE, the get\_more variable is also set to FALSE. The value of the get\_more variable is then returned to the cust\_summary() function to control repetition of the loop.  
The IF statement provides an example of a context in which you can call a function to generate a value. The statement calls the prompt\_window() function in the same way as the CALL statement calls a function. The only

## The dsply\_summary() Function

---

```
--* Calculate number of open calls for this customer
22 > SELECT COUNT(*)
      INTO gr_custsum.open_calls
      FROM cust_calls
      WHERE customer_num = gr_custsum.customer_num
        AND res_dtime IS NULL

      END FUNCTION -- get_summary --

#####
FUNCTION dsply_summary()
#####
      DEFINE get_more          SMALLINT

23 > OPEN FORM f_custsum FROM "f_custsum"
      DISPLAY FORM f_custsum

      DISPLAY "                  "
        AT 2, 20

24 > CALL get_summary()

25 > DISPLAY BY NAME gr_custsum.*

26 > LET ga_dsplymsg[1] = "Customer summary for customer ",
      gr_custsum.customer_num USING "<<<<<<<<<<"
      LET ga_dsplymsg[2] = " (" , gr_custsum.company CLIPPED, ") complete."

27 > LET get_more = TRUE
      IF NOT prompt_window("Do you want to see another
        summary?",14,12) THEN
        LET get_more = FALSE
      END IF

      RETURN get_more
      CLOSE FORM f_custsum

      END FUNCTION -- dsply_summary --
```

difference is that, instead of assigning the return value to a variable using the RETURNING clause, the IF statement tests the value to see if it is the same as the TRUE constant.

## The tax\_rates() Function

- 28** ➤ The tax\_rates() function executes a large CASE statement on the customer's state, which is passed as a parameter, and returns the appropriate tax rate for the state. The tax scheme applied here has been simplified for demonstration purposes.

For the sake of efficiency, the comparison is done at two levels. The outer CASE statement uses the substring operator, which is a set of brackets, to extract the initial letter of the state. The inner CASE statements such as the ones under *A* and *C* compare the second letter when several state abbreviations start with the same letter. The OTHERWISE clause sets the tax rate to zero if the rate is not known.

It would be more efficient and convenient to store the tax rate in a table. As used by Example 4, the tax rate could be a column in the state table. Or, more realistically, the tax rate might appear in a separate table for the county or district that would be joined to the customer table separately.

Sometimes, however, a developer must upgrade a program without modifying the database. The tax\_rates() function shows you how to store static information in a function.

## The prompt\_window() Function

- 29** ➤ The prompt\_window() function is another generic function that you can incorporate into your own programs without changes.

Before calling the prompt\_window() function, the program defines the global ga\_dsplymsg array and assigns the text of the prompt to the elements of the global array.

The prompt\_window() function is similar to the message\_window() function described in Example 2. An important difference is that prompt\_window() checks the success of opening the window. This feature is deliberately omitted from the message\_window() function so you can compare the two.

Another difference is that the prompt\_window() function requires an additional parameter that is used as the prompt string.

## The tax\_rates() Function

---

```
#####
FUNCTION tax_rates(state_code)
#####
DEFINE state_code      LIKE state.code,

        tax_rate       DECIMAL(4,2)

28 ➤ CASE state_code[1]
      WHEN "A"
        CASE state_code
          WHEN "AK"
            LET tax_rate = 0.0
          WHEN "AL"
            LET tax_rate = 0.0
          WHEN "AR"
            LET tax_rate = 0.0
          WHEN "AZ"
            LET tax_rate = 5.5
          END CASE
        WHEN "C"
          CASE state_code
            WHEN "CA"
              LET tax_rate = 6.5
            WHEN "CO"
              LET tax_rate = 3.7
            WHEN "CT"
              LET tax_rate = 8.0
          END CASE
        WHEN "D"
          LET tax_rate = 0.0      -- * tax rate for "DE"

-----
OTHERWISE
  LET tax_rate = 0.0
END CASE

RETURN (tax_rate)

END FUNCTION -- tax_rates --
```

*See source file.*

```
#####
29 ➤ FUNCTION prompt_window(question, x,y)
#####
DEFINE question      CHAR(48),
        x,y          SMALLINT,

        numrows      SMALLINT,
        rownum,i     SMALLINT,
        answer       CHAR(1),
```

- 30 ➤ The `yes_ans`, `invalid_resp`, and `unopen` variables are `fl` set to control execution of IF and WHILE statements within the `prompt_window()` function. As in the `message_window()` function, the `array_sz` variable stores a constant value so that you can later change the value in one location.
- 31 ➤ As in the `message_window()` function, the first FOR loop counts the elements in the array `fi` with text in the calling function.
- 32 ➤ The `prompt_window()` function uses a WHILE statement to permit a second attempt to open the `w_prompt` window if there are errors in the first attempt. The `unopen` variable controls execution of the loop.
- 33 ➤ By default, 4GL terminates if an error occurs. The loop forces continuation after an attempt to open the `w_prompt` window by preceding the OPEN WINDOW statement with the WHENEVER ERROR CONTINUE statement. The WHENEVER ERROR STOP statement restores the termination behavior.
- 34 ➤ To determine whether the `w_prompt` window was opened successfully, the IF statement tests the built-in status variable. The LET statement assigns the value of status to a local status variable called `local_stat`. The local variable enables the program to test the success of the OPEN WINDOW statement even if any other 4GL statements along the way reset status.
- 35 ➤ 4GL sets the status variable to -1138 when a window does not fit on the screen and to -1144 when a top left corner of a window is off the screen. You could write code to calculate the window size and positioning, but it is easier to let 4GL perform these calculations for you.

The loop recovers from these problems by setting the top left corner of the `w_prompt` window to a coordinate that is guaranteed to fit on the screen. The maximum width of the window is 52 characters and the maximum length of the window is 9 lines (the sum of the 5 elements of the array and the 4 lines required for the window margin and borders). The MESSAGE statement notifies the user that the program is recovering from an internal error.

You might consider replacing this message with to a call to the `ERRLOG()` function to make a permanent entry in the error log. For more information about using error logs, see [Example 25](#).

- 36 ➤ The first ELSE statement executes when the attempt to open the `w_prompt` window fails with a negative error number other than -1138 or -1144. The MESSAGE statement notifies the user that the `prompt_window()` function cannot recover from the error. The EXIT PROGRAM statement terminates the program.



- 37** ➤ The second ELSE statement executes when the w\_prompt window opens successfully. The unopen variable is set to FALSE to prevent repetition of the loop.
- 38** ➤ As in the message\_window() function, the rownum variable controls the vertical placement of text for the prompt. The FOR loop displays the lines in the array that have text, and it increments the row number.
- 39** ➤ If the question string has enough room, the function appends the character string "(n/y):" to this variable. The built-in LENGTH() function determines the length of the question parameter. The IF statement checks to make sure that this length is less than the maximum text line in the window (48 characters) less the appended "(n/y):" string (6 characters) and an additional space. If the question string already exceeds a length of 41, the function does not append the "(n/y):" string.
- 40** ➤ The first LET statement uses the substring brackets to refer to the last six character positions in the question variable. The "(n/y):" string is stored in these positions.
- 41** ➤ This WHILE loop executes until the user enters an answer that can be converted to a TRUE or FALSE value. The invalid\_resp variable is the controlling variable for the loop.
- 42** ➤ The PROMPT statement then displays the modified question.
- 43** ➤ The first IF statement following the PROMPT statement uses the MATCHES operator to guarantee that the user enters a character that falls within the set of valid characters: a y or n in either upper- or lowercase. The second IF sets the yes\_ans variable to TRUE for a positive answer.

As in the message\_window() function, the init\_msgs() function initializes the global array. The w\_prompt window is then closed, and the value of the yes\_ans variable is returned. The function that called prompt\_window() must determine what to do with the user's response.

## The prompt\_window() Function

---

```
37 >     ELSE
        LET unopen = FALSE
        END IF
    END WHILE

    DISPLAY " APPLICATION PROMPT" AT 1, 17
    ATTRIBUTE (REVERSE, BLUE)

38 >     LET rownum = 3                -- * start text display at third line
    FOR i = 1 TO array_sz
        IF ga_dsplymsg[i] IS NOT NULL THEN
            DISPLAY ga_dsplymsg[i] CLIPPED AT rownum, 2
            LET rownum = rownum + 1
        END IF
    END FOR

    LET yes_ans = FALSE
39 >     LET ques_lngth = LENGTH(question)
    IF ques_lngth <= 41 THEN -- * room enough to add "(n/y)" string
40 >     LET question [ques_lngth + 2, ques_lngth + 7] = "(n/y):"
    END IF
    LET invalid_resp = TRUE
41 >     WHILE invalid_resp
42 >         PROMPT question CLIPPED, " " FOR answer
43 >         IF answer MATCHES "[nNyY]" THEN
            LET invalid_resp = FALSE
            IF answer MATCHES "[yY]" THEN
                LET yes_ans = TRUE
            END IF
        END IF
    END WHILE

    CALL init_msgs()
    CLOSE WINDOW w_prompt
    RETURN (yes_ans)

END FUNCTION -- prompt_window --
```

*To locate any function definition, see the Function Index on page 730.*



---

# 5



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
7. *Validating and Inserting a Row*
8. *Displaying a Screen Array in a Popup Window*
9. *Accessing a Table with a Single-Row Form*
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29. *Generating Mailing Labels*
30. *Generating a Schema Listing*

---

# Programming a Query by Example

This example executes a query by example using form and dynamic SQL statements. In query by example, the user enters any information known about the target rows, creating an example of what the query should retrieve.

Query by example is a user interface technique for querying a database. Because database applications frequently use query by example, 4GL provides several statements to make it easy to collect criteria from a user and construct and run a query.

The following form appears in this example:

```
CUSTOMER QUERY-BY-EXAMPLE
Customer Number :[>113      ] Company Name :[                ]
Address: [                ]
City : [                ] State:[  ] Zip Code:[                ]
Contact Name: [                ] Telephone : [                ]
Press Accept to search for customer data, Cancel to exit w/out searching.
```

This example introduces the following 4GL programming techniques:

- Constructing Boolean criteria from a user entry on a form.
- Preparing SQL statements dynamically at runtime.
- Accessing each row within a qualified set of database rows.
- Enabling the Interrupt key as a signal for abandoning entry on a form.

## Constructing Criteria from the User's Entry

In this example, the `query_cust1()` function performs all of the actions necessary to build and run a query by example.

The first step in query by example is to display a form. You then activate the form with the `CONSTRUCT` statement for entry of the query criteria. The `CONSTRUCT` statement differs from the `INPUT` statement as follows:

- The `INPUT` statement validates the data entered by the user to ensure that the value is appropriate for the data type of the field.

The `CONSTRUCT` statement, by contrast, accepts logical operators in any field to indicate ranges, comparisons, sets, and partial matches.

- When the user finishes work with the form, the `INPUT` statement assigns the value in each field to a corresponding variable.

The `CONSTRUCT` statement, by contrast, fields a single variable with a character string that describes a Boolean expression. The `CONSTRUCT` statement creates the Boolean expression by generating a logical expression for each field with a value and then applying unions (AND relations) to the field statements.

As demonstrated in this example, you can create a valid `SELECT` statement by concatenating the constructed Boolean expression to other character values that state the rest of the `SELECT` statement. You typically use character constants to state the fixed structure of a `SELECT` statement, including the source tables, projected columns, and join conditions. You use the constructed Boolean expression for selection criteria that vary under the control of the user.

You must supply the `WHERE` keyword to convert the Boolean expression into a complete `WHERE` clause. This feature gives you the freedom to take advantage of the `CONSTRUCT` statement anywhere you can use a Boolean expression stated as a character value. This feature also gives you the ability to combine join conditions or program-supplied selection criteria with the constructed Boolean expression. You must supply the `AND` operators when combining the constructed Boolean expression with logical expressions in the `WHERE` Clause. Make sure that you supply the spaces required to separate the constructed Boolean expression from the other parts of the `SELECT` statement.

## Executing an SQL Query Dynamically

To convert the character value that represents the `SELECT` statement into an executable instruction, you use the `PREPARE` statement. The `PREPARE` statement is not limited to the `SELECT` statement. You can specify most of the SQL statements dynamically at runtime using this statement.

For statements that simply run with no further interaction with your 4GL function, you can run the prepared statement with the `EXECUTE` statement.

For query by example, however, one-time execution often is not sufficient. You need to access one of the rows qualified by the query and perform an action on that row before going on to the next.

## Accessing Multiple Rows with Cursors

To access the qualified rows at the discretion of your function, you declare a cursor for the query. Like the screen cursor in an editor that shows you the current line, the query cursor points to the current row within the set of qualified rows.

You create a cursor using the `DECLARE CURSOR` statement. The `DECLARE CURSOR` statement can operate on a `SELECT` statement that is stated explicitly in the code or on one that is prepared dynamically at runtime. After declaring the cursor, you have two choices for accessing the qualified rows:

- You can use the `FOREACH` statement to state a loop that retrieves each row into a set of variables and then executes a block of 4GL code.
- You can use the `OPEN` statement to start accessing the qualified rows, the `FETCH` statement to retrieve rows as needed, and the `CLOSE` statement to stop accessing the rows.

You can achieve the same effect as the `FOREACH` statement using the `FETCH` statement at the top of a `WHILE` loop. That is, `FETCH` gives you greater control than `FOREACH`. However, in many cases, `FOREACH` is more convenient.

The `query_cust1()` function uses the `OPEN` and `FETCH` statements. For each retrieved row, `query_cust1()` executes the `DISPLAY BY NAME` statement to show the row on the form. Thus, the sequence of the principal commands in the query is as follows:

- `OPEN FORM`
- `DISPLAY FORM`
- `CONSTRUCT`

- PREPARE
- OPEN
- DECLARE CURSOR
- OPEN (cursor)
- FETCH
- DISPLAY BY NAME
- CLOSE (cursor)
- CLOSE FORM

## Handling User Interrupts

When 4GL receives the Interrupt signal, it immediately stops executing the program. This behavior means that when the user uses the Interrupt key (typically CONTROL-C) the program exits. However, often you want to provide the user with a means of cancelling an action without exiting the program.

For example, suppose the user performs a query by example to select a customer row and begins to update it. The user then realizes that the wrong customer row is being updated. Unless you add interrupt handling code to your program, using the Interrupt key will both cancel the update and exit the program. What the user needs is a way to cancel the update and to remain in the program.

To provide such capability, you can use the DEFER INTERRUPT statement to tell 4GL to change how it handles the Interrupt signal. Once a program executes a DEFER INTERRUPT statement, 4GL takes the following actions when it receives the Interrupt signal:

1. Sets a global variable called `int_flag` to TRUE.
2. Exits the current user interaction statement (INPUT, CONSTRUCT, INPUT ARRAY, DISPLAY ARRAY, PROMPT, MENU).
3. Continues program execution.

To determine when the user uses the Interrupt key, the program needs to:

1. Include the DEFER INTERRUPT statement in the main program.
2. Initialize the `int_flag` to FALSE before user interaction statements.
3. Check the setting of the `int_flag` after each user interaction statement exits. If `int_flag` is TRUE, the program needs to perform whatever action is appropriate for cancelling the current task.

The DEFER statement also supports the QUIT keyword so you can change the way 4GL responds to the Quit signal. Normally, an application just includes the DEFER INTERRUPT statement so that the Quit key (typically CONTROL-\) still exits the application in an emergency.

Because 4GL never resets `int_flag` to FALSE, your program must reset this variable before the next user interaction statement executes. Otherwise, `int_flag` may have been set to TRUE in some other statement, and the program will incorrectly assume that the user used Interrupt in the statement just completed.

You should reset `int_flag` at either of two points in your programs:

- Immediately before each user interaction statement.
- When you check for `int_flag` after each user interaction statement and find that it is currently TRUE.

This example combines the two methods so that you can see how either might be implemented. However, you only need to use one method to reset `int_flag`. Whichever method you choose, you should be consistent throughout your application.

If you choose the second approach, you can create a function to automatically reset `int_flag` when the program checks its value. The following `interrupted()` function demonstrates this approach:

---

```
FUNCTION interrupted()

  DEFINE local_intflg    SMALLINT
  LET local_intflg = int_flag -- save current value of
                              -- global int_flag variable
  LET int_flag = FALSE      -- reset global int_flag
  RETURN local_intflg      --* return the original
                              --* value of int_flag
END FUNCTION -- Interrupted --
```

---

To check `int_flag`, you call the function following each user interaction statement. For example:

---

```
CONSTRUCT BY NAME q_cust ON customer_num
IF interrupted() THEN
  .
  .
  .
END IF
```

---

## Utility Functions

This example also introduces some convenient utility functions that display a single line without opening a new window. The `msg()` function corresponds to the `message_window()` function from [Example 2](#), and the `answer_yes()` function corresponds to the `prompt_window()` function from [Example 4](#).

## Function Overview

---

| Function Name              | Purpose   |
|----------------------------|---|
| <code>query_cust1()</code> | Executes a query by example using the <code>f_customer</code> form. |
| <code>answer_yes()</code>  | Gets a yes or no answer for a single-line question.                 |
| <code>msg()</code>         | Displays a brief, informative message.                              |

---

*To locate any function definition, see the [Function Index](#) on page 730.*





## The f\_customer Form

- 1 ➤ As with the f\_custkey and f\_custsum forms from [Example 4](#), the f\_customer form specifies the database and table in order to base the characteristics of form fi on corresponding database columns. As described in the rest of the notes on this page, the fi make use of some special formatting attributes.
- 2 ➤ The NOENTRY attribute prevents update of the customer\_num field. 4GL statements can assign a value to the fi but the user cannot move into the fi to update the value. As with the customer\_num fi which is a serial field, the NOENTRY attribute is typically used with fields for which your 4GL program or the database server supplies the value.

4GL ignores the NOENTRY attribute when constructing a query because there is no need to validate query criteria. Thus, the NOENTRY attribute is irrelevant in this example. However, you can also use the f\_customer form for data entry; in that case 4GL will apply the NOENTRY attribute.
- 3 ➤ The UPSHIFT attribute automatically translates lowercase letters to uppercase letters. This attribute is particularly useful in code fi such as the state fi to ensure consistent values. If some New York customers have a state code of NY and others a state code of Ny or ny, it is difficult to perform actions such as joins on the state field.

4GL also supplies a DOWNSHIFT attribute.
- 4 ➤ The PICTURE attribute states a punctuation format for a character column. Note that the punctuation is actually stored in the value. This result contrasts with the FORMAT clause, which states a punctuation format that is not stored in the value. The FORMAT clause applies only to date and numeric values.

## The f\_customer Form

---

*f\_customer form file*

```
1 ➤ DATABASE stores7

SCREEN
{
    Customer Number      :[f000          ] Company Name :[f001          ]
    Address: [f002          ]
              [f003          ]
    City : [f004          ] State:[f5] Zip Code:[f006          ]

    Contact Name: [f007          ][f008          ]
    Telephone   : [f009          ]

}

TABLES
customer

ATTRIBUTES
2 ➤ f000 = customer.customer_num, NOENTRY;
    f001 = customer.company;
    f002 = customer.address1;
    f003 = customer.address2;
    f004 = customer.city;
3 ➤ f5 = customer.state, UPSHIFT;
    f006 = customer.zipcode;
    f007 = customer.fname;
    f008 = customer.lname;
4 ➤ f009 = customer.phone, PICTURE = "###-###-#### XXXXX";
```

## The GLOBALS Statement and MAIN Function

- 1► The program uses the `gr_customer` global record to access customer information. In many applications, multiple functions need to access data retrieved from a table. A global record corresponding to the table row is one way to make this data available to many functions.
- 2► The program places prompts and messages on different lines so the two types of displays will not be confused and so that both can appear at the same time. They occupy lines 14 and 15, which places them immediately under the `f_customer` form.
- 3► The `DEFER INTERRUPT` statement continues execution of the program after the user uses the Interrupt key (typically `CONTROL-C`) rather than terminating the program. Because the program takes this approach, the user can signal different intentions with the Interrupt and Accept keys.

Note that the Quit key (typically `CONTROL-\`) still exits the application in an emergency. You can trap this key as well with the `DEFER QUIT` statement.

The `DEFER` statement must appear in the `MAIN` function and applies to all subsequent statements executed in the course of a program.

- 4► The `MAIN` function opens and displays the `f_customer` form and then uses the `DISPLAY AT` statement to give the form an appropriate title.

The `MAIN` function then calls the `query_cust1()` function to perform the actual query. When the `query_cust1()` function finishes accessing the form, the `MAIN` function closes the form and clears the screen for the benefit of the environment that invoked the program.

## The GLOBALS Statement and MAIN Function

---

*4GL source file*

```
DATABASE stores7

GLOBALS
1> DEFINE          gr_customer RECORD LIKE customer.*
   END GLOBALS

#####
MAIN
#####

2>  OPTIONS
    PROMPT LINE 14,
    MESSAGE LINE 15

3>  DEFER INTERRUPT

4>  OPEN FORM f_customer FROM "f_customer"
    DISPLAY FORM f_customer
    DISPLAY "CUSTOMER QUERY BY EXAMPLE" AT 2, 25

    CALL query_cust1()

    CLOSE FORM f_customer
    CLEAR SCREEN
END MAIN
```

## The query\_cust1() Function

- 5➤ Most of the query\_cust1() function resides within a WHILE loop that lets the user query for and view customers any number of times. Note that this WHILE loop is an infinite loop because the controlling condition is the constant TRUE (it never evaluates to FALSE). The only way to exit this loop is with an EXIT WHILE statement, as described later in this section.

This type of infinite loop should only be used when the exit conditions are limited and the programming required to set a control flag to FALSE is extensive. If this example used a control variable, both the IF statement in Note 9 and the IF in Note 20 would need ELSE clauses setting the control variable to FALSE and preventing the remaining code from being executed.

- 6➤ The function of the loop is to display appropriate instructions to the user for entering query criteria.
- 7➤ The LET statement sets the built-in int\_flag variable to FALSE immediately before the CONSTRUCT statement so that it can be tested when CONSTRUCT exits. See [“Handling User Interrupts” on page 98](#) for more information about the int\_flag variable.
- 8➤ The CONSTRUCT statement activates the most recently displayed form (the f\_customer form) so the user can enter selection criteria. The q\_cust variable is a large variable that receives the character representation of the criteria.

The CONSTRUCT statement must know which database column corresponds to each form field to generate a logical statement for the value entered in the field. The ON clause specifies the database columns. The BY NAME clause is a shortcut that maps a form field to a database column based on the name of the screen variable associated with the field. If the names of the screen variables and database columns differ, you must specify the mapping explicitly using the FROM clause instead of the BY NAME clause.

The size of the constructed query value depends on the number of fields in the form, the size of the values, and the complexity of the criteria. Filling in every field of the f\_customer form with its maximum value would supply 140 characters. Because the 10 values must be linked with AND operators, a valid query requires another 45 characters for a total of 185 characters. The user could increase this total by using logical operators in the field. Unless the user fills out an extraordinarily detailed query, the 200-character defined storage of the q\_cust variable will be adequate.

## The query\_cust1() Function

---

```
#####  
FUNCTION query_cust1()  
#####  
DEFINE          q_cust          CHAR(200),  
                selstmt         CHAR(250),  
                answer          CHAR(1),  
                found_some      SMALLINT,  
                invalid_resp    SMALLINT  
  
5> WHILE TRUE  
  
6>   DISPLAY  
   " Press Accept to search for customer data, Cancel to exit w/out  
   searching." AT 15,1 ATTRIBUTE (REVERSE, YELLOW)  
  
7>   LET int_flag = FALSE  
8>   CONSTRUCT BY NAME q_cust ON customer.customer_num,  
                                customer.company,  
                                customer.address1,  
                                customer.address2,  
                                customer.city,  
                                customer.state,  
                                customer.zipcode,  
                                customer.fname,  
                                customer.lname,  
                                customer.phone
```

- 9 ➤ The test for the `int_flag` variable checks whether the user used the Interrupt key to exit the query by example. If so, the `EXIT WHILE` statement terminates the loop and executes the first statement after the `END WHILE` statement. The remainder of the `query_cust1()` function cleans up before returning.

The `LET` statement resets the `int_flag` variable to `FALSE`. This approach is an alternative to setting `int_flag` to `FALSE` before a user interaction statement. This program shows both approaches, but the latter is safer because it does not depend on good coding practices elsewhere in the program.

- 10 ➤ The `DISPLAY AT` statement removes the direction for entering criteria.
- 11 ➤ The test for the `q_cust` variable determines whether the user has entered any criteria. When the user ends the `CONSTRUCT` statement without entering criteria, all records are qualified by the query, which might take a long time for a large table. The program gives the user the opportunity to reconsider and enter more specific selection criteria.

If the user enters no criteria, `CONSTRUCT` must generate a logical statement that is valid as a `WHERE` clause and yet true for all rows. It produces the string " 1 =1" (with a leading space), which the program tests for here.

The `answer_yes()` function displays its argument in a prompt and returns a `TRUE` value if the user enters `y`, or a `FALSE` value if the user enters `n`. Because `answer_yes()` returns only a single `TRUE` or `FALSE` value, the call can be used as the Boolean expression evaluated by the inner `IF` statement. If the user chooses not to select all rows, the `CONTINUE WHILE` statement restarts the loop and thus enters the `CONSTRUCT` statement again.

- 12 ➤ The assignment to the `selstmt` variable includes a character constant that states the basic structure of a `SELECT` statement that retrieves all columns from the customer table. The comma operator concatenates the user's selection criteria to complete the `WHERE` clause.

The `CLIPPED` operator removes trailing spaces from the value of the `q_cust` variable. When you name a character variable, you always get its full defined length, including trailing spaces. Thus, if the user's selection criteria occupy 150 positions in `q_cust`, the evaluation includes 50 extra spaces at the end. The `CLIPPED` function removes any trailing spaces.

- 13 ➤ The `PREPARE` statement converts the character value into an executable SQL statement. The `st_selcust` identifier stands for the prepared `SELECT` statement. You can execute the SQL statement in any function within the module that is called after you prepare the statement.

## The query\_cust1() Function

---

```
9>     IF int_flag THEN
        LET int_flag = FALSE
        EXIT WHILE
    END IF

--* User hasn't pressed Cancel, clear out selection instructions
10>     DISPLAY
        "
        AT 15, 1
        "

--* Check to see if user has entered search criteria
11>     IF q_cust = " 1=1" THEN
        IF NOT answer_yes("Do you really want to see all customers? (n/y):")
        THEN
            CONTINUE WHILE
        END IF
    END IF

--* Create and prepare the SELECT statement
12>     LET selstmt = "SELECT * FROM customer WHERE ", q_cust CLIPPED
13>     PREPARE st_selcust FROM selstmt
```



- 14 ➤ The `cust_query1()` function immediately declares the `c_cust` cursor for the set of rows that the prepared `SELECT` statement will qualify.
- 15 ➤ 4GL opens the `c_cust` cursor and executes the prepared `SELECT` statement. At the time the cursor is opened, 4GL does not know whether the query will yield zero rows, one row, or many rows. In part, this is because the set of rows qualified by the query can change even after the cursor is opened.
- 16 ➤ The `found_some` variable is a flag defined by the program to indicate whether the program has a row to display to the user. The assignment assumes that the query has qualified no rows.

The `FETCH` statement then tests this assumption by trying to retrieve a row into the `gr_customer` global record. After the `FETCH` statement, the status variable reflects the success or failure of the statement. For `FETCH`, status has a value as follows:

- A negative number if an error occurred. Because the program has not executed the `WHENEVER ERROR CONTINUE` statement, an error here will terminate the program.
- The value of the `NOTFOUND` built-in constant if no qualified rows exist.
- Zero if a row was retrieved. In this case, the `gr_customer` record contains a row to display, and `found_some` is set to `TRUE`.

Besides retrieving the first database row, the `FETCH` statement also advances the database cursor so that it points to the next database row or, if no following row exists, to the end of the set of selected rows.

- 17 ➤ The inner `WHILE` loop first displays the row that was previously fetched into the `gr_customer` record and then attempts to fetch another row. After the loop displays the last qualified row, the next fetch fails and the inner loop terminates.

Note that this loop is different from the outer loop, which repeatedly lets the user enter query criteria and see the qualified customer rows.

- 18 ➤ The `DISPLAY BY NAME` statement displays the values of the member variables of the `gr_customer` record in the corresponding field of the `f_customer` form. This statement performs the same action as the `DISPLAY TO` statement but provides a shortcut by mapping the program variables to the form screen variables using their names.
- 19 ➤ The `FETCH NEXT` statement retrieves the next qualified row and advances the database cursor.

## The query\_cust1() Function

---

```
14>    DECLARE c_cust CURSOR FOR st_selcust
--* Execute the SELECT statement and open the cursor to access the rows
15>    OPEN c_cust
--* Fetch first row. If fetch successful, rows found
16>    LET found_some = 0
    FETCH c_cust INTO gr_customer.*

    IF(status = 0) THEN
        LET found_some = 1
    END IF

17>    WHILE (found_some = 1)
--* Display first customer
18>        DISPLAY BY NAME gr_customer.*

--* Fetch next customer (fetch ahead)
19>        FETCH NEXT c_cust INTO gr_customer.*
```

- 20** ➤ If the FETCH statement finds no more qualified rows, the status variable has the same value as the built-in NOTFOUND constant. In this case, the test terminates the inner WHILE loop because there are no more rows to display.
- 21** ➤ The call to the answer\_yes() function answers two needs. First, the query\_cust1() function suspends execution during the prompt so the user can view the customer row for as long as the user desires.  
  
Second, the user can skip the remaining qualified rows. The IF statement tests the value returned by answer\_yes() and sets the controlling variable for the loop, found\_some, to a value that terminates the loop.
- 22** ➤ After the inner viewing loop terminates, the CASE statement examines the found\_some variable to determine the reason for termination. Each case calls the msg() function to report the cause to the user.  
  
See Note 20 for the assignment of the -1 value, Note 16 for the 0 value, and Note 21 for the -2 value. The actual fl values are arbitrary. For example, query\_cust1() could have used 1 instead of -1 to indicate that no more rows exist.
- 23** ➤ After finishing working with the rows, the query\_cust1() function closes the cursor associated with the query. The next cycle of the outer query loop prompts the user for new selection criteria and opens a new cursor for the new query.
- 24** ➤ The outer query loop terminates when the user chooses to stop querying for customers. The query\_cust1() function cleans up by removing the query instructions with a DISPLAY AT statement and clearing the values from the form.

## The query\_cust1() Function

---

```
20 >      IF (status = NOTFOUND) THEN
          LET found_some = -1
          EXIT WHILE
        END IF

--* Ask user if going to view next row
21 >      IFNOT answer_yes("Display next customer? (n/y):") THEN
          LET found_some = -2
        END IF
      END WHILE
--* Notify user of various "error" conditions
22 >      CASE found_some
        WHEN -1
          CALL msg("End of selected customers.")
        WHEN 0
          CALL msg("No customers match search criteria.")
        WHEN -2
          CALL msg("Display terminated at your request.")
      END CASE

23 >      CLOSE c_cust
      END WHILE

24 >      DISPLAY
          "
          AT 15,1
          CLEAR FORM

END FUNCTION -- query_cust1 --
```

## The answer\_yes() Function

- 25 ➤ The `answer_yes()` function uses a `WHILE` loop to prompt until the user responds affirmatively or negatively. The `invalid_resp` variable controls repetition of the loop.
- 26 ➤ The `PROMPT` statement displays the parameter from the call to `answer_yes()` as the text of the prompt. By applying the `CLIPPED` character operator to the value of the parameter, the statement positions the cursor immediately after the last character other than a `SPACE` or `TAB`. Otherwise, 4GL would supply a space for each unused position in the question parameter, forcing the cursor out to the end of the line.
- 27 ➤ The first `IF` statement uses the `MATCHES` logical operator to compare the user's entry with the valid response characters. The assignment to the `invalid_resp` controlling variable guarantees that the loop terminates before completing another cycle.

The `ans_yes` variable stores the return value for the `answer_yes()` function. The first assignment to the `ans_yes` variable assumes that the answer is affirmative. The inner `IF` statement corrects this assumption if the user enters `N` or `n`.

## The msg() Function

- 28 ➤ The `msg()` function displays a brief informative message, which the program passes to `msg()` as a parameter. The first `MESSAGE` statement displays the text. After three seconds, the second `MESSAGE` statement clears the text.

By using the `msg()` function instead of the three statements, you provide somewhat more compact code. More importantly, you make it possible to change how the message is displayed in the future by modifying the `msg()` function rather than making changes to every location in which the program displays a message.

## The answer\_yes() Function

---

```
#####  
FUNCTION answer_yes(question)  
#####  
    DEFINE    question      CHAR(50),  
  
             invalid_resp   SMALLINT,  
             answer         CHAR(1),  
             ans_yes        SMALLINT  
  
25 >    LET invalid_resp = TRUE  
26 >    WHILE invalid_resp  
27 >        PROMPT question CLIPPED FOR answer  
        IF answer MATCHES "[NnYy]" THEN  
            LET invalid_resp = FALSE  
            LET ans_yes = TRUE  
            IF answer MATCHES "[Nn]" THEN  
                LET ans_yes = FALSE  
            END IF  
        END IF  
    END WHILE  
  
    RETURN ans_yes  
  
END FUNCTION -- answer_yes --  
  
#####  
FUNCTION msg(str)  
#####  
    DEFINE    str           CHAR(78)  
  
28 >    MESSAGE str  
        SLEEP 3  
        MESSAGE ""  
  
END FUNCTION -- msg --
```

*To locate any function definition, see the Function Index on page 730.*

---

# 6



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
7. *Validating and Inserting a Row*
8. *Displaying a Screen Array in a Popup Window*
9. *Accessing a Table with a Single-Row Form*
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# Querying and Updating

Example 6 lets the user modify or delete rows qualified through a query by example. Over time the data stored in the database may need to be updated or deleted. You can present the information on a form to make it easier for the user to perform these data maintenance tasks. The user can then search for a set of rows that may require modification, and the program can present one row at a time to the user for modification.

Example 6 uses one form to collect the query criteria, to display a row, and to collect changes to the values of the columns in the row.

```
CUSTOMER MODIFICATION: Next Update Delete Exit
View next selected customer.
-----Press CTRL-M for Help-----

Customer Number: [      104 ] Company Name: [Play Ball!      ]
Address: [East Shopping Cntr. ]
City: [422 Bay Road      ]
City: [Redwood City ] State: [CA] Zip Code: [94026      ]
Contact Name: [Anthony      ] [Higgins      ]
Telephone: [415-368-1100 ]
```

Example 6 introduces the following 4GL programming techniques:

- Using a single form for multiple interactions.
- Using a menu with a form to manage the user's interaction with a table.
- Preserving referential integrity in the database.
- Updating and deleting database rows.

## Modifying the Rows Qualified by a Query

Like [Example 5](#), this example uses a form to collect selection criteria from the user, prepares a query from the user's criteria, and (using a database cursor to keep track of the current row) displays each row qualified by the query.



Example 6 goes beyond [Example 5](#) in that the user is not restricted to passively viewing the retrieved row. After displaying the row, this example activates a menu.

The user can choose menu options to update the displayed row using the form, or to delete the displayed row. When finished with the row, the user can display the next row or stop browsing through the qualified rows.

## Checking for Dependent Rows

Before deleting a customer, Example 6 checks the orders and cust\_calls tables and refuses to delete any customer who has an order or call. This check ensures referential integrity: each reference to a customer in the orders and cust\_calls tables must have a corresponding customer row. You must maintain referential integrity in your database to prevent meaningless data.

When the user deletes a customer, Example 6 displays the row for the previous customer as a mechanism of showing the actual sequence of rows. That is, the user sees the previous row and then the following row without the intervening deleted row.

## Function Overview

---

| Function Name    | Purpose  |
|------------------|--|
| query_cust2()    | Lets the user create a query by example.   |
| browse_custs()   | Retrieves each row qualified by the query.   |
| next_action()    | Operates a menu to let the user perform actions on the current row.  |
| change_cust()    | Collects changes to current row.   |
| update_cust()    | Updates the database row to reflect the changes.   |
| delete_cust()    | Deletes the current row if it does not have dependent rows in other tables.  |
| verify_delete()  | Checks for dependent rows in other tables.   |
| clear_lines()    | Clears any number of lines starting at any line.   |
| message_window() | Opens a window and displays the contents of the ga_dsplymsg global array.<br>See the description <a href="#">Example 2</a> . |
| init_msgs()      | Initializes the members of the ga_dsplymsg array to null.<br>See the description in <a href="#">Example 2</a> .              |

## Function Overview

---

|                 |  |
|-----------------|--|
| prompt_window() | Displays a message and prompts the user for affirmation or negation. This function is a variation on the message_window() function that appears in Example 2. See the description in <a href="#">Example 4</a> . |
| msg()           | Displays a brief, informative message. See the description in <a href="#">Example 5</a> .  |

---

*To locate any function definition, see the Function Index on page 730.*

## The GLOBALS Statement and MAIN Function

- 1➤ The GLOBALS statement defines two global records. The program stores the current customer row in the gr\_customer record and the previous customer row in the gr\_workcust record.
- 2➤ The OPTIONS statement specifies the help file (not shown) that is used by this example and positions various screen entities at appropriate locations.
- 3➤ The DEFER INTERRUPT statement lets the program trap the Interrupt key, thus giving the user a graceful mechanism for aborting an action and, if necessary, terminating the program under program control.
- 4➤ The OPEN FORM statement opens the f\_customer form, and the DISPLAY FORM statement makes the form visible to the user. Because the program does not open any other forms, it can display the f\_customer form once at the start of the MAIN function.
- 5➤ The query\_cust2() function manages construction of a query by example. The query\_cust2() function returns the query in the form of a character value, which is saved in the st\_cust local variable. If the query\_cust2() function does not succeed in constructing a query, it returns null.
- 6➤ If the st\_cust variable stores a query, the MAIN function calls the browse\_custs() function to present each qualified row to the user.
- 7➤ After the user finishes working with the qualified rows, the MAIN function closes the f\_customer form, clears the screen to avoid confusion in other applications, and terminates.

You could integrate the browsing mechanism demonstrated in [Example 6](#) into a larger application. For example, you could execute the query\_cust2() and browse\_custs() function calls within a WHILE loop to let the user browse through the results of several queries. Or, you could create a menu option on one of the menus in your program that executes all of the statements between the OPEN FORM statement and the CLOSE FORM statement.

## The query\_cust2() Function

- 8➤ The clear\_lines() function clears any existing text on line 4 to avoid confusion with any previous displays on this line.
- 9➤ This DISPLAY AT statement provides a title for the f\_customer form to indicate that the form is being activated for query by example.
- 10➤ These DISPLAY AT statements provides a caption for the form with detailed instructions.

## The GLOBALS Statement and MAIN Function

4GL source file

```
DATABASE stores7

1> GLOBALS
    DEFINE          gr_customer  RECORD LIKE customer.*,
                   gr_workcust  RECORD LIKE customer.*

-----

See Example 2.

END GLOBALS

#####
MAIN
#####
    DEFINE  st_cust      CHAR(150)

2>  OPTIONS
    HELP FILE "hlpmsgs",
    FORM LINE 5,
    COMMENT LINE 5,
    MESSAGE LINE 19

3>  DEFER INTERRUPT

4>  OPEN FORM f_customer FROM "f_customer"
    DISPLAY FORM f_customer

5>  CALL query_cust2() RETURNING st_cust

6>  IF st_cust IS NOT NULL THEN
    CALL browse_custs(st_cust)
    END IF

7>  CLOSE FORM f_customer
    CLEAR SCREEN
END MAIN

#####
FUNCTION query_cust2()
#####
    DEFINE          q_cust      CHAR(100),
                   selstmt     CHAR(150)

8>  CALL clear_lines(1,4)
9>  DISPLAY "CUSTOMER QUERY-BY-EXAMPLE 2" AT 4, 24
    CALL clear_lines(2,16)
10> DISPLAY " Enter search criteria and press Accept. Press CTRL-W for Help."
    AT 16,1 ATTRIBUTE (REVERSE, YELLOW)
    DISPLAY " Press Cancel to exit w/out searching."
    AT 17,1 ATTRIBUTE (REVERSE, YELLOW)
```

- 11 ➤ The LET statement initializes the built-in int\_flag variable to FALSE. It is TRUE after the CONSTRUCT statement only if the user uses the Interrupt key (typically CTRL-C).
- 12 ➤ The CONSTRUCT statement activates the f\_customer form so that the user can create a query by example. The BYNAME clause maps the fields of the form to the listed database columns using the names of the screen variables associated with each field. The CONSTRUCT statement assigns to the q\_cust variable the character value stating the criteria. It also includes a HELP clause to specify the help message to display when the user presses CONTROL-W from any field on the form.
- 13 ➤ The AFTER CONSTRUCT clause of the CONSTRUCT statement, like the AFTER INPUT clause of the INPUT statement, executes when the user leaves the form by using either the Interrupt key or the Accept key. Here the AFTER CONSTRUCT clause checks for an empty query, which qualifies every row in the target table and thus might take more time and return more rows than the user intended.
- 14 ➤ The IF statement testing the int\_flag variable makes sure the user has terminated construction by using the Accept key. If the user uses the Interrupt key, the query validation code block is skipped.
- 15 ➤ The FIELD\_TOUCHED() built-in function is called with arguments of all of the screen variables on the f\_customer form. If the user did not enter a value in any of the screen variables, the FIELD\_TOUCHED() function returns FALSE, and the code block displays a prompt window to let the user indicate whether to continue or revise the query. The CONTINUE CONSTRUCT statement terminates the AFTER CONSTRUCT code block and reactivates the form in the CONSTRUCT statement.
- 16 ➤ If the user did use the Interrupt key, the int\_flag variable is TRUE and the msg() function confirms the interruption for the user. Finally, the assignment to the selstmt variable sets the return value to prevent execution of the browse\_custs() function.
- 17 ➤ If the user used the Accept key, this assignment appends the user's criteria to the static portion of the SELECT statement.
- 18 ➤ The query\_cust2() function concludes by clearing the title and instruction spaces and returning the constructed SELECT statement.
- 19 ➤ The function returns the character string with the WHERE clause conditions for the user's search criteria. This return string is limited to 150 characters in size. If user queries become extremely complex, you may need to increase the size of the selstmt variable. However, keep in mind that you are limited to returning a maximum of 512 characters.

## The query\_cust2() Function

---

```
11> LET int_flag = FALSE
12> CONSTRUCT BY NAME q_cust ON customer.customer_num, customer.company,
    customer.address1, customer.address2,
    customer.city, customer.state,
    customer.zipcode, customer.fname,
    customer.lname, customer.phone

    HELP 30

13> AFTER CONSTRUCT
14> IF (NOT int_flag) THEN
15>     IF (NOT FIELD_TOUCHED(customer.*)) THEN
        LET ga_dsplymsg[1] = "You did not enter any search criteria."
        IF NOT prompt_window("Do you really want to see all rows?", 9,
            15) THEN
            CONTINUE CONSTRUCT
        END IF
    END IF
END CONSTRUCT

16> IF int_flag THEN
    LET int_flag = FALSE
    CALL clear_lines(2,16)
    CALL msg("Customer query terminated.")
    LET selstmt = NULL

17> ELSE
    LET selstmt = "SELECT * FROM customer WHERE ", q_cust CLIPPED
END IF

18> CALL clear_lines(1,4)
    CALL clear_lines(2,16)

19> RETURN (selstmt)

END FUNCTION -- query_cust2 --
```

## The browse\_custs Function

- 20** ➤ The MAIN function passes the SELECT statement created by query\_cust2() as the selstmt parameter of the browse\_custs() function. The PREPARE statement prepares an executable SQL statement from this character value.

The DECLARE statement associates a database cursor with the prepared statement because the statement may qualify more than one row.

- 21** ➤ The LET statement initializes two flag variables that are used to determine what to report to the user. The fnd\_custs variable identifies whether or not the query has qualified any rows. The end\_list variable identifies whether or not the user has reached the end of the list of qualified rows. The initial assignments assume that no rows were found and that the last row has not been displayed.

The gr\_workcust global record stores the record previous to the currently displayed record. The INITIALIZE statement sets the members of this variable to a null value because the first record displayed will not have a previous record.

- 22** ➤ The FOREACH statement executes the user's query and opens the c\_cust database cursor for the qualified rows. FOREACH then loops by fetching a qualified row into the gr\_customer global record and executing the code block between the FOREACH and the END FOREACH statements. When the loop terminates in any way, FOREACH closes the database cursor.

Within the code block, the fnd\_custs flag is set to TRUE. If the query does not find any rows, the code block never executes and thus the fnd\_custs flag retains the initial value of FALSE.

The DISPLAY BY NAME statement displays the row that was fetched into the gr\_customer record on the f\_customer form. The BY NAME clause maps the members of gr\_customer to the screen variables of the form having the same names.

- 23** ➤ The browse\_custs() function delegates to the next\_action() function the management of the user's interaction with the displayed row. It returns FALSE when the user wants to skip the remaining rows.
- 24** ➤ The next\_action() function returns a TRUE value when the user wants to view the next row. In this case, the ELSE clause sets the end\_list flag to TRUE because, if no following row is found, the last row would have been reached. The assignment to the gr\_workcust row saves the last row displayed before the FOREACH statement assigns a new row to gr\_customer.

## The browse\_custs Function

---

```
#####  
FUNCTION browse_custs(selstmt)  
#####  
    DEFINE selstmt          CHAR(150),  
  
            fnd_custs       SMALLINT,  
            end_list        SMALLINT  
  
20 >    PREPARE st_selcust FROM selstmt  
  
        DECLARE c_cust CURSOR FOR st_selcust  
  
21 >    LET fnd_custs = FALSE  
        LET end_list = FALSE  
        INITIALIZE gr_workcust.* TO NULL  
  
22 >    FOREACH c_cust INTO gr_customer.*  
        LET fnd_custs = TRUE  
        DISPLAY BY NAME gr_customer.*  
  
23 >    IF NOT next_action() THEN  
  
        LET end_list = FALSE  
        EXIT FOREACH  
  
24 >    ELSE  
  
        LET end_list = TRUE  
        END IF  
        LET gr_workcust.* = gr_customer.*  
    END FOREACH
```



- 25** ➤ After the FOREACH loop finishes, the browse\_custs() function displays messages to confirm the cause of the termination:
- If FOREACH did not find any rows, the loop never executed and the find\_custs flag remains FALSE. The msg() function reports the failure of the query criteria.
  - If FOREACH exited because the last qualified row was displayed, the end\_list flag is TRUE. The msg() function reports this condition.

The browse\_custs() function does not display a message if the user chose to skip the remaining rows.

## The next\_action() Function

- 26** ➤ The next\_action variable stores the return status, which controls whether or not the browse\_custs() function exits or continues the FOREACH loop. The LET statement sets next\_action to TRUE because the default action is to continue the loop.
- 27** ➤ The DISPLAY statement notifies the user that help is available for the current menu. It displays this information at the third line of the form so it appears under the active menu.
- 28** ➤ The next\_action() function opens a menu of user options for responding to the current displayed row. The Next and Exit options both terminate the menu. The code block for the Next option leaves the next\_action variable with its default value, signaling continuation of the FOREACH loop.
- 29** ➤ The code block for the Update option calls the change\_cust() function to manage input of the changes. If the change\_cust() function returns TRUE, the user entered the changes successfully. The IF statement then calls the update\_cust() function to apply the changes to the database row.
- 30** ➤ The NEXT OPTION statement positions the user on the Next option when the menu reactivates to make this option the default for the user's next action. Otherwise, the Update option would remain the current position.
- 31** ➤ The code block for the Delete option calls the delete\_cust() function to manage deletion of the current displayed row.

## The next\_action() Function

---

```
25> CALL clear_lines(2,16)

      IF NOT fnd_custs THEN
          CALL msg("No customers match search criteria.")
      END IF

      IF end_list THEN
          CALL msg("No more customer rows.")
      END IF

      CLEAR FORM

      END FUNCTION -- browse_custs --

#####
FUNCTION next_action()
#####
      DEFINE nxt_action      SMALLINT

      CALL clear_lines(1,16)

26> LET nxt_action = TRUE

27> DISPLAY
"-----Press CTRL-W for Help-----
" AT 3, 1
28> MENU "CUSTOMER MODIFICATION"
      COMMAND "Next" "View next selected customer." HELP 20
      EXIT MENU

29> COMMAND "Update" "Update current customer on screen." HELP 21
      IF change_cust() THEN
          CALL update_cust()
          CALL clear_lines(1,16)
      END IF

30> NEXT OPTION "Next"

31> COMMAND "Delete" "Delete current customer on screen." HELP 22
      CALL delete_cust()
```

- 32 ➤ After the deletion, the IF statement checks if the gr\_workcust global record contains values. The test checks the customer\_num member variable because this column should have a value in any row. If gr\_workcust is not empty, more than one row has been selected and the program tries to display the previously selected row. The gr\_workcust record contains the previous displayed row, unless the deleted row was the first selected row. The LET statement assigns the contents of gr\_workcust to gr\_customer, and the DISPLAY BY NAME statement displays the gr\_customer.
- 33 ➤ If the gr\_workcust record is empty, only one row was selected. In this case, the program clears the gr\_customer record and sets the nxt\_action flag to FALSE. By setting nxt\_action to FALSE, the function tells the calling program that there are no more rows to display.
- 34 ➤ Before terminating the menu, the code block for the Exit option sets the nxt\_action variable to FALSE and thus signals the browse\_custs() function to terminate the FOREACH loop.
- 35 ➤ The RETURN statement returns the value of the nxt\_action variable so the browse\_custs() function can act on the user's decision.

## The change\_cust() Function

- 36 ➤ The change\_cust() function manages updating of a customer row. The function starts by executing the DISPLAY AT statements to give the user appropriate instructions.
- 37 ➤ The INPUT statement activates the f\_customer form so the user can modify the values in the fields. The WITHOUT DEFAULTS clause leaves the current values (those displayed by the browse\_cust() function) in the fields rather than fields with default values. The HELP clause specifies the help message to display when the user presses CONTROL-W from any field on the form.
- 38 ➤ The AFTER FIELD clause makes sure that the company field has a value in the row. Before the user leaves the field, 4GL assigns the value of the field to the corresponding program variable, which in this case is the company member of the gr\_customer record. The IF statement tests the program variable rather than directly testing the field. If the value is null, the ERROR statement notifies the user of the problem and the NEXT FIELD statement positions the user back in the company field rather than letting the user move to a new field.
- 39 ➤ When the user uses the Interrupt key, FALSE is returned to signal the next\_action() function not to apply the changes. Otherwise, TRUE is returned to affirm the changes.

## The change\_cust() Function

---

```
32>     IF gr_workcust.customer_num IS NOT NULL THEN
        LET gr_customer.* = gr_workcust.*
        DISPLAY BY NAME gr_customer.*
33>     ELSE
        INITIALIZE gr_customer.* TO NULL
        LET nxt_action = FALSE
        EXIT MENU
    END IF
    NEXT OPTION "Next"

34>     COMMAND "Exit" "Exit the program." HELP 100
        LET nxt_action = FALSE
        EXIT MENU
    END MENU

35>     RETURN nxt_action

    END FUNCTION  -- next_action --

#####
FUNCTION change_cust()
#####

36>     CALL clear_lines(2,16)
    DISPLAY " Press Accept to save new customer data. Press CTRL-W for
        Help." AT 16, 1 ATTRIBUTE (REVERSE, YELLOW)
    DISPLAY " Press Cancel to exit w/out saving."
        AT 17, 1 ATTRIBUTE (REVERSE, YELLOW)

37>     INPUT BY NAME gr_customer.company, gr_customer.address1,
        gr_customer.address2, gr_customer.city,
        gr_customer.state, gr_customer.zipcode,
        gr_customer.fname, gr_customer.lname, gr_customer.phone
    WITHOUT DEFAULTS HELP 40

38>     AFTER FIELD company
        IF gr_customer.company IS NULL THEN
            ERROR "You must enter a company name. Please try again."
            NEXT FIELD company
        END IF
    END INPUT

39>     IF int_flag THEN
        LET int_flag = FALSE
        CALL clear_lines(2,16)
        RETURN (FALSE)
    END IF

    RETURN (TRUE)

    END FUNCTION  -- change_cust --
```

## The update\_cust() Function

- 40 > The WHENEVER ERROR CONTINUE statement prevents termination of the program if the database server is not able to execute the UPDATE statement.  
The UPDATE statement sets the values of all columns in the row to the values of the corresponding program variables. The WHERE clause restricts the update to the row that has the same value in the key column. If you do not test the key column in the WHERE clause, the update may apply to multiple rows.  
The WHENEVER ERROR STOP statement resumes termination on errors.
- 41 > The IF statement tests the value of the built-in status variable. While the WHENEVER CONTINUE statement is in effect, 4GL sets the status variable to reflect errors after every SQL statement and 4GL screen statement. Thus, the status variable is negative if the UPDATE statement failed for some reason. The ERROR statement notifies the user of the problem.  
Changes in the database schema since compilation and other circumstances can cause SQL statements to fail. For safety, it is a very good idea to adopt the approach demonstrated here as a general rule. For information on resolving runtime errors, see [“Recovering from Runtime Errors” on page 72](#).
- 42 > When the update succeeds, the msg() function notifies the user.

## The delete\_cust() Function

- 43 > The program asks the user to confirm that the row is to be discarded. Since a simple slip of the finger could select this menu choice accidentally, an explicit confirmation is essential.
- 44 > The verify\_delete() function tests whether the current customer row does not have dependent rows in other tables.
- 45 > As with the UPDATE statement, WHENEVER statements bracket the DELETE statement to prevent termination if there is an SQL error. The WHERE clause matches the row with the same value in the key column. Because SERIAL values are guaranteed to be unique, this WHERE clause matches only one customer row.
- 46 > If the DELETE statement generates an error, the status variable contains a negative error number, and the number is reported to the user.
- 47 > If the DELETE statement succeeds, the msg() function notifies the user, and the form is cleared, so it no longer displays the nonexistent row.



- 48 ➤ When the verify\_delete() function finds dependent rows, the message\_window() function is used to report the problem.

## The verify\_delete() Function

- 49 ➤ The verify\_delete() function first checks for dependent rows in the orders table by selecting all orders that have this customer number as a foreign key. The SQL COUNT(\*) aggregate function totals the number of orders, and the INTO clause places the total in the cust\_cnt variable.

The SELECT statement identifies the current customer by checking the value of customer\_num in the gr\_customer record. Because gr\_customer is global, any function within the application can access its members. To remove this dependence on a global variable, you could write the verify\_delete() function so that it accepts the customer\_num value as a parameter:

---

```
FUNCTION verify_delete(cust_num)
  DEFINE cust_num LIKE customer.customer_num,
         cust_cnt INTEGER
  ..
  SELECT COUNT(*)
  INTO cust_cnt
  FROM order
  WHERE customer_num = cust_num
  ..
```

---

The call to this version of the verify\_delete() function (see Note 44) would be:

---

```
IF verify_delete(gr_customer.customer_num) THEN
```

---

- 50 ➤ The function ends, returning FALSE IF the SELECT statement found any orders to count. The delete\_cust() function uses the return value to determine whether or not to delete the customer row.
- 51 ➤ The same validating action is applied to check for dependent rows in the cust\_calls table.
- 52 ➤ If neither SELECT statement finds dependent rows, the function returns TRUE to authorize the deletion of the customer.





## The clear\_lines() Function

- 53** ➤ The clear\_lines() function uses a FOR loop to clear a block of lines on the screen. On each loop, the DISPLAY AT statement clears the line and the LET statement increments the line number. Thus, when the loop has repeated the requested number of times, the requested block of lines is cleared.

You can use this utility function in your programs without modification.

## The clear\_lines() Function

---

```
#####  
FUNCTION clear_lines(numlines, mrow)  
#####  
    DEFINE numlines    SMALLINT,  
           mrow        SMALLINT,  
  
           i           SMALLINT  
  
53 ➤ FOR i = 1 TO numlines  
      DISPLAY  
      " " " "  
      AT mrow,1  
      LET mrow = mrow + 1  
    END FOR  
  
END FUNCTION -- clear_lines --
```

*To locate any function definition, see the Function Index on page 730.*

---

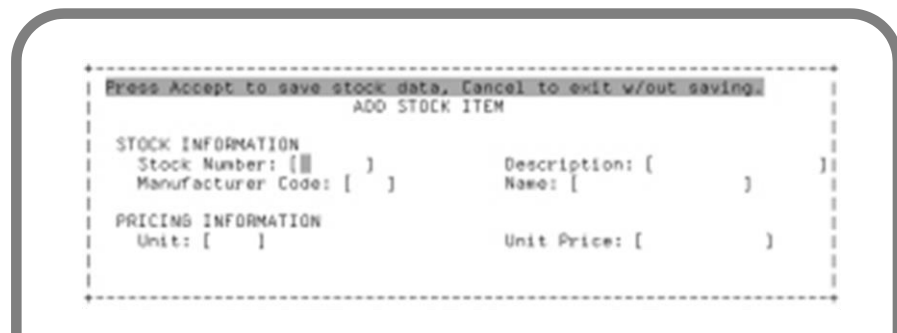
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# Validating and Inserting a Row

This example adds a new row to the database using a form to collect the new information from the user.



```
Press Accept to save stock data, Cancel to exit w/out saving.
ADD STOCK ITEM

STOCK INFORMATION
Stock Number: [ ] Description: [ ]
Manufacturer Code: [ ] Name: [ ]

PRICING INFORMATION
Unit: [ ] Unit Price: [ ]
```

This example introduces the following 4GL programming techniques:

- Initializing and validating values using field actions.
- Confirming a foreign key by looking up descriptive information from the foreign table.

## Validating Data Entry

A database is only useful if the information it contains is valid. One of the principal tasks of programming a database application is to make sure that only valid data is put in the database.

This example uses the BEFORE FIELD and AFTER FIELD clauses of the INPUT statement to verify the columns of a new stock row as the user is creating the row. The user receives notification of a problem with the value of a field

before creating the value for a new column. Validating each column as it is completed is less disruptive than notifying the user of several problems after the row is completed.

## Retrieving Information from Multiple Tables

The purpose of this example is to insert a row into the stock table of the demonstration database. The stock table contains the manu\_code column, which is a foreign key for the manufact table. That is, the purpose of the manu\_code column is to make it possible to join manufacturer information with stock information.

As with the manu\_code column, keys are usually short codes or numbers. Users often find key values cryptic and difficult to recognize. For that reason, this example displays the manu\_name corresponding to the manu\_code in the hope that the user will recognize the manufacturer's name and notice the error if the user has entered the wrong manufacturer code.

## Function Overview

---

| Function Name  | Purpose  |
|----------------|--|
| input_stock()  | Collects a new row from the user.  |
| msg()          | Displays a brief, informative message.<br>See the description in <a href="#">Example 5</a> . |
| unique_stock() | Determines if combined stock number and manufacturer code is unique.                         |
| insert_stock() | Inserts the row into the database.   |

---

*To locate any function definition, see the Function Index on page 730.*



## The f\_stock Form

- 1 ➤ This form uses the stock and manufact tables to define screen fi These tables must exist in the database specified in the DATABASE section of the form file.
- 2 ➤ The UPSHIFT attribute ensures that lowercase characters entered in the manufacturer code fi will be shifted to uppercase. To the database, the upper case code is different from the lowercase code. This attribute prevents the user from entering both cases of the same code.
- 3 ➤ The NOENTRY attribute prevents the cursor from entering the manufacturer name fi The application code displays the name based on the manufacturer code specified by the user.

## The f\_stock Form

---

*f\_stock form file*

DATABASE stores7

SCREEN  
{

STOCK INFORMATION

Stock Number: [f000 ]                      Description: [f001                      ]  
Manufacturer Code: [f02]                      Name: [f003                      ]

PRICING INFORMATION

Unit: [f004]                      Unit Price: [f005                      ]

}

**1** ➤ TABLES  
stock  
manufact

ATTRIBUTES

f000 = stock.stock\_num;

f001 = stock.description;

**2** ➤ f02 = manufact.manu\_code, UPSHIFT;

**3** ➤ f003 = manufact.manu\_name, NOENTRY;

f004 = stock.unit, UPSHIFT;

f005 = stock.unit\_price;



## The GLOBALS Statement

- 1 ➤ The GLOBALS statement defines the `gr_stock` record containing a member variable corresponding to each field on the `f_stock` form. The definition uses the LIKE clause to assign a data type to the variable based on the data type of the stated column at the time of compilation.

## The MAIN Function

- 2 ➤ The COMMENT clause of the OPTIONS statement sets the display line for descriptions of the form `fi` during an INPUT statement.  
  
The DEFER INTERRUPT statement instructs 4GL to set the `int_flag` built-in variable rather than terminate when the user uses the Interrupt key (typically CONTROL-C). This uses the Interrupt key as a mechanism for communicating with the program.
- 3 ➤ The OPEN WINDOW statement opens the `w_stock` window, sizes the window to the dimensions of the `f_stock` form, and displays the form within the window.  
  
This variation of the OPEN WINDOW statement is a shortcut for opening a window and opening the form with separate statements. Use it when this is the only time the form will be displayed in the program.
- 4 ➤ The MAIN function calls the `input_stock()` function to collect a new stock row from the user. If the user fails to create a valid stock row, `input_stock()` returns FALSE, and nothing further is done.  
  
Otherwise, the `insert_stock()` function adds the new row to the database. The CLEAR FORM statement removes the row from the form because it is no longer necessary.  
  
In your own programs, you might turn the IF and END IF statements into WHILE and END WHILE statements to let the user create any number of rows. You might also want to use forms to perform all of the basic SQL operations on a table. See [Example 9](#), which adds the insertion functionality demonstrated in this program to the other functions demonstrated in [Example 6](#).
- 5 ➤ The CLOSE WINDOW statement closes the form as well as the window.

## The GLOBALS Statement

---

*4GL source file*

```
DATABASE stores7

1➤ GLOBALS
  DEFINE      gr_stock      RECORD
              stock_num    LIKE stock.stock_num,
              description   LIKE stock.description,
              manu_code     LIKE manufact.manu_code,
              manu_name     LIKE manufact.manu_name,
              unit          LIKE stock.unit,
              unit_price    LIKE stock.unit_price
  END RECORD
END GLOBALS

#####
MAIN
#####

2➤  OPTIONS
    COMMENT LINE 7,
    MESSAGE LINE LAST

    DEFER INTERRUPT

3➤  OPEN WINDOW w_stock AT 5, 3
    WITH FORM "f_stock"
    ATTRIBUTE (BORDER)

    DISPLAY "ADD STOCK ITEM" AT 2, 25

4➤  IF input_stock() THEN
    CALL insert_stock()
    CLEAR FORM
    END IF

5➤  CLOSE WINDOW w_stock
    CLEAR SCREEN

END MAIN
```

## The input\_stock() Function

- 6> The DISPLAY AT statement displays instructions for filling in the form with a new row. Other functions using the form can display other instructions.
- 7> The INPUT statement activates the form for data entry. The BY NAME clause assigns the values of `fi` to program variables based on the correspondence between the name of a program variable and the screen variable associated with the `fi`. Because the WITHOUT DEFAULTS clause does not appear, 4GL `fi` the `fi` with default values from the `syscolval` table and the DEFAULT attribute from the `fi` specification.

The remainder of the INPUT statement consists of BEFORE FIELD clauses to initialize fields and AFTER FIELD clauses to validate the value entered by the user. In part, this strategy works because the sequence of navigation through the `fi` is `fi`. If this example used the INPUT WRAP or FIELD ORDER UNCONSTRAINED settings of the OPTIONS statement, the sequence would not be known.

- 8> The AFTER FIELD clause for the `stock_num` `fi` tests to make sure the user enters a stock number. If not, the ERROR statement notifies the user of the problem and the NEXT FIELD statement repositions the user in the `stock_num` `fi` instead of letting the user move to another field.
- 9> The AFTER FIELD clause for the `manu_code` field first tests to make sure that the user enters a manufacturer code.
- 10> If the user enters a code, the SELECT statement for `manu_name` attempts to retrieve the name of the manufacturer that corresponds to the code. If the query fails to `fi` a row, 4GL sets the status variable to the value of the NOTFOUND built-in constant. The ERROR statement notifies the user that the code does not exist in the database. The invalid input is set to null for safety's sake.
- 11> If the query does `fi` a manufacturer for the code, the DISPLAY BY NAME statement `fi` the `manu_name` `fi` with the name of the manufacturer.
- 12> The unique\_stock() function determines if the stock number and manufacturer code just entered define a unique stock item. This function returns TRUE if no stock item currently exists with this combination of stock number and manufacturer code. In this case, the program displays the manufacturer name on the form and moves the cursor to the next field.

If unique\_stock() returns FALSE, the program clears the fields and returns the cursor to the `stock_num` `fi` so the user can redefine the stock item.

## The input\_stock() Function

---

```
#####  
FUNCTION input_stock()  
#####  
  
6>  DISPLAY  
    " Press Accept to save stock data, Cancel to exit w/out saving."  
    AT 1, 1 ATTRIBUTE (REVERSE, YELLOW)  
  
7>  INPUT BY NAME gr_stock.stock_num, gr_stock.description,  
    gr_stock.manu_code, gr_stock.unit,  
    gr_stock.unit_price  
  
8>  AFTER FIELD stock_num  
    IF gr_stock.stock_num IS NULL THEN  
        ERROR "You must enter a stock number. Please try again."  
    NEXT FIELD stock_num  
    END IF  
  
9>  AFTER FIELD manu_code  
    IF gr_stock.manu_code IS NULL THEN  
        ERROR "You must enter a manufacturer code. Please try again."  
    NEXT FIELD manu_code  
    END IF  
  
10> IF gr_stock.manu_name IS NULL THEN  
    SELECT manu_name  
    INTO gr_stock.manu_name  
    FROM manufact  
    WHERE manu_code = gr_stock.manu_code  
  
    IF (status = NOTFOUND) THEN  
        ERROR "Unknown manufacturer's code. Please try again."  
        LET gr_stock.manu_code = NULL  
    NEXT FIELD manu_code  
    END IF  
  
11> DISPLAY BY NAME gr_stock.manu_name  
  
12> IF unique_stock() THEN  
    DISPLAY BY NAME gr_stock.manu_code, gr_stock.manu_name  
    NEXT FIELD unit  
    ELSE  
    DISPLAY BY NAME gr_stock.description, gr_stock.manu_code,  
    gr_stock.manu_name  
    NEXT FIELD stock_num  
    END IF  
END IF
```

- 13 ➤ The BEFORE FIELD clause for the unit field displays instructions for filling in the field. By using a BEFORE FIELD clause, you can provide different instructions for the field in different contexts. To provide the same instruction in all contexts, you can use the COMMENTS clause in the field attributes section in the form specification file.
- 14 ➤ The AFTER FIELD clause for the unit field sets the gr\_stock.unit program variable to a default value if the user has not supplied a value. The DISPLAY BY NAME statement displays the default value on the form so the user is aware of the assigned value.

The MESSAGE statement clears the instructions displayed by the BEFORE FIELD clause. As with the DISPLAY AT statement, if the character expression to be displayed contains a null value as the field value, the MESSAGE statement clears the line to the end of the current window or the screen.

- 15 ➤ The BEFORE FIELD clause for the unit\_price field fills the field with 0.00 as the default price.
- 16 ➤ The AFTER FIELD clause for the unit\_price field repositions the user in the field if the user did not enter a value.
- 17 ➤ If the user pressed the Interrupt key to cancel insertion of the row, the msg() function confirms that the row was not inserted.

The RETURN statements return FALSE if the user interrupted the insertion action and TRUE otherwise.

## The unique\_stock() Function

- 18 ➤ The SELECT statement with the COUNT(\*) function searches for an existing stock row with the same values in the stock\_num and manu\_code columns because these provide a two-part key for the stock table. That is, type of stock must have a unique combination of stock number and manufacturer code.
- 19 ➤ If the query finds a row, the count stored by the stk\_cnt variable is greater than zero. In this case, the ERROR statement notifies the user of the problem, and the LET statements clear out the field. The function returns FALSE to indicate that the stock number and manufacturer code are not unique.

## The unique\_stock() Function

---

```
13> BEFORE FIELD unit
      MESSAGE "Enter a unit or press RETURN for 'EACH'"

14> AFTER FIELD unit
      IF gr_stock.unit IS NULL THEN
        LET gr_stock.unit = "EACH"
        DISPLAY BY NAME gr_stock.unit
      END IF
      MESSAGE ""

15> BEFORE FIELD unit_price
      IF gr_stock.unit_price IS NULL THEN
        LET gr_stock.unit_price = 0.00
      END IF

16> AFTER FIELD unit_price
      IF gr_stock.unit_price IS NULL THEN
        ERROR "You must enter a unit price. Please try again."
        NEXT FIELD unit_price
      END IF

      END INPUT

17> IF int_flag THEN
      LET int_flag = FALSE
      CALL msg("Stock input terminated.")
      RETURN (FALSE)
    END IF
RETURN (TRUE)

END FUNCTION -- input_stock --

#####
FUNCTION unique_stock()
#####
  DEFINE  stk_cnt          SMALLINT

18>  SELECT COUNT(*)
      INTO stk_cnt
      FROM stock
      WHERE stock_num = gr_stock.stock_num
        AND manu_code = gr_stock.manu_code

19>  IF (stk_cnt > 0) THEN
      ERROR "A stock item with stock number ", gr_stock.stock_num,
        " and manufacturer code ", gr_stock.manu_code, " exists."
      LET gr_stock.stock_num = NULL
      LET gr_stock.description = NULL
      LET gr_stock.manu_code = NULL
      LET gr_stock.manu_name = NULL
      RETURN (FALSE)
    END IF
```

- 20 ➤ If the stock number and manufacturer code are unique, the function returns TRUE.

## The insert\_stock() Function

- 21 ➤ The WHENEVER statements bracketing the INSERT statement prevent termination of the program for the duration of the INSERT statement. Because database schema changes or table locks can prevent execution of SQL statements, it is a good idea to use this recovery technique. For a full discussion of this technique, see [Example 4](#).

The INTO clause specifies the columns of the table. The VALUES clause generates the values by evaluating the global variables corresponding to these columns.

- 22 ➤ The ERROR statement reports a failed insertion. The call to the msg() function reports a successful insertion.





---

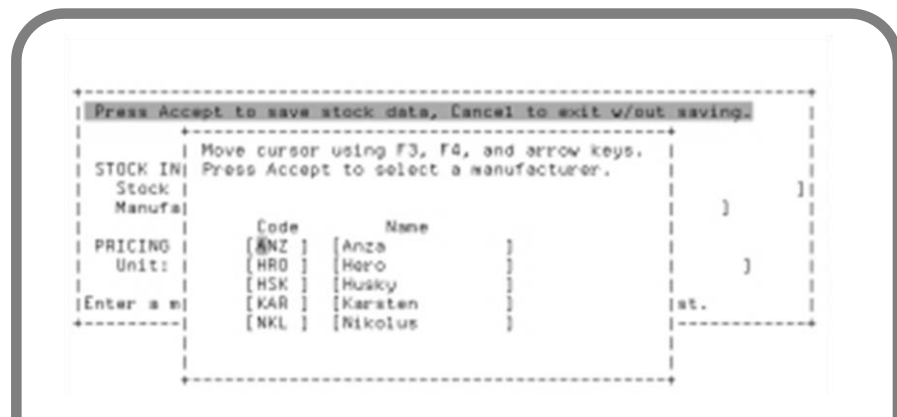
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# Displaying a Screen Array in a Popup Window

This example demonstrates how to pop up a window containing an array form listing the valid values for a field. The user can select a value from the form, and the program will display the selected value in the field. A popup array form is one way to display the existing values for a foreign key.



This example builds on [Example 7](#), adding code to support a lookup on the Manufacturer Code field from the manufact table. The annotation section shows differences between the `input_stock()` function in [Example 7](#) and the `input_stock2()` function in this example, and describes the `manuf_popup()` function, which has no correlate in [Example 7](#). Both examples use the same `MAIN` and `insert()` functions, so they are omitted from the annotation.

This example introduces the following 4GL programming techniques:

- Filling an array with rows from the database.
- Displaying an array using an array form.
- Using control or function keys to trigger actions on a form.

## Displaying Information in an Array Form

An array form displays multiple rows to the user at one time. The advantage is that the user can view several rows without having to page through the rows individually. As a result, the user has a better sense of the contents of the table and can work with the data more conveniently and more efficiently.

The basic technique for implementing a lookup list using an array form is as follows:

1. Define a program array large enough to store the database rows.  
If you cannot anticipate how many rows will be retrieved or if you cannot reserve enough memory for all of the rows, execute steps 3 through 5 in a WHILE loop.
2. Open and display the array form in a window.
3. Read the database rows into the program array.  
Although you typically populate an array from the database, you can also populate an array with explicit assignments. For example, you could use this technique to provide a pulldown menu using an array form.  
It is a good idea to read the rows from the database after opening the window so the user has something new to look at in the interim.
4. Call the built-in SET\_COUNT() function to tell 4GL how many rows are stored in the program array.
5. Execute the DISPLAY ARRAY statement to activate the array form for viewing the rows in the program array.
6. Call the built-in ARR\_CURR() function to find out the row in the program array that corresponds to the current screen array row at the time the user exits the DISPLAY ARRAY statement.
7. Close the array form and window.
8. Access the values of the row pointed to by the array element.

You can also use an array form to insert, update, and delete the displayed rows (see [Example 10](#)).

## Triggering Form Actions with Keys

In much the same way that you can provide an AFTER FIELD code block for a form field you can associate a code block with a CONTROL or FUNCTION key using the ON KEY clause. When the user presses the key while inputting data or constructing a query on the form, the ON KEY clause executes.

The program uses an ON KEY clause in an INPUT statement to display the popup window containing the screen array. Unless the ON KEY clause includes an EXIT statement to terminate the user's session with the form, the form reactivates when the ON KEY code block finishes.

## Function Overview

| Function Name  | Purpose   |
|----------------|---|
| input_stock2() | Collects a new row from the user.   |
| insert_stock() | Inserts the row into the database.<br>See the description in <a href="#">Example 7</a> .  |
| manuf_popup()  | Reads all rows from the manufact table, displays the rows to the user in an array form, and returns the values of the row on which the user positioned before leaving the form. |
| msg()          | Displays a brief, informative message.<br>See the description in <a href="#">Example 5</a> .  |
| unique_stock() | Determines if combined stock number and manufacturer code is unique.<br>See the description in <a href="#">Example 7</a> .  |

*To locate any function definition, see the Function Index on page 730.*

## The f\_manufsel Form

- 1 ➤ The specification for an array form differs from the specification for a single-record form in that the same `fi` tag is applied to multiple `fi` in the SCREEN section.

The set of distinct field tags constitutes a record, and the duplicate sets of field tags are elements of the form's array. In the `f_manufsel` form, the `f001` and `f002` tags make up a single record, and there are `fi` elements in the array.

- 2 ➤ The ATTRIBUTES section specifies the characteristics for each unique field tag. Thus, the `f_manufsel` form specifies the attributes for the `f001` and `f002` fields once. The `fi` have the same attributes in each element of the array.
- 3 ➤ In the INSTRUCTIONS section you must group the array and the screen variables that make up an element in the array as a SCREEN RECORD. The number 5 appears in brackets after the name of the array because the SCREEN section has `fi` positions for elements of the array.

Although you use the SCREEN RECORD keywords to specify the array, it is typically called a screen array, not a screen record.

## The f\_manufsel Form

---

*f\_manufsel form file*

DATABASE stores7

**1** ➤ SCREEN

```
{  
  
    Code      Name  
    [f001]    [f002]    ]  
    [f001]    [f002]    ]  
    [f001]    [f002]    ]  
    [f001]    [f002]    ]  
    [f001]    [f002]    ]  
}
```

TABLES  
manufact

**2** ➤ ATTRIBUTES

```
f001 = manufact.manu_code;  
f002 = manufact.manu_name;
```

INSTRUCTIONS

**3** ➤ SCREEN RECORD sa\_manuf[5] (manufact.manu\_code THRU manufact.manu\_name)

## The input\_stock2() Function

- 1 ➤ The input\_stock2() function differs from the input\_stock() function in [Example 7](#) in the following ways:
  - A BEFORE FIELD clause for the manu\_code field appears in this function.
  - The AFTER FIELD clause associated with the manu\_code field differs.
  - An ON KEY clause is associated with the manu\_code field in this function.
- 2 ➤ The BEFORE FIELD clause displays an instruction for filling in the manu\_code field.
- 3 ➤ The SELECT statement validates the manu\_code by verifying that this code is defined in the manufact table.
- 4 ➤ The input\_stock2() function also revises the error message displayed for an invalid manufacturer code to remind the user about the lookup key.
- 5 ➤ The ON KEY clause contains code that is executed when the user presses the F5 function key or CONTROL-F. When choosing control keys, avoid control keys that are reserved for editing in 4GL forms. Also, avoid keys that are used by the operating system. For example, CONTROL-S often stops output to a terminal, and CONTROL-J generates the newline character.

The block of code associated with the key ends with another clause of the INPUT statement or an END INPUT statement.

- 6 ➤ The IF statement uses the INFIELD() built-in function to verify that the user pressed the F5 key or CONTROL-F while positioned in the manu\_code field. If not, these keys do not perform an action. If so, the ON KEY clause calls the manuf\_popup() function to get the code and name for a manufacturer, which are placed in the member variables of the gr\_stock record.

To perform different lookup actions in different fields, you can use a series of INFIELD() functions as the WHEN clauses of a CASE statement. Each WHEN clause can execute the appropriate lookup action for the field.

- 7 ➤ The IF statement tests the manu\_code member of the gr\_stock record to find out whether the user selected a manufacturer. If not, the NEXT FIELD statement positions the cursor back in the manu\_code field because a manufacturer is still required.

## The input\_stock2() Function

---

### 4GL source file

```
#####  
1> FUNCTION input_stock2()  
#####  
  
2> BEFORE FIELD manu_code See input_stock() in Example 7.  
  
    MESSAGE "Enter a manufacturer code or press F5 (CTRL-F) for a list."  
  
    AFTER FIELD manu_code  
        IF gr_stock.manu_code IS NULL THEN  
            ERROR "You must enter a manufacturer code. Please try again."  
            NEXT FIELD manu_code  
        END IF  
  
3> SELECT manu_name  
    INTO gr_stock.manu_name  
    FROM manufact  
    WHERE manu_code = gr_stock.manu_code  
  
4> IF (status = NOTFOUND) THEN  
    ERROR  
    "Unknown manufacturer's code. Use F5 (CTRL-F) to see valid  
    codes." LET gr_stock.manu_code = NULL  
    NEXT FIELD manu_code  
    END IF  
    DISPLAY BY NAME gr_stock.manu_name  
    MESSAGE ""  
    END IF  
  
5> ON KEY (F5, CONTROL-F) See input_stock() in Example 7.  
6> IF INFIELD(manu_code) THEN  
7>     CALL manu_popup() RETURNING gr_stock.manu_code, gr_stock.manu_name  
    IF gr_stock.manu_code IS NULL THEN  
        NEXT FIELD manu_code  
    ELSE  
        DISPLAY BY NAME gr_stock.manu_code  
    END IF  
    MESSAGE ""
```



- 8 ➤ The `unique_stock()` function determines if the stock number and manufacturer code just entered define a unique stock item. This function returns TRUE if no stock item currently exists with this combination of stock number and manufacturer code. In this case, the program displays the manufacturer name on the form and moves the cursor to the next field.

If `unique_stock()` returns FALSE, the program clears out the fields and returns the cursor to the `stock_num` field so the user can redefine the stock item.

## The `manuf_popup()` Function

- 9 ➤ The DEFINE statement creates the `pa_manuf` local array to store the rows retrieved from the `manufact` table. Each element in the array consists of a record with two member variables: `manu_code` and `manu_name`.
- 10 ➤ The LET statement assigns the size of the `pa_manuf` array to the local variable `array_sz`. The function uses the array size to make sure there is enough room in the program array to store the selected `manufact` rows.
- 11 ➤ The `manuf_popup()` function opens a new window to display the popup list on top of the `f_stock` form. The `manuf_popup()` function displays the form with appropriate instructions to the user.
- 12 ➤ [Example 5](#) introduced the use of cursors for dynamically prepared queries. As in the `manuf_popup()` function, you can also state the query in the declaration for the cursor. This technique prepares the query during compilation and thus executes more efficiently.

The query orders the manufacturers by the code sequence so the listing appears in a natural sequence. Otherwise, the manufacturers would appear in their physical sequence in the database table.

## The manu\_popup() Function

---

```
8>      IF unique_stock() THEN
          DISPLAY BY NAME gr_stock.manu_name
          NEXT FIELD unit
        ELSE
          DISPLAY BY NAME gr_stock.description, gr_stock.manu_code,
            gr_stock.manu_name
          NEXT FIELD stock_num
        END IF
      END IF
    END INPUT

    IF int_flag THEN
      LET int_flag = FALSE
      CALL msg("Stock input terminated.")
      RETURN (FALSE)
    END IF
  RETURN (TRUE)

END FUNCTION  -- input_stock2 --

#####
FUNCTION manu_popup()
#####
9>   DEFINE pa_manuf ARRAY[200] OF RECORD
          manu_code LIKE manufact.manu_code,
          manu_name LIKE manufact.manu_name
        END RECORD,

          idx          SMALLINT,
          manu_cnt     SMALLINT,
          array_sz     SMALLINT,
          over_size    SMALLINT

10>   LET array_sz = 200      --* match size of pa_manuf array

11>   OPEN WINDOW w_manufpop AT 7, 13
          WITH 12 ROWS, 44 COLUMNS
          ATTRIBUTE(BORDER, FORM LINE 4)

          OPEN FORM f_manufsel FROM "f_manufsel"
          DISPLAY FORM f_manufsel

          DISPLAY "Move cursor using F3, F4, and arrow keys."
            AT 1,2
          DISPLAY "Press Accept to select a manufacturer."
            AT 2,2

12>   DECLARE c_manufpop CURSOR FOR
          SELECT manu_code, manu_name
          FROM manufact
          ORDER BY manu_code
```

- 13 ➤ The FOREACH statement retrieves all of the rows from the `manufact` table and stores them in the `pa_manuf` array. The `manuf_cnt` variable stores the number of the next unoccupied element of the array. Thus, before the FOREACH loop starts executing, the next unoccupied element is the first element. Each iteration of the FOREACH loop increments the `manuf_cnt` variable before retrieving the next row into the array.
- 14 ➤ The array was defined with 200 elements. If the `manufact` table exceeds 200 rows, the `manuf_popup()` function cannot store the excess rows in `pa_manuf`. To prevent the FOREACH loop from failing at runtime, the program compares the current loop index (`manuf_cnt`) with the size of the array (`array_sz`). If there is no more room in the `pa_manuf` array, the function sets the `over_size` flag to indicate that the program array only contains the first 200 manufacturers.

See [Example 12](#) for a technique for displaying an unknown number of rows in a screen array.

- 15 ➤ The IF statement tests whether the query retrieved a row. If no rows are returned, the FOREACH loop is not executed and the `manuf_cnt` variable keeps its initial value of 1. The call to the `msg()` function informs the user of this problem and the assignments to the `idx` variable and `manu_code` array member ensure that the `manuf_popup()` function returns a null value.

Ordinarily the query should run without a problem and should return all rows in the `manufact` table; however, an unforeseen database problem could prevent the query from retrieving rows.

- 16 ➤ After the FOREACH loop retrieves rows, the ELSE clause displays the rows to the user. If the `pa_manuf` array is full, the program notifies the user that more `manufact` rows exist but are not displayed.
- 17 ➤ The call to the built-in `SET_COUNT()` function tells 4GL how many rows are stored in the array. The call subtracts one from `manuf_cnt` because, when the FOREACH loop finishes, the variable stores the number of the element after the last element that was filled.
- 18 ➤ The `DISPLAY ARRAY` statement displays the contents of the `pa_manuf` array in the `f_manufsel` form. Unlike the `DISPLAY BY NAME` and `DISPLAY TO` statements for a single-row form, the `DISPLAY ARRAY` statement activates the form so the user can scroll rows into the form from the program array and can position on the appropriate manufacturer row.

The syntax requires a list of screen variables in the TO clause. That is, the `DISPLAY ARRAY` statement requires the asterisk after the name of the screen record.

## The `manuf_popup()` Function

---

```
13> LET over_size = FALSE
    LET manuf_cnt = 1
    FOREACH c_manufpop INTO pa_manuf[manuf_cnt].*
14>     LET manuf_cnt = manuf_cnt + 1
    IF manuf_cnt > array_sz THEN
        LET over_size = TRUE
        EXIT FOREACH
    END IF
END FOREACH

15> IF (manuf_cnt = 1) THEN
    CALL msg("No manufacturers exist in the database.")
    LET idx = 1
    LET pa_manuf[idx].manu_code = NULL
ELSE
16>     IF over_size THEN
        MESSAGE "Manuf array full: can only display ",
            array_sz USING "<<<<<<"
    END IF

17>     CALL SET_COUNT(manuf_cnt-1)
    LET int_flag = FALSE
18>     DISPLAY ARRAY pa_manuf TO sa_manuf.*
```

- 19 ➤ The built-in `ARR_CURR()` function returns the number of the array element on which the user was positioned when the user accepted or interrupted the form session. The `idx` variable stores this number so the `manuf_popup()` function can return the values stored in this array element.

Note that the array element is different from the user's current line number on the array form. To obtain this number, you can execute the built-in `SCR_LINE()` function.

- 20 ➤ The IF statement tests the `int_flag` built-in variable to determine whether the user has cancelled the lookup action by pressing the Interrupt key (typically CONTROL-C). The `msg()` function confirms that no row was selected, and the assignment to the `manu_code` member variable ensures that `manuf_popup()` does not return the value of the row the user happened to be on.
- 21 ➤ The `manuf_popup()` function finishes up by closing the popup window and returning the values of the appropriate array element, which are null if the `manufact` table did not have any rows or if the user pressed the Interrupt key to leave the form.

## The `manuf_popup()` Function

---

```
19> LET idx = ARR_CURR()
20> IF int_flag THEN
    LET int_flag = FALSE
    CALL msg("No manufacturer code selected.")
    LET pa_manuf[idx].manu_code = NULL
  END IF
END IF

21> CLOSE WINDOW w_manufpop
RETURN pa_manuf[idx].manu_code, pa_manuf[idx].manu_name

END FUNCTION -- manuf_popup --
```

*To locate any function definition, see the Function Index on page 730.*

---

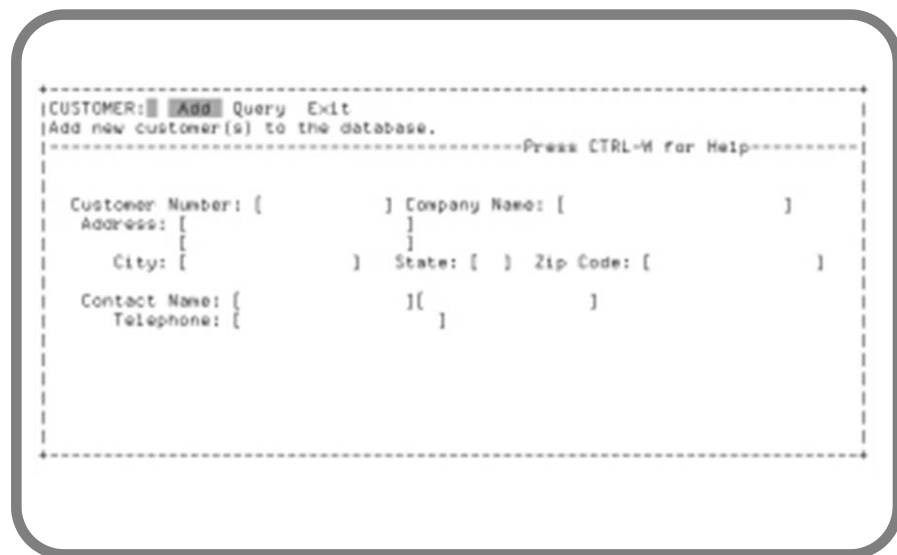
# 9



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# Accessing a Table with a Single-Row Form

This example combines the techniques demonstrated in the previous examples to provide a menu and form interface for all of the standard SQL operations on a table. The user can insert, query for, view, update, and delete customer rows. This example also provides a lookup function so the user can select a customer's state from a list displayed in a popup window.



```
|CUSTOMER: [ Add ] Query Exit |
|Add new customer(s) to the database. |
|-----Press CTRL-M for Help-----|
|
| Customer Number: [          ] Company Name: [          ]
| Address: [          ]
| City: [          ] State: [  ] Zip Code: [          ]
| Contact Name: [          ] [          ]
| Telephone: [          ]
```

This example also introduces a technique for using a single INPUT statement to collect data for insertion or update. Because much of the field validation is likely to be the same whether the row is inserted or updated, this technique can reduce coding and improve maintainability.



## Function Overview

| Function Name    | Purpose  |
|------------------|--|
| cust_menu1()     | Operates a menu so the user can choose whether to add new customers or query for existing customers.   |
| browse_custs1()  | Retrieves and displays the rows qualified by the query so the user can act on the rows.<br>This function differs from browse_custs() in <a href="#">Example 6</a> only in that it calls next_action2() rather than next_action().  |
| next_action2()   | Operates a menu so the user can choose the appropriate processing for the current row.<br>This function differs from next_action() in <a href="#">Example 6</a> only in that help is not provided for the menu options and the Update option calls the addup_cust() function rather than the change_cust() function of <a href="#">Example 6</a> . |
| addupd_cust()    | Combines insertion and update functions in a single routine to eliminate duplication of code.<br>This function resembles the input_stock2() function in <a href="#">Example 8</a> .  |
| state_popup()    | Displays a lookup list of the states from the state table so the user can choose the appropriate state.<br>This function resembles the manu_popup() function in <a href="#">Example 8</a> .  |
| insert_cust()    | Adds a new row to the customer table.<br>This function resembles the insert_stock() function in <a href="#">Example 7</a> .  |
| message_window() | Opens a window and displays the contents of the ga_dsplymsg global array.<br>See the description in <a href="#">Example 2</a> .  |
| init_msgs()      | Initializes the members of the ga_dsplymsg array to null.<br>See the description in <a href="#">Example 2</a> .  |
| bang()           | Prompts the user for a command and executes the command.<br>See the description in <a href="#">Example 3</a> .   |
| prompt_window()  | Displays a message and prompts the user for affirmation or negation. This function is a variation on the message_window() function that appears in <a href="#">Example 2</a> .<br>See the description in <a href="#">Example 4</a> .   |
| msg()            | Displays a brief, informative message.<br>See the description in <a href="#">Example 5</a> .   |
| query_cust2()    | Lets the user create a query by example.<br>See the description in <a href="#">Example 6</a> .   |
| update_cust()    | Updates the database row to reflect the changes.<br>See the description in <a href="#">Example 6</a> .   |
| delete_cust()    | Deletes the current row if it does not have dependent rows in other tables.<br>See the description in <a href="#">Example 6</a> .  |

## Function Overview

---

|                 |  |
|-----------------|--|
| verify_delete() | Checks for dependent rows in other tables.<br>See the description in <a href="#">Example 6</a> .       |
| clear_lines()   | Clears any number of lines starting at any line.<br>See the description in <a href="#">Example 6</a> . |

---

*To locate any function definition, see the [Function Index](#) on page 730.*

## The f\_statesel Form

- 1 ➤ This form is used as a popup window to display valid state codes and names. These state codes are stored in the state table.
- 2 ➤ The INSTRUCTIONS section defines the sa\_state screen array to hold the state codes and names. To implement this popup window, the program must list this screen array in the TO clause of the DISPLAY ARRAY statement.

## The f\_statesel Form

---

*f\_statesel form file*

DATABASE stores7

SCREEN

```
{  
  
    Code      State  
    [f001 ] [f002      ]  
    [f001 ] [f002      ]  
    [f001 ] [f002      ]  
    [f001 ] [f002      ]  
    [f001 ] [f002      ]  
    [f001 ] [f002      ]  
    [f001 ] [f002      ]  
    [f001 ] [f002      ]  
}
```

TABLES

state

**1** ➤ ATTRIBUTES

```
f001 = state.code;  
f002 = state.sname;
```

**2** ➤ INSTRUCTIONS

```
SCREEN RECORD sa_state[8] (state.code THRU state.sname)
```

## The MAIN Function

- 1➤ The OPTIONS statement assigns appropriate lines to the top of the form, the comments for fi from the form specification fi and messages. It also specifies that help messages used in this example come from the hlpmsgs file.
- 2➤ The DEFER INTERRUPT statement traps the Interrupt key (typically CONTROL-C).
- 3➤ The cust\_menu1() function executes SQL actions on the customer table. In your own applications, you might have a menu of tables at this point and call the appropriate equivalent to the cust\_menu1() function for each table.
- 4➤ The CLEAR SCREEN statement clears the 4GL display from the monitor for the benefit of whatever program the user returns to after exiting the program. While Example 9 does not close the w\_main window or the f\_customer form explicitly, 4GL closes all open forms, windows, and cursors when terminating the program.

## The cust\_menu1() Function

- 5➤ The Add menu option calls the addupd\_cust() function to collect a new customer row from the user. The A parameter instructs addupd\_cust() to apply insertion validation to the row.  
  
If addupd\_cust() succeeds in creating a valid row, the insert\_cust() function inserts the row. To restore the form to its default state, the CLEAR FORM statement clears the data from the fields and calls clear\_lines() to remove the instructions.
- 6➤ The Query menu option calls the query\_cust2() function to collect query criteria from the user. The query\_cust2() function returns the criteria to the st\_custs variable. If the st\_custs variable is null, query\_cust2() failed to construct a query. Otherwise, the Query code block calls the browse\_custs1() function to retrieve and process the qualified rows.
- 7➤ The unnamed menu option provides an expert option for executing an operating system command. The bang() function manages the construction of the command.

## The MAIN Function

4GL source file

See Example 2 and Example 6.

```
#####  
MAIN  
#####  
1>  OPTIONS  
    HELP FILE "hlpmsgs",  
    FORM LINE 5,  
    COMMENT LINE 5,  
    MESSAGE LINE LAST  
  
2>  DEFER INTERRUPT  
  
    OPEN WINDOW w_main AT 2,3  
    WITH 18 ROWS, 75 COLUMNS  
    ATTRIBUTE (BORDER)  
  
    OPEN FORM f_customer FROM "f_customer"  
    DISPLAY FORM f_customer  
3>  CALL cust_menu1()  
4>  CLEAR SCREEN  
    END MAIN  
  
#####  
FUNCTION cust_menu1()  
#####  
    DEFINE          st_custs          CHAR(150)  
  
    DISPLAY  
    "-----Press CTRL-W for Help-----"  
    AT 3, 1  
    MENU "CUSTOMER"  
5>  COMMAND "Add" "Add new customer(s) to the database." HELP 10  
    IFaddupd_cust("A") THEN  
        CALL insert_cust()  
    END IF  
    CLEAR FORM  
    CALL clear_lines(2,16)  
    CALL clear_lines(1,4)  
  
6>  COMMAND "Query" "Look up customer(s) in the database." HELP 11  
    CALL query_cust2() RETURNING st_custs  
    IFst_custs IS NOT NULL THEN  
        CALL browse_custs1(st_custs)  
    END IF  
    CALL clear_lines(1, 4)  
  
7>  COMMAND KEY ("!")  
    CALL bang()
```

- 8 ➤ The Exit menu option lets the user terminate the menu and, thus, the function and program. For the convenience of the user, the KEY clause specifies many accelerator keys for this important command.

## The browse\_custs1() Function

- 9 ➤ The browse\_custs1() function prepares the query, declares a cursor, and executes a FOREACH statement to retrieve the qualified rows one at a time.

The browse\_custs1() function is almost identical to the browse\_custs() function. (See [“The browse\\_custs Function” on page 124](#).) The only difference is that, within the FOREACH statement, the IF statement calls the next\_action2() function rather than the next\_action() function to let the user act on the current row.

## The next\_action2() Function

- 10 ➤ The next\_action2() function opens a menu to let the user update or delete the current row. The next\_action2() function returns FALSE, exiting the FOREACH loop in the browse\_custs1() function, if the user does not want to see the rest of the qualified rows. The next\_action2() function returns TRUE if the user wants to view the next row.

The next\_action2() function is almost identical to the next\_action() function. (See [“The next\\_action\(\) Function” on page 126](#).) The only difference is that the Update menu option collects the changes to the row by calling the generic addupd\_cust() function rather than the change\_cust() function from [Example 6](#). In the call to addupd\_cust(), the U parameter triggers validation specific to updating rather than inserting.

The row is updated only if the return value of addupd\_cust() indicates that the user accepted the modifications.

## The browse\_custs1() Function

```
8>      COMMAND KEY ("E","X") "Exit" "Exit the program." HELP 100
      EXIT MENU
      END MENU

      END FUNCTION  -- cust_menu1 --

#####
9> FUNCTION browse_custs1(selstmt)
#####

-----
FOREACH c_cust INTO gr_customer.*
  LET fnd_custs = TRUE
  DISPLAY BY NAME gr_customer.*

  IF NOT next_action2() THEN

    LET end_list = FALSE
    EXIT FOREACH
  ELSE

    LET end_list = TRUE
  END IF
  LET gr_workcust.* = gr_customer.*
END FOREACH

-----
See browse_custs() in Example 6.

END FUNCTION  -- browse_custs1 --

#####
10> FUNCTION next_action2()
#####

-----
MENU "CUSTOMER MODIFICATION"

  COMMAND "Next" "View next selected customer." HELP 20
  EXIT MENU

  COMMAND "Update" "Update current customer on screen." HELP 21
  IF addupd_cust("U") THEN
    CALL update_cust()
  END IF

  CALL clear_lines(1,16)
  NEXT OPTION "Next"

-----
See next_action() in Example 6.

      END FUNCTION  -- next_action2 --

END MENU

RETURN nxt_action
```



See `next_action()` in [Example 6](#).

## The `next_action2()` Function

---

## The addupd\_cust() Function

- 11 ► The addupd\_cust() function enhances the technique used in the input\_stock2() function of Example 9 to handle both inserts and updates.
- 12 ► The LET statement regularizes the parameter value by calling the UPSHIFT() built-in function to put it in uppercase.
- 13 ► The IF statement makes sure that the calling statement has not called addupd\_cust() with a field value that is outside the A and U values that addupd\_cust() knows. If so, the ERROR statement notifies the user about this internal problem and the EXIT PROGRAM statement terminates the program.

It would be too dangerous to continue in this unknown state. Defending against such programming mistakes is a good practice.

- 14 ► If addupd\_cust() is called for insertion, the code block for the IF clause displays an insertion title and initializes the program variables to null.  
If there were appropriate default values for a new row, you could assign them to the program variables individually.
- 15 ► If addupd\_cust() is called for update, the code block for the ELSE clause displays an update title and places a copy of the current values of the row in the gr\_workcust record in case the row must be restored later.
- 16 ► Before executing the INPUT statement, addupd\_cust() sets the int\_flag built-in variable to FALSE so that int\_flag can be tested later to see if the user used the Interrupt key (typically CONTROL-C).

The INPUT statement uses the WITHOUT DEFAULTS clause so that the values of the program variables are assigned to the fields of the form rather than defaults from the form specification fields or the syscolval system table.

The individual program variable names are listed so that the cursor will visit the corresponding screen fields in the specified order. If you did not care about this particular ordering, you could substitute the gr\_customer.\* notation for the variable name list.

- 17 ► The BEFORE FIELD clause saves the current company name to avoid validating it in the AFTER FIELD clause if the user does not change the name (see Note 19).
- 18 ► The first IF statement of the company AFTER FIELD clause checks whether the company field has a value and, if not, repositions the user in the field.

## The addupd\_cust() Function

---

```
#####
11> FUNCTION addupd_cust (au_flag)
#####
      DEFINE          au_flag          CHAR(1),

                cust_cnt          INTEGER,
                state_code        LIKE customer.state,
                orig_comp         LIKE customer.company

12> LET au_flag = UPSHIFT(au_flag)
13> IF au_flag <> "A" AND au_flag <> "U" THEN
      ERROR "Incorrect argument to addupd_cust()."
      EXIT PROGRAM
    END IF

      CALL clear_lines(1,4)
14> IF au_flag = "A" THEN
      DISPLAY "CUSTOMER ADD" AT 4, 29
      INITIALIZE gr_customer.* TO NULL
15> ELSE
      --* au_flag = "U"
      DISPLAY "CUSTOMER UPDATE" AT 4, 29
--* save current values of customer; if update is terminated, can
--* then redisplay original values.
      LET gr_workcust.* = gr_customer.*
    END IF

      CALL clear_lines(2, 16)
      DISPLAY " Press Accept to save new customer data. Press CTRL-W for Help."
        AT 16,1 ATTRIBUTE (REVERSE, YELLOW)
      DISPLAY " Press Cancel to exit w/out saving."
        AT 17,1 ATTRIBUTE (REVERSE, YELLOW)

16> LET int_flag = FALSE
      INPUT BY NAME gr_customer.company, gr_customer.address1,
                gr_customer.address2, gr_customer.city,
                gr_customer.state, gr_customer.zipcode,
                gr_customer.fname, gr_customer.lname, gr_customer.phone
      WITHOUT DEFAULTS

17> BEFORE FIELD company
      LET orig_comp = gr_customer.company

18> AFTER FIELD company
      IF gr_customer.company IS NULL THEN
        ERROR "You must enter a company name. Please re-enter."
        NEXT FIELD company
      END IF

      LET cust_cnt = 0
```

The company field is not the key for the customer table and thus is not required for the integrity of the database. The field is, however, the most significant label for the row. That is, the customer data will not be meaningful if there are customers without company names.

- 19** ➤ The next IF statement in the company AFTER FIELD clause verifies that the company name is unique in the database. The clause always performs the test when inserting a row but only applies the test if the company has changed when updating the row.

The prompt\_window() function notifies the user of a problem and gives the user a chance to correct it. If the user chooses to change the company name, the LET statement restores the original value and the NEXT FIELD statement repositions the user in the field.

Again, duplicate company names are a problem for the meaningfulness of the customer data rather than for the integrity of the database.

- 20** ➤ The BEFORE FIELD clause for the state field displays instructions for looking up states. An ON KEY clause implements the lookup action (see Note 22).
- 21** ➤ The AFTER FIELD clause for the state field uses a SELECT statement to verify that the state exists in the database. If not, the ERROR statement informs the user, and the NEXT FIELD statement repositions the user in the state field.

## The addupd\_cust() Function

---

```
19> IF (au_flag = "A")
    OR (au_flag = "U" AND orig_comp <> gr_customer.company)
THEN
  SELECT COUNT(*)
  INTO cust_cnt
  FROM customer
  WHERE company = gr_customer.company

  IF (cust_cnt > 0) THEN
    LET ga_dsplymsg[1] = "This company name already exists in the "
    LET ga_dsplymsg[2] = "          database."
    IF NOT prompt_window ("Are you sure you want to add another?", 9, 15)
    THEN
      LET gr_customer.company = orig_comp
      NEXT FIELD company
    END IF
  END IF
END IF

AFTER FIELD lname
IF(gr_customer.lname IS NULL) AND (gr_customer.fname IS NOT NULL) THEN
  ERROR "You must enter a last name with a first name."
  NEXT FIELD fname
END IF

20> BEFORE FIELD state
MESSAGE
  "Enter state code or press F5 (CTRL-F) for a list."

21> AFTER FIELD state
IF gr_customer.state IS NULL THEN
  ERROR "You must enter a state code. Please try again."
  NEXT FIELD state
END IF

SELECT COUNT(*)
INTO cust_cnt
FROM state
WHERE code = gr_customer.state

IF(cust_cnt = 0) THEN
  ERROR
  "Unknown state code. Use F5 (CTRL-F) to see valid codes."
  LET gr_customer.state = NULL
  NEXT FIELD state
END IF

MESSAGE ""
```

- 22** ➤ The ON KEY clause executes when the user presses the F5 function key or CONTROL-F in any field on the form. The IF statement uses the INFIELD() built-in function to restrict the lookup action to the state field. In other fields, the function key has no effect.

The lookup action calls the state\_popup() function to display a list of states. If the user does not select a state, state\_popup() returns null, and the inner IF statement positions the user in the field. Otherwise, state\_popup() returns the selected state, the DISPLAY BY NAME statement displays the value in the field and the NEXT FIELD statement positions the user in the zipcode field. The explicit NEXT FIELD statement skips the validation in the AFTER FIELD clause for the state field, which is appropriate because the state\_popup() can only return a valid state.

You could use similar AFTER FIELD and ON KEY actions in your own programs to provide friendly validation for foreign keys. See [Example 8](#) for a more detailed description of this technique.

- 23** ➤ The second ON KEY clause defines field-level help for each of the fields of the f\_customer form. Because CONTROL-W is the default Help key (and the OPTIONS statement does not redefine the Help key), this ON KEY executes when the user requests help. The section uses the built-in INFIELD() function to determine which field the cursor is in and uses the built-in SHOWHELP() function to specify which help message to display. These help messages must exist in the help field specified in the OPTIONS statement (hlpmsgs in this example). An alternative to field help is to use the HELP clause of the INPUT statement to specify a help message for all fields in the INPUT (see [Example 6](#)). The advantage of defining field help is that you can customize the help message that displays for each field.
- 24** ➤ The IF statement tests the int\_flag built-in variable to check whether the user left the form by pressing the Interrupt key (typically CONTROL-C).

In this case, the inner IF statement checks to see if the action is an update and, if so, restores the original version of the row that was saved in the gr\_workcust record (see [Note 15](#)). The IF statement returns FALSE to avoid inserting or updating the row in the calling function.

If the user used the Accept key (typically ESCAPE), the addupd\_cust() function returns TRUE to authorize the insertion or update.

## The addupd\_cust() Function

---

```
22 > ON KEY (CONTROL-F, F5)
      IF INFIELD(state) THEN
        CALL state_popup() RETURNING state_code

        IF state_code IS NULL THEN
          NEXT FIELD state
        END IF
        LET gr_customer.state = state_code
        DISPLAY BY NAME gr_customer.state

        MESSAGE ""
        NEXT FIELD zipcode
      END IF

23 > ON KEY (CONTROL-W)
      IF INFIELD(company) THEN
        CALL SHOWHELP(50)
      END IF
      IF INFIELD(address1) OR INFIELD(address2) THEN
        CALL SHOWHELP(51)
      END IF
      IF INFIELD(city) THEN
        CALL SHOWHELP(52)
      END IF
      IF INFIELD(state) THEN
        CALL SHOWHELP(53)
      END IF
      IF INFIELD(zipcode) THEN
        CALL SHOWHELP(54)
      END IF
      IF INFIELD(fname) OR INFIELD(lname) THEN
        CALL SHOWHELP(55)
      END IF
      IF INFIELD(phone) THEN
        CALL SHOWHELP(56)
      END IF

      END INPUT

24 > IF int_flag THEN
      LET int_flag = FALSE
      CALL clear_lines(2, 16)
      IF au_flag = "U" THEN
        LET gr_customer.* = gr_workcust.*
        DISPLAY BY NAME gr_customer.*
      END IF
      CALL msg("Customer input terminated.")
      RETURN (FALSE)
    END IF

    RETURN (TRUE)

  END FUNCTION -- addupd_cust --
```

## The state\_popup() Function

- 25** ➤ The state\_popup() function uses the same technique as the manu\_popup() function of [Example 8](#) to display a popup list of values to the user.
- 26** ➤ The OPEN WINDOW statement displays the w\_statepop window on top of any existing open windows. The function then opens and displays the f\_statesel array form and displays instructions for using the list.
- 27** ➤ The DECLARE statement declares a cursor for retrieving all rows from the state table. The ORDER BY clause of the SELECT statement sorts the retrieved rows alphabetically by state code.
- 28** ➤ The FOREACH loop retrieves all of the state rows into the pa\_state array. If more than 200 manufacturers exist in the database, the program prevents the pa\_state array from overflowing and sets the over\_size flag to TRUE so that only the first 200 manufacturers will display.
- 29** ➤ The IF statement tests the value of the state\_cnt variable. If this variable's value is 1, the FOREACH statement did not fetch any rows and thus did not loop. The msg() function notifies the user, and the assignments prepare to return null.
- 30** ➤ If the FOREACH clause did retrieve rows, the code block for the ELSE statement checks the over\_size variable to determine if all retrieved rows can fit into the program array. If not, the program notifies the user that only the first 60 will display.



## The state\_popup() Function

---

```
#####
25 > FUNCTION state_popup()
#####
      DEFINE          pa_state  ARRAY[60] OF RECORD
                                code    LIKE state.code,
                                sname   LIKE state.sname
      END RECORD,
      idx              INTEGER,
      state_cnt        INTEGER,
      array_sz         SMALLINT,
      over_size        SMALLINT

      LET array_sz = 60    --* match size of pa_state array

26 > OPEN WINDOW w_statepop AT 7, 3
      WITH 15 ROWS, 45 COLUMNS
      ATTRIBUTE(BORDER, FORM LINE 4)

      OPEN FORM f_statesel FROM "f_statesel"
      DISPLAY FORM f_statesel

      DISPLAY "Move cursor using F3, F4, and arrow keys."
      AT 1,2
      DISPLAY "Press Accept to select a state."
      AT 2,2

27 > DECLARE c_statepop CURSOR FOR
      SELECT code, sname
      FROM state
      ORDER BY code

28 > LET over_size = FALSE
      LET state_cnt = 1
      FOREACH c_statepop INTO pa_state[state_cnt].*
      LET state_cnt = state_cnt + 1
      IF state_cnt > array_sz THEN
      LET over_size = TRUE
      EXIT FOREACH
      END IF
      END FOREACH

29 > IF state_cnt = 1 THEN
      CALL msg("No states exist in database.")
      LET idx = 1
      LET pa_state[idx].code = NULL

30 > ELSE
      IF over_size THEN
      MESSAGE "State array full: can only display ",
      array_sz USING "<<<<<<"
      END IF

```

- 31 ➤ As with any array form, the program `fi` calls the `SET_COUNT()` built-in function to specify the number of filled elements in the array. The assignment resets the `int_flag` variable so `state_popup()` can trap the Interrupt key after the form session.

The call to the `ARR_CURR()` built-in function returns the number of the array element corresponding to the user's current position in the form.

Once the size of the program array has been defined, the `DISPLAY ARRAY` statement then activates the `f_statesel` form so the user can select a state code.

- 32 ➤ The `IF` statement tests the `int_flag` to determine whether the user left the form by using the Interrupt key. If so, the assignments prepare to return null.

The `RETURN` statement at the end of `state_popup()` returns the chosen row or, if there have been errors or the user interrupted the form, null.

## The insert\_cust() Function

- 33 ➤ The `insert_cust()` function uses the same technique as the `insert_stock()` function of [Example 7](#) to insert a row into the database.
- 33 ➤ The `WHENEVER ERROR CONTINUE` and `WHENEVER ERROR STOP` statements bracket the `INSERT` statement to suppress termination of the 4GL program if the `INSERT` encounters a runtime error. The `IF` statement tests the built-in status variable to see if the insertion succeeded and notifies the user of the problem if the insertion failed.

Use of this technique for SQL statements lets the program recover gracefully from the runtime errors that can arise with dynamic entities such as a database.

- 35 ➤ Because the `customer_num` column is a serial column, the database server generates a unique customer number when inserting a new customer row. After the insertion, the server places this number in the second element of the `SQLERRD` array, which is a member of the built-in `SQLCA` record. `SQLERRD` is the *SQL error detail*, and `SQLCA` is the *SQL communication area*.

The `LET` statement assigns this unique number to the `customer_num` member of the `gr_customer` record so that the `DISPLAY BY NAME` statement can show the number to the user.

- 36 ➤ The `message_window()` reports the successful insertion to the user.





---

# 10

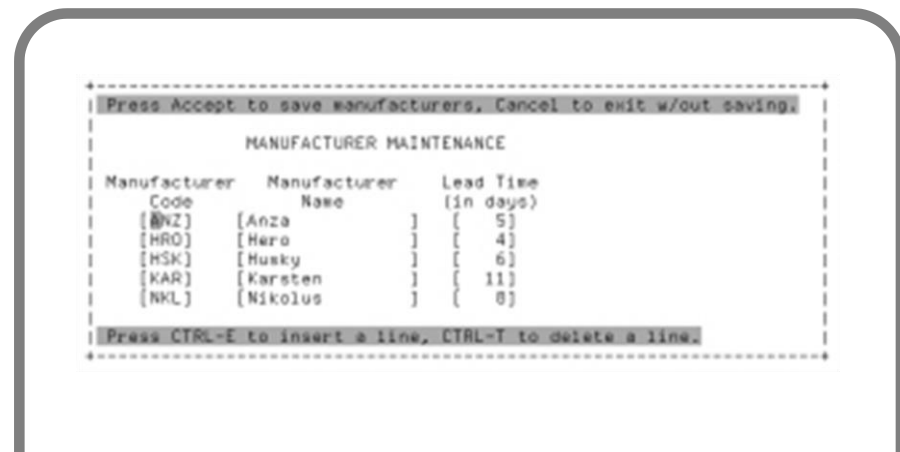


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# Accessing a Table with a Multi-Row Form

This example demonstrates how to use an array form to edit database rows. It uses the INPUT ARRAY WITHOUT DEFAULTS statement to initialize the form with rows fetched from the manufact table. The user can modify or delete these rows, or add new rows on the form.

The following form appears in this program:



The screenshot shows a terminal window with a multi-row form. The form is titled "MANUFACTURER MAINTENANCE" and contains a table with three columns: "Manufacturer Code", "Manufacturer Name", and "Lead Time (in days)". The table has five rows of data. The first row is highlighted with a cursor. Above the table, there is a prompt: "Press Accept to save manufacturers, Cancel to exit w/out saving." Below the table, there is another prompt: "Press CTRL-E to insert a line, CTRL-Y to delete a line."

| Manufacturer Code | Manufacturer Name | Lead Time (in days) |
|-------------------|-------------------|---------------------|
| [ANZ]             | [Anza ]           | [ 5]                |
| [HRO]             | [Hero ]           | [ 4]                |
| [HSK]             | [Husky ]          | [ 6]                |
| [KAR]             | [Karsten ]        | [ 11]               |
| [NKL]             | [Nikolus ]        | [ 8]                |

The program does not perform the database operations while the user is editing. Instead, it keeps track of the operations performed and, after the user presses the Accept key (typically ESCAPE), processes the inserts, updates, and deletes.

## Modifying Information in an Array Form

An array form displays multiple rows to the user at one time. This type of form is introduced in [Example 8](#). [Example 8](#) explains how to display multiple lines on a form using the DISPLAY ARRAY statement.

The INPUT ARRAY statement allows the user to enter multiple lines on an array form. The statement provides an Insert key (F1 by default) and Delete key (F2 by default) to add and delete rows in the array. The INPUT ARRAY statement, like the INPUT statement, supports the WITHOUT DEFAULTS clause to initialize form fields. You can use INPUT ARRAY WITHOUT DEFAULTS to initialize the rows of the array with data fetched from the database. The user can update or delete these rows as well as add new lines to the array (and to the database).

The basic technique for programming an array form is as follows:

1. Create a form specification that includes a screen array.
2. Define a program array large enough to store the database rows.
3. Open and display the array form in a window.
4. Query the database and store the rows in the program array.
5. Call the built-in SET\_COUNT() function to tell 4GL how many rows are stored in the program array. You must call SET\_COUNT() before using the WITHOUT DEFAULTS clause of INPUT ARRAY.
6. Execute the INPUT ARRAY WITHOUT DEFAULTS statement to activate the array form for editing the rows in the program array.
7. Call the built-in ARR\_CURR(), SCR\_CURR(), and ARR\_COUNT() functions in a BEFORE ROW clause to identify the current cursor position in the screen and program arrays.
8. Use the other clauses of INPUT ARRAY to perform data validation.

## Handling Empty Fields

On any field in a line of the screen array, the user may choose to:

- Move to another field (with RETURN or TAB)
- Move to another line (with the up or down arrow)
- Exit the screen array (with Accept or Cancel)

In each of these cases, 4GL executes the AFTER FIELD clause (if there is one) associated with the current field. Because a program can validate a field's value in an AFTER FIELD clause, this clause may need to deal with these three

possible user actions. For fields that require data, an AFTER FIELD clause can check for a null value. If the field is null, the program can notify the user that a value is required and return the cursor to the field.

If the user tries to move to another `fi` on the line (by pressing RETURN or TAB), and a value is required in the current field, a null value is invalid. The program should prevent the user from continuing to another field.

However, the `fi fi` of a line is a special case. When the cursor is on the last line of the array, a null value in the first field is valid if the user is exiting the screen array (with Accept or Cancel) or moving to another line (with the arrow keys). For this reason, the AFTER FIELD clause for the `fi fi` must perform additional checking when it encounters a null value. This checking requires the following built-in functions:

- The `ARR_CURR()` and `ARR_COUNT()` functions determine whether the cursor is on the last line of the array.
- The `FGL_LASTKEY()` and `FGL_KEYVAL()` functions determine which key sequence the user used.

Extensive `fi` validation should ordinarily appear within a separate function. The AFTER FIELD clause can call the function when it encounters a null value. In this example, the `valid_null()` function performs these tasks. It returns TRUE or FALSE to indicate whether the null field is valid. If the null is not valid, AFTER FIELD handles the empty field as it would any other field by returning the cursor to the `fi` and notifying the user that a value is required. If the null is valid, it allows the user to leave the `fi` blank.

## Identifying Keystrokes

A program can take different actions, depending on which key the user presses. In this example, an empty manufacturer code `fi` is allowed in some cases and not allowed in others. The program can determine whether to allow the user to leave the `fi` empty based on the key the user pressed to leave the `fi`. See the preceding section “[Handling Empty Fields](#)” for more information about checking empty fields.

To identify keystrokes, 4GL provides two built-in functions:

- `FGL_LASTKEY()` returns an integer value that identifies the last key pressed by the user.
- `FGL_KEYVAL()` returns the integer value for a specified key name.



By using the two functions together, the program need not be concerned with the actual integer representations of the keys. Instead, it can compare the return values from the two functions to identify a key.

For example, to see if the user has used the Accept key, a program can call these two functions as follows:

---

```
IF FGL_LASTKEY() = FGL_KEYVAL("accept") THEN
    . . .
END IF
```

---

The IF statement compares the value that represents the last keystroke with the value that represents the Accept key to see if they are the same. For portable code, it is a good idea to avoid using the actual integer representations.

To check if a keystroke is among a list of keys, assign the return value of FGL\_LASTKEY() to a variable and then include the variable in the comparisons:

---

```
DEFINE last_key SMALLINT
    . . .
LET last_key = FGL_LASTKEY()
IF ( last_key = FGL_KEYVAL("return")
    OR last_key = FGL_KEYVAL("tab")
    OR last_key = FGL_KEYVAL("right") )
THEN
    . . .
END IF
```

---

By assigning the result of FGL\_LASTKEY() to a variable, you only have to call this function once. Because the user's key does not change during the execution of the IF statement, there is no reason to call FGL\_LASTKEY() each time you call FGL\_KEYVAL().

For more information on using the FGL\_LASTKEY() and FGL\_KEYVAL() functions, see the *INFORMIX-4GL Reference*.

## Function Overview

| Function Name                 | Purpose  |
|-------------------------------|--|
| <code>dsply_manuf()</code>    | Displays the <code>f_manuf</code> form and controls the array editing.   |
| <code>valid_null()</code>     | Checks to see if the current key stroke is valid when the <code>manu_code</code> field is empty.   |
| <code>reshuffle()</code>      | Reshuffles the <code>ga_mrowid</code> array when an item is added to or deleted from the <code>ga_manuf</code> program array.  |
| <code>verify_mdel()</code>    | Verifies that the manufacturer to be deleted does not currently have items in the stock table.   |
| <code>choose_op()</code>      | Checks the operation flag ( <code>op_flag</code> ) in the <code>ga_mrowid</code> array for updates and inserts to perform. Checks the <code>ga_drows</code> array for deletes to perform.  |
| <code>insert_manuf()</code>   | Adds a manufact row to the database.   |
| <code>update_manuf()</code>   | Updates an existing manufact row.  |
| <code>delete_manuf()</code>   | Deletes an existing manufact row.  |
| <code>verify_rowid()</code>   | Verifies that the ROWID of the row to be updated or deleted has not been deleted by another user.  |
| <code>save_rowid()</code>     | Saves the ROWID and the manufacturer code of the row to be deleted in the <code>ga_drows</code> array (before this information is deleted when the <code>ga_mrowid</code> array is reshuffled).  |
| <code>msg()</code>            | Displays a brief, informative message.<br>See the description in <a href="#">Example 5</a> .   |
| <code>init_msgs()</code>      | Initializes the members of the <code>ga_dsplymsg</code> array to null.<br>See the description in <a href="#">Example 2</a> .   |
| <code>message_window()</code> | Opens a window and displays the contents of the <code>ga_dsplymsg</code> global array.<br>See the description in <a href="#">Example 2</a> .   |
| <code>prompt_window()</code>  | Displays a message and prompts the user for confirmation. This function is a variation on the <code>message_window()</code> function that appears in <a href="#">Example 2</a> .<br>See the description in <a href="#">Example 4</a> . |

*To locate any function definition, see the Function Index on page 730.*

## The f\_manuf Form

- 1 ➤ The DATABASE section lists the name of the database that the compiler should check for the tables listed in the TABLES section. This form can work with any version of the demonstration database.
- 2 ➤ The f00, f01 and f02 fields make up a single record (or line) of the array. Five lines appear in the screen array, so these tags are repeated for each array line.
- 3 ➤ The ATTRIBUTES section defines the special features or attributes for each screen field. In the f\_manuf form, all three fields are associated with the manufact table. The f00 field uses the UPSHIFT attribute to shift all letters entered in this field to uppercase. This attribute ensures that all manufacturer codes are stored in the database in uppercase letters.
- 4 ➤ The INSTRUCTIONS section defines the screen array for the form. This screen array has five elements because five lines appear in the SCREEN section. Each element is a screen record containing the three manufact fields: manu\_code, manu\_name, and lead\_time.

Remember to define a program array in your 4GL program with elements that match those of this screen array.

## The f\_manuf Form

---

*f\_manuf form file*

**1** ➤ DATABASE stores7

```
SCREEN
{
```

|            | Manufacturer<br>Code | Manufacturer<br>Name | Lead Time<br>(in days) |
|------------|----------------------|----------------------|------------------------|
| <b>2</b> ➤ | [f00]                | [f01                 | ] [ f02]               |
|            | [f00]                | [f01                 | ] [ f02]               |
|            | [f00]                | [f01                 | ] [ f02]               |
|            | [f00]                | [f01                 | ] [ f02]               |
|            | [f00]                | [f01                 | ] [ f02]               |

```
TABLES
manufact
```

**3** ➤ ATTRIBUTES

```
f00 = manufact.manu_code, UPSHIFT;
f01 = manufact.manu_name;
f02 = manufact.lead_time;
```

**4** ➤ INSTRUCTIONS

```
SCREEN RECORD sa_manuf[5] (manu_code THRU lead_time)
```

## The DATABASE and GLOBALS Statements

- 1➤ The program works with any version of the **stores7** database. It uses the `manufact` table.
- 2➤ The `ga_manuf` global array is the program array for the manufacturer rows. It is initialized with the manufacturer code, name, and `lead_time` of each `manufact` in the database. It corresponds to the `sa_manuf` screen array defined in the `f_manuf` form file.
- 3➤ The `ga_mrowid` global array holds the ROWIDs of the `manufact` rows. Each element of `ga_mrowid` corresponds to a line in the `ga_manuf` program array. The ROWIDs are used to quickly access a specified `manufact` row if the user modifies the row. This array also holds a `fl` to indicate the operation performed by the user on the associated line of `pa_manuf`. The possible values for this `fl` are:
  - `NULL`—no operation has been performed on the row
  - `"I"`—a new line has been inserted (`mrowid` is null)
  - `"U"`—the line has been updated
- 4➤ The `ga_drows` global array holds the ROWIDs of the lines the user has deleted on the `f_manuf` form. The ROWIDs of deleted rows cannot be stored in the `ga_mrowid` array because the `ga_mrowid` array must maintain a one-to-one correspondence with `ga_manuf`. Once a line is deleted from the screen array on the form, 4GL automatically deletes the line from the `ga_manuf` program array, and the program deletes the line from `ga_mrowid`. Thus, the program stores the ROWID of each to-be-deleted row in `ga_drows`.
- 5➤ The `g_idx` global variable is an index into the `ga_drows` array. It indicates the position of the most recent entry. Before 4GL deletes the line from the screen array, the program `fi` increments `g_idx` and then stores the ROWID and `op_flag` of the line in `ga_drows[g_idx]`.

## The MAIN Function

- 6➤ This program redefines the Insert and Delete keys to `CONTROL-E` and `CONTROL-T`, respectively. It also displays a message notifying the user of the control sequences that perform these tasks.
- 7➤ The `DEFER INTERRUPT` statement prevents the Cancel key (typically `CONTROL-C`) from terminating the program. Instead, using Cancel sets the global variable `int_flag` to `TRUE` (as discussed in [Example 5](#)). This `fl` is tested after the `INPUT` statement to see if the user has used Cancel to exit the menu.

4GL source file

```

1> DATABASE stores7

      GLOBALS

2>   DEFINE      ga_manuf      ARRAY[50] OF
                                RECORD
                                manu_code LIKE manufact.manu_code,
                                manu_name LIKE manufact.manu_name,
                                lead_time LIKE manufact.lead_time
                                END RECORD,

3>           ga_mrowid      ARRAY[50] OF
                                RECORD
                                mrowid      INTEGER,
                                op_flag     CHAR(1)
                                END RECORD,

4>           ga_drows      ARRAY[50] OF
                                RECORD
                                mrowid      INTEGER,
                                manu_code   LIKE manufact.manu_code
                                END RECORD,

5>           g_idx         SMALLINT

      DEFINE      ga_dsplymsg ARRAY[5] OF CHAR(48)

      END GLOBALS

#####
      MAIN
#####

      OPTIONS
      FORM LINE 4,
      MESSAGE LINE LAST,
      COMMENT LINE 2,
6>   INSERT KEY CONTROL-E,
      DELETE KEY CONTROL-T

7>   DEFER INTERRUPT
    
```

- 8> The dsply\_manuf() function controls the display and update of the manufact rows on the f\_manuf form. It returns TRUE if the user uses the Accept key (typically ESCAPE) to save the rows and FALSE if the user presses the Cancel key.
- 9> The choose\_op() function cycles through the ga\_manuf and ga\_drows arrays to determine the operations to perform on the rows. The ga\_manuf array contains lines that have been inserted or updated on the form. The ga\_drows contains lines that have been deleted.

## The dsply\_manuf() Function

- 10> The pr\_nullman record is a null record for the ga\_manuf array. It has the same fields as a line of the ga\_manuf array, but each field has a null value. To clear a line in ga\_manuf, the program assigns pr\_nullman to the appropriate line (see Notes 16 and 20). This technique is more efficient than:
  - Using the INITIALIZE statement each time the program must clear out a line.
  - Using a LET statement to assign a null value to each member of the record.INITIALIZE is easier to code than the LET statements because it can set all members of a record to null in a single statement. However, it is slightly more CPU-intensive than setting individual member variables with LET. By using INITIALIZE only once to initialize pr\_nullman (see Note 12), and then taking advantage of the record.\* syntax available with LET (see Note 20), the program is able to clear a line most efficiently.
- 11> The pr\_workman record is a work buffer for the ga\_manuf array. It has the same fields as a single line in ga\_manuf. This array stores the original values in a line before the user begins editing. It is used to determine whether the user has performed an Insert or an Update (see Note 26) and for restoring the original values to the screen if the user makes a data entry error (see Note 25).
- 12> The program initializes the pr\_nullman record to null. When the program needs to clear out a record, it calls the more efficient LET statement (rather than INITIALIZE) to assign the contents of pr\_nullman to the record being cleared (see Note 16).
- 13> The manufacturer form f\_manuf displays in a bordered window called w\_manufs. The DISPLAY statements notify the user of available control keys.
- 14> The c\_manufs cursor defines the information to select from manufact. It includes the selection of the ROWID for each manufact row so the program can quickly locate the row when it needs to be updated or deleted.

## The dsply\_manuf() Function

---

```
8> IF dsply_manuf() THEN
9>   CALL choose_op()
   CALL msg("Manufacturer maintenance complete.")
END IF

END MAIN

#####
FUNCTION dsply_manuf()
#####
  DEFINE      idx          SMALLINT,
             curr_pa      SMALLINT,
             curr_sa      SMALLINT,
             total_pa     SMALLINT,
             manuf_cnt    SMALLINT,

10>          pr_nullman RECORD
             manu_code LIKE manufact.manu_code,
             manu_name LIKE manufact.manu_name,
             lead_time LIKE manufact.lead_time
END RECORD,

11>          pr_workman RECORD
             manu_code LIKE manufact.manu_code,
             manu_name LIKE manufact.manu_name,
             lead_time LIKE manufact.lead_time
END RECORD

12> INITIALIZE pr_nullman.* TO NULL

13> OPEN WINDOW w_manufs AT 4,5
   WITH 13 ROWS, 67 COLUMNS
   ATTRIBUTE (BORDER)

   OPEN FORM f_manuf FROM "f_manuf"
   DISPLAY FORM f_manuf

   DISPLAY " Press Accept to save manufacturers, Cancel to exit w/out
   saving." AT 1, 1 ATTRIBUTE (REVERSE, YELLOW)
   DISPLAY " Press CTRL-E to insert a line, CTRL-T to delete a
   line." AT 13, 1 ATTRIBUTE (REVERSE, YELLOW)
   DISPLAY "MANUFACTURER MAINTENANCE"
   AT 3, 15

14> DECLARE c_manufs CURSOR FOR
   SELECT ROWID, manu_code, manu_name, lead_time FROM manufact
   ORDER BY manu_code

   LET idx = 1
```



- 15** ➤ The FOREACH statement opens the c\_manufs cursor and stores the selected data in the ga\_manuf and ga\_mrowid arrays. The ga\_manuf array holds the data to display in the screen array, and the ga\_mrowid array holds the ROWID for each line of the screen array.
- 16** ➤ If idx is 1, then no rows exist in the manufact table. The function clears out the first line of ga\_manuf.
- 17** ➤ The built-in SET\_COUNT() function tells the INPUT ARRAY WITHOUT DEFAULTS statement the size of the program array it will display. This statement must know how many lines are in the program array so it can determine how to control the screen array. The SET\_COUNT() function initializes the value that is returned by the built-in ARR\_COUNT() function.
- 18** ➤ The INPUT ARRAY statement controls cursor movement through the sa\_manuf screen array. The WITHOUT DEFAULTS clause tells 4GL to initialize the screen array with the contents of the ga\_manuf program array. This program array contains the manufact rows arranged in alphabetical order (see Note 15).
- 19** ➤ 4GL executes the BEFORE ROW clause each time the cursor moves to a new line of the screen array. This clause obtains the current position of the cursor in the screen array (SCR\_LINE()), the current position in the program array (ARR\_CURR()), and the total number of items in the program array (ARR\_COUNT()). By calling these built-in functions in BEFORE ROW, the respective variables are evaluated each time the cursor moves to a new line and are available within other clauses of the INPUT ARRAY.
- 20** ➤ 4GL executes the BEFORE INSERT clause just after the user uses the Insert key (CONTROL-E in this example) and before 4GL inserts a new line into the screen and program arrays. This clause initializes the work buffer, pr\_workman, to null so the program can identify the line as an Insert. Lines that are updated will have non-null values in pr\_workman (see Note 26).
- Notes 21 to 23** ➤ The BEFORE DELETE clause performs data validation after the user uses the Delete key (CONTROL-T in this example) and before 4GL deletes the current line from the screen and program arrays.
- 21** ➤ The save\_rowid() function saves the ROWID and manufacturer code of the current line in the ga\_drows array. This information is used to delete the appropriate manufact row once the user exits the INPUT ARRAY with Accept.

## The dsply\_manuf() Function

---

```
15➤  FOREACH c_manufs INTO ga_mrowid[idx].mrowid, ga_manuf[idx].*
      LET idx = idx + 1
      END FOREACH

16➤  IF idx = 1 THEN
      LET ga_manuf[1].* = pr_nullman.*
      END IF

17➤  CALL SET_COUNT(idx - 1)

18➤  INPUT ARRAY ga_manuf WITHOUT DEFAULTS FROM sa_manuf.*
19➤  BEFORE ROW
      LET curr_pa = ARR_CURR()
      LET curr_sa = SCR_LINE()
      LET total_pa = ARR_COUNT()
      LET pr_workman.* = ga_manuf[curr_pa].*

20➤  BEFORE INSERT
      LET pr_workman.* = pr_nullman.*

      BEFORE DELETE
21➤  CALL save_rowid(ga_mrowid[curr_pa].mrowid,
                  ga_manuf[curr_pa].manu_code)
```

- 22 > The `reshuffl` function deletes the current line from the `ga_mrowid` array and moves the successive lines up one line. 4GL has automatically deleted the line and `reshuffl` the `ga_manuf` array because `ga_manuf` is the program array. However, the program must delete the line from `ga_mrowid` if this array is to remain parallel with the `ga_manuf` array.
- 23 > The program assigns the values of the new current line to the work buffer.
- 24 > 4GL executes this BEFORE FIELD clause just before the cursor stops in the `manu_code` screen field. This LET statement stores the current value of the `manu_code` field in the work buffer. After the cursor leaves the field the program can compare the original value (in the work buffer) with the value in the field (in `ga_manuf[curr_pa]`). If these values are different, the user has updated the field value.

The `curr_pa` variable serves as the index for the program array. This variable is evaluated in the BEFORE ROW section by `ARR_CURR()` (see Note 19) and contains the line of the program array which corresponds to the cursor's current position.

**Notes 25 to 30 >** The AFTER FIELD clause performs data validation after the cursor has left the `manu_code` field.

- 25 > This IF statement determines whether a null value is valid in the `manu_code` field. From this field the user may choose to:
  - Move to the next field in the current line (with RETURN or TAB).
  - Move to another line of the array (with the up or down arrow).
  - Exit the screen array (with Accept or Cancel).

In the first case, a null field value is invalid because it means that the user is defining a manufacturer but has not entered a manufacturer code. However, in either of the other two cases, a null value is valid if the cursor is on the last line of the array. The program calls the `valid_null()` to check for these three cases. The function returns TRUE if a null value is valid and FALSE otherwise. If the null is invalid, the program notifies the user that a value must be entered, redisplay the original value (stored in the work buffer), and then uses the NEXT FIELD statement to move the cursor back to the `manu_code` field. NEXT FIELD prevents the user from moving to the next field without entering a manufacturer code.

For more information about why these three cases must be handled differently, see the section [“Handling Empty Fields” on page 186](#).

## The dsply\_manuf() Function

---

```
22 >      CALL reshuffle("D")
23 >      LET pr_workman.* = ga_manuf[curr_pa].*
24 >  BEFORE FIELD manu_code
      LET pr_workman.manu_code = ga_manuf[curr_pa].manu_code
      AFTER FIELD manu_code
25 >  IF(ga_manuf[curr_pa].manu_code IS NULL) THEN
      IF NOT valid_null(curr_pa, total_pa) THEN
          ERROR "You must enter a manufacturer code. Please try again."
          LET ga_manuf[curr_pa].manu_code = pr_workman.manu_code
          NEXT FIELD manu_code
      END IF
  END IF
```

- 26 ➤ If execution reaches this point, the manu\_code field is not empty. The user has either entered a new manufacturer code as part of an insert or has modified an existing one as part of an update. To determine which of these operations the user is performing, the program checks the value of manu\_code in the work buffer. Before an insert, this field of the work buffer is initialized to null (see Note 20). Before an update, the work buffer is initialized to the existing value of the manufacturer code (see Note 24).
- 27 ➤ If the user is performing an insert, the program verifies that the manufacturer code just entered is unique. The SELECT statement checks the manufact table for the new manufacturer code. If this code already exists, the program notifies the user and returns the cursor to the manu\_code field.
- 28 ➤ If the new manufacturer code is unique, then the program calls the reshuffle() function to create a new line in the ga\_mrowid array. 4GL has automatically added a line to ga\_manuf because ga\_manuf is the program array. However, this function must add the line to ga\_mrowid if this array is to remain parallel with the ga\_manuf array.

Note that the reshuffle() function is called when the cursor is on any but the last line of the screen array (curr\_pa <> total\_pa). There is no need to create an empty slot in ga\_mrowid if the user is simply adding a new line to the end of the array. No existing lines need to be reshuffled to make room for the empty line.

- 29 ➤ In the new line of ga\_mrowid (see Note 28) the program sets the op\_flag field to "I" to indicate that this line is the result of an insert operation. An insert will not have a value in the mrowid field because the ROWID is not assigned until after the new row is added to the manufact table.
- 30 ➤ If the condition in Note 26 is FALSE, the user is performing an update on the current line. However, the program does not permit the user to modify the value of the manu\_code field because this field is the key of the manufact table. The program tells the user to delete the incorrect line and add a new one with the correct manu\_code value. It then restores the manu\_code to its original value (contained in the work buffer) and returns the cursor to the manu\_code field.
- 31 ➤ This BEFORE FIELD clause stores the original value of the manu\_name field in the work buffer.

## The dsply\_manuf() Function

---

```
26 > IF (pr_workman.manu_code IS NULL)    --* if doing an Insert
      AND (ga_manuf[curr_pa].manu_code IS NOT NULL)
      THEN
27 >   SELECT COUNT(*)
      INTO manu_cnt
      FROM manufact
      WHERE manu_code = ga_manuf[curr_pa].manu_code

      IF manu_cnt > 0 THEN
        ERROR
        "This manufacturer code already exists. Please choose another code."
        LET ga_manuf[curr_pa].manu_code = NULL
        NEXT FIELD manu_code
28 >   ELSE                                --* no manufs exist with new code
      IF curr_pa <> total_pa THEN        --* if not at the last position,
        CALL reshuffle("I")            --* clear a position in the array
      END IF

29 >   LET ga_mrowid[curr_pa].op_flag = "I"  --* mark the line as new
      END IF

30 >   ELSE                                --* else doing an Update
      IF (ga_manuf[curr_pa].manu_code <> pr_workman.manu_code) THEN
        LET ga_dsplymsg[1] = "You cannot modify the manufacturer code."
        LET ga_dsplymsg[2] = " "
        LET ga_dsplymsg[3] = "To modify this value, delete the incorrect"
        LET ga_dsplymsg[4] = " entry and enter a new one with the correct"
        LET ga_dsplymsg[5] = " manufacturer code."
        CALL message_window(7,7)

        LET ga_manuf[curr_pa].manu_code = pr_workman.manu_code
        NEXT FIELD manu_code
      END IF
      END IF

31 >   BEFORE FIELD manu_name
      LET pr_workman.manu_name = ga_manuf[curr_pa].manu_name
```

- Notes 32 to 33** ➤ The AFTER FIELD clause performs data validation after the cursor leaves the manu\_name field.
- 32** ➤ The IF statement ensures that the user enters a manufacturer name. Because manu\_name is not the first field of the line, this AFTER FIELD need not check whether a null is valid (see Note 25). It can assume that an empty fi is always invalid.
  - 33** ➤ If the user has modified the fi the program checks the corresponding op\_flag field in ga\_mrowid. If the user is performing an insert, op\_flag is "I" (see Note 29). If op\_flag is null, the user is performing an Update and the program sets op\_flag to "U".
- Notes 34 to 35** ➤ The BEFORE FIELD clause performs data validation before the cursor stops on the lead\_time field.
- 34** ➤ The program sets an empty lead\_time field to zero and stores this value in the work buffer.
  - 35** ➤ The MESSAGE statement tells the user how to enter the lead time value. Because this value is stored in the database in an INTERVAL column, the user must follow a strict format for its data entry. Unless the interval is entered as a space followed by three digits 4GL displays an error.
- Notes 36 to 38** ➤ The AFTER FIELD clause performs data validation after the cursor leaves the lead\_time field.
- 36** ➤ If the lead time fi is empty, the program displays a zero in the fi This assignment guarantees that the lead\_time fi will have a non-null value when it is stored in the database.  
  
Note that to display the new lead\_time value from within the AFTER FIELD clause, the program must use the DISPLAY statement. To display the new value in the BEFORE FIELD clause, the DISPLAY statement is not needed because 4GL automatically displays the field value after it finishes executing the BEFORE FIELD.
  - 37** ➤ If the user modified the lead time, the program sets the op\_flag field to "U". The op\_flag is only set if it does not already contain a value (see Note 33).
  - 38** ➤ The MESSAGE statement clears the message line (see Note 35). Because the message line is defined as the last line of the window, the text had erased the user message identifying the key sequences for the insert and delete (see Note 13). The DISPLAY statement redisplay this information in the last line.
  - 39** ➤ If the user uses the Cancel key (typically CONTROL-C) to terminate the INPUT ARRAY, 4GL sets the int\_flag variable to TRUE. This IF resets the flag and noti-fi the user that the maintenance has been terminated. The dsply\_manuf() function returns FALSE to indicate that the user has used Cancel (see Note 8).

## The dsply\_manuf() Function

---

```
32 > AFTER FIELD manu_name
      IF ga_manuf[curr_pa].manu_name IS NULL THEN
        ERROR "You must enter a manufacturer name. Please try again."
      NEXT FIELD manu_name
      END IF

33 > IF(ga_manuf[curr_pa].manu_name <> pr_workman.manu_name) THEN
      IF ga_mrowid[curr_pa].op_flag IS NULL THEN
        LET ga_mrowid[curr_pa].op_flag = "U"
      END IF
      END IF

34 > BEFORE FIELD lead_time
      IF ga_manuf[curr_pa].lead_time IS NULL THEN
        LET ga_manuf[curr_pa].lead_time = 0 UNITS DAY
      END IF

35 > LET pr_workman.lead_time = ga_manuf[curr_pa].lead_time
      MESSAGE "Enter the lead_time in the form ' ###' (e.g. ' 001')."

36 > AFTER FIELD lead_time
      IF ga_manuf[curr_pa].lead_time IS NULL THEN
        LET ga_manuf[curr_pa].lead_time = 0 UNITS DAY
        DISPLAY ga_manuf[curr_pa].lead_time TO sa_manuf[curr_sa].lead_time
      END IF

37 > IF(ga_manuf[curr_pa].lead_time <> pr_workman.lead_time) THEN
      IF ga_mrowid[curr_pa].op_flag IS NULL THEN
        LET ga_mrowid[curr_pa].op_flag = "U"
      END IF
      END IF

38 > MESSAGE ""
      DISPLAY " Press CTRL-E to insert a line, CTRL-T to delete a line."
      AT 13, 1 ATTRIBUTE (REVERSE, YELLOW)

      END INPUT

39 > IF int_flag THEN
      LET int_flag = FALSE
      CALL msg("Manufacturer maintenance terminated.")
      RETURN (FALSE)
      END IF
```



- 40** ➤ If execution reaches this point, the user has used Accept (typically ESCAPE) to leave the INPUT ARRAY. The program prompts the user to confirm that changes made to the manufact rows should be made in the database. If the user answers Y, the dsply\_manuf() function returns TRUE to indicate that execution should continue. If the user answers N, dsply\_manuf() returns FALSE to indicate that the maintenance has been cancelled (see Note 8).

## The valid\_null() Function

- 41** ➤ The valid\_null() function returns TRUE or FALSE to identify whether the first screen field of a line can be null. Two tests determine the validity of the null:
- Which key did the user press to leave the field?
  - Is the cursor on the last line of the screen array?

When the cursor is on the last line, the manu\_code field can be null if the user presses the up arrow or the Accept key. However, this field cannot be null if the user presses RETURN, TAB, or right arrow to move to the next field. If the cursor is not on the last line, then the manu\_code can never be null. The function displays a message to explain why the null is invalid. If the user presses up arrow, down arrow, or Accept, then a null manu\_code fi is not valid because it leaves a gap in the array. If the user presses RETURN, then the null manu\_code fi is invalid because it would allow input of a null value.

- 42** ➤ The FGL\_LASTKEY() and FGL\_KEYVAL() functions identify the last key pressed by the user. FGL\_LASTKEY() returns an integer representation of the key. This value is saved in the last\_key variable so it can be compared against several key values. For more information on using these two functions, see [“Identifying Keystrokes” on page 187](#).
- 43** ➤ The LET statement uses the Boolean OR operator to assign a Boolean value to the next\_fld value. If the user presses a key that moves to the next field (RETURN, TAB, or right arrow), next\_fld is set to TRUE. Otherwise, next\_fld is set to FALSE.
- 44** ➤ The cursor is on the last line of the array if the current cursor position (array\_idx) is the size of the screen array (array\_size). The array\_idx argument is returned by the ARR\_CURR() built-in function and the array\_size argument is returned by the ARR\_COUNT() built-in function.
- 45** ➤ If the cursor is on the last line of the array, then the function checks which key the user has pressed. If next\_fld is TRUE, the user has tried to move to the next fi in the screen array line. The function returns FALSE to indicate that a null fi is not valid in this case.

## The valid\_null() Function

---

```
40> IF prompt_window("Are you sure you want to save these changes?", 8,11)
    THEN
        RETURN (TRUE)
    ELSE
        RETURN (FALSE)
    END IF

END FUNCTION -- dsply_manuf --

#####
41> FUNCTION valid_null(array_idx, array_size)
    #####
    DEFINE          array_idx      SMALLINT,
                   array_size     SMALLINT,

                   next_fld       SMALLINT,
                   last_key        INTEGER

42> LET last_key = FGL_LASTKEY()
43> LET next_fld = (last_key = FGL_KEYVAL("right"))
                   OR (last_key = FGL_KEYVAL("return"))
                   OR (last_key = FGL_KEYVAL("tab"))

44> IF (array_idx >= array_size) THEN      --* cursor is on last, empty line
45>     IF next_fld THEN                    --* AND user moves to next field
        RETURN (FALSE)
    END IF
```

- 46 ➤ If the cursor is not on the last line of the array, then the null field is invalid.
- 47 ➤ If next\_flg is FALSE, the user has pressed either the Accept key or the up arrow in an attempt to move out of the “empty” line. The function notifies the user that empty lines cannot exist in the middle of the array and tells the user to delete the line or fill in the current line. The manu\_code field cannot remain null, so the function returns FALSE.
- 48 ➤ If execution reaches this point, the cursor is on the last line of the array and the user has pressed either Accept or up arrow. The function returns TRUE to indicate that this condition allows a null manu\_code field.

## The reshuffle() Function

- 49 ➤ The direction variable holds one of two possible values: “I” indicates an insert while “D” indicates a delete. This variable controls the direction that lines are moved within the ga\_mrowid array. The clear\_it variable contains the array index of the line to clear when the reshuffl is complete.
- 50 ➤ The function calls the ARR\_CURR() and ARR\_COUNT() functions to obtain the current cursor position (pcurr) and the current number of lines in the array (ptotal).
- 51 ➤ If the user is performing an insert, the function needs to move all lines from the cursor position to the end of the array down one line to make room for an empty line in ga\_mrowid.
- 52 ➤ The FOR statement starts with the last line in ga\_mrowid, moving data down one line at a time until it reaches the current cursor position. The STEP clause defines the increment by which the counter variable (i in this case) is changed each time the FOR loop iterates. With no STEP clause, the FOR loop increments the counter variable by one. The STEP -1 clause tells the FOR to decrement the counting variable, i, by one for each iteration.
- 53 ➤ The clear\_it variable is set to the current cursor position. This line still contains values and needs to be cleared before the new manufacture row can be stored. The line is cleared by the code described in Note 56.
- 54 ➤ If the user is performing a delete, the function needs to move all lines from the current cursor position to the end of the array up one line to remove the line associated with the line to be deleted. The FOR statement starts with the line after of the current cursor position, moving the data up by one line until it reaches the last line of ga\_mrowid.

The STEP clause is not required because incrementing the counting variable by one is the default behavior of FOR.

## The reshuffle Function

---

```

46> ELSE                                     --* cursor is on an empty line
                                           --*   within the array

47>   IF NOT next_fld THEN                 --*   user presses key that
                                           --*       does NOT move to next field
       LET ga_dsplymsg[1] = "You cannot leave an empty line in the middle "
       LET ga_dsplymsg[2] = " of the array. To continue, either: "
       LET ga_dsplymsg[3] = "   - enter a manufacturer in the line"
       LET ga_dsplymsg[4] = "   - delete the empty line "
       CALL message_window(7, 12)
     END IF
     RETURN (FALSE)
   END IF

48> RETURN (TRUE)

END FUNCTION -- valid_null --

#####
FUNCTION reshuffle(direction)
#####
49>   DEFINE          direction          CHAR(1),
                               pcurr, ptotal, i    SMALLINT,
                               clear_it          SMALLINT

50>   LET pcurr = ARR_CURR()
       LET ptotal = ARR_COUNT()

51>   IF direction = "I" THEN             --* reshuffle to create an open
                                           --*   position in the array

52>     FOR i = ptotal TO pcurr STEP -1
         LET ga_mrowid[i + 1].* = ga_mrowid[i].*
     END FOR

53>     LET clear_it = pcurr
     END IF

54>   IF direction = "D" THEN             --* reshuffle to get rid of the
                                           --*   open position in the array

       IF pcurr < ptotal THEN FOR
         i = pcurr TO ptotal
           LET ga_mrowid[i].* = ga_mrowid[i + 1].*
         END FOR
     END IF

```

This FOR loop is only executed if the user is not deleting the last line of the array. To delete the last line, the program need not shuffl the lines of ga\_mrowid. The program just removes the deleted line (see Note 56).

- 55 > The clear\_it variable is set to the last line of the array. After reshuffl has moved up all lines of ga\_mrowid, the program needs to clear only the last line. The line is cleared by the code described in Note 56.
- 56 > These LET statements clear the clear\_it line of ga\_mrowid.

## The verify\_mdel() Function

- 57 > The nested SELECT statement determines if the manufacturer about to be deleted has any stock items currently defined in the database. It performs this verification in the following steps:
  1. Obtain the ROWID of the row to be deleted from the ga\_drows array at the index location specified by array\_idx.
  2. Use this ROWID as a WHERE condition for the subquery to fi the manufacturer code for the row to be deleted.
  3. Use the manufacturer code returned by the subquery as a WHERE condition for the outer SELECT to count the number of rows in the stock table that have this manufacturer code.
  4. Store the result of the query in the stock\_cnt variable.
- 58 > If stock items exist, the program notifies the user that the program cannot delete the associated manufacturer. The data in the stock table would be inconsistent if this manufact row was deleted, so the verify\_mdel() function returns FALSE.
- 59 > If no stock items for this manufacturer exist, verify\_mdel() returns TRUE to indicate that the manufact row can be deleted without leaving inconsistent data.

## The verify\_mdel() Function

---

```
55>     LET clear_it = ptotal

      END IF

56>     LET ga_mrowid[clear_it].mrowid = 0
      LET ga_mrowid[clear_it].op_flag = NULL

      END FUNCTION -- reshuffle --

#####
FUNCTION verify_mdel(array_idx)
#####
      DEFINE          array_idx          SMALLINT,
                    stock_cnt          SMALLINT

57>     SELECT COUNT(*)
      INTO stock_cnt
      FROM stock
      WHERE manu_code = ( SELECT manu_code
                        FROM manufact
                        WHERE ROWID = ga_drows[array_idx].mrowid )

58>     IF stock_cnt > 0 THEN
      LET ga_dsplymsg[1] = "Inventory currently has stock items made"
      LET ga_dsplymsg[2] = " by manufacturer ", ga_drows[array_idx].manu_code
      LET ga_dsplymsg[3] = "Cannot delete manufacturer while stock items"
      LET ga_dsplymsg[4] = " exist."
      CALL message_window(6,9)

      RETURN (FALSE)
      END IF

59>     RETURN (TRUE)
      END FUNCTION -- verify_mdel --
```

## The choose\_op() Function

- 60 ➤ The FOR statement moves through the ga\_mrowid array, checking the op\_flag fi in each line. This fi indicates what operation to perform on the row identified by the associated mrowid fi. If op\_flag is null, no operation is performed because the user has neither modified nor added data at this position.
- 61 ➤ If the op\_flag is “I”, the user has added the line. The program calls the insert\_manuf() function to insert a new manufact row. The data for this new row is stored at the same index location in the ga\_manuf array.
- 62 ➤ If the op\_flag is “U”, the user has updated the line. The program calls update\_manuf() to update the row identified by the ROWID in ga\_mrowid[idx] with the data in ga\_manuf[idx].
- 63 ➤ This FOR statement moves through the ga\_drows array. Each line of this array contains the ROWID and manufacturer code of a row to be deleted. The program calls the delete\_manuf() function to delete the row indicated by ga\_drows[idx].

## The insert\_manuf() Function

- 64 ➤ The WHENEVER ERROR statements surround INSERT to prevent automatic error checking. The function does its own error checking to test the success of the insert (see Note 66).
- 65 ➤ The INSERT statement adds a new manufact row to the database. To access the new row's values, it uses the array\_idx variable to index into the ga\_manuf array.
- 66 ➤ If the insert is not successful, the function displays an error message containing the error code and the manufacturer code that was not inserted. The error code identifies the cause of the failure, and the manufacturer code identifies which manufacturer failed. It is useful to identify which row was not added because all inserts are performed after the user uses the Accept key (typically ESCAPE). If the program cannot add one of the manufacturers, the user needs to know which one failed.

If the insert is successful, the function displays a window notifying the user of the row that has been added.





## The update\_manuf() Function

- 67 > The program obtains the ROWID for the current row from the ga\_mrowid array and the current row's manu\_code value from the ga\_manuf array. These values are needed as arguments to the verify\_rowid() function.
- 68 > The verify\_rowid() function makes sure that the ROWID of the row about to be updated still correctly identifies the row selected for update. Even though a ROWID uniquely identifies a row, the ROWIDs in the ga\_drows array were selected from the database at the beginning of the program. In the intervening period, another user may have updated or deleted this row, and the database server may have reassigned this ROWID to a new row.  
  
In any of these cases, this ROWID no longer contains the desired manufacturer information. This check prevents the UPDATE statement (see Note 69) from updating the wrong manufact row.
- 69 > The UPDATE statement updates the row identified by the ROWID in ga\_mrowid[array\_idx]. This row is updated with the values in ga\_manuf[array\_idx].

## The delete\_manuf() Function

- 70 > The verify\_mdel() function verifies that the row about to be deleted does not have stock items currently defined in the stock table. If stock items exist, verify\_mdel() returns FALSE and the delete\_manuf() function does not delete the row.
- 71 > The verify\_rowid() function makes sure that the ROWID of the row about to be deleted still correctly identifies the row selected for deletion. See Note 68 for the ways in which the ROWID can become incorrect. This check prevents the DELETE statement (see Note 72) from removing a row that the user did not intend to delete.
- 72 > If ROWID in ga\_drows[del\_idx] still identifies the desired manufact row, the DELETE statement deletes this row.



## The verify\_rowid() Function

- 73** ➤ The SELECT statement checks for a manufact row with the specified ROWID (mrowid is passed in as an argument).
- 74** ➤ If no manufact row has this ROWID, SELECT returns a status of NOTFOUND. If manu\_code has been updated or the ROWID has been reassigned to another manufact row, then code\_on\_disk no longer matches ga\_drows[mrowid].manu\_code. In any of these cases, the function notifies the user that the row to be deleted has already been deleted. It returns FALSE to indicate that the ROWID is no longer valid.
- 75** ➤ If the manufacturer code of the row identified by mrowid still matches the manufacturer code of this row on disk, the function returns TRUE.

## The save\_rowid() Function

- 76** ➤ The g\_idx variable is a global variable to indicate the last line of the ga\_drows array. If this variable is still null, the LET statement initializes it to zero.
- 77** ➤ The function increments the g\_idx index to move to the next available line of ga\_drows. It then stores the ROWID and manufacturer code of the row to be deleted at this location of ga\_drows. This information is now saved so the rows can be deleted at a later time.

## The verify\_rowid() Function

---

```
        LET ga_dsplymsg[1] = "Manufacturer ",
          ga_drows[del_idx].manu_code, " has been deleted."
        CALL message_window(6,6)
      END IF
    END IF

  END FUNCTION -- delete_manuf --

#####
FUNCTION verify_rowid(mrowid, code_in_mem)
#####
  DEFINE          mrowid          INTEGER,
                  code_in_mem     LIKE manufact.manu_code,

                  code_on_disk    LIKE manufact.manu_code

73>  SELECT manu_code
    INTO code_on_disk
    FROM manufact
    WHERE ROWID = mrowid

74>  IF (status = NOTFOUND)
      OR (code_on_disk <> code_in_mem)
    THEN
      ERROR "Manufacturer ", code_in_mem,
        " has been deleted by another user."
      RETURN (FALSE)
    END IF

75>  RETURN (TRUE)

  END FUNCTION -- verify_rowid --

#####
FUNCTION save_rowid(mrowid, mcode)
#####
  DEFINE          mrowid          INTEGER,
                  mcode           LIKE manufact.manu_code

76>  IF g_idx IS NULL THEN
      LET g_idx = 0
    END IF

77>  LET g_idx = g_idx + 1
    LET ga_drows[g_idx].mrowid = mrowid
    LET ga_drows[g_idx].manu_code = mcode

  END FUNCTION -- save_rowid --
```

*To locate any function definition, see the Function Index on page 730.*

---

# 11



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
7. *Validating and Inserting a Row*
8. *Displaying a Screen Array in a Popup Window*
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11. *Implementing a Master-Detail Relationship*
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# Implementing a Master-Detail Relationship

This example demonstrates a relatively complicated user interaction, one that involves multiple forms in a master-detail relationship. The INPUT ARRAY statement controls input to the detail form.

A key usability issue in such an interaction is the provision of a reliable escape route for the user. The user should have a way of abandoning the interaction at any point without being required to pass through meaningless input steps and without risk of entering false or inaccurate data in the database. This program is designed so that the user can use the Interrupt key (typically CONTROL-C) to exit cleanly at any point in the interaction.

## Program Overview

The program handles the entry of one new sales order for the demonstration database. An order is associated with a set of items, each with a price, quantity, and total price. This sort of master-detail relationship is common in business data processing.

The program executes the following sequence of steps:

1. The program collects the information about the order as a whole (the customer and purchase order numbers).
2. The program collects multiple items as rows in a scrolling array.  
It calculates the total price (line-item extension) automatically and updates the order subtotal as each item is completed.
3. When the user indicates that all items have been entered, the program calculates sales tax.
4. The user enters shipping instructions, if necessary, and confirms the final order, which is then inserted in the database.

Although large and fairly complete, this program would typically be only one phase of an order-entry system. However, it illustrates most of the features of this kind of an interaction.

To help you follow the actions of the code, here are sample screens as the program displays them.

Input begins with entry of a customer number in function `input_cust()`.

```
|-----|
|                                         ORDER ADD
|Customer Number:[          ] Company Name:[          ]
|Order No:[          ] Order Date:[          ] PO Number:[          ]
|-----|
|Item No. Stock No Manuf  Description  Quantity  Price  Total
| [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
| [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
| [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
| [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
|-----|
|                                         Sub-Total: [          ]
|Tax Rate [          ]% [          ]                                         Sales Tax: [          ]
|-----|
|                                         Order Total: [          ]
|Enter the customer number and press RETURN. Press CTRL-N for Help.
|Press Cancel to exit without saving.
|Enter a customer number or press F5 (CTRL-F) for a list.
|-----|
```

## Program Overview

---

The user can request a list of customer numbers; the `cust_popup()` function displays a scrolling list in a new window.

```
|-----|
|                                     ORDER ADD
|Customer Number:[      ] Company Name:[      ]
|Order No:[      ] Order Date:[      ] PO Number:[      ]
|-----|
|I| Move cursor using F3, F4, and arrow keys.      Qty      Price      Total
|I| Press Accept to select a company.                | | | | |
|I|                                                    | | | | |
|I| Customer No.      Company Name                    | | | | |
|I| [      101] [All Sports Supplies ]                 | | | | |
|I| [      102] [Sports Spot ]                         | | | | |
|I| [      103] [Phil's Sports ]                       | | | | |
|I| [      104] [Play Ball' ]                         | | | | |
|I| [      105] [Los Altos Sports ]                   | | | | |
|I|                                                    | | | | |
|I|                                                    | | | | |
|I|                                                    | | | | |
|I|                                                    | | | | |
|I| Order Total: [      ]                             | | | | |
|I| Press CTRL-M For Help.                            | | | | |
|I|                                                    | | | | |
|-----|
|E|
|-----|
```





The item description is supplied from the database, and the total price is recalculated when the cursor leaves the Quantity column. The Subtotal field is updated as each item is completed. The user is allowed to move back to previous rows with the up and down arrow keys, and to edit previous entries of stock number, manufacturer, and quantity. If such corrections were not allowed, the only way to correct a typing error would be to cancel the entire order and start over, which would not be acceptable to most users.

```

+-----+
|                                     ORDER ADD                                     |
| Customer Number:[          104] Company Name:[Play Ball'          ]             |
| Order No:[          ] Order Date:[05/21/1991] PO Number:[ZZ009932 ]             |
+-----+
| Item No. Stock No Manuf  Description  Quantity  Price      Total      |
| [ 2] [ 1] [ HSK] [baseball gloves] [ 1] [ $800.00] [ $800.00] |
| [ 3] [ 3] [ SHM] [baseball bat  ] [ 1] [ $200.00] [ $200.00] |
| [ 4] [ 2] [ HRO] [baseball      ] [ 2] [ $126.00] [ $252.00] |
| [ 5] [  ] [  ] [                ] [  ] [          ] [          ] |
+-----+
|                                     Sub-Total: [ $1372.00] |
| Tax Rate [ 14 [          ] Sales Tax: [          ] |
+-----+
|                                     Order Total: [          ] |
| Enter the item information and press Accept. Press CTRL-N for Help. |
| Press Cancel to exit without saving. |
| Enter a stock number or press F5 (CTRL-F) for a list. |
+-----+

```

When the user uses the Accept key (typically ESCAPE) the program asks if the order is to be shipped now. If the answer is yes, shipping instructions are taken in another window.



When all input has been gathered, the user is asked to confirm the order before it is finally recorded in the database.

## Function Overview

| Function Name  | Purpose  |
|----------------|--|
| add_order()    | Calls routines needed to add an order.   |
| input_cust()   | Accepts user input for the customer number.  |
| cust_popup()   | Displays a popup window of customers.  |
| input_order()  | Accepts user input for date, PO number.  |
| input_items()  | Accepts user input for order line items.   |
| renum_items()  | Renumbers the item numbers when an item is added or deleted in the items array.  |
| stock_popup()  | Displays a popup window for stock numbers and manufacturer codes.  |
| dsply_taxes()  | Displays the retail tax rate and sales tax amount based on the state in the customer's address. Also calculates the order's total by adding in sales tax amount. |
| order_amount() | Calculates the total cost of the order by summing the items entered so far.  |

## Function Overview

---

|                               |   |
|-------------------------------|---|
| <code>tax_rates()</code>      | Supplies the appropriate tax schedule for a customer. See the description in <a href="#">Example 4</a> .  |
| <code>ship_order()</code>     | Opens a window and a form for shipping information.   |
| <code>input_ship()</code>     | Accepts user input for shipping information. This function resembles the <code>change_cust()</code> function from <a href="#">Example 6</a> .   |
| <code>order_tx()</code>       | Performs database operations to insert the order and items in a single transaction.   |
| <code>insert_order()</code>   | Adds an order row to the database.  |
| <code>insert_items()</code>   | Adds associated items rows to the database.   |
| <code>clear_lines()</code>    | Clears any number of lines, starting at any line. See the description in <a href="#">Example 6</a> .  |
| <code>init_msgs()</code>      | Initializes the members of the <code>ga_dsplymsg</code> array to null. See the description in <a href="#">Example 2</a> .   |
| <code>msg()</code>            | Displays a brief, informative message. See the description in <a href="#">Example 5</a> .   |
| <code>message_window()</code> | Opens a window and displays the contents of the <code>ga_dsplymsg</code> global array. See the description in <a href="#">Example 2</a> .   |
| <code>prompt_window()</code>  | Displays a message and prompts the user for confirmation. This function is a variation on the <code>message_window()</code> function that appears in <a href="#">Example 2</a> . See the description in <a href="#">Example 4</a> . |

---

## The f\_orders Form

- 1 ➤ This form is visible at all times, although it is partly covered by popup windows during some phases of the order-entry process. Its principal feature is a scrolling array of order items. The INPUT ARRAY statement is used to connect this screen array to the program array of records, ga\_items.
- 2 ➤ To construct a screen array, you first define a repeating set of fields. All the fields with the same tag (for example, all f005 fields) must be the same size. They do not have to be arranged in regular columns, but any other arrangement would be hard for the user to understand.

The same field tag number must appear in each field. This is only common sense, but the form compiler does check for this.

- 3 ➤ Each field in an array row is described once in the ATTRIBUTES section. Here, the f005 fields are associated with the item\_num column of the items table. This column of fields is marked NOENTRY; the item numbers are maintained by the program, not input by the user.
- 4 ➤ The SCREEN RECORD statement defines the array of records. It specifies a name for the array (sa\_items), which is used in the INPUT ARRAY statement. It specifies the number of rows in the array (4). This is the number on the screen, not the size of the program array that receives the input. In this program, up to 10 item rows can be entered, and the INPUT ARRAY statement lets the user scroll through them using the four lines of the screen array.

This statement also specifies which fields are part of a row of the array. It names them by their table and column, not by the screen field tags used earlier.

## The f\_orders Form

*f\_orders form file*

### 1 ➤ DATABASE stores7

```
SCREEN
{
```

```
Customer Number:[f000      ] Company Name:[f001      ]
Order No:[f002      ] Order Date:[f003      ] PO Number:[f004      ]
```

```
-----
Item No. Stock No Manuf  Description  Quantity  Price  Total
2 ➤ [f005 ] [f006 ] [f07] [f008      ] [f009 ] [f010 ] [f011 ]
   [f005 ] [f006 ] [f07] [f008      ] [f009 ] [f010 ] [f011 ]
   [f005 ] [f006 ] [f07] [f008      ] [f009 ] [f010 ] [f011 ]
   [f005 ] [f006 ] [f07] [f008      ] [f009 ] [f010 ] [f011 ]
-----
                                Sub-Total: [f012      ]
Tax Rate [f013 ]% [f014 ]          Sales Tax: [f015      ]
-----
                                Order Total: [f016      ]
}
```

```
TABLES
customer orders items stock state
```

```
ATTRIBUTES
f000 = orders.customer_num;
f001 = customer.company;

f002 = orders.order_num;
f003 = orders.order_date, DEFAULT = TODAY;
f004 = orders.po_num;
```

```
3 ➤ f005 = items.item_num, NOENTRY;
   f006 = items.stock_num;
   f07  = items.manu_code, UPSHIFT;
   f008 = stock.description, NOENTRY;
   f009 = items.quantity;
   f010 = stock.unit_price, NOENTRY;
   f011 = items.total_price, NOENTRY;
```

```
f012 = formonly.order_amount;
f013 = formonly.tax_rate;
f014 = state.code, NOENTRY;
f015 = formonly.sales_tax TYPE MONEY;
f016 = formonly.order_total;
```

```
INSTRUCTIONS
```

```
4 ➤ SCREEN RECORD sa_items[4](items.item_num, items.stock_num, items.manu_code,
    stock.description, items.quantity, stock.unit_price, items.total_price)
```

## The f\_custsel Form

- 1 ➤ The f\_custsel form is used as a popup window to display valid customer numbers and company names. These customer numbers are stored in the customer table.
- 2 ➤ The form defines the sa\_cust screen array to use with this popup window.

## The f\_stocksel Form

- 1 ➤ The f\_stocksel form is used as a popup window to display stock items defined in the stock table. The form displays related information from the manufact table as well.
- 2 ➤ The screen array for this popup window is sa\_stock.

## The f\_custsel Form

---

### *f\_custsel form file*

#### 1➤ DATABASE stores7

```
SCREEN
{
  Customer No.      Company Name
  [f001      ] [f002      ]
  [f001      ] [f002      ]
  [f001      ] [f002      ]
  [f001      ] [f002      ]
  [f001      ] [f002      ]
}
```

```
TABLES
customer
```

```
ATTRIBUTES
f001 = customer.customer_num, ZEROFILL;
f002 = customer.company;
```

#### 2➤ INSTRUCTIONS

```
SCREEN RECORD sa_cust[5] (customer.customer_num THRU customer.company)
```

### *f\_stocksel form file*

#### 1➤ DATABASE stores7

```
SCREEN
{
  Stock No.   Description   Manufacturer Code/Name   Unit   Unit Price
  [f001 ] [f002      ] [f003][f004      ] [f005] [f006      ]
  [f001 ] [f002      ] [f003][f004      ] [f005] [f006      ]
  [f001 ] [f002      ] [f003][f004      ] [f005] [f006      ]
  [f001 ] [f002      ] [f003][f004      ] [f005] [f006      ]
  [f001 ] [f002      ] [f003][f004      ] [f005] [f006      ]
}
```

```
TABLES
stock
manufact
```

```
ATTRIBUTES
f001 = stock.stock_num;
f002 = stock.description;
f003 = stock.manu_code;
f004 = manufact.manu_name;
f005 = stock.unit;
f006 = stock.unit_price;
```

#### 2➤ INSTRUCTIONS

```
SCREEN RECORD sa_stock[5] (stock.stock_num THRU stock.unit_price)
```



## The f\_ship Form

- 1➤ This form displays the shipping information. In this example, it accepts the shipping information for the order currently being entered. The customer number, company name, and order date of the current order display in the fi at the top of the form. The order number fi is blank because the order has not yet been saved in the database. Only then is an order assigned an order number.
- 2➤ The order\_num field is defined as FORMONLY so that it can accept user input (see [Example 21](#)). Because the order\_num column is defined as SERIAL, the database maintains its value. 4GL prevents the user from modifying SERIAL values by preventing the cursor from entering any fi associated with a SERIAL column. If the fi were defined as orders.order\_num, the user would be unable to enter search criteria in this field.
- 3➤ The ship\_date fi uses the DEFAULT attribute and the TODAY function to initialize an empty ship\_date fi with today's date.
- 4➤ The order\_amount fi is defined as NOENTRY because this fi does not require user entry. The order amount value is calculated by the application program.
- 5➤ The form defines the sr\_ship screen record so an INPUT statement can access all input fi on the form using the *record.\** notation.

## The f\_ship Form

---

*f\_ship form file*

**1**➤ DATABASE stores7

```
SCREEN
{
    Customer Number:[f000          ] Company Name:[f001          ]
    Order No:[f002          ]      Order Date:[f003          ]

    Ship Date: [f004          ]
    Shipping Instructions:[f005          ]
    Shipping Weight (in lbs.): [f006          ]

        Order Amount (incl. Tax) : [f007          ]
        Shipping Charge ($1.50/lb): [f008          ]
        -----
        Order Total: [f009          ]
}
```

TABLES  
customer orders

ATTRIBUTES  
f000 = orders.customer\_num;  
f001 = customer.company;

**2**➤ f002 = formonly.order\_num;  
f003 = orders.order\_date;

**3**➤ f004 = orders.ship\_date, DEFAULT = TODAY;  
f005 = orders.ship\_instruct;  
f006 = orders.ship\_weight, DEFAULT = 0.00;

**4**➤ f007 = formonly.order\_amount, NOENTRY;  
f008 = orders.ship\_charge;  
f009 = formonly.order\_total, NOENTRY;

INSTRUCTIONS

**5**➤ SCREEN RECORD sr\_ship(orders.ship\_date, orders.ship\_instruct,  
orders.ship\_weight, orders.ship\_charge)

## The DATABASE and GLOBALS Statements

- 1➤ Transaction processing is necessary to ensure that the order row and all of the item rows are inserted successfully, or that none are inserted.
- 2➤ The `gr_customer` record holds a row from the customer table.  
The `gr_orders` and `ga_items` records are used to construct rows for those tables. Note that `ga_items` is an array of records. Its size determines how many line items may be entered for any order.
- 3➤ The `gr_charges` record is used to collect tax and shipping charges.
- 4➤ The `gr_ship` record is used to collect shipping information. These fields eventually contribute to the order row.

All these records could, in this program, be module variables. Global variables are only required when the functions that use a record are in different modules.

4GL source file

```
1> DATABASE stores7
   GLOBALS
2>  DEFINE  gr_customer RECORD LIKE customer.*,
          gr_orders RECORD
          order_num LIKE orders.order_num,
          order_date LIKE orders.order_date,
          po_num LIKE orders.po_num,
          order_amount MONEY(8,2),
          order_total MONEY(10,2)
          END RECORD,

          ga_items ARRAY[10] OF RECORD
          item_num LIKE items.item_num,
          stock_num LIKE items.stock_num,
          manu_code LIKE items.manu_code,
          description LIKE stock.description,
          quantity LIKE items.quantity,
          unit_price LIKE stock.unit_price,
          total_price LIKE items.total_price
          END RECORD,

3>  gr_charges RECORD tax_rateDECIMAL(5,3),
          ship_chargeLIKE orders.ship_charge,
          sales_taxMONEY(9),
          order_totalMONEY(11)
          END RECORD,

4>  gr_ship RECORD
          ship_dateLIKE orders.ship_date,
          ship_instructLIKE orders.ship_instruct,
          ship_weightLIKE orders.ship_weight,
          ship_chargeLIKE orders.ship_charge
          END RECORD

# used by init_msgs(), message_window(), and prompt_window() to allow
# user to display text in a message or prompt window.
   DEFINE      ga_dsplymsg ARRAY[5] OF CHAR(48)

END GLOBALS
```

## The MAIN Function

- 5➤ As in other examples, the Interrupt key (typically CONTROL-C) is deferred so that its use will not terminate the program. The use of the key is tested after each input operation, and taken as a signal that the user wants to quit.
- 6➤ This OPEN WINDOW and the following OPEN FORM and DISPLAY FORM statements could be combined into a single OPEN WINDOW WITH FORM statement.
- 7➤ All the processing for a single order entry has been delegated to this function.

This example program manages only a single order; in a real application the add\_order() function might be called in a loop, or from a vertical menu.

## The add\_order() Function

- 8➤ The new order will be constructed in this record. Fields not filled in by the following code will be null.
- 9➤ This legend reminds the user that the Cancel (or Interrupt) key is available to exit the current transaction without saving. It remains on the screen throughout. It could be part of the form definition, but that would commit any program using this form to implement Cancel in the same way.
- 10➤ The input process has been divided for simplicity into three phases, each in a separate function. The user might choose to cancel in any of the phases. If the user does so, the subsequent phases should not be performed.

This set of IF statements shows one way to deal with such a serial dependency among functions. Each function returns TRUE when the user does *not* cancel. If the user does not cancel in input\_cust(), input\_order() is called; if the user does not cancel in that function, input\_items() is called; if it returns TRUE, the remainder of the entry process begins.

When there are more than three sequential dependencies, the IF stack becomes uncomfortably deep. Another method is to accumulate the status using AND as in this hypothetical fragment, which can be replicated as needed.

---

```
IF ok_so_far THEN
  LET ok_so_far = next_phase()
END IF
```

---

## The MAIN Function

---

```
#####
MAIN
#####

OPTIONS
  HELP FILE "hlpmsgs",
  FORM LINE 2,
  COMMENT LINE 1,
  MESSAGE LINE LAST
5> DEFER INTERRUPT

6> OPEN WINDOW w_main AT 2,3
    WITH 18 ROWS, 76 COLUMNS
    ATTRIBUTE (BORDER)
    OPEN FORM f_orders FROM "f_orders"
    DISPLAY FORM f_orders

7> CALL add_order()

    CLOSE FORM f_orders
    CLOSE WINDOW w_main
    CLEAR SCREEN
END MAIN

#####
FUNCTION add_order()
#####

8> INITIALIZE gr_orders.* TO NULL

    DISPLAY "ORDER ADD" AT 2, 34
    CALL clear_lines(2, 16)

9> DISPLAY " Press Cancel to exit without saving."
    AT 17, 1 ATTRIBUTE (REVERSE, YELLOW)

10> IF input_cust() THEN
    IF input_order() THEN IF
    input_items() THEN
    CALL dsply_taxes()
    IF prompt_window("Do you want to ship this order now?", 8, 12) THEN
    CALL ship_order()
    ELSE
    LET gr_ship.ship_date = NULL
    END IF

    CALL clear_lines(2, 16)

    LET ga_dsplymsg[1] = "Order entry complete."
```

- 11 ► A similar technique is used to control the actual insertion process. Prompt\_window() returns TRUE when the user replies Y; order\_tx() inserts the order and returns TRUE when the rows are inserted successfully.
- 12 ► The order number is a SERIAL value, created only when the order row is inserted. Here it is reported to the user, to be recorded on the entry documents.

## The input\_cust() Function

- 13 ► This function assists the user in entering the customer number, and makes certain that a valid one is entered. A valid customer number is essential because the customer number is the key that joins the orders and customer tables.
- 14 ► By clearing the int\_flag just before the start of the INPUT statement, then testing it just afterward, the program can tell whether the INPUT was terminated by the Interrupt key (typically CONTROL-C) or by the Accept key (typically ESCAPE).
- 15 ► The INPUT statement begins here and extends onto the next page. Only the single-form field named in the INPUT statement is accessible to the cursor.
- 16 ► Whenever a field is entered by the cursor, its BEFORE FIELD clause is executed. That includes the initial entry to the field (and in this case, only) field.
- 17 ► Whenever the cursor leaves a field either due to a cursor-movement key or to the Accept key, its AFTER FIELD clause is executed. This is the normal place to put validation and verification code such as that which follows here.  

The AFTER FIELD clause is *not* executed when the Interrupt key is used.
- 18 ► This test ensures that the user cannot leave this form without entering a customer number of some kind. Even if the Accept key is used, the NEXT FIELD statement forces the input process to continue.

If there were truly no exit, of course, users could be very frustrated. However the message “Press Cancel” is visible, and Interrupt will work.





- 19 ➤ The number entered by the user is validated against the database. Because there is a unique index on the customer.customer\_num column, this SELECT can return at most one row, so no cursor is needed.
- 20 ➤ If the specified customer number is not in the database, the cursor is returned to the customer\_num field and the user is asked to enter another number.
- 21 ➤ If the customer number is valid, the program gives visual feedback by filling in the customer name from the database.
- 22 ➤ The AFTER FIELD block for the customer number field ends at this point in the code.
- 23 ➤ When the user presses either key during the INPUT, the following code block is executed. The cust\_popup() function displays a list of customers and returns null only if the user cancels, in which case the NEXT FIELD statement returns the user to input state. If the user does not cancel, the desired data is selected from the popup list and saved, and the input is ended.
- 24 ➤ Following the input, if the Interrupt key was used, this field contains TRUE. The cancellation is confirmed with a message, and the function returns FALSE, signalling its caller to proceed no further (see Note 10).

Note that the user might use the Interrupt key while looking at the popup list of customers. The cust\_popup() function clears the int\_flag before returning, so this IF can be affected only by Interrupt during this INPUT.

## The input\_cust() Function

---

```
19> SELECT company, state
      INTO gr_customer.company, gr_customer.state
      FROM customer
      WHERE customer_num = gr_customer.customer_num

      IF(status = NOTFOUND) THEN
        ERROR
        "Unknown Customer number. Use F5 (CTRL-F) to see valid customers."
        LET gr_customer.customer_num = NULL
20> NEXT FIELD customer_num
      END IF

21> DISPLAY BY NAME gr_customer.company
      MESSAGE ""
22> EXIT INPUT

23> ON KEY (CONTROL-F, F5)
      IFINFIELD(customer_num) THEN
        CALL cust_popup()
          RETURNING gr_customer.customer_num, gr_customer.company

        IFgr_customer.customer_num IS NULL THEN
          NEXT FIELD customer_num
        ELSE
          SELECT state
            INTO gr_customer.state
            FROM customer
            WHERE customer_num = gr_customer.customer_num
          DISPLAY BY NAME gr_customer.customer_num, gr_customer.company
        END IF
      END IF

      END INPUT

24> IF int_flag THEN
      LET int_flag = FALSE
      CALL clear_lines(2, 16)
      CLEAR FORM
      CALL msg("Order input terminated.")
      RETURN (FALSE)
    END IF

      RETURN (TRUE)
END FUNCTION -- input_cust --
```

## The cust\_popup() Function

- 25 ➤ The cust\_popup() function is called from input\_cust() when the user requests a display of customer numbers. It displays the list of numbers and names. If the user selects one, it returns both the number and the name. If the user cancels with Interrupt, it returns a null customer number.
- 26 ➤ The function loads all, or as much as will fit of the customer table into the pa\_cust array.

Because the array is a local variable, it exists only while the function is active and has to be reloaded each time the function is called. In some applications this could cause performance problems, in which case the array could be made global and fit just once, when the program starts up. While that would fix the performance problem, it would mean that the program would not reflect additions or deletions in the customer table until it was restarted.
- 27 ➤ This window intentionally covers up the legend “Press Cancel to exit without saving” in the main window. If the user presses Cancel in this routine it will not cancel the entire order, but merely the popup display.
- 28 ➤ The FOREACH loop loads all customer numbers and names into the pa\_cust array for display. The array has a fit size while the size of the table is unknown. The function counts the rows as they are fetched and if it fits the array, it ends the loop early.
- 29 ➤ The IF statement checks for the (remote) possibility that no customers exist in the database. In that case the program sets up to return a null value and does not display the popup list.
- 30 ➤ A more likely event is that the array gets fit before the end of the table is reached. The display can still be performed, but the user is told that the list is incomplete.
- 31 ➤ The SET\_COUNT() library function tells DISPLAY ARRAY how many rows of the array are valid.
- 32 ➤ The ARR\_CURR() library function returns the row number where the cursor rested when the display ended.

## The cust\_popup() Function

---

```

#####
25 > FUNCTION cust_popup()
#####
26 >   DEFINE          pa_cust ARRAY[200] OF RECORD
                                customer_num LIKE customer.customer_num,
                                company      LIKE customer.company
                                END RECORD,
                                idx          INTEGER,
                                cust_cnt    INTEGER,
                                array_sz    SMALLINT,
                                over_size   SMALLINT

                                LET array_sz = 200      --* match size of pa_cust array

27 >   OPEN WINDOW w_custpop AT 7, 5
                                WITH 12 ROWS, 44 COLUMNS
                                ATTRIBUTE(BORDER, FORM LINE 4)
                                OPEN FORM f_custsel FROM "f_custsel"
                                DISPLAY FORM f_custsel
                                DISPLAY "Move cursor using F3, F4, and arrow keys."
                                AT 1,2
                                DISPLAY "Press Accept to select a company."
                                AT 2,2

                                DECLARE c_custpop CURSOR FOR
                                SELECT customer_num, company
                                FROM customer
                                ORDER BY customer_num

                                LET over_size = FALSE
                                LET cust_cnt = 1
28 >   FOREACH c_custpop INTO pa_cust[cust_cnt].*
                                LET cust_cnt = cust_cnt + 1
                                IF cust_cnt > array_sz THEN
                                    LET over_size = TRUE
                                    EXIT FOREACH
                                END IF
                                END FOREACH

                                IF cust_cnt = 1 THEN
29 >   CALL msg("No customers exist in the database.")
                                LET idx = 1
                                LET pa_cust[idx].customer_num = NULL
                                ELSE
30 >   IF over_size THEN
                                MESSAGE "Customer array full: can only display ",
                                    array_sz USING "<<<<<<"
                                END IF
31 >   CALL SET_COUNT(cust_cnt - 1)
                                LET int_flag = FALSE
                                DISPLAY ARRAY pa_cust TO sa_cust.*

32 >   LET idx = ARR_CURR()

```

- 33 ➤ An Interrupt at this stage of the program cancels only this interaction and not the entire order entry. The `int_flag` is cleared so that it will not affect the calling function. A null value is forced into the current row of the array.
- 34 ➤ The `customer_num` value in this row will be null in two cases: if the customer table was empty, and if the display ended with Interrupt. Otherwise, the customer number reflects the user's choice and `input_cust()` can terminate.

## The input\_order() Function

- 35 ➤ The `input_order()` function collects the rest of the order header fields: the date and the customer's purchase order number. It returns TRUE normally, or FALSE to indicate that the user cancelled.
- 36 ➤ The BEFORE FIELD clause is executed when the cursor enters a field. It enters the `order_date` field as soon as the INPUT statement begins, because it is the field listed in the BY NAME clause. Thus today's date, the most likely choice, is displayed initially.
- 37 ➤ When the cursor leaves the field it can only be null if the user has cleared it with CONTROL-D. In that case, today's date is again supplied to make sure that a valid date is available.
- 38 ➤ Handling of Interrupt is similar to that in the `input_cust()` function.

## The input\_order() Function

---

```
33 >     IF int_flag THEN
        LET int_flag = FALSE
        CLEAR FORM
        CALL msg("No customer selected.")
        LET pa_cust[idx].customer_num = NULL
    END IF
END IF

    CLOSE WINDOW w_custpop
34 > RETURN pa_cust[idx].customer_num, pa_cust[idx].company

END FUNCTION -- cust_popup --

#####
35 > FUNCTION input_order()
#####

    CALL clear_lines(1, 16)
    DISPLAY
    " Enter the order information and press RETURN. Press CTRL-W for Help."
    AT 16, 1 ATTRIBUTE (REVERSE, YELLOW)

    LET int_flag = FALSE
    INPUT BY NAME gr_orders.order_date, gr_orders.po_num HELP 61
36 >     BEFORE FIELD order_date
        IF gr_orders.order_date IS NULL THEN
            LET gr_orders.order_date = TODAY
        END IF

37 >     AFTER FIELD order_date
        IF gr_orders.order_date IS NULL THEN
            LET gr_orders.order_date = TODAY
        END IF
    END INPUT

38 >     IF int_flag THEN
        LET int_flag = FALSE
        CALL clear_lines(2, 16)
        CLEAR FORM
        CALL msg("Order input terminated.")
        RETURN (FALSE)
    END IF

    RETURN (TRUE)
END FUNCTION -- input_order --
```

## The input\_items() Function

- 39** ➤ The `input_items()` function manages the input of the line items. Item rows are entered into the `ga_items` array of records. The user is allowed to go back and change item rows previously entered.

As with `input_cust()` and `input_order()`, if the user cancels the operation, the function returns `FALSE` as a signal.

- 40** ➤ The `BEFORE ROW` block is executed each time the cursor moves to a new row, including the move to the first row when the `INPUT ARRAY` begins. Two important indexes are captured here: `curr_pa` gets the row in the program array, `ga_items`, and `curr_sa` gets the current screen row.
- 41** ➤ The `BEFORE INSERT` block is executed each time a new row is added to the array. This can happen at the bottom of the array or at another position. The `renum_items()` function revises the item row numbers and redisplayes them.
- 42** ➤ The stock number is the primary piece of information in an item row. Nothing else can be determined without a valid stock number. This block executes whenever the cursor leaves the stock number field of a row. This can be caused by several different key signals, processed as follows:

Accept            The user claims to be finished so a stock number is not required for this row. However, at least one item row must be entered for the order to be valid; if none has been, the user is returned to the form to enter one.

Up/down        The user wants to move to a different row, so it is not essential that the current row have a stock number.

Other keys        The user is required to enter a stock number.

The library function `FGL_LASTKEY()` is used to get the code for the last key pressed, and `FGL_KEYVAL()` is used to translate from words like *up* to the codes used in this particular implementation.

## The input\_items() Function

---

```
#####
39 > FUNCTION input_items()
#####
      DEFINE          curr_pa          INTEGER,
                    curr_sa          INTEGER,
                    stock_cnt        INTEGER,
                    stock_item       LIKE stock.stock_num,
                    popup            SMALLINT,
                    keyval           INTEGER,
                    valid_key        SMALLINT

      CALL clear_lines(1, 16)
      DISPLAY
      " Enter the item information and press Accept. Press CTRL-W for Help."
      AT 16, 1 ATTRIBUTE (REVERSE, YELLOW)

      LET int_flag = FALSE
      INPUT ARRAY ga_items FROM sa_items.* HELP 62

40 >      BEFORE ROW
          LET curr_pa = ARR_CURR()
          LET curr_sa = SCR_LINE()

41 >      BEFORE INSERT
          CALL renum_items()

      BEFORE FIELD stock_num
      MESSAGE
      "Enter a stock number or press F5 (CTRL-F) for a list."
      LET popup = FALSE

42 >      AFTER FIELD stock_num
          IFga_items[curr_pa].stock_num IS NULL THEN

          LET keyval = FGL_LASTKEY()
          IF keyval = FGL_KEYVAL("accept") THEN
              IF curr_pa = 1 THEN --* empty items array
                  LET int_flag = TRUE--* code simulates a Cancel
                  EXIT INPUT
              END IF
          ELSE --* FGL_LASTKEY() <> FGL_KEYVAL("accept")
              LET valid_key = (keyval = FGL_KEYVAL("up"))
                OR (keyval = FGL_KEYVAL("prevpage"))
              IF NOT valid_key THEN
                  ERROR "You must enter a stock number. Please try again."
              NEXT FIELD stock_num
          END IF
      END IF
```



- 43** ➤ The cursor is leaving the stock number `fi` and the `fi` is not null. The following IF ensures that the user entered a valid number by counting the rows of the stock table that have this number. Multiple rows may appear in the table because the manufacturer code is needed for uniqueness, but the user's entry is invalid unless SELECT retrieves at least one row.

The popup variable is set when the `stock_popup()` function is used to select a stock number and manufacturer code. Because that function returns only good values, validation is not required.

- 44** ➤ This statement marks the end of the AFTER FIELD block for the stock number. The cursor will typically enter the `manu_code` `fi` from stock number.
- 45** ➤ Like stock number, a manufacturer code is required to make an item valid. When the cursor leaves the `fi` this code ensures that something has been entered.
- 46** ➤ Something was entered to `manu_code`. This passage validates it in combination with the previously entered stock number by selecting other stock information using these values as the key. As before, if `stock_popup()` was used to obtain the value, validation is not needed. If no row was found, something is wrong, and the user is forced to enter another manufacturer code.

It is possible that the user entered an invalid stock number. However, the stock number is known to exist in the table. A corresponding `manu_code` exists and `stock_popup()` can be used to `fi` it.

- 47** ➤ The stock number and manufacturer have proved valid. Visual feedback is given by filling in the item description and unit price. The cursor is then sent to the quantity field.

## The input\_items() Function

---

```
43 > ELSE      --* stock number is not null, continue
      IF NOT popup THEN
        LET stock_cnt = 0

        SELECT COUNT(*)
        INTO stock_cnt
        FROM stock
        WHERE stock_num = ga_items[curr_pa].stock_num

        IF(stock_cnt = 0) THEN
          ERROR
          "Unknown stock number. Use F5 (CTRL-F) to see valid stock
          numbers." LET ga_items[curr_pa].stock_num = NULL
          NEXT FIELD stock_num
        END IF
      END IF
      END IF
      MESSAGE ""

44 > BEFORE FIELD manu_code
      MESSAGE
      "Enter the manufacturer code or press F5 (CTRL-F) for a list."

45 > AFTER FIELD manu_code
      IF ga_items[curr_pa].manu_code IS NULL THEN
        ERROR
        "You must enter a manufacturer code. Use F5 (CTRL-F) to see valid
        codes." LET ga_items[curr_pa].manu_code = NULL
        NEXT FIELD manu_code

46 > ELSE
      IF NOT popup THEN
        SELECT description, unit_price
        INTO ga_items[curr_pa].description, ga_items[curr_pa].unit_price
        FROM stock
        WHERE stock_num = ga_items[curr_pa].stock_num
          AND manu_code = ga_items[curr_pa].manu_code

        IF(status = NOTFOUND) THEN
          ERROR
          "Unknown manuf code for this stock number. Use F5 (CTRL-F) to see valid
          codes." LET ga_items[curr_pa].manu_code = NULL
          NEXT FIELD manu_code
        END IF

47 >      DISPLAY ga_items[curr_pa].description, ga_items[curr_pa].unit_price
        TO sa_items[curr_sa].description, sa_items[curr_sa].unit_price
        MESSAGE ""
        NEXT FIELD quantity
      END IF
      END IF
      MESSAGE ""
```

- 48** ➤ When the cursor enters the quantity field in this row for the first time, the field is initialized to 1.
- 49** ➤ When the cursor leaves the quantity field, the program validates that the user has entered a reasonable value. If appropriate, the cursor is returned to the field. Otherwise, the total price (often called the extension of the line item) is calculated and displayed.
- 50** ➤ Once the total price for a line is known, the program can generate the order subtotal. The order\_amount() function performs this operation.
- 51** ➤ When a new array row has been completed, this block ensures that the order subtotal is up to date.

This block is probably redundant because it could hardly be executed unless the AFTER FIELD for quantity was executed first.
- 52** ➤ When a row is deleted, the item rows must be renumbered, and the order subtotal must be recalculated and displayed.
- 53** ➤ The user can request a display of stock numbers and manufacturer codes at any time during input. If the cursor is in the quantity column, the key is ignored. If the cursor is in the stock or manu\_code column, the stock\_popup() function is called to display a list and return a selected stock item.
- 54** ➤ The stock\_popup() function can present all stock items, or only the stock with a particular stock number. If the cursor is in the stock number field the program assumes the user does not know a stock number, and sets up to display all. If the cursor is not in the stock number field, it must be in the manu\_code field the program assumes the user is interested only in the stock number that was already entered.
- 55** ➤ The stock\_popup() function returns a null stock\_num and manu\_code if the user cancels a popup initiated from the stock\_num field. It returns a null manu\_code if the user cancels a popup initiated from the manu\_code field. In any event, the program returns the user to input in the field that was active.

## The input\_items() Function

---

```
48 > BEFORE FIELD quantity
      IFga_items[curr_pa].quantity IS NULL THEN
        LET ga_items[curr_pa].quantity = 1
      END IF

49 > AFTER FIELD quantity
      IF ga_items[curr_pa].quantity IS NULL
        OR ga_items[curr_pa].quantity < 0
      THEN
        ERROR "Quantity must be greater than 0. Please try again."
      NEXT FIELD quantity
      END IF

      LET ga_items[curr_pa].total_price = ga_items[curr_pa].quantity
        * ga_items[curr_pa].unit_price
      DISPLAY ga_items[curr_pa].total_price TO sa_items[curr_sa].total_price

50 > CALL order_amount() RETURNING gr_orders.order_amount
      DISPLAY BY NAME gr_orders.order_amount

51 > AFTER INSERT
      CALL order_amount() RETURNING gr_orders.order_amount
      DISPLAY BY NAME gr_orders.order_amount

52 > AFTER DELETE
      CALL renum_items()
      CALL order_amount() RETURNING gr_orders.order_amount
      DISPLAY BY NAME gr_orders.order_amount

      AFTER INPUT
        CALL clear_lines(1, 16)
        MESSAGE ""

53 > ON KEY (CONTROL-F, F5)
      IF INFIELD(stock_num) OR INFIELD(manu_code) THEN

54 >     IF INFIELD(stock_num) THEN
          LET stock_item = NULL
        ELSE
          LET stock_item = ga_items[curr_pa].stock_num
        END IF

      CALL stock_popup(stock_item)
        RETURNING ga_items[curr_pa].stock_num, ga_items[curr_pa].manu_code,
          ga_items[curr_pa].description, ga_items[curr_pa].unit_price

55 >     IF ga_items[curr_pa].stock_num IS NULL THEN
          NEXT FIELD stock_num
        ELSE
          IFga_items[curr_pa].manu_code IS NULL THEN
            NEXT FIELD manu_code
          END IF
        END IF
      END IF
```

- 56 ➤ The user made a choice in `stock_popup()`, and now everything is known about the stock number. The information is displayed on the form, and the cursor is sent to the quantity field.
- 57 ➤ As with `input_cust()` and `input_order()`, this function returns `FALSE` if the user has cancelled with `Interrupt`, or `TRUE` otherwise.

## The `renum_items()` Function

- 58 ➤ This function maintains the line numbers in the left-most column of the line item display. It is called each time a line is inserted or deleted. It resets the line numbers from the current row to the end of the array. There is no need to revise numbers on lines preceding the current line.
- 59 ➤ The `ARR_CURR()` function returns the index into the current array row. The `ARR_COUNT()` function returns the total number of rows created during the `INPUT ARRAY`.
- 60 ➤ Items can be inserted in the middle of the array, so the last lines of the array might be off the screen. The function updates the screen display of lines that are on the screen.

There is no function to return the line number of the last row of the screen array. This limit must be written into the program.

## The renum\_items() Function

---

```
56>      DISPLAY ga_items[curr_pa].stock_num TO sa_items[curr_sa].stock_num
      DISPLAY ga_items[curr_pa].manu_code TO sa_items[curr_sa].manu_code
      DISPLAY ga_items[curr_pa].description TO
           sa_items[curr_sa].description
      DISPLAY ga_items[curr_pa].unit_price TO
           sa_items[curr_sa].unit_price
      NEXT FIELD quantity
      END IF

      END INPUT

57>      IF int_flag THEN
          LET int_flag = FALSE
          CALL clear_lines(2, 16)
          CLEAR FORM
          CALL msg("Order input terminated.")
          RETURN (FALSE)
      END IF
      RETURN (TRUE)
      END FUNCTION -- input_items --

#####
58>      FUNCTION renum_items()
#####
          DEFINE          pcurr          INTEGER,
                        ptotal          INTEGER,
                        scurr           INTEGER,
                        stotal          INTEGER,
                        k                INTEGER

59>      LET pcurr = ARR_CURR()
      LET ptotal = ARR_COUNT()
      LET scurr = SCR_LINE()
      LET stotal = 4

60>      FOR k = pcurr TO ptotal
          LET ga_items[k].item_num = k
          IF scurr <= stotal THEN
              DISPLAY k TO sa_items[scurr].item_num
              LET scurr = scurr + 1
          END IF
      END FOR

      END FUNCTION -- renum_items --
```

## The stock\_popup() Function

- 61 ➤ This function is much like `cust_popup()`. (See [“The cust\\_popup\(\) Function” on page 238](#).) It is called from `input_items()` to display a list of stock items and to let the user make a selection.

The user may have specified a stock number. If so, only rows with that number are shown. Otherwise, all rows (that will fit the array) are shown. This means that the `SELECT` statement must use a different `WHERE` clause, depending on whether the argument, `stock_item`, is null.

- 62 ➤ This window intentionally covers up the legend “Press Cancel to exit without saving.” If the user presses Cancel in this routine, it will only end the popup display, not the entire order.
- 63 ➤ The `SELECT` statement that will retrieve stock items from the database is initialized here.
- 64 ➤ When the function argument is null, all stock numbers are wanted and the `WHERE` clause contains only a join condition.
- 65 ➤ When the function argument is not null, only rows with that number are wanted and the `WHERE` clause has two conditions.
- 66 ➤ The `SELECT` statement is prepared and associated with a cursor.

## The stock\_popup() Function

---

```
#####
61 > FUNCTION stock_popup(stock_item)
#####
      DEFINE          stock_item          INTEGER,

          pa_stock ARRAY[200] OF RECORD
            stock_num      LIKE stock.stock_num,
            description    LIKE stock.description,
            manu_code      LIKE stock.manu_code,
            manu_name      LIKE manufact.manu_name,
            unit           LIKE stock.unit,
            unit_price     LIKE stock.unit_price
          END RECORD,

            idx            INTEGER,
            stock_cnt      INTEGER,
            st_stock       CHAR(300),
            array_sz       SMALLINT,
            over_size      SMALLINT

      LET array_sz = 200    --* match size of pa_stock array

62 > OPEN WINDOW w_stockpop AT 7, 4
      WITH 12 ROWS, 73 COLUMNS
      ATTRIBUTE(BORDER, FORM LINE 4)
      OPEN FORM f_stocksel FROM "f_stocksel"
      DISPLAY FORM f_stocksel
      DISPLAY "Move cursor using F3, F4, and arrow keys."
      AT 1,2
      DISPLAY "Press Accept to select a stock item."
      AT 2,2

63 > LET st_stock =
      "SELECT stock_num, description, stock.manu_code, manufact.manu_name,
      ", "unit, unit_price FROM stock, manufact"

64 > IF stock_item IS NOT NULL THEN
      LET st_stock = st_stock CLIPPED, " WHERE stock_num = ",
      stock_item, " AND stock.manu_code = manufact.manu_code",
      " ORDER BY 1, 3"

65 > ELSE
      LET st_stock = st_stock CLIPPED,
      " WHERE stock.manu_code = manufact.manu_code",
      " ORDER BY 1, 3"
      END IF

66 > PREPARE slct_run FROM st_stock
      DECLARE c_stockpop CURSOR FOR slct_run

      LET over_size = FALSE
      LET stock_cnt = 1
```



- 67 ➤ The FOREACH loop loads stock items into the pa\_stock array. The array has a fixed size while the size of the table is unknown. The function counts the rows as it loads them, and if the array fills up, it ends the loop early.
- 68 ➤ There is a remote possibility that no rows will be found. Rather than present the user with an empty list, the function displays a message and returns a null stock number to its caller.
- 69 ➤ The remainder of the function closely follows the pattern of the cust\_popup() function.
- 70 ➤ If the user chooses to cancel the popup window, the function indicates the cancel by setting return values to null. If the user initiated the popup from the stock\_num field, the function sets both stock\_num and manu\_code to null. If the user initiated this popup from the manu\_code field, the function only sets the manu\_code field to null. The stock\_num field must retain the value currently displaying on the form.

## The dsply\_taxes() Function

- 71 ➤ The dsply\_taxes() function updates the order total to reflect the sales tax rate.

## The dsply\_taxes() Function

---

```
67> FOREACH c_stockpop INTO pa_stock[stock_cnt].*
    LET stock_cnt = stock_cnt + 1
    IF stock_cnt > array_sz THEN
        LET over_size = TRUE
        EXIT FOREACH
    END IF
END FOREACH

68> IF stock_cnt = 1 THEN
    CALL msg("No stock data in the database.")
    LET idx = 1
    LET pa_stock[idx].stock_num = NULL
ELSE
69>     IF over_size THEN
        MESSAGE "Stock array full: can only display ",
            array_sz USING "<<<<<<"
    END IF

    CALL SET_COUNT(stock_cnt - 1)
    LET int_flag = FALSE
    DISPLAY ARRAY pa_stock TO sa_stock.*

    LET idx = ARR_CURR()

70>     IF int_flag THEN
        LET int_flag = FALSE
        CLEAR FORM
        CALL msg("No stock item selected.")
        LET pa_stock[idx].manu_code = NULL
        IF stock_item IS NULL THEN
            LET pa_stock[idx].stock_num = NULL
        END IF

    END IF
END IF

CLOSE WINDOW w_stockpop
RETURN pa_stock[idx].stock_num, pa_stock[idx].manu_code,
    pa_stock[idx].description, pa_stock[idx].unit_price

END FUNCTION -- stock_popup --

#####
71> FUNCTION dsply_taxes()
#####

    LET gr_charges.tax_rate = tax_rates(gr_customer.state)
    DISPLAY gr_customer.state TO code
    DISPLAY BY NAME gr_charges.tax_rate

    LET gr_charges.sales_tax = gr_orders.order_amount
        * (gr_charges.tax_rate / 100)
    DISPLAY BY NAME gr_charges.sales_tax
```

## The order\_amount() Function

- 72** ➤ The function updates the order subtotal to reflect the sum of all items.

It is called from input\_items() each time the order subtotal might have changed: when line items are inserted or deleted and whenever the cursor leaves the quantity field.

## The ship\_order() Function

- 73** ➤ This function is called when the user replies yes to the question, “Do you want to ship this order now?” It presents a form containing the data fields related to shipping and accepts input for them.
- 74** ➤ The w\_ship subwindow also covers up the message about Cancel in the main window. Cancelling from this input phase will only cancel the entry of shipping information.
- 75** ➤ For clarity, the details of the INPUT statement are located in the input\_ship() function. It returns TRUE normally, or FALSE if the user uses the Interrupt key (typically CONTROL-C).

## The order\_amount() Function

---

```
LET gr_charges.order_total = gr_orders.order_amount +
    gr_charges.sales_tax
DISPLAY BY NAME gr_charges.order_total

END FUNCTION -- dsply_taxes --

#####
72> FUNCTION order_amount()
#####
    DEFINE          ord_amount      MONEY(8),
                   idx              INTEGER

    LET ord_amount = 0.00
    FOR idx = 1 TO ARR_COUNT()
        IF ga_items[idx].total_price IS NOT NULL THEN
            LET ord_amount = ord_amount + ga_items[idx].total_price
        END IF
    END FOR

    RETURN (ord_amount)

END FUNCTION -- order_amount --

#####
73> FUNCTION ship_order()
#####

    CALL clear_lines(1, 1)

74> OPEN WINDOW w_ship AT 7, 6
    WITH FORM "f_ship"
    ATTRIBUTE (BORDER, COMMENT LINE 3, FORM LINE 4)
    DISPLAY " Press Accept to save shipping information."
    AT 1, 1 ATTRIBUTE (REVERSE, YELLOW)
    DISPLAY " Press Cancel to exit w/out saving. Press CTRL-W for
    Help." AT 2, 1 ATTRIBUTE (REVERSE, YELLOW)

    DISPLAY "SHIPPING INFORMATION"
    AT 4, 20

    DISPLAY BY NAME gr_orders.order_num, gr_orders.order_date,
                   gr_customer.customer_num, gr_customer.company

    INITIALIZE gr_ship.* TO NULL

75> IF input_ship() THEN
    CALL msg("Shipping information entered.")
    END IF
    CLOSE WINDOW w_ship

END FUNCTION -- ship_order --
```

## The input\_ship() Function

**Notes 76 to 83** ➤ The input\_ship() function displays the financial information generated by the calc\_order() function and allows changes on the values stored in the gr\_ship global variable. It encapsulates the details of the INPUT statement so that the logic of function ship\_order() can be seen more clearly.

**76** ➤ The DISPLAY TO statement displays the subtotal for the order before the addition of the shipping charges. DISPLAY BYNAME displays the grand total with the addition of the shipping charges.

**77** ➤ The INPUT statement lets the user change any of the shipping information stored in the orders table. The WITHOUT DEFAULTS clause is necessary to initialize the fields with the values of the variables rather than the default values from the form specification fi or the syscolval table.

This INPUT statement does not activate the fi displaying the customer number, company, order, order date, order subtotal, and order grand total. The customer and order information should not change when the order is shipped, and the totals cannot be updated because they are aggregates.

**78** ➤ As with the date field in input\_order(), the date is initialized to TODAY when the cursor fi enters it, and any time the user presses CONTROL-D to clear the field.

**79** ➤ The BEFORE FIELD clause initializes the null numeric fi to zero. This initialization prevents future numeric calculations involving this value from evaluating to null. A null value in a numeric expression makes the entire expression yield a null value. The program could initialize this fi (along with the ship\_date and ship\_charge fi before the INPUT statement is entered by setting values in gr\_ship and using DISPLAY to show them. However, the program would still need to test for nulls in the AFTER FIELD blocks.

**80** ➤ The AFTER FIELD clause checks for a null value and resets the fi to the default. It then makes sure that the user did not enter a negative value for the shipping weight.

**81** ➤ If the shipping charge field is \$0.00, the program initializes a standard charge (1.5 \* shipping weight) based on the value previously entered in the shipping weight field.

In a real application this calculation would involve a table search based on the customer's postal code, the shipping weight, or both.

## The input\_ship() Function

---

```
#####  
FUNCTION input_ship()  
#####  
  
76>   DISPLAY gr_charges.order_total TO order_amount  
  
      IF gr_charges.ship_charge IS NULL THEN  
        LET gr_charges.ship_charge = 0.00  
      END IF  
      LET gr_ship.ship_charge = gr_charges.ship_charge  
  
      LET gr_charges.order_total = gr_charges.order_total  
        + gr_charges.ship_charge  
77>   DISPLAY BY NAME gr_charges.order_total  
      LET int_flag = FALSE  
      INPUT BY NAME gr_ship.ship_date, gr_ship.ship_instruct,  
        gr_ship.ship_weight, gr_ship.ship_charge  
      WITHOUT DEFAULTS HELP 63  
  
78>   BEFORE FIELD ship_date  
      IF gr_ship.ship_date IS NULL THEN  
        LET gr_ship.ship_date = TODAY  
      END IF  
  
      AFTER FIELD ship_date  
      IF gr_ship.ship_date IS NULL THEN  
        LET gr_ship.ship_date = TODAY  
        DISPLAY BY NAME gr_ship.ship_date  
      END IF  
  
79>   BEFORE FIELD ship_weight  
      IF gr_ship.ship_weight IS NULL THEN  
        LET gr_ship.ship_weight = 0.00  
      END IF  
  
80>   AFTER FIELD ship_weight  
      IF gr_ship.ship_weight IS NULL THEN  
        LET gr_ship.ship_weight = 0.00  
        DISPLAY BY NAME gr_ship.ship_weight  
      END IF  
  
      IF gr_ship.ship_weight < 0.00 THEN  
        ERROR  
        "Shipping Weight cannot be less than 0.00 lbs. Please try again."  
        LET gr_ship.ship_weight = 0.00  
        NEXT FIELD ship_weight  
      END IF  
  
      BEFORE FIELD ship_charge  
81>   IF gr_ship.ship_charge = 0.00 THEN  
      LET gr_ship.ship_charge = 1.5 * gr_ship.ship_weight  
      END IF
```

- 82 ➤ In the ship\_charge field, the AFTER FIELD clause recalculates the grand total based on the new shipping charge and displays this new value.
- 83 ➤ The input\_ship() function tests to see if the user ended the input session with the Interrupt key, and then takes one of the following actions:
  - If so, input\_ship() returns FALSE to prevent the calling function from updating the order.
  - If not, input\_ship() returns TRUE to authorize updating the order.

## The order\_tx() Function

- 84 ➤ The name of this function means order *transaction*, not order *taxes*, as you might suppose. It takes all the rows that make up the order and inserts them into the database.
- 85 ➤ This statement starts a database transaction. It is not required, and will produce an error if issued in an ANSI-compliant database.
- 86 ➤ The first step of the transaction must be to insert the row of the orders table. That creates the order number that appears in each row of the items table. If the order row is inserted successfully the item rows are inserted.
- 87 ➤ If either step fails the ROLLBACK WORK statement ensures that all the inserted items and the orders row are removed. An orders row with no items will not appear in the database, and neither will items with no corresponding order.
- 88 ➤ Ordinarily, all rows are inserted and COMMIT WORK ensures that they are safely written to disk.





## The insert\_order() Function

- 89** ➤ The insert\_order() function inserts the new row into the orders table. When the INSERT statement succeeds, the function captures the SERIAL value of the new row, which is the order number.

It also displays the order number on the form, an action that might more properly be performed in the order\_tx() function.

## The insert\_items() Function

- 90** ➤ The insert\_items() function inserts all of the items rows for the order.

It uses the ARR\_COUNT() library function to figure out how many rows were input during the INPUT ARRAY statement. It is possible for the user to create empty rows in the ga\_items array, but any array row that has a non-null stock number contains a valid item.

## The insert\_order() Function

---

```
#####
89 > FUNCTION insert_order()
#####
      DEFINE          ins_stat          INTEGER

      LET ins_stat = 0

      WHENEVER ERROR CONTINUE
          INSERT INTO orders (order_num, order_date, customer_num, po_num,
              ship_date, ship_instruct, ship_weight, ship_charge)
              VALUES (0, gr_orders.order_date, gr_customer.customer_num,
                  gr_orders.po_num, gr_ship.ship_date, gr_ship.ship_instruct,
                  gr_ship.ship_weight, gr_ship.ship_charge)
      WHENEVER ERROR STOP

      IF status < 0 THEN
          LET ins_stat = status
      ELSE
          LET gr_orders.order_num = SQLCA.SQLERRD[2]
          DISPLAY BY NAME gr_orders.order_num
          ATTRIBUTE (REVERSE, BLUE)
      END IF
      RETURN (ins_stat)
END FUNCTION -- insert_order --

#####
90 > FUNCTION insert_items()
#####
      DEFINE          idx          INTEGER,
                    ins_stat      INTEGER

      LET ins_stat = 0

      FOR idx = 1 TO ARR_COUNT()
          IF ga_items[idx].stock_num IS NOT NULL THEN
      WHENEVER ERROR CONTINUE
          INSERT INTO items
              VALUES (ga_items[idx].item_num, gr_orders.order_num,
                  ga_items[idx].stock_num, ga_items[idx].manu_code,
                  ga_items[idx].quantity, ga_items[idx].total_price)
      WHENEVER ERROR STOP
          IF status < 0 THEN
              LET ins_stat = status
              EXIT FOR
          END IF
      END IF
      END FOR
      RETURN (ins_stat)
END FUNCTION -- insert_items --
```

*To locate any function definition, see the Function Index on page 730.*

---

# 12



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
7. *Validating and Inserting a Row*
8. *Displaying a Screen Array in a Popup Window*
9. *Accessing a Table with a Single-Row Form*
10. *Accessing a Table with a Multi-Row Form*
11. *Implementing a Master-Detail Relationship*
12. *Displaying an Unknown Number of Rows*
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29. *Generating Mailing Labels*
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# Displaying an Unknown Number of Rows

This example implements lookup lists that can handle any number of rows. This technique is essential to provide lookups for tables that may grow indefinitely during the use of the application.

The example also demonstrates an interface for updating a subset of the columns in the row. The particular application is a shipping module, where the shipping data-entry staff updates a row created earlier by the order-entry staff.

```
ORDER SEARCH
Customer Number:[      ] Company Name:[                    ]
Order No:[          ] Order Date:[          ]
-----
Ship Date: Move cursor using F3, F4, and arrow keys.
Shipping: Press Accept to select a customer.
Shipping:
      Customer No.   Company Name
      101] [All Sports Supplies ]
      102] [Sports Spot          ]
      103] [Phil's Sports         ]
      104] [Play Ball!           ]
      105] [Los Altos Sports     ]
-----
Enter cu|
Press Ca| On last row, press F5 (CTRL-B) for more customers |
Enter a c+-----
```

## Paging Through Rows Using Array Form

To display an indeterminate number of rows in a single-row form, you retrieve one row at a time and display the row in the form.

To display an indeterminate number of rows in an array form, you adopt a similar approach. Instead of retrieving one row, however, you retrieve and display one group of rows at a time. The number of rows in the group depends on the size of the program array that stores them. The user pages from one group of rows to the next. Here is an overview of the technique:

1. Declare and open a cursor for a query that selects the rows.
2. Repeat the paging action using a WHILE loop.
3. Populate the array with a set of rows using an inner WHILE loop with a FETCH statement.
4. Show the rows in the array form with a DISPLAY ARRAY statement.
5. Provide a key to using an ON KEY clause that leaves the form and sets a flag to trigger repetition of the paging action.
6. Return the current row if the user leaves the form with the Accept key (typically ESCAPE).
7. Return a null value if the user leaves the form with the Interrupt key (typically CONTROL-C).

You could enhance this example to permit paging backward as well as forward through the list. You would declare a scroll cursor rather than a standard cursor. You would provide an ON KEY clause for backward paging as well as for forward paging, setting a flag in the ON KEY clauses to indicate the direction of paging. In the inner WHILE loop, you would execute a FETCH NEXT or FETCH PREVIOUS statement based on the value of the paging flag.

This example retrieves more rows than can display in the form. To display the additional rows, the user scrolls the rows using the arrow keys and can only page forward on the last row. You might size the program array to the array form and let the user page forward or backward from any row.

One final enhancement pertains to the SELECT statement, which selects all rows in the table. If the table is large, this action can be time consuming. You might consider letting the user enter partial criteria in the fields for which the popup form lists the values (the customer\_num and company fields). You could then pass the value of the fields to the popup function as a parameter. Within the popup function, you would state the SELECT clause as a character value, using the MATCHES operator in the WHERE clause to the target

column. The user could still select all rows from the table by not providing criteria but could also restrict the selection. If the criteria qualified a single row, you would want to return it rather than display it in the array form.

## Function Overview

---

| Function Name    | Purpose   |
|------------------|---|
| find_order()     | Prompts the user for an order, providing lookup lists to help the user select the customer and order.   |
| cust_popup2()    | Retrieves all customers and displays them in an array form so the user can choose the appropriate customer.<br>This function is a variation on the <code>manuf_popup()</code> function from <a href="#">Example 8</a> . |
| order_popup()    | Retrieves all orders for a customer and displays them in an array form so the user can choose the appropriate order.<br>This function is a variation on the <code>cust_popup()</code> function.                         |
| calc_order()     | Selects information from multiple tables to summarize an order.<br>This function resembles the <code>get_summary()</code> function from <a href="#">Example 4</a> .   |
| input_ship()     | Accepts user input for shipping information. This function resembles the <code>change_cust()</code> function from <a href="#">Example 6</a> .<br>See the description in <a href="#">Example 11</a> .                    |
| upd_order()      | Applies shipping changes to an order.<br>This function resembles the <code>update_cust()</code> function from <a href="#">Example 6</a> .   |
| message_window() | Opens a window and displays the contents of the <code>ga_dsplymsg</code> global array.<br>See the description in <a href="#">Example 2</a> .  |
| init_msgs()      | Initializes the members of the <code>ga_dsplymsg</code> array to null.<br>See the description in <a href="#">Example 2</a> .  |
| tax_rates()      | Supplies the appropriate tax schedule for a customer.<br>See the description in <a href="#">Example 4</a> .   |
| msg()            | Displays a brief, informative message.<br>See the description in <a href="#">Example 5</a> .  |
| clear_lines()    | Clears any number of lines, starting at any line.<br>See the description in <a href="#">Example 6</a> .   |

---

## The f\_ordersel File

- 1➤ The f\_ordersel form is used as a popup window for order information.
- 2➤ This form defines the sa\_order screen array for use with the DISPLAY ARRAY statement.

## The f\_ordersel File

---

*f\_ordersel form file*

**1** ➤ DATABASE stores7

```
SCREEN
{
  Order Number Order Date PO Number Date Shipped Date Paid
  [f001 ] [f002 ] [f003 ] [f004 ] [f005 ]
  [f001 ] [f002 ] [f003 ] [f004 ] [f005 ]
  [f001 ] [f002 ] [f003 ] [f004 ] [f005 ]
  [f001 ] [f002 ] [f003 ] [f004 ] [f005 ]
  [f001 ] [f002 ] [f003 ] [f004 ] [f005 ]
}
```

```
TABLES
orders
```

```
ATTRIBUTES
f001 = orders.order_num;
f002 = orders.order_date;
f003 = orders.po_num;
f004 = orders.ship_date;
f005 = orders.paid_date;
```

**2** ➤ INSTRUCTIONS  
SCREEN RECORD sa\_order[5] (orders.order\_num THRU orders.paid\_date)



## The GLOBALS Statement

- 1 ➤ The GLOBALS statement declares three records. Although these records all contain order information, they are defined separately for convenience. For example, the `gr_charges` record is used by the `calc_order()` function, which appears in several examples. The `gr_ship` record is used in a SELECT statement with the asterisk notation.

The GLOBALS statement also defines the `ga_dsplymsg` array used by the `message_window()` function.

## The MAIN Function

- 2 ➤ The MAIN function displays the `f_ship` form in the `w_main` window. The program activates different fields of this form at different times to prompt the user for selection criteria or update information.

## The GLOBALS Statement

### 4GL source file

DATABASE stores7

```
1> GLOBALS
  DEFINE      gr_ordship RECORD
              customer_num LIKE customer.customer_num,
              company      LIKE customer.company,
              order_num    INTEGER,
              order_date   LIKE orders.order_date
  END RECORD,

              gr_charges RECORD
              tax_rate     DECIMAL(5,3),
              ship_charge  LIKE orders.ship_charge,
              sales_tax    MONEY(9),
              order_total  MONEY(11)
  END RECORD,

              gr_ship RECORD
              ship_date    LIKE orders.ship_date,
              ship_instruct LIKE orders.ship_instruct,
              ship_weight  LIKE orders.ship_weight,
              ship_charge  LIKE orders.ship_charge
  END RECORD

  DEFINE      ga_dsplymsg ARRAY[5] OF CHAR(48)

END GLOBALS

#####
MAIN
#####
  DEFINE      upd_stat      INTEGER

  OPTIONS
    HELP FILE "hlpmsgs",
    COMMENT LINE 1,
    MESSAGE LINE LAST

  DEFER INTERRUPT

2> OPEN WINDOW w_main AT 2,3
    WITH 19 ROWS, 76 COLUMNS
    ATTRIBUTE (BORDER)

  OPEN FORM f_ship FROM "f_ship"
  DISPLAY FORM f_ship
```

- 3➤ The find\_order() function activates the f\_ship form to prompt the user for a customer and order number. These fields identify an order. If the user succeeds in identifying a valid order, find\_order() returns TRUE.
- 4➤ The calc\_order() function calculates a financial summary for the order.
- 5➤ The SELECT statement retrieves the columns of the order row that store shipping information.
- 6➤ The input\_ship() function activates the f\_ship form to prompt the user for changes to the shipping information. If the user succeeds in changing the information, input\_ship() returns TRUE, and the upd\_order() function updates the row.

The inner IF statement tests the upd\_stat variable to notify the user whether the upd\_order() function succeeded in updating the row.

- 7➤ The MAIN function finishes by closing the form and window and clearing the screen for the benefit of the environment from which the 4GL program was invoked.

## The find\_order() Function

- 8➤ The calls to the clear\_lines() function clear existing information before executing the DISPLAY AT statement to display a title and instructions for the input session.
- 9➤ The LET statement resets the built-in int\_flag variable so that after the input session, the variable will have a value of TRUE only if the user used the Interrupt key (typically CONTROL-C).

The INPUT statement prompts the user for a customer number and order number that uniquely identify the order. Other fields on the f\_ship form are not activated. That is, the user cannot position in these fields.



**Notes 10 to 16** ➤ The customer\_num and order\_num fields each have a BEFORE FIELD clause that displays instructions for the field and an AFTER FIELD clause that validates the value entered by the user.

**10** ➤ The AFTER FIELD clause for the customer\_num field first verifies that the user supplied a value. If not, the NEXT FIELD statement repositions the user in the customer\_num field and resumes the input session.

**11** ➤ The SELECT statement attempts to retrieve the company name for the customer. If the SELECT statement cannot locate a row for the customer number, 4GL sets the status variable to the same value as the NOTFOUND constant. The IF statement notifies the user, resets the customer\_num variable, and repositions the user in the customer\_num field.

If the SELECT statement locates the row, the DISPLAY BY NAME statement places the company name in the corresponding field, and the MESSAGE statement clears the message from the BEFORE FIELD clause.

**12** ➤ The first statements of the AFTER FIELD clause for the order\_num field check whether the user is returning to the customer\_num field. In this case, the user has abandoned the current contents of the order\_num field to change the customer number, so validation is not appropriate.

The FGL\_LASTKEY() built-in function returns the internal identifier for the last key pressed by the user. Because this value must be compared with two different values, find\_order() saves the value in the last\_key local variable to avoid the inefficiency of calling the same function twice.

The calls to the FGL\_KEYVAL() built-in function return the internal identifiers corresponding to the left or up arrow key. The up arrow key performs the same action as the left arrow key because the default field order (CONSTRAINED) applies.

**13** ➤ If the user did not enter a value, the IF statement repositions the user in the order\_num field.

**14** ➤ The SELECT statement attempts to retrieve the order date and customer number from the order's row.

**15** ➤ If the built-in status variable indicates that the SELECT statement could not locate a row with the stated order number, the IF statement resets the order number and repositions the user in the order\_num field.

## The find\_order() Function

---

```
10> AFTER FIELD customer_num
    IF gr_ordship.customer_num IS NULL THEN
        ERROR "You must enter a customer number. Please try again."
        NEXT FIELD customer_num
    END IF

11> SELECT company
    INTO gr_ordship.company
    FROM customer
    WHERE customer_num = gr_ordship.customer_num

    IF (status = NOTFOUND) THEN
        ERROR
        "Unknown customer number. Use F5 (CTRL-F) to see valid customers."
        LET gr_ordship.customer_num = NULL
        NEXT FIELD customer_num
    END IF

    DISPLAY BY NAME gr_ordship.company
    MESSAGE ""

    BEFORE FIELD order_num
    MESSAGE
        "Enter an order number or press F5 (CTRL-F) for a list."

12> AFTER FIELD order_num
    LET last_key = FGL_LASTKEY()
    IF (last_key <> FGL_KEYVAL("left") )
        AND (last_key <> FGL_KEYVAL("up") )
    THEN

13>     IF gr_ordship.order_num IS NULL THEN
        ERROR "You must enter an order number. Please try again."
        NEXT FIELD order_num
    END IF

14>     SELECT order_date, customer_num
    INTO gr_ordship.order_date, cust_num
    FROM orders
    WHERE order_num = gr_ordship.order_num

15>     IF(status = NOTFOUND) THEN
        ERROR
        "Unknown order number. Use F5 (CTRL-F) to see valid orders."
        LET gr_ordship.order_num = NULL
        NEXT FIELD order_num
    END IF
```

- 16 ➤ If the customer number in the order row differs from the customer number entered previously in the customer\_num field the IF statement resets the order number, clears the order\_num field and repositions the user in the order\_num field.
- 17 ➤ If the order number passes all validations, the DISPLAY BY NAME statement shows the order date to the user.
- 18 ➤ If the user is returning to the customer\_num field (with the up arrow or left arrow key), the ELSE clause resets the order\_num variable and clears the order\_num field. By returning to the customer\_num field the user has indicated that any value in the order\_num field will have to be validated again.

If the user is not repositioned in the order\_num field with the NEXT FIELD statement, the MESSAGE statement clears the instructions from the BEFORE FIELD clause.

- 19 ➤ The ON KEY clause traps the F5 key or CONTROL-F as a lookup signal.
- 20 ➤ If the user was positioned in the customer\_num field the IF statement calls the cust\_popup2() function for a customer lookup. The cust\_popup2() function returns a customer number or, if the user does not select a customer, null.

When cust\_popup2() returns a null customer\_num, a second IF statement tests the company field. If both these variables are null, then the lookup function was unable to locate any customers. If only the customer\_num variable is null, the user did not select a customer from the popup window. In either case, the function returns the cursor to the customer\_num field.

If the user did select a customer from the popup window, the function displays the selected customer number and company name. It then clears the message line, and positions the cursor in the order\_num field.

- 21 ➤ If the user was positioned in the order\_num field the IF statement calls the order\_popup() function for an order lookup.

**Notes 22 to 24 ➤** The return value of order\_popup() indicates the appropriate action.

- 22 ➤ The order\_popup() function returns a null value for the order\_num and order\_date fields to indicate that the customer specified in the customer\_num field does not have any orders. The inner IF statement resets the customer\_num and company variables, clears the company field and repositions the user in the customer\_num field.
- 23 ➤ The order\_popup() function returns a null value for the order\_num field and a non-null value for the order\_date field to indicate that the user left the popup list without choosing an order. The NEXT FIELD statement repositions the user in the order\_num field.





- 24 ➤ If the order\_popup() function returns non-null values for both order\_num and order\_date, the DISPLAY BY NAME statement displays the values. Because the validation has guaranteed a valid customer number and order number, the action fi by executing the EXIT INPUT statement to skip further validation in the AFTER FIELD and AFTER INPUT clauses.
- 25 ➤ The AFTER INPUT clause verifies that the user has fi in both the customer\_num and the order\_num fields.
- 26 ➤ If the user used the Interrupt key (typically CONTROL-C), the int\_flag built-in variable evaluates to TRUE and the code block for the IF statement returns FALSE. If the user used the Accept key (typically ESCAPE), the final RETURN statement returns TRUE. The return value notifies the MAIN function whether to continue the shipment-entry routine.

## The cust\_popup2() Function

- 27 ➤ The array\_size variable stores a constant value representing the number of elements in the array. Because the cust\_popup2() function makes frequent reference to the array size, this variable makes the code more maintainable. To redefine the size of the program array, you only have to change the size of pa\_cust in the DEFINE statement and the value assigned to the array\_size variable.
- 28 ➤ The fetch\_custs variable is the controlling variable for the WHILE loop that pages through the qualified rows (see Note 34). The LET statement sets fetch\_custs to FALSE on the assumption that the query will fail to retrieve any rows. The cust\_popup2() function resets fetch\_custs if the query succeeds (see Note 33).
- 29 ➤ The SELECT statement counts the number of rows in the customer table. If no rows exist, the function returns null values for customer\_num and company.

## The cust\_popup2() Function

---

```

24 >         DISPLAY BY NAME gr_ordship.order_num, gr_ordship.order_date
                MESSAGE ""
                EXIT INPUT
            END IF

25 >     AFTER INPUT
            IF NOT int_flag THEN
                IF (gr_ordship.customer_num IS NULL)
                    OR (gr_ordship.order_num IS NULL) THEN
                    ERROR
                    "Enter the customer and order numbers or press Cancel to exit."
                    NEXT FIELD customer_num
                END IF
            END IF
        END INPUT

26 >     IF int_flag THEN
            LET int_flag = FALSE
            CALL clear_lines(2, 17)
            CALL msg("Order search terminated.")
            RETURN (FALSE)
        END IF

        CALL clear_lines(2, 17)
        RETURN (TRUE)

    END FUNCTION  -- find_order --

#####
FUNCTION cust_popup2()
#####
    DEFINE pa_cust ARRAY[10] OF RECORD
            customer_num    LIKE customer.customer_num,
            company         LIKE customer.company
        END RECORD,

            idx             SMALLINT,
            i               SMALLINT,
            cust_cnt        SMALLINT,
            fetch_custs     SMALLINT,
            array_size      SMALLINT,
            total_custs     INTEGER,
            number_to_see   INTEGER,
            curr_pa         SMALLINT

27 >     LET array_size = 10
28 >     LET fetch_custs = FALSE

29 >     SELECT COUNT(*)
            INTO total_custs
            FROM customer

```

- 30 ➤ The cust\_popup2() function opens the w\_custpop window and the f\_custsel array form to display the customer list.
- 31 ➤ While the total\_custs variable contains the total number of customers, the number\_to\_see variable contains the total number of customers left to view. At first, these two values are identical, but as the user pages through the customers, the value of the number\_to\_see variable decreases.
- 32 ➤ The idx variable counts the customer rows as they are fetched into the program array (see Note 35). The LET statement sets idx to zero because no rows have been fetched yet.
- 33 ➤ The DECLARE statement declares the c\_custpop cursor for a query that selects the customer\_num and company columns from every row. The ORDER BY clause sorts the customers by customer number.

If the OPEN statement successfully opens the c\_custpop cursor, the LET statement resets the fetch\_custs variable to TRUE so the WHILE loop can start paging through the rows. Otherwise, the function displays an error and sets both return values to null. Because fetch\_custs remains FALSE, the WHILE loop never executes.

- 34 ➤ The WHILE statement that tests the fetch\_custs variable loops through the action of filling the pa\_cust array with customer rows, activating the f\_custsel form so the user can choose a row or press a key to repeat the loop.
- 35 ➤ The inner WHILE statement retrieves as many rows as the pa\_cust array can hold. The idx index variable reflects the number of rows retrieved.

On each repetition, the LET statement increments idx to indicate the next unoccupied array element. The FETCH statement attempts to assign a row to this unoccupied array element.

If there are no more rows in the table, the FETCH statement sets the status built-in variable to the value of the NOTFOUND constant. The code block for the IF statement resets the fetch\_custs variable to prevent further paging by the outer WHILE loop and decrements the idx variable because the array element was not filled.

## The cust\_popup2() Function

---

```
IF total_custs = 0 THEN
  LET pa_cust[1].customer_num = NULL
  LET pa_cust[1].company = NULL
  RETURN pa_cust[1].customer_num, pa_cust[1].company
END IF

30 > OPEN WINDOW w_custpop AT 8, 13
      WITH 12 ROWS, 50 COLUMNS
      ATTRIBUTE(BORDER, FORM LINE 4)

      OPEN FORM f_custsel FROM "f_custsel"
      DISPLAY FORM f_custsel

      DISPLAY "Move cursor using F3, F4, and arrow keys."
        AT 1,2
      DISPLAY "Press Accept to select a customer."
        AT 2,2

31 > LET number_to_see = total_custs
32 > LET idx = 0

33 > DECLARE c_custpop CURSOR FOR
      SELECT customer_num, company
      FROM customer
      ORDER BY customer_num

      WHENEVER ERROR CONTINUE
      OPEN c_custpop
      WHENEVER ERROR STOP

      IF (status = 0) THEN
        LET fetch_custs = TRUE
      ELSE
        CALL msg("Unable to open cursor.")
        LET idx = 1
        LET pa_cust[idx].customer_num = NULL
        LET pa_cust[idx].company = NULL
      END IF

34 > WHILE fetch_custs
35 >   WHILE (idx < array_size)
      LET idx = idx + 1
      FETCH c_custpop INTO pa_cust[idx].*
      IF(status = NOTFOUND) THEN
        LET fetch_custs = FALSE
        LET idx = idx - 1
        EXIT WHILE
      END IF
    END WHILE

    --* no more orders to see

END WHILE
```

- 36** ➤ If the `number_to_see` variable exceeds the `array_size` variable, there are more customer rows to store in the `pa_cust` array. The `MESSAGE` statement notifies the user about the key used to trigger the next repetition of the paging loop.
- You could enhance this message to display the number of qualified rows (the value of `total_custs`) and the number of rows remaining (the value of `idx` subtracted from `number-to-see`).
- 37** ➤ The `idx` variable is zero only if the inner `WHILE` loop could not retrieve a row on the `fi` execution of the loop. The `IF` statement sets up `cust_popup2()` to return null to indicate that the user did not choose a row.
- 38** ➤ If `idx` is greater than zero, the inner `WHILE` loop retrieved some rows, and `cust_popup2()` activates the `f_custsel` form so the user can view the rows.
- The `SET_COUNT()` built-in function tells 4GL how many elements of the array were populated. All elements will be filled except on the last execution of the paging `WHILE` loop.
- The `LET` statement resets the `int_flag` built-in variable so the `cust_popup2()` function can trap the Interrupt key (see Note 44).
- 39** ➤ The `ON KEY` clause traps the F5 function key or `CONTROL-B` to give the user a mechanism for advancing to the next page of customer rows.
- 40** ➤ The `cust_popup2()` function allows paging to the next set of rows only from the last row of the current set. This restriction forces the user to view all rows and thus prevents skipping over a row that might be the desired row.
- The `ARR_CURR()` function returns the number of the array element corresponding to the row on which the cursor is currently positioned. The `IF` clause executes only when the cursor is on the last element.
- 41** ➤ The assignment to `number_to_see` subtracts the number of rows displayed in this execution of the paging `WHILE` loop to find the new number remaining.
- If there are rows remaining, the `IF` clause resets the `idx` variable and ends the display session. Resetting `idx` to zero indicates that no row has been selected (see Note 43) so the function needs to retrieve the first row of the next set into the first array element (see Note 35). If no rows remain, the `ELSE` clause notifies the user.
- 42** ➤ If the user is not positioned on the last row in the current set, the `ELSE` clause notifies the user and then restores the paging instructions.

## The cust\_popup2() Function

---

```
36 > IF (number_to_see > array_size) THEN
      MESSAGE "On last row, press F5 (CTRL-B) for more customers."
      END IF

37 > IF (idx = 0) THEN
      CALL msg("No customers exist in the database.")
      LET idx = 1
      LET pa_cust[idx].customer_num = NULL
    ELSE

38 >      CALL SET_COUNT(idx)
      LET int_flag = FALSE
      DISPLAY ARRAY pa_cust TO sa_cust.*
39 >      ON KEY (F5, CONTROL-B)
40 >      LET curr_pa = ARR_CURR()

      IF (curr_pa = idx) THEN
41 >      LET number_to_see = number_to_see - idx
      IF (number_to_see > 0) THEN
        LET idx = 0
        EXIT DISPLAY
      ELSE
        CALL msg("No more customers to see.")
      END IF
42 >      ELSE
        CALL msg("Not on last customer row.")
        MESSAGE
          "On last row, press F5 (CTRL-B) for more customers."
      END IF
      END DISPLAY
```

- 43 ➤ The idx variable is zero only if the ON KEY clause has reset it to prepare for another repetition of the paging WHILE loop (see Note 41). Otherwise, the user ended the form session with the Accept or Interrupt key. In this case, the ARR\_CURR() function returns the number of the array element corresponding to the row on which the user was positioned. The program sets fetch\_custs to FALSE to exit the outer paging WHILE loop.
- 44 ➤ The IF clause executes if the user uses the Interrupt key. The msg() function confirms the interrupt for the user and the assignments prepare to return a null value as after the last row (see Note 37).
- 45 ➤ The cust\_popup2() function finishes by closing the popup form and window and returning the customer and company values. The return values of cust\_popup2() have to distinguish a chosen customer, no rows in the customer table, and voluntary exit without choosing a customer.

## The order\_popup() Function

- Notes 46 to 56 ➤ The logic of the order\_popup() function is essentially similar to the cust\_popup2() function. The main difference is, instead of qualifying all order rows, the order\_popup() function restricts the query to rows belonging to a customer for whom the customer number is passed by parameter. As the customer table is smaller than the orders table, it is efficient to restrict the selected rows for the larger table. In addition, as customers have a one-to-many relationship with orders, this hierarchical approach is intuitive.
- 46 ➤ The SELECT saves the count of the total number of orders for the customer in the total\_orders variable. If the customer does not have any orders, the test returns all null values to indicate this condition to the calling function.

## The order\_popup() Function

---

```
43 > IF (idx <> 0) THEN
      LET idx = ARR_CURR()
      LET fetch_custs = FALSE
      END IF

44 > IF int_flag THEN
      LET int_flag = FALSE
      CALL msg("No customer number selected.")
      LET pa_cust[idx].customer_num = NULL
      END IF

      END IF
      END WHILE

45 > CLOSE FORM f_custsel
      CLOSE WINDOW w_custpop
      RETURN pa_cust[idx].customer_num, pa_cust[idx].company

END FUNCTION -- cust_popup2 --

#####
FUNCTION order_popup(cust_num)
#####
      DEFINE          cust_num          LIKE customer.customer_num,

                      pa_order         ARRAY[10] OF RECORD
                                order_num      LIKE orders.order_num,
                                order_date     LIKE orders.order_date,
                                po_num        LIKE orders.po_num,
                                ship_date     LIKE orders.ship_date,
                                paid_date     LIKE orders.paid_date
                      END RECORD,

                      idx               SMALLINT,
                      i                 SMALLINT,
                      order_cnt         SMALLINT,
                      fetch_orders      SMALLINT,
                      array_size        SMALLINT,
                      total_orders      INTEGER,
                      number_to_see     INTEGER,
                      curr_pa           SMALLINT

      LET array_size = 10
      LET fetch_orders = FALSE

46 > SELECT COUNT(*)
      INTO total_orders
      FROM orders
      WHERE customer_num = cust_num
```



- 47 ➤ The order\_popup() function opens a window and form in which to display the popup list and instructions to the user.
- 48 ➤ The assignments set the variables that keep track of the number of rows remaining to be viewed and the number of rows retrieved in the current execution of the paging WHILE loop.

The function then declares a cursor and query, opens the cursor, and verifies that the server did not encounter any problems in attempting to open the cursor. If the OPEN fails, the function returns null values for order\_num and order\_date.

- 49 ➤ The outer WHILE loop shows the user a different set of rows on each repetition.

The inner WHILE loop fetches as many rows as the array will hold, terminating prematurely only after the last row has been retrieved. After the loop finishes, the idx variable stores the number of elements in the array that are populated.

## The order\_popup() Function

---

```
IF total_orders = 0 THEN
    LET pa_order[1].order_num = NULL
    LET pa_order[1].order_date = NULL
    RETURN pa_order[1].order_num, pa_order[1].order_date
END IF

47 > OPEN WINDOW w_orderpop AT 9, 5
      WITH 12 ROWS, 71 COLUMNS
      ATTRIBUTE(BORDER, FORM LINE 4)

      OPEN FORM f_ordersel FROM "f_ordersel"
      DISPLAY FORM f_ordersel

      DISPLAY "Move cursor using F3, F4, and arrow keys."
      AT 1,2
      DISPLAY "Press Accept to select an order."
      AT 2,2

48 > LET number_to_see = total_orders
      LET idx = 0

      DECLARE c_orderpop CURSOR FOR
      SELECT order_num, order_date, po_num, ship_date, paid_date
      FROM orders
      WHERE customer_num = cust_num
      ORDER BY order_num

      WHENEVER ERROR CONTINUE
      OPEN c_orderpop
      WHENEVER ERROR STOP

      IF (status = 0) THEN
          LET fetch_orders = TRUE
      ELSE
          CALL msg("Unable to open cursor.")
          LET idx = 1
          LET pa_order[idx].order_num = NULL
          LET pa_order[idx].order_date = NULL
      END IF

49 > WHILE fetch_orders
      WHILE (idx < array_size)
          LET idx = idx + 1
          FETCH c_orderpop INTO pa_order[idx].*
          IF(status = NOTFOUND) THEN
              LET fetch_orders = FALSE
              LET idx = idx - 1
              EXIT WHILE
          END IF
      END WHILE
      END WHILE
      --* no more orders to see
```

- 50 ➤ If the outer WHILE loop has not reached the last set of rows, a message tells the user how to advance to the next set.
- 51 ➤ If no further rows existed for retrieval, the assignment sets up the return values to indicate that the user did not select a row.
- 52 ➤ If rows were retrieved, the ELSE clause displays the populated subset of the array in the f\_ordersel form.
- 53 ➤ The ON KEY clause traps the paging key:
  - If the user was positioned on the last row of the current set before pressing the key and the current set is not the last set, the idx variable is reset to zero to read a new set of rows starting with the first array element.
  - If the current set is the last set, a message notifies the user.
  - If the user was not on the last row, a message notifies the user.
- 54 ➤ If the user did not press the paging key, the assignment sets idx to the row on which the user positioned and sets fetch\_orders to FALSE to prevent repetition of the paging WHILE loop.
- 55 ➤ If the user used the Interrupt key, the assignment sets the returned order number to null but not the order date, which is used in the calling function to distinguish customers without orders from leaving without selecting an order.
- 56 ➤ The order\_popup() function finishes by closing the popup form and window and returning the appropriate values.

## The order\_popup() Function

---

```
50 > IF (number_to_see > array_size) THEN
      MESSAGE "On last row, press F5 (CTRL-B) for more orders."
      END IF

51 > IF (idx = 0) THEN
      CALL msg("No orders exist in the database.")
      LET idx = 1
      LET pa_order[idx].order_num = NULL

52 > ELSE

      CALL SET_COUNT(idx)
      LET int_flag = FALSE
      DISPLAY ARRAY pa_order TO sa_order.*

53 >   ON KEY (F5, CONTROL-B)
      LET curr_pa = ARR_CURR()

      IF (curr_pa = idx) THEN
        LET number_to_see = number_to_see - idx
        IF (number_to_see > 0) THEN
          LET idx = 0
          EXIT DISPLAY
        ELSE
          CALL msg("No more orders to see.")
        END IF
      ELSE
        CALL msg("Not on last order row.")
        MESSAGE "On last row, press F5 (CTRL-B) for more orders."
      END IF
      END DISPLAY

54 > IF idx <> 0 THEN
      LET idx = ARR_CURR()
      LET fetch_orders = FALSE
      END IF

55 > IF int_flag THEN
      LET int_flag = FALSE
      CALL msg("No order number selected.")
      LET pa_order[idx].order_num = NULL
      END IF
      END IF
      END WHILE

56 > CLOSE FORM f_ordersel
      CLOSE WINDOW w_orderpop
      RETURN pa_order[idx].order_num, pa_order[idx].order_date

      END FUNCTION -- orders_popup --
```

## The calc\_order() Function

- Notes 57 to 59** > The calc\_order() function uses a series of SELECT statements to retrieve summary information for an order from several tables in much the same manner as the get\_summary() function. See [Example 4](#) for a more complete description of the techniques used in this function.
- 57** > The first query uses a join to get the ship\_charges column from the orders table and the state code from the customer table. The join is necessary to identify the customer based on the order. If the ship\_charges column is empty (null), the function sets the ship\_charges variable to zero.
- 58** > The second query totals the charges associated with the order from the items table. Again, if the total is null the default is zero.
- 59** > The tax\_rates() function returns the percentage of sales tax applied within the state (simplifying the real sales tax structures for demonstration purposes). The assignment to the sales\_tax variable calculates the sales tax on the total item charges. The assignment to the order\_total variable subtotals the order charges (the shipping charges are added in the input\_ship() function).

## The upd\_order() Function

- 60** > The upd\_order() function updates the order row in the database. As in previous examples, upd\_order() supports recovery from an SQL error at runtime by:
- Suppressing termination on errors with the WHENEVER ERROR CONTINUE statement.
  - Executing the SQL statement.  
The UPDATE statement updates only those columns that were accessed by the input\_ship() function.
  - Resuming termination on errors with the WHENEVER ERROR STOP statement.
  - Evaluating the status variable to determine whether an error occurred.  
The upd\_order() function returns the status to the MAIN function, which notifies the user of the error or of the success of the update.

## The calc\_order() Function

---

```
#####
FUNCTION calc_order(ord_num)
#####
    DEFINE          ord_num          LIKE orders.order_num,
                   state_code       LIKE customer.state

57> SELECT ship_charge, state
    INTO gr_charges.ship_charge, state_code
    FROM orders, customer
    WHERE order_num = ord_num
        AND orders.customer_num = customer.customer_num

    IF gr_charges.ship_charge IS NULL THEN
        LET gr_charges.ship_charge = 0.00
    END IF

58> SELECT SUM(total_price)
    INTO gr_charges.order_total
    FROM items
    WHERE order_num = ord_num

    IF gr_charges.order_total IS NULL THEN
        LET gr_charges.order_total = 0.00
    END IF

59> CALL tax_rates(state_code) RETURNING gr_charges.tax_rate

    LET gr_charges.sales_tax = gr_charges.order_total *
        (gr_charges.tax_rate / 100)

    LET gr_charges.order_total = gr_charges.order_total +
        gr_charges.sales_tax

END FUNCTION -- calc_order --

#####
60> FUNCTION upd_order(ord_num)
#####
    DEFINE          ord_num          LIKE orders.order_num

    WHENEVER ERROR CONTINUE
        UPDATE orders SET (ship_date, ship_instruct, ship_weight, ship_charge)
            = (gr_ship.ship_date, gr_ship.ship_instruct,
              gr_ship.ship_weight, gr_ship.ship_charge)
        WHERE order_num = ord_num
    WHENEVER ERROR STOP

    RETURN (status)
END FUNCTION -- upd_order --
```

*To locate any function definition, see the Function Index on page 730.*

---

# 13



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3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
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# Calling a C Function

When something cannot easily be done in 4GL, you can code that operation in a C function and call it from the 4GL program. This example displays a C function of moderate size and shows how it is invoked from a 4GL program compiled with either the INFORMIX-4GL C Compiler or the INFORMIX-4GL Rapid Development System.

The `fglgets.c` module examined here enhances 4GL with the ability to write command-line utility programs in addition to interactive applications more typical of 4GL. It allows, for example, programs driven by data in text files.

## The Interface Between C and 4GL

This section provides a brief, conceptual overview of the interface between 4GL and C. For further detail, see Chapter 2 of the *INFORMIX-4GL Reference* manual.

### The Argument Stack

Within a 4GL program, arguments are passed to functions and results are returned on a pushdown stack of values. When a function is called, its arguments are pushed on the stack. Upon entry to the function, the arguments are popped into local variables. When a function executes the RETURN statement, copies of the returned value or values are pushed on the stack. Upon return to the point of call, returned values are popped from the stack.



Each value on the argument stack carries its data type as well as its contents. As a result, values can be type-converted as they are popped. This explains how a function can define its arguments with a different type than its caller may have passed. The types are converted when the arguments are popped. In the same way, a function can return a value of a type different from what the caller receives. Any conversion supported by the LET statement is allowed.

## Passing Arguments to a C Function

A function written in C and linked with a 4GL program must also receive its arguments from the argument stack. A function receives exactly one formal parameter by the normal C calling conventions. This is an integer that contains a count of the number of arguments that were pushed on the 4GL argument stack when the function was called. The number of arguments pushed can differ from one call to the next.

The C function acquires the actual values of its arguments by popping them from the argument stack. It does this by calling one of the pop functions built into 4GL. There is one pop function for each data type. For example, `popint()` pops the top stack item as an integer. The type popped need not be the same as the type pushed by the caller, so long as type conversion is possible.

## Returning Values from a C Function

A C function can return one or more values to the calling 4GL program. The number of values it returns must agree with the number expected by the caller.

To return a value, the C function uses a return function built into 4GL. There is one return function for each data type. For example, `retquote()` pushes a character string onto the stack. The return functions make a copy of the value, so that the function can return the contents of local variables that will disappear when it terminates. The type pushed need not be the same as what the caller will pop, so long as type conversion is possible.

The formal value returned from the C function using the RETURN statement must be an integer giving the number of values pushed on the argument stack. Thus a function that returns no values on the stack should exit with the statement `return(0)`. One that pushed a single value before terminating should end with `return(1)`, and so on.

## The fglgets.c Module

The C function in this example is named `fglgets()`. Its purpose is to read lines from text files. It is named after the C library routine `fgets()`, which it uses.

The `fglgets()` function adds considerable new power to 4GL. The usual strengths of 4GL are in interactive applications, where menus and screen forms make it easy to build an attractive user interface. With `fglgets()` you can use 4GL to write command-line utility programs. That is, programs that are driven by data in text files or data produced by other command-line utilities. You can write database-access programs that can be used in a command pipeline with other utility programs.

### Using `fglgets()`

The `fglgets()` function takes one argument, the name of a text file. It reads the next line of input from that file and returns the line as a parameter to the calling function. A return code is available by calling `fglgetret()`. The following program fragment shows how a 4GL program can use these two functions.

---

```
DEFINE fname CHAR(80), fline CHAR(255)
PROMPT "Enter file pathname: " FOR fname

CALL fglgets(fname) RETURNING fline -- read first line
WHILE fglgetret() = 0 -- while not end-of-file or error
    DISPLAY fline
    CALL fglgets(fname) RETURNING fline
END WHILE
```

---

Each call to `fglgets()` returns the next line of text from the specified file. The `fglgetret()` function returns a nonzero value at end-of-file. The code in the preceding example merely displays the data, but any kind of processing is possible. For example, each input line could have been:

- Inserted into a table in a database.
- Used as the key to retrieve a row from a database.
- Prepared as an SQL statement and executed.

Access to the standard input stream is provided by `fglgets()` as a special case. When the filename is omitted, or contains a null string or the string "stdin," `fglgets()` reads from `stdin`. A 4GL program that reads from standard input can be used in a command pipeline, processing data that is generated by another program. The `DISPLAY` statement writes to standard output, so processed data can be passed on to the next program in the pipeline.

As many as eight named files can be open simultaneously, in addition to the standard input.

## The Design of `fglgets()`

The function maintains a list of up to eight standard C file pointers (that is, `FILE *` values as returned by `fopen()`). Each one is associated with a character string containing the pathname associated with it.

When it is called, the function checks the number of arguments that were pushed for it. If there were none (that is, if it was called with an empty argument list), or if the argument proves to be an empty string, it uses `stdin`. Otherwise it looks for that string in its list of filenames. If it does not appear there, `fopen()` is called to open the file. If it succeeds, the resulting file pointer is saved, along with its name.

After identifying the file the function reads a line from the file with `fgets()` and returns it by pushing it on the argument stack.

## Returning Both a Value and a Code

The `fglgets()` function has two pieces of information to return to its caller. One is the line of text from the file the other is a return code. Six codes are possible:

- 0 success; a line was read from the file.
- 100 end-of-file was reached.
- 1 error opening file.
- 2 too many file open at once.
- 3 unable to allocate space to store file string.
- 4 wrong number of arguments passed (more than one).

Three ways of returning such codes were examined during the coding of this example. They are described in the following sections.

### Using a Global Variable

The first method is to store the return code in some global variable and let the 4GL program fetch it from there. Unfortunately, a 4GL program can refer to C global variables only when it has been compiled by the C Compiler. When the same program is compiled under the Rapid Development System, it can no longer access C external global variables.

In order to make fglgets() usable from all 4GL programs, its return code must be returned in a different way.

### Returning Two Values

When a 4GL function has two values to return, it may simply return two values. The 4GL RETURN statement accepts a list of one or more values, separated by commas. Any C function, too, may return two or more values by pushing them on the argument stack. So fglgets() could have been written to return both a string of text and an integer return code.

The only problem with returning two values is that it restricts the form of a CALL statement. If fglgets() returned two values, it could only be called in a statement like the following one.

---

```
CALL fglgets(fname) RETURNING text_line, ret_code
```

---

So long as the function returns a single value, it may also be used in a LET statement or in an expression, as in the following examples.

---

```
LET text_line = fglgets()  
...or...  
WHILE LENGTH(fglgets(fname)) <> 0  
  DISPLAY "flushing..."  
END WHILE
```

---

### Using an Access Function

The third method is to provide a function that will retrieve the return code. This is the method used in this example. A small function, fglgetret(), picks up the most recent return code and stacks it as its return value.

This solution works in all versions of 4GL, and allows both the input function and the return code to be used in LET statements and expressions.

## Handling Arguments

C functions have only incomplete control over the number of arguments that will be passed to them on the 4GL argument stack. When a function is used with the Rapid Development System, the maximum number of arguments it permits is defined in the `fglusr.c` file (this is discussed in the next section). 4GL functions cannot call it with more arguments. However, the C Compiler has no information about the interface to an external function. It will permit a 4GL function to call a C function (or a 4GL function in a different source module) with any number of arguments. The only restriction is that the same number of arguments must be used in every call within one source module.

As a result the C function must be prepared to handle different numbers of arguments. It can insist on an exact number, or it can define defaults for omitted arguments.

The `fglgets()` function accepts either zero or one argument. If no argument is passed, it assumes "stdin". One argument is taken to be a file name. If more than one argument is passed, the function sets an error code and returns an empty string.

A function is always supposed to clear the argument stack before pushing return values. When too many arguments are passed, it faces a problem: how to pop arguments of unknown type. If it pops an argument using a type that is incompatible with the stacked value, 4GL will stop with a runtime error. The simplest policy is to pop unknown arguments as character strings. Any data type except BYTE or TEXT can be converted to a character string, and if the string is too long, 4GL will truncate it without error.

## Running the Example

All examples in this manual can run in both the Rapid Development System (**r4gl**) and the C Compiler (**i4gl**) environments. However, these two environments differ in the way they call a 4GL program that uses C functions. To enable Example 13 to run the `fglgets()` function in either environment, this example is divided into two 4GL programs:

- The `ex13.4gl` file is a front-end menu-driven program that asks:
  - Whether to run the example under **i4gl** or **r4gl**.
  - Whether to expect the input lines from an ASCII file or from the screen (`stdin`).
- The `ex13a.4gl` file is the program that actually calls the C function `fglgets()` to read and display the input lines.

The `ex13.4gl` file displays menus to gather the information it needs to determine how to call the `ex13a.4gl` program. The actual command to execute `ex13a.4gl` is stored in a shell script. For **i4gl**, this script is the `ex13i.sh` file and for **r4gl**, this script is called `ex13r.sh`. The `ex13.4gl` program builds a string with the appropriate executable files and then uses the `RUN` command to the appropriate shell script.

To run this example, you must:

1. Compile the two 4GL source files. To create the `ex13.4go` (or `ex13.4gi`) and `ex13a.4go` (or `ex13a.4gi`) files follow the same procedure you have used to compile the other examples in this manual.
2. Create the executable file that recognize the `fglgets()` C function. This procedure depends on the environment you are using. It is described in the following section.
3. Run the `ex13.4gl` program using the same procedure you have used to run the other examples in this manual.

## Creating the Executable Files

You must link the binary executable form of the C function with the 4GL program before you can use it. This procedure depends on the programming environment you are using:

- i4gl** Add the C source file to the definition of a program, using the Program Modify menu. The C source file will be included when the program is compiled.
- c4gl** List the C source file along with the 4GL source files as an argument to the **c4gl** command.
- fglpc** Compile 4GL source files as usual. Create a custom program runner to link the C module with **fglgo**.
- r4gl** Compile 4GL modules as usual. Create a custom runner program and then use the Program Modify menu to specify this custom runner for the program.

This section outlines the procedure to follow to compile and run Example 13. Refer to Chapter 1 of the *INFORMIX-4GL Reference* manual for more detailed information.

*Note:* To create the executable files, you must have a C compiler installed on your system.

### Using r4gl or fglpc

When you compile the 4GL modules with **r4gl** (or **fglpc**), the resulting program is executed by a “runner,” or execution module. The standard runner, **fglgo**, supports only the built-in functions that are standard with 4GL. However, if your program calls a C function, that function must be linked into the runner.

You compile and link the program in two steps:

1. Add lines that describe the C function (or functions) in the `fgiusr.c` file. This step has been done in the `fgiusr.c` file that is released with these examples.
2. Use the `cfglgo` (compile **fglgo**) command to compile and link the `fgiusr.c` file and the C source files with the base code of the runner. The result is a

*custom runner*, that is, a version of **fglgo** that contains your C functions as well as the standard ones.

To create the custom runner for Example 13, use the command:

---

```
cfglgo fgiusr.c fglgets.c -o fglgo13
```

---

This command creates the `fglgo13` custom runner to run the `ex13a.4go` (or `ex13a.4gi`) file.

*Note:* Because the name of the custom runner (**fglgo13**) is hard-coded in the `ex13.4gl` file, you must use this name to execute this example.

### Using **i4gl** or **c4gl**

When you compile the 4GL modules with **i4gl** (or with **c4gl**), the resulting program can be executed directly. To compile and link modules, you just list the module names as arguments to the **c4gl** command. No custom runner is required.

You compile in a single step:

- The **c4gl** command compiles 4GL and C source files and links them to produce an executable program.

To create the executable program for Example 13, use the command:

---

```
c4gl ex13a.4gl fglgets.c -o ex13a.4ge
```

---

This command creates the `ex13a.4ge` executable file.

*Note:* Because the name of the executable file (`ex13a.4ge`) is hardcoded in the `ex13.4gl` file, you must use this name to execute this example.

## Calling the Executable File

The `fglgets()` function accepts at most one argument. If it receives no argument, `fglgets()` reads input lines from standard input (`stdin`). If it receives an argument, it reads input lines from this file.



The program menu treats it as a filename and asks the user to choose whether input lines are to come from standard input (Stdin) or an ASCII fi (Ascii):

- If you select the Stdin option, ex13.4gl calls the appropriate executable file without an argument:

- **i4gl** and **c4gl**:

---

```
ex13a.4ge
```

---

- **r4gl** and **fglgo**:

---

```
fglgo13 ex13a
```

---

- If you select the Ascii option, ex13.4gl provides a form for the entry of the filename. It then calls the appropriate executable file with the filename as an argument:

- **i4gl** and **c4gl**:

---

```
ex13a.4ge filename
```

---

- **r4gl** and **fglgo**:

---

```
fglgo13 ex13a filename
```

---

## C Module Overview

| C Module  | Purpose   |
|-----------|---|
| fgiusr.c  | Used to make a custom runner including fglgets.c  |
| fglgets.c | Defines a C function for reading stream input using the fgets() function from the standard C library. |

## Function Overview

---

| Function Name            | Purpose   |
|--------------------------|---|
| <code>fdump()</code>     | Displays an error message if the pathname cannot be saved or opened, or if the file is empty. |
| <code>getquote()</code>  | Gets an argument from the stack as a character string.  |
| <code>fglgetret()</code> | Gets the most recent return code and stacks it as its return value.                           |
| <code>fglgets()</code>   | Reads lines from text file using the C library routine.                                       |

---

*To locate any function definition, see the Function Index on page 730.*

## The f\_name Form

- 1➤ This form does not need to specify a specific database because it does not contain fields defined like database columns.
- 2➤ The form contains a single 50-character field. The TYPE CHAR keywords define the type of data accepted in this field.

## The f\_name Form

---

*f\_name form file*

**1** ➤ DATABASE formonly

```
SCREEN  
{
```

```
    Name:[f000                                ]
```

```
}
```

**2** ➤ ATTRIBUTES  
f000 = formonly.a\_char TYPE CHAR;

## The MAIN Function

- 1➤ NUM\_ARGS() is a 4GL built-in function that returns a count of the command-line arguments to the program. When the program is given no command-line arguments, it passes an empty file which fglgets() interprets as meaning stdin.
- 2➤ Each command-line argument is fetched by culling the built-in function ARG\_VAL() and is passed in turn to the fdump() subroutine. If that function returns a status other than NOTFOUND the loop ends.
- 3➤ If the loop ends because error status is returned, the error is displayed to the user. Note the use of \n to get additional line spaces in the output. The PROMPT start lets the user read the error message before the screen is cleared by the end of the program.

## The MAIN Function

---

*4GL source file*

```
#####
MAIN
#####
      DEFINE          arg          SMALLINT,
                    fstat         SMALLINT,
                    anarg         CHAR(80)

      IF NUM_ARGS() = 0 THEN
1>         LET anarg = " "
          CALL fdump(anarg) RETURNING fstat
      ELSE
2>         FOR arg = 1 TO NUM_ARGS()
          LET anarg = ARG_VAL(arg)
          CALL fdump(anarg) RETURNING fstat
          IF fstat <> NOTFOUND THEN
              EXIT FOR
          END IF
        END FOR
      END IF
3>     IF fstat <> NOTFOUND THEN -- quit due to a problem, diagnose
      CASE fstat
      WHEN -1
          DISPLAY "\nUnable to open file ", anarg CLIPPED, ".\n"
      WHEN -2
          DISPLAY "\nToo many files open in fglgets().\n"
      WHEN -3
          DISPLAY "\nCall to malloc() failed. Couldn't open the file.\n"
      WHEN -4
          DISPLAY "\nToo many parameters to fglgets().\n"
      OTHERWISE
          DISPLAY "\nUnknown return ", fstat, " from fglgets().\n"
      END CASE
      PROMPT "Press RETURN to continue." FOR anarg
    END IF

END MAIN
```

## The fdump() Function

- 4► Errors are diagnosed when fglgets() is called with a new file. If fglgets() cannot save the pathname or cannot open it, a call to fglgetret() will return a negative number. Also, if the file is empty, the end-of-file code of 100 is returned after this file is used.

## The fdump() Function

---

```
#####  
FUNCTION fdump(fname)  
#####  
    DEFINE      fname      CHAR(80),  
               inline     CHAR(255),  
               ret        SMALLINT  
  
4> CALL fglgets(fname) RETURNING inline  
    LET ret = fglgetret()  
    IF ret = 0 THEN      -- successful read of first line  
        IF fname <> " " THEN  
            DISPLAY "----- dumping file ",  
                   fname CLIPPED,  
                   "-----"  
  
            END IF  
            WHILE ret = 0  
                DISPLAY inline CLIPPED  
                CALL fglgets(fname) RETURNING inline  
                LET ret = fglgetret()  
            END WHILE  
            IF ret = NOTFOUND AND fname <> " " THEN  
                DISPLAY "\n----- end file ",  
                       fname CLIPPED,  
                       "-----\n"  
  
                SLEEP 3  
            END IF  
        END IF  
    RETURN ret  
END FUNCTION -- fdump --
```



## The fgiusr.c Module

- 1➤ By special arrangement you are allowed to read the following material.
- 2➤ Forward declarations of the functions make it possible to compile their addresses into the table that follows.
- 3➤ Each row of the table consists of the name of the function (in characters), its address, and the limit on arguments. Because `fglgets()` allows zero or one argument, its limit is given as a negative number.

## The fgusr.c Module

### The fgusr.c source file

```
/*
 *
 *          INFORMIX SOFTWARE, INC.
 *
 *          PROPRIETARY DATA
 *
1> * THIS DOCUMENT CONTAINS TRADE SECRET DATA WHICH IS THE PROPERTY OF
 *   INFORMIX SOFTWARE, INC. THIS DOCUMENT IS SUBMITTED TO RECIPIENT IN
 *   CONFIDENCE. INFORMATION CONTAINED HEREIN MAY NOT BE USED, COPIED OR
 *   DISCLOSED IN WHOLE OR IN PART EXCEPT AS PERMITTED BY WRITTEN AGREEMENT
 *   SIGNED BY AN OFFICER OF INFORMIX SOFTWARE, INC.
 *
 * THIS MATERIAL IS ALSO COPYRIGHTED AS AN UNPUBLISHED WORK UNDER
 * SECTIONS 104 AND 408 OF TITLE 17 OF THE UNITED STATES CODE.
 * UNAUTHORIZED USE, COPYING OR OTHER REPRODUCTION IS PROHIBITED BY LAW.
 *
 * Title:         fgusr.c
 * Sccsid:        @(#)fgusr.c    7.2    7/8/90 13:50:19
 * Description:   definition of user C functions
 *
***** */

/*
 * This table is for user-defined C functions.
 * Each initializer has the form:
 *   "name", name, nargs,
 * Variable # of arguments:
 *   set nargs to -(maximum # args)
 *
 * Be sure to declare name before the table and to leave the
 * line of 0's at the end of the table.
 *
 * Example:
 *   You want to call your C function named "mycfunc" and it expects
 *   2 arguments. You must declare it:
 *       int mycfunc();
 *   and then insert an initializer for it in the table:
 *       "mycfunc", mycfunc, 2,
***** */
#include "fgicfunc.h"

2> int fglgets();          /* declaring the names of the function */
   int fglgetret();

   cfunc_t usrcfuncs[] =
   {
3>   "fglgets", fglgets, -1,
     "fglgetret", fglgetret, 0,
     0, 0, 0
   };
```

## The fglgets.c Module

- 1► fglgets() never *closes* a `fi`. It does not support rereading of `fi` nor can it reuse entries in its array of file pointers. It would not be difficult to add these abilities. Possible methods include:
  - Close a file whenever end-of-file is seen. This would present the problem that, if the caller does not note the end-of-file status when it appears, the next call would reopen the same `fi` and start reading it from the top again.
  - Require two arguments on every call: a filename string and an operation code (perhaps *O*, *R*, and *C* for open, read, and close).
  - Provide a separate function that closes a `fi` given its name string.

You might want to enhance this module along one of these lines.

- 2► Static variables are used to record the files that fglgets() has opened. The variable `nfiles` represents the number of files open at any given time. Pointers to their name strings are in `fnames[0...nfiles-1]`. File pointers returned by `fopen()` are in `fi [0...-1]`.

## The fglgets.c Module

### The fglgets.c source file

```
/* =====
This module defines a C function for reading stream input using
the fgets() function from the standard C library.  The main
use intended is to read from standard input so that a 4GL
program can act as a UNIX filter; however any ascii file may be
read.
In 4GL notation the interface to this module is
    DEFINE  input_line, file_pathname CHAR(255)
    CALL fglgets(file_pathname) RETURNING input_line
fglgets() returns the next input line, to a maximum of 255
bytes, from the specified file.

The input file will be standard input in any of three cases:
    * the filename parameter is not specified
    * the filename parameter is a null string (or all-blank)
    * the filename parameter is "stdin"
Otherwise the specified file is opened mode "r" (if necessary).
A file is only opened once.  Its name and file pointer are
saved and used on subsequent calls for that name.  Several files
may be opened concurrently (see MAXOPEN below).

The function returns the line of data as a string result.  The
terminating newline is not returned.  Thus a blank string is
returned where the file contains a null line.

This function should not be used for interactive input.  The
reason is that stdout is not flushed prior to input, so a
prompt string written with DISPLAY may not be seen by the user.
For interactive applications use PROMPT or INPUT.

The function has a result code which can have any of the
following values:
    0      successful read
    100    end of file
    -1     UNIX would not open the file (fopen returned NULL)
    -2     too many files open (MAXOPEN exceeded)
    -3     malloc failed, we couldn't save the filename
    -4     too many parameters to fglgets()
When the return code is other than 0, the returned string is
always null (all-blank).  However, to retrieve the return code
the 4GL program must call fglgetret(), which returns an integer.
===== */

#include <stdio.h>
#include <strings.h>
#define MAXOPEN 8
#define MAXSTR 256                /* includes the null - max data is 255!!! */

2> static short nfiles = 0;        /* how many filenames we know about */
static char *fnames[MAXOPEN];    /* ->saved filename strings for compares */
static FILE *files[MAXOPEN];     /* saved fileptrs for open files */
```

## The getquote() Function

- 3➤ The `getquote()` function gets an argument from the 4GL argument stack as a character string. The built-in function `popquote()` does this; however, `popquote()` always extends the popped value to the size of the receiving buffer. The remaining code strips the trailing blanks so that, if an empty string is passed, it will have zero length.

Note that 4GL versions 4.1 and later include the built-in function `popvchar()`, which does precisely this: popping a value as a character string with no trailing spaces. It could be used in place of this function.

## The fglgetret() Function

- 4➤ The `fglgetret()` function returns the value last stored in the static `retcode` variable. It does not test the number of arguments passed to it. If it is passed any, they will remain on the stack when it returns and the program will probably terminate with a 4GL error message.
- 5➤ The built-in function `retshort()` pushes a short integer on the argument stack. The formal return value is the count of return values pushed, namely 1.

## The getquote() Function

---

```
static short retcode = 100;    /* return code with initial value */
/* =====
   This function performs a 4gl "popquote" or argument fetch.
*/
3> void getquote(str,len)
    char *str;    /* place to put the string */
    int len;     /* length of string expected */
{
    register char *p;
    register int n;
    popquote(str,len);
    for( p = str, n = len-1 ;
        (n >= 0) && (p[n] <= ' ');
        --n )

        ;
    p[n+1] = '\0';
}

/* =====
   This function returns the last retcode, using 4GL conventions.
*/
4> int fglgetret(numargs)
    int numargs;    /* number of parameters (ignored) */
{
5>    retshort(retcode);
    return(1);     /* number of values pushed */
}
```

## The fglgets() Function

- 6➤ The C switch statement is very useful for determining the number of arguments. First, set up appropriate default values. In this instance a default null string is placed in `astring`. Then, enter a switch in which the acceptable numbers of arguments are listed as cases in descending order. In each case, pop one argument. Because there is then one fewer argument on the stack, control can fall through into the next case.
- 7➤ The default is reached when an unknown number of arguments has been passed. Because their types are not known, the safest thing is to pop them as character strings.
- 8➤ A `fi` string is looked up in the list of known `fi` and opened if necessary. The structure of this passage is described in C commentary on the preceding page.

This code assumes that all elements of the arrays `fi` and `fnames` from 0 through `nfiles-1` are in use. If this module is enhanced to close `fi` (as discussed in Note 1), the close function must maintain this invariant, probably by compacting the arrays.

## The fglgets() Function

---

```
/* =====
The steps of the fglgets operation are as follows:
1. check number of parameters; if >1 return null & -4
2. get filename string to scratch string space
3. if we do not have stdin,
   a. if we have never seen this filename before,
      i. if we have our limit of files, return null & -2
      ii. if unix will not open it, return null & -1
      iii. if we cannot save the filename string, return null & -3
      iv. else save filename and matching FILE*
   b. else pick up FILE* matching filename
4. else pick up FILE* of stdin
5. apply fgets(astring,MAXSTR,file) and note result
6. if fgets() returned NULL, return null & 100
7. check for and zap the trailing newline, return line & 0
*/
int fglgets(numargs)
    int numargs;          /* number of parameters in 4gl call */
{
    register int ret;     /* running success flag --> sqlcode */
    register int j;      /* misc index */
    register char *ptr;  /* misc ptr to string space */
    FILE* afile;        /* selected file */
    char astring[MAXSTR]; /* scratch string space */

    astring[0] = '\0';   /* default parameter is null string */
    ret = 0;            /* default result is whoopee */
    afile = stdin;      /* default file is stdin */

6>    switch (numargs)
    {
        case 1:          /* one parameter, pop as string */
            getquote(astring,MAXSTR);
        case 0:          /* no parameters, ok, astring is null */
            break;
7>    default:          /* too many parameters, clear stack */
        for( j = numargs; j; --j)
            popquote(astring,MAXSTR);
        ret = -4;
    }

    if ( (ret == 0)      /* parameters ok and.. */
        && (astring[0]) /* ..non-blank string passed.. */
        && (strcmp(astring,"stdin")) ) /* ..but not "stdin".. */
    {
8>        /* ..look for string in our list */
        for ( j = nfiles-1;
              (j >= 0) && (strcmp(astring,fnames[j]));
              --j )
            ;
        if (j >= 0)     /* it was there (strcmp returned 0) */
            afile = files[j];
        else           /* it was not; try to open it */
            {

```



- 9** ➤ If control reaches this point without error, afile contains a valid file handle and a line can be read.
- 10** ➤ If control reaches this point without error, a line has been read. If not, this statement prepares an empty string to be returned.
- 11** ➤ Because one value, a string, is always pushed on the stack, the function always exits with a formal return value of 1.

## The fglgets() Function

---

```
        if ((j = nfiles) < MAXOPEN)
        {
            /* not too many files, try fopen */
            afile = fopen(astring,"r");
            if (afile == NULL)
                ret = -1;
        }
        else ret = -2;
        if (ret == 0)/* fopen worked, get space for name */
        {
            ptr = (char *)malloc(1+strlen(astring));
            if (ptr == NULL) ret = -3;
        }
        if (ret == 0)/* have space, copy name & save */
        {
            files[j] = afile;
            fnames[j] = ptr;
            strcpy(ptr,astring);
            ++nfiles;
        }
    }
}

9> if (ret == 0)          /* we have a file to use */
    {
        ptr = fgets(astring,MAXSTR,afile);
        if (ptr != NULL)/* we did read some data */
        {
            /* check for newline, remove */
            ptr = astring + strlen(astring) -1;
            if ('\n' == *ptr) *ptr = '\0';
        }
        else ret = 100; /* set eof return code */
    }

10> if (ret)            /* not a success */
    astring[0] = '\0';/* .. ensure null string return */

retcode = ret;        /* save return for fglgetret() */
retquote(astring);/* set string RETURN value.. */
11> return(1);        /* .. and tell 4gl how many pushed */
}
```

*To locate any function definition, see the Function Index on page 730.*

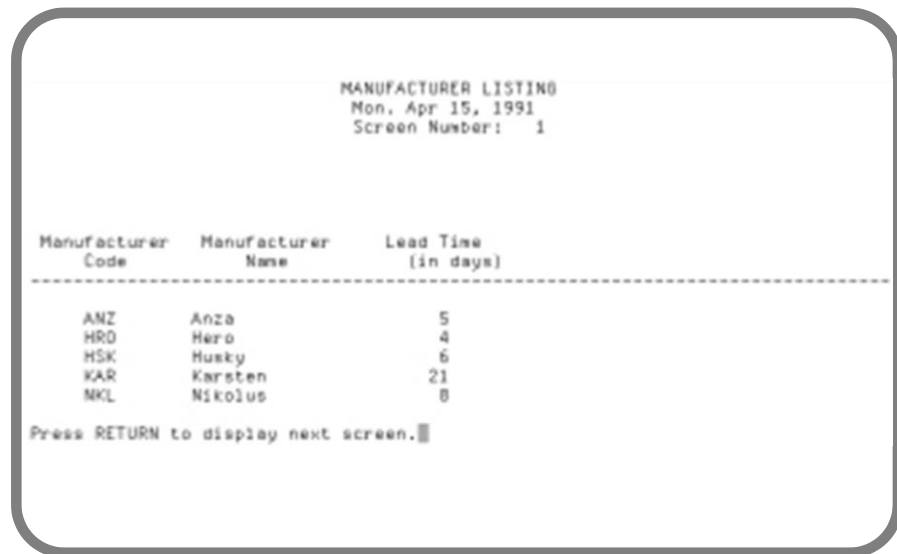
# 14



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
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30. *Generating a Schema Listing*

# Generating a Report

This example shows you how to produce a basic report. The 4GL report tools are among the most important for database application development because they let you view and analyze the data stored in the database.



```
MANUFACTURER LISTING
Mon. Apr 15, 1991
Screen Number: 1

Manufacturer Code  Manufacturer Name  Lead Time
[in days]
-----
ANZ                Anza                5
HRD                Hero                4
HSK                Husky               6
KAR                Karsten             21
MKL                Nikolus             8

Press RETURN to display next screen.█
```

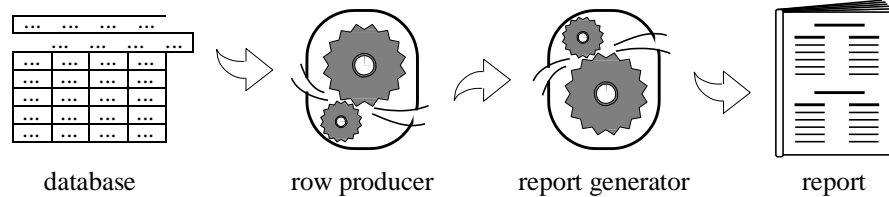
| Manufacturer Code | Manufacturer Name | Lead Time [in days] |
|-------------------|-------------------|---------------------|
| ANZ               | Anza              | 5                   |
| HRD               | Hero              | 4                   |
| HSK               | Husky             | 6                   |
| KAR               | Karsten           | 21                  |
| MKL               | Nikolus           | 8                   |

This example introduces the following 4GL programming techniques:

- Sending rows to a report.
- Setting page margins.
- Providing headers and footers for the page.
- Formatting database columns as columns in the report.
- Sending the report to the screen.

## The Program Model

4GL contains extensive facilities for generating reports based upon a two-part program model:



The *row producer* provides a supply of rows of data. The *report generator* (which is a single function) formats those rows into a pleasing report with pagination, group headings, and other features.

This two-part model allows you to structure your report programs in the following ways:

- The row producer, which comprises the MAIN function and most of the functions in the program, is concerned only with the content of the data. It does not format the information.  
This portion of the program essentially fetches rows and passes them, a row at a time, to the report generator.
- The report generator is concerned only with the format of the data. It need not be concerned with the source of the data or with its content, except as it relates to the format.

## Steps in Generating a Report

The basic sequence of actions in the row producer portion of the 4GL program is as follows:

- DECLARE      You declare a cursor for the query that qualifies the appropriate rows for the report.
- CURSOR
- The column list for the SELECT statement should specify only those columns needed for the report, because the unneeded columns will slow down the report generation.
- The ORDER BY clause of the SELECT statement is extremely important because it determines the sorting sequence of

rows in the report. The WHERE clause is also important if the report covers a subset of the rows.

**START REPORT** You prepare the report generator to run the report.

**FOREACH** You retrieve the rows qualified by the query one at a time into variables of the report driver function. You can also use a WHILE loop that executes a FETCH statement, but the FOREACH statement is more convenient in many cases.

**OUTPUT TO REPORT** Within the FOREACH loop, you use the OUTPUT TO REPORT statement to pass the data, one row at a time, to the report generator function.

The OUTPUT TO REPORT statement is to a report generator function what the CALL statement is to a standard 4GL function. As with any function call, the report generator must define a parameter for each value passed by the OUTPUT TO REPORT statement.

**FINISH REPORT** You signal the report generator to end the report after passing the last row.

So long as each row sent to the report has the same structure, you can make variations in this basic procedure.

For example, you could declare two different queries on the same table, start the report, send the rows from the first query to the report, send the rows from the second query to the report, and then close the report.

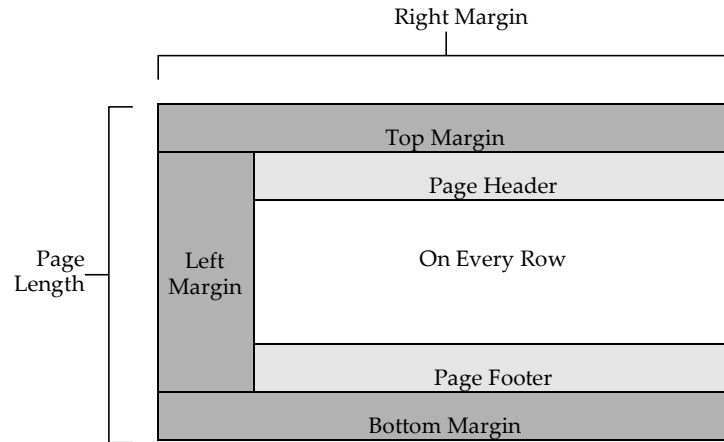
Alternatively, you could retrieve all rows into an array and traverse the array in a special sequence, sending each row to the report as visited.

## Basic Parts of a Report

A report generator function cannot execute SQL statements or 4GL screen interaction statements. Instead, the report generator is dedicated to specifying the format of the report. The following sections control the layout of the report on the page:

**OUTPUT** You define the page size and margins. The space available for printing report data is the space within the margins. The right margin is specified as an offset from the left edge of the page rather than from the right edge of the page, which keeps you from having to specify the page width and right margin separately.

**FORMAT** You define the blocks that make up the report. A report block consists of the text and data that is output in response to rows passed by the row producer portion of the program.



The basic report blocks are as follows:

**PAGE HEADER** Appears at the top of every page under the top margin. The page header typically contains the page number, the date, and heading text for columns within the report.

**ON EVERY ROW** Appears for each row passed to the report. This block formats the body of the report. Be sure to leave enough space between the page header and page footer for at least one ON EVERY ROW block.

**PAGE FOOTER** Appears at the bottom of each page above the bottom margin. The report generator inserts empty lines between the last ON EVERY ROW block and the PAGE FOOTER block so that the PAGE FOOTER block is flush against the bottom margin. The PAGE FOOTER is also a good place to display the page number or date.

## Directing a Report to the Screen

By default, reports go to the screen, though you can also use the OUTPUT section of the report generator function to send the report to a printer, file, or operating system command. When sending reports to the screen, you can use the PAUSE function in the PAGE HEADER or PAGE FOOTER block to let the user view the current page before displaying the next.

## Function Overview

---

| Function Name   | Purpose  |
|-----------------|--|
| manuf_listing() | Retrieves manufacturer information and sends it to the report.   |
| manuf_rpt()     | Formats the manufacturer information as a report.  |
| init_msgs()     | Initializes the members of the ga_dsplymsg array to null. See the description in <a href="#">Example 2</a> .   |
| prompt_window() | Displays a message and prompts the user for confirmation. This function is a variation on the message_window() function that appears in <a href="#">Example 2</a> . See the description in <a href="#">Example 4</a> . |

---



## The MAIN Function

- 1 ➤ The MAIN function calls the `prompt_window()` function to confirm that the report should be generated. The reason for this caution is that if the number of rows sent to the report is very large, the report might prevent other activities for some time. If the number of rows is small or the user generates reports frequently, you might want to omit this test.

## The `manuf_listing()` Function

- 2 ➤ The DECLARE statement declares a cursor for a query to retrieve manufacturers. No WHERE clause appears in the SELECT statement because the report covers all manufacturers and no other tables are joined with the `manufact` table.

The ORDER BY clause ensures the intelligibility of the report by sorting the rows on the manufacturer code. Without the ORDER BY clause, the sequence of rows in the report would be that of the physical order in which the manufacturer rows are stored.

- 3 ➤ The START REPORT statement invokes the report generator to prepare the `manuf_rpt` report.

You can use the START REPORT statement to send a report to a file, printer, or operating system command. If the START REPORT statement does not specify the destination, the report generator uses the destination from the OUTPUT section of the report function. If the destination is not specified explicitly, the report goes to the screen.

- 4 ➤ The FOREACH statement opens the cursor at the start of the loop, fetches the next row into the `pa_manuf` record on each iteration of the loop, and closes the cursor at the end of the loop.

Within the loop, the OUTPUT TO REPORT statement sends the row currently stored in the `pa_manuf` record to the report generator to be formatted according to the specification in the `manuf_rpt()` report function and added to the report.

- 5 ➤ The FINISH REPORT statement terminates the report generator and ends the report.

## The MAIN Function

---

*4GL source file*

```
DATABASE stores7

  GLOBALS
    DEFINE ga_dsplymsg ARRAY[5] OF CHAR(48)
  END GLOBALS

#####
MAIN
#####
1> LET ga_dsplymsg[1] = "          Manufacturer Listing Report"
  IF prompt_window("Do you want to display this report?", 5, 10)
  THEN
    CALL manu_listing()
  END IF
END MAIN

#####
FUNCTION manu_listing()
#####
  DEFINE pa_manuf      RECORD
                        manu_code  LIKE  manufact.manu_code,
                        manu_name  LIKE  manufact.manu_name,
                        lead_time  LIKE  manufact.lead_time
  END RECORD

2> DECLARE c_manuf CURSOR FOR
  SELECT manu_code, manu_name, lead_time
  FROM manufact
  ORDER BY manu_code

3> START REPORT manu_rpt

4> FOREACH c_manuf INTO pa_manuf.*
  OUTPUT TO REPORT manu_rpt(pa_manuf.*)
END FOREACH

5> FINISH REPORT manu_rpt

END FUNCTION -- manu_listing --
```

## The `manuf_rpt()` Report Function

- 6 ➤ As with all report functions, the definition of `manuf_rpt` starts with the `REPORT` keyword rather than the `FUNCTION` keyword.
- 7 ➤ The `OUTPUT` section of the `manuf_rpt()` report function specifies no right and left margins because the destination of the report is the screen. The top and bottom margins are 1 line for readability. The page length is 23 lines so that, on a standard 24-line screen, the paging prompt will not scroll the display.
- 8 ➤ The `FORMAT` section specifies the formatting applied to the rows passed to the `manuf_rpt()` report function.
- 9 ➤ The `PAGE HEADER` block specifies the layout generated at the top of each page. The specification for the block extends to the start of the next block, which in the `manuf_rpt()` report function is the `ON EVERY ROW` block.

The page header block does not consume a row but rather appears in addition to the `ON EVERY ROW` block that appears for the first row on the page.

The `SKIP` statement inserts empty lines, while the `PRINT` statement starts a new line containing text or a value. The `COLUMN` clause specifies the offset of the first character from the first position after the left margin.

The complete page header occupies 13 lines. In your own reports, you may prefer a more terse header to leave more space for the rows.

- 10 ➤ The page header uses the built-in `TODAY` function to generate the current date and the built-in `PAGENO` function to generate the page number of the current page. The `USING` clauses format these values. The `USING` clause employs the same formatting tokens as form fields.
- 11 ➤ The `PRINT` statement can have multiple `COLUMN` clauses, which all print on the same line.
- 12 ➤ The page header uses hyphens to place a separator line between the page header and the rows displayed below the header. Another common character for a separator line is the equals sign. The semicolon at the end of the first `PRINT` statement suppresses the new line so the two sets of hyphens appear on a single line.
- 13 ➤ The `ON EVERY ROW` block specifies the layout generated for each row. As in the `manuf_rpt()` report function, you would typically keep this block to one line if possible so that data can be read more easily.
- 14 ➤ The `PAGE TRAILER` block specifies the layout generated at the bottom of each page. The `SKIP` statement puts an empty line under the last row, and the `PAUSE` statement displays a prompt and suspends output until the user presses a key.

## The manu\_rpt() Report Function

---

```
#####
6> REPORT manu_rpt(pa_manuf)
#####
    DEFINE pa_manuf      RECORD
                manu_code LIKE  manufact.manu_code,
                manu_name LIKE  manufact.manu_name,
                lead_time  LIKE  manufact.lead_time
    END RECORD

7>  OUTPUT
    LEFT MARGIN 0
    RIGHT MARGIN 0
    TOP MARGIN 1
    BOTTOM MARGIN 1
    PAGE LENGTH 23

8>  FORMAT
9>  PAGE HEADER
    SKIP 3 LINES
    PRINT COLUMN 30, "MANUFACTURER LISTING"
10> PRINT COLUMN 31, TODAY USING "ddd. mmm dd, yyyy"
    PRINT COLUMN 31, "Screen Number: ", PAGENO USING "##&"
    SKIP 5 LINES

11> PRINT COLUMN 2, "Manufacturer",
    COLUMN 17, "Manufacturer",
    COLUMN 34, "Lead Time"
    PRINT COLUMN 6, "Code",
    COLUMN 21, "Name",
    COLUMN 36, "(in days)"

12> PRINT "-----";
    PRINT "-----"
    SKIP 1 LINE

13> ON EVERY ROW
    PRINT COLUMN 6, pa_manuf.manu_code,
    COLUMN 16, pa_manuf.manu_name,
    COLUMN 36, pa_manuf.lead_time

14> PAGE TRAILER
    SKIP 1 LINE
    PAUSE "Press RETURN to display next screen."

END REPORT -- manu_rpt --
```

*To locate any function definition, see the Function Index on page 730.*

---

# 15



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
7. *Validating and Inserting a Row*
8. *Displaying a Screen Array in a Popup Window*
9. *Accessing a Table with a Single-Row Form*
10. *Accessing a Table with a Multi-Row Form*
11. *Implementing a Master-Detail Relationship*
12. *Displaying an Unknown Number of Rows*
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16. *Creating Vertical Menus*
17. *Using the DATETIME Data Type*
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21. *Using an Update Cursor*
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23. *Handling Locked Rows*
24. *Using a Hold Cursor*
25. *Logging Application Errors*
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27. *Displaying Menu Options Dynamically*
28. *Writing Recursive Functions*
29. *Generating Mailing Labels*
30. *Generating a Schema Listing*

---

# Reporting Group Totals

This example demonstrates more advanced 4GL report features. It extends the order-entry program of [Example 11](#) (see [“Implementing a Master-Detail Relationship” on page 217](#)) to produce a printed invoice. The invoice is generated as a report.

This example program has the following simple structure:

1. Accept input for a single customer order.
2. Store the order in the database.
3. Generate an invoice report.

In a real application, the program would be designed to accept more than one customer order. Either the order-entry function would be called repeatedly, or else order entry would be one option in a menu. Because the logic for entering one order is isolated in a single function, it can be used in either of these ways.

The invoice report at the heart of this example would also be used differently in a real application. Rather than printing an invoice immediately after an order is entered, a real application might print all new orders, or a range of new orders, in a batch. The invoice logic is isolated to two functions here, so it could be adapted in this way.

Other examples that concentrate on reports include [“Generating a Report” on page 319](#) and [“Generating Mailing Labels” on page 657](#).

## Choosing a Report Destination

A report is a series of lines of text. These lines can be directed to one of four destinations:

- The screen (the default destination)
- The default printer
- A disk file

- Another program using a “pipe” (UNIX only)

You can specify the report destination in one of two ways:

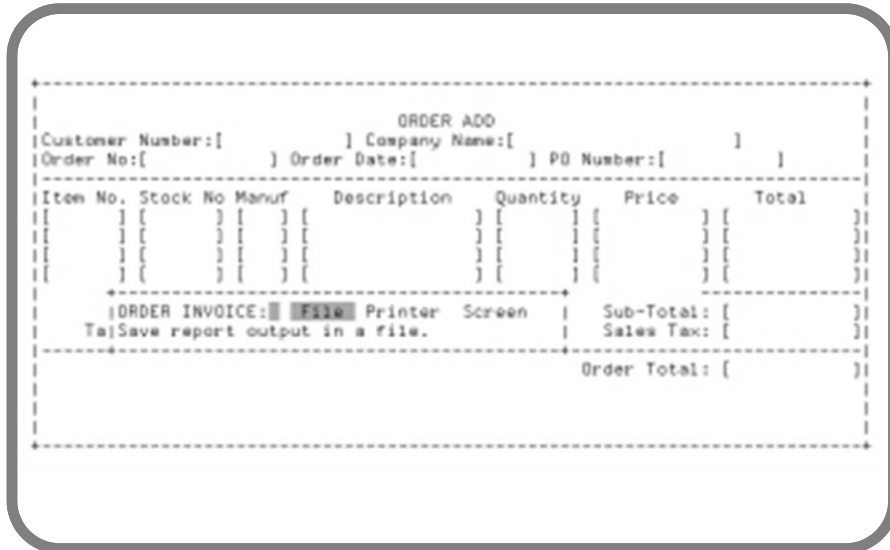
- You can code it directly into the report using the REPORT TO statement in the OUTPUT section.

This is the least flexible method, because no way exists to override the choice at execution time. The only way to change the report destination is to alter the REPORT TO statement and recompile the module.

- You can specify a destination on the START REPORT statement.

Because this statement is executable (not declarative like REPORT TO), the program can start the report to different destinations under different circumstances.

This example allows the user to specify the report destination. After an order has been inserted in the database, the invoice() function is called to manage the production of the invoice report. It displays a three-item menu in a popup window and prompts the user to choose a report destination.



Based on the user’s response, the program executes one of three START REPORT statements. When file output is chosen, the program generates a file name from the order number.

The use of the MENU statement is discussed in the annotation of the report\_output() function.

## The Report Contents

The following is a sample of an invoice report.

|                                 |        |       |                 |                              |       |                      |            |
|---------------------------------|--------|-------|-----------------|------------------------------|-------|----------------------|------------|
| WEST COAST WHOLESALERS, INC.    |        |       |                 |                              |       |                      |            |
| 1400 Hanbonon Drive             |        |       |                 |                              |       |                      |            |
| Menlo Park, CA 94025            |        |       |                 |                              |       |                      |            |
| Tue. Apr 30, 1991               |        |       |                 |                              |       |                      |            |
| Invoice Number: 0000001029      |        |       |                 | Bill To: Customer Number 104 |       |                      |            |
| Invoice Date: Tue.Apr30,1991    |        |       |                 | Play Ball!                   |       |                      |            |
| PO Number: ZZ99099              |        |       |                 | East Shopping Cntr.          |       |                      |            |
| 422 Bay Road                    |        |       |                 |                              |       |                      |            |
| Redwood City, CA 94026          |        |       |                 |                              |       |                      |            |
| Ship Date: Tue. Apr 30, 1991    |        |       |                 | ATTN: Anthony Higgins        |       |                      |            |
| Ship Weight: 32.00 lbs.         |        |       |                 |                              |       |                      |            |
| Shipping Instructions: UPS Blue |        |       |                 |                              |       |                      |            |
| -----                           |        |       |                 |                              |       |                      |            |
| Item                            | Stock  | Manuf |                 |                              |       |                      |            |
| Number                          | Number | Code  | Description     | Qty                          | Unit  | Unit Price           | Item Total |
| -----                           | -----  | ----- | -----           | -----                        | ----- | -----                | -----      |
| 1                               | 000005 | ANZ   | tennis racquet  | 3                            | each  | \$19.80              | \$59.40    |
| 2                               | 000103 | PRC   | frnt derailleur | 2                            | each  | \$20.00              | \$40.00    |
| 3                               | 000104 | PRC   | rear derailleur | 2                            | each  | \$58.00              | \$116.00   |
| 4                               | 000009 | ANZ   | volleyball net  | 1                            | each  | \$20.00              | \$20.00    |
| -----                           |        |       |                 |                              |       |                      |            |
|                                 |        |       |                 |                              |       | Sub-total:           | \$235.40   |
|                                 |        |       |                 |                              |       | Sales Tax ( 6.500%): | \$19.72    |
|                                 |        |       |                 |                              |       | Shipping Charge:     | \$48.00    |
|                                 |        |       |                 |                              |       | -----                |            |
|                                 |        |       |                 |                              |       | Total:               | \$371.12   |

The heading (name and address of "West Coast Wholesalers") is constant data generated in the report function. In a real application it might not be necessary, because pre-printed forms would normally be used.

The "Bill To" and "Attn" information is selected from the customer table. The invoice number, date, PO number, and shipping information are selected from the orders table. The item information is selected from the items, stock, and manufact tables.



## Function Overview

| Function Name   | Purpose   |
|-----------------|---|
| add_order2()    | Allows the user to add an order to the database. It is similar to add_order() in <a href="#">Example 11</a> , except it also calls the invoice() routine to print an invoice after the order is inserted. |
| invoice()       | Manages the process of generating the invoice report: selects data from the database, starts the report, calls the report function, fi the report.  |
| report_output() | Displays the Report Destination menu and returns a flag indicating the user's choice.   |
| invoice_rpt()   | The report function, called once for each detail row, generates the report output.  |
| input_cust()    | Accepts user input for the customer number.<br>See the description in <a href="#">Example 11</a> .  |
| cust_popup()    | Displays a popup window of customers.<br>See the description in <a href="#">Example 11</a> .  |
| input_order()   | Accepts user input for the date and PO number.<br>See the description in <a href="#">Example 11</a> .   |
| input_items()   | Accepts user input for order line items.<br>See the description in <a href="#">Example 11</a> .   |
| renum_items()   | Renumbers the item numbers when an item is added or deleted in the items array.<br>See the description in <a href="#">Example 11</a> .  |
| stock_popup()   | Displays a popup window for stock numbers and manufacturer codes.<br>See the description in <a href="#">Example 11</a> .  |
| order_amount()  | Calculates the total cost of the order by summing the items entered so far.<br>See the description <a href="#">Example 11</a> .   |
| ship_order()    | Opens a window and a form for shipping information.<br>See the description in <a href="#">Example 11</a> .  |
| input_ship()    | Accepts user input for shipping information. This function resembles the change_cust() function from <a href="#">Example 6</a> .<br>See the description in <a href="#">Example 11</a> .                   |
| order_tx()      | Performs database operations to insert the order and items in a single transaction.<br>See the description in <a href="#">Example 11</a> .  |
| insert_order()  | Adds an order row to the database.<br>See the description in <a href="#">Example 11</a> .   |
| insert_items()  | Adds associated items rows to the database.<br>See the description in <a href="#">Example 11</a> .  |
| tax_rates()     | Supplies the appropriate tax schedule for a customer.<br>See the description in <a href="#">Example 4</a> .   |
| clear_lines()   | Clears any number of lines, starting at any line.<br>See the description in <a href="#">Example 6</a> .   |

## Function Overview

---

|                               |   |
|-------------------------------|---|
| <code>init_msgs()</code>      | Initializes the members of the <code>ga_dsplymsg</code> array to null.<br>See the description in <a href="#">Example 2</a> .  |
| <code>msg()</code>            | Displays a brief, informative message.<br>See the description in <a href="#">Example 5</a> .  |
| <code>message_window()</code> | Opens a window and displays the contents of the <code>ga_dsplymsg</code> global array.<br>See the description in <a href="#">Example 2</a> .  |
| <code>prompt_window()</code>  | Displays a message and prompts the user for confirmation.<br>This function is a variation on the <code>message_window()</code> function that appears in <a href="#">Example 2</a> .<br>See the description in <a href="#">Example 4</a> . |

---

## The DATABASE and GLOBALS Statements

- 1➤ This program must be used with a version of the demonstration database that supports transactions.
- 2➤ For a discussion of the uses of these global records and arrays, see [“The DATABASE and GLOBALS Statements” on page 230](#).

## The MAIN Function

- 3➤ This MAIN program section is identical to that in [Example 11](#), except that it calls the `add_order2()` function. See [“The MAIN Function” on page 232](#).

4GL source file

```

1➤ DATABASE stores7

GLOBALS
2➤   DEFINE    gr_customer RECORD LIKE customer.*,

        gr_orders RECORD
            order_num      LIKE orders.order_num,
            order_date     LIKE orders.order_date,
            po_num         LIKE orders.po_num,
            order_amount   MONEY(8,2),
            order_total    MONEY(10,2)
        END RECORD,

        ga_items ARRAY[10] OF RECORD
            item_num       LIKE items.item_num,
            stock_num      LIKE items.stock_num,
            manu_code      LIKE items.manu_code,
            description    LIKE stock.description,
            quantity       LIKE items.quantity,
            unit_price     LIKE stock.unit_price,
            total_price    LIKE items.total_price
        END RECORD,

        gr_charges RECORD
            tax_rate       DECIMAL(5,3),
            ship_charge    LIKE orders.ship_charge,
            sales_tax      MONEY(9),
            order_total    MONEY(11)
        END RECORD,

        gr_ship RECORD
            ship_date      LIKE orders.ship_date,
            ship_instruct  LIKE orders.ship_instruct,
            ship_weight    LIKE orders.ship_weight,
            ship_charge    LIKE orders.ship_charge
        END RECORD

        DEFINE    ga_dsplymsg ARRAY[5] OF CHAR(48)

END GLOBALS

#####
3➤ MAIN
#####
    OPTIONS
        HELP FILE "hlpmsgs",
        FORM LINE 2,
        COMMENT LINE 1,
        MESSAGE LINE LAST

```

## The add\_order2() Function

- 4► The add\_order2() function is the same as the version in [Example 11](#) (see the “[The add\\_order\(\) Function](#)” on page 232) with one addition. When an order has been completely entered and inserted in the database, add\_order2() calls the invoice() function to generate the invoice.



## The invoice() Function

- 5➤ The invoice() function manages the production of the invoice for an order.

The function is almost completely independent of the other functions in this program. It depends on a small number of values prepared by add\_orders() and its subroutines: gr\_customer.customer\_num (for the customer key) and gr\_orders.order\_num (for the order number). It reads all other data out of the database. It also depends on gr\_charges.sales\_tax, but this dependency only exists because there is no column for sales tax in the orders table in the demonstration database.

When few dependencies exist between functions, they can easily be moved to other programs.

- 6➤ All information about one line of one order is collected in the pr\_invoice record. The fields of the record must agree one-for-one with the columns that are listed in a SELECT statement that follows (see Note 13). The record is also passed as an argument to the invoice\_rpt() report function, which must define it identically.
- 7➤ The report\_output() function queries the user for a report destination and returns a fl indicating the choice.
- 8➤ An "F" indicates that the user specified file output. A filename is constructed from the order number, and the report is started to that destination. No pathname is used, so the fi will be in the current working directory.  
You could redesign this portion of the program to specify a different directory.
- 9➤ A "P" indicates that the user specified printer output. In this and the previous case, nothing will be visible on the screen while the report is being written, so a message is displayed.
- 10➤ An "S" indicates that the user specified screen output. A message is displayed because the report may take a few moments to appear on the screen.

## The invoice() Function

---

```

        ELSE
            CLEAR FORM
            CALL msg("Order has been terminated.")
        END IF
    END IF
END IF
END IF
END IF

END FUNCTION -- add_order2 --

#####
5> FUNCTION invoice()
#####
6> DEFINE pr_invoice RECORD
            order_num LIKE orders.order_num,
            order_date LIKE orders.order_date,
            ship_instruct LIKE orders.ship_instruct,
            po_num LIKE orders.po_num,
            ship_date LIKE orders.ship_date,
            ship_weight LIKE orders.ship_weight,
            ship_charge LIKE orders.ship_charge,
            item_num LIKE items.item_num,
            stock_num LIKE items.stock_num,
            description LIKE stock.description,
            manu_code LIKE items.manu_code,
            manu_name LIKE manufact.manu_name,
            quantity LIKE items.quantity,
            total_price LIKE items.total_price,
            unit LIKE stock.unit,
            unit_price LIKE stock.unit_price

            END RECORD,

            file_name CHAR(20),
            inv_msg CHAR(40),
            print_option CHAR(1),
            scr_flag SMALLINT

7> LET print_option = report_output("ORDER INVOICE", 13, 10)

8> CASE (print_option)
    WHEN "F"
        LET file_name = "inv", gr_orders.order_num USING "<<<<&",".out"
        START REPORT invoice_rpt TO file_name
        MESSAGE "Writing invoice to ", file_name CLIPPED," -- please wait."
9>    WHEN "P"
        START REPORT invoice_rpt TO PRINTER
        MESSAGE "Sending invoice to printer -- please wait."
10>    WHEN "S"
        START REPORT invoice_rpt
        MESSAGE "Preparing invoice for screen -- please wait."
    END CASE

```



- 11 ► Since this SELECT retrieves a single customer row, no cursor is needed.
- 12 ► The scr\_flag variable is passed as an argument to the report function. For its use, see Note 29.
- 13 ► This cursor produces the rows that will be passed to the report function. Each row represents one line item of the order. Each row contains the data unique to that line item (stock number, quantity, and so on) as well as data common to the entire order (order number, date, and so on).

The SELECT statement joins four tables: orders, items, stock (for unit of measure and description) and manufact (for manufacturer name). The order number in gr\_orders.order\_num determines which order is retrieved. The stock number and manu\_code in each item select appropriate rows from stock and manufact.

The ORDER BY 8 clause causes the rows to be returned in ascending order based on the value in the eighth selected column, the item number. Because the item number corresponds to the order in which the items were inserted into the database, they would probably be retrieved in that sequence even without the ORDER BY clause, but it would be unwise to depend on it. The database server is not required to return rows in their physical sequence, and in fact in a multi-table join like this one, it might produce them in an order other than the insertion order.

- 14 ► After fetching the row, all the information for one item of the order is available. It is passed to the report function for output.
- 15 ► 4GL “finishes” a report by writing any file output, including output generated by an AFTER GROUP OF block, and closing the output file.
- 16 ► A confirmation message is prepared and displayed before the function ends.

## The report\_output() Function

- 17 ► The report\_output() function prompts the user for a choice of report destinations and returns the “S”, “F”, or “P” for screen, file or printer respectively. The choices are presented using a MENU statement in a popup window that is just large enough to contain the menu title, options, and option descriptions. This is a good general technique for prompting the user to make a choice. For another method, see “The answer() Function” in Example 20 and Example 27.

## The report\_output() Function

---

```
11> SELECT *
      INTO gr_customer.*
      FROM customer
      WHERE customer_num = gr_customer.customer_num

12> LET gr_charges.ship_charge = gr_ship.ship_charge
      IF print_option = "S" THEN
          LET scr_flag = TRUE
      ELSE
          LET scr_flag = FALSE
      END IF

13> DECLARE c_invoice CURSOR FOR
      SELECT o.order_num, o.order_date, o.ship_instruct, o.po_num,
             o.ship_date, o.ship_weight, o.ship_charge, i.item_num,
             i.stock_num, s.description, i.manu_code, m.manu_name,
             i.quantity, i.total_price, s.unit, s.unit_price
      FROM orders o, items i, stock s, manufact m
      WHERE ( o.order_num = gr_orders.order_num) AND
             (i.order_num = o.order_num) AND
             (i.stock_num = s.stock_num AND i.manu_code = s.manu_code) AND
             (i.manu_code = m.manu_code) )
      ORDER BY 8

14> FOREACH c_invoice INTO pr_invoice.*
      OUTPUT TO REPORT
          invoice_rpt (gr_customer.*, pr_invoice.*, gr_charges.*, scr_flag)
      END FOREACH

15> FINISH REPORT invoice_rpt

16> CASE (print_option)
      WHEN "F"
          LET inv_msg = "Invoice written to file ", file_name CLIPPED
      WHEN "P"
          LET inv_msg = "Invoice sent to the printer."
      WHEN "S"
          LET inv_msg = "Invoice sent to the screen."
      END CASE
      CALL msg(inv_msg)

      END FUNCTION -- invoice --

#####
17> FUNCTION report_output(menu_title, x,y)
      #####
      DEFINE menu_title CHAR(15),
             x          SMALLINT,
             y          SMALLINT,

             rpt_out   CHAR(1)
```

- 18 > The coordinates of the upper left corner of the window are passed as arguments to the function.
- 19 > The menu title is also passed as an argument to the function. This approach gives the calling function control over the title of the menu, but not the choices in it.
- 20 > Because choices are displayed in a menu, you can include an explanation (option description) along with the choice.
- 21 > If the user chooses Screen output, the function requests confirmation.

Two LET statements calculate the location of the prompt window relative to the screen coordinates of the menu window. If the user has second thoughts, the menu continues with the File option highlighted. If the user is sure of the choice of Screen, the menu ends.

## The invoice\_rpt() Report Function

- 22 > A report function is similar to other 4GL functions, except that it contains sections such as OUTPUT and AFTER GROUP. A report function is never called directly using the CALL statement. Its sections are invoked automatically when 4GL executes the OUTPUT TO REPORT statement.

This function receives three records and a character field as function arguments.

With a normal function you often have to make a design choice: should you pass all data to the function as arguments, or should you put the data in global variables for the function to access? With a report function, the use of global variables is not always an option. When the BEFORE GROUP and AFTER GROUP clauses are used, as they are in this report, all data must pass into the report as arguments. Otherwise the grouping logic will not work correctly.

## The invoice\_rpt() Report Function

---

```

18 > OPEN WINDOW w_rpt AT x, y
        WITH 2 ROWS, 41 COLUMNS
        ATTRIBUTE (BORDER)

19 > MENU menu_title
        COMMAND "File" "Save report output in a file.          "
        LET rpt_out = "F"
        EXIT MENU

20 > COMMAND "Printer" "Send report output to the printer.    "
        LET rpt_out = "P"
        EXIT MENU

21 > COMMAND "Screen" "Send report output to the screen.      "
        LET ga_dsplymsg[1] = "Output is not saved after it is sent to "
        LET ga_dsplymsg[2] = "                the screen."
        LET x = x - 1
        LET y = y + 2
        IF prompt_window("Are you sure you want to use the screen?", x, y)
        THEN
            LET rpt_out = "S"
            EXIT MENU
        ELSE
            NEXT OPTION "File"
        END IF
    END MENU
    CLOSE WINDOW w_rpt
    RETURN rpt_out

END FUNCTION -- report_output --

#####
22 > REPORT invoice_rpt(pr_cust, pr_invoice, pr_charges, scr_flag)
#####
        DEFINE      pr_cust      RECORD LIKE customer.*,
                   pr_invoice RECORD
                                order_num      LIKE orders.order_num,
                                order_date     LIKE orders.order_date,
                                ship_instruct  LIKE orders.ship_instruct,
                                po_num        LIKE orders.po_num,
                                ship_date     LIKE orders.ship_date,
                                ship_weight   LIKE orders.ship_weight,
                                ship_charge   LIKE orders.ship_charge,
                                item_num     LIKE items.item_num,
                                stock_num    LIKE items.stock_num,
                                description   LIKE stock.description,
                                manu_code    LIKE items.manu_code,
                                manu_name    LIKE manufact.manu_name,
                                quantity     LIKE items.quantity,
                                total_price  LIKE items.total_price,
                                unit        LIKE stock.unit,
                                unit_price   LIKE stock.unit_price
        END RECORD,

```

- 23 ➤ The OUTPUT section of a report function is static and declarative. These choices cannot be changed at execution time.
- 24 ➤ The FORMAT section of a report specifies actions to be performed at certain times during the report. These actions are in blocks of code headed by such clauses as ON EVERY ROW, BEFORE GROUP OF, and the like.
- 25 ➤ The BEFORE GROUP OF clause is invoked each time the value of the order number group changes from one row to the next. In this program only one order is printed, so this code will be called just once, on the first row of output. However, if the report function were moved to another program it could be used for a series of orders, and this code would be executed each time the order number changed. That is, the code would be executed at the beginning of each order.

To help you follow the actions of the code, the lines of a sample report heading produced by this code follow:

|                                 |        |       |             |                              |      |       |       |
|---------------------------------|--------|-------|-------------|------------------------------|------|-------|-------|
| WEST COAST WHOLESALERS, INC.    |        |       |             |                              |      |       |       |
| 1400 Hanbonon Drive             |        |       |             |                              |      |       |       |
| Menlo Park, CA 94025            |        |       |             |                              |      |       |       |
| Tue. Apr 30, 1991               |        |       |             |                              |      |       |       |
| Invoice Number: 00000001029     |        |       |             | Bill To: Customer Number 104 |      |       |       |
| Invoice Date: Tue.Apr30,1991    |        |       |             | Play Ball!                   |      |       |       |
| PO Number: ZZ99099              |        |       |             | East Shopping Cntr.          |      |       |       |
|                                 |        |       |             | 422 Bay Road                 |      |       |       |
|                                 |        |       |             | Redwood City, CA 94026       |      |       |       |
| Ship Date: Tue. Apr 30, 1991    |        |       |             | ATTN: Anthony Higgins        |      |       |       |
| Ship Weight: 32.00 lbs.         |        |       |             |                              |      |       |       |
| Shipping Instructions: UPS Blue |        |       |             |                              |      |       |       |
| -----                           |        |       |             |                              |      |       |       |
| Item                            | Stock  | Manuf |             |                              |      | Unit  | Item  |
| Number                          | Number | Code  | Description | Qty                          | Unit | Price | Total |
| -----                           | -----  | ----  | -----       | ---                          | ---- | ----- | ----- |



## The invoice\_rpt() Report Function

---

## The invoice\_rpt() Report Function

---

```
IF (pr_cust.lname IS NOT NULL) THEN
  LET name_str = "ATTN: ", pr_cust.fname CLIPPED, " ",
    pr_cust.lname CLIPPED
ELSE
  LET name_str = "      "
END IF

PRINT COLUMN 2, "Ship Date:";
IF(pr_invoice.ship_date IS NULL) THEN
  PRINT COLUMN 15, "Not Shipped";
ELSE
  PRINT COLUMN 15, pr_invoice.ship_date USING "ddd. mmm dd, yyyy";
END IF
IF(pr_cust.address2 IS NOT NULL) THEN
  PRINT COLUMN 55, "      "
ELSE
  PRINT COLUMN 49, name_str CLIPPED
END IF

PRINT COLUMN 2, "Ship Weight: ";
IF(pr_invoice.ship_weight IS NULL) THEN
  PRINT "N/A";
ELSE
  PRINT pr_invoice.ship_weight USING "<<<<<<&.&&", " lbs.";
END IF
IF(pr_cust.address2 IS NOT NULL) THEN
  PRINT COLUMN 49, name_str CLIPPED
ELSE
  PRINT COLUMN 55, "      "
END IF
PRINT COLUMN 2, "Shipping Instructions:";
IF (pr_invoice.ship_instruct IS NULL) THEN
  PRINT COLUMN 25, "None"
ELSE
  PRINT COLUMN 25, pr_invoice.ship_instruct
END IF
SKIP 1 LINE

PRINT "-----";
PRINT "-----"
PRINT COLUMN 2, "Item",
  COLUMN 10, "Stock",
  COLUMN 18, "Manuf",
  COLUMN 56, "Unit"
PRINT COLUMN 2, "Number",
  COLUMN 10, "Number",
  COLUMN 18, "Code",
  COLUMN 24, "Description",
  COLUMN 41, "Qty",
  COLUMN 49, "Unit",
  COLUMN 56, "Price",
  COLUMN 68, "Item Total"
PRINT " -----";
```



- 26 ➤ This comment appears in the program as a convenient reference while coding the PRINT statement that appears in the following ON EVERY ROW block.
- 27 ➤ The ON EVERY ROW block is invoked as a result of any OUTPUT TO REPORT statement.
- 28 ➤ The AFTER GROUP OF block is invoked following the last row of each order group. It is entered prior to the BEFORE GROUP block if more than one order is printed.

In this program, it only is entered as a result of the FINISH REPORT statement because the report consists of a single order. A sample of its output follows.

|   |       |                              |   |
|---|-------|------------------------------|---|
| ○ | ----- | Sub-total: \$235.40          | ○ |
| ○ |       | Sales Tax ( 6.500%): \$19.72 | ○ |
| ○ |       | Shipping Charge: \$48.00     | ○ |
|   |       | -----                        | ○ |
|   |       | Total: \$371.12              | ○ |

- 29 ➤ The scr\_flag variable contains the user's choice of report destination. It is passed on every call, but is only tested in the AFTER GROUP OF block. If output is to the screen, the program pauses before the end of the report, at which time the screen is cleared.

## The invoice\_rpt() Report Function

---

```

                PRINT "      -----"
26 ➤ {
                Item      Stock      Manuf
                Number    Number    Code   Description      Qty      Unit      Unit
                -----    -----    -----
                XXXXXX    XXXXXX    XXX    XXXXXXXXXXXXXXXX  XXXXXX    XXXX     $X,XXX.XX      $XXX,XXX.XX
                }

27 ➤ ON EVERY ROW
                PRINT COLUMN 2, pr_invoice.item_num USING "#####&",
                COLUMN 10, pr_invoice.stock_num USING "&&&&&&&",
                COLUMN 18, pr_invoice.manu_code,
                COLUMN 24, pr_invoice.description,
                COLUMN 41, pr_invoice.quantity USING "#####&",
                COLUMN 49, pr_invoice.unit,
                COLUMN 56, pr_invoice.unit_price USING "$, $$&.&&",
                COLUMN 68, pr_invoice.total_price USING "$$$, $$$&.&&"

                LET sub_total = sub_total + pr_invoice.total_price

28 ➤ AFTER GROUP OF pr_invoice.order_num
                SKIP 1 LINE

                PRINT "-----";
                PRINT "-----"

                PRINT COLUMN 53, "Sub-total: ",
                COLUMN 65, sub_total USING "$$, $$$, $$$&.&&"

                PRINT COLUMN 43, "Sales Tax (",
                pr_charges.tax_rate USING "#&.&&&", "%): ",
                COLUMN 66, pr_charges.sales_tax USING "$, $$$, $$$&.&&"

                IF(pr_invoice.ship_charge IS NULL) THEN
                LET pr_invoice.ship_charge = 0.00
                END IF
                PRINT COLUMN 47, "Shipping Charge: ",
                COLUMN 70, pr_invoice.ship_charge USING "$, $$&.&&"

                PRINT COLUMN 64, "-----"
                PRINT COLUMN 57, "Total: ",
                pr_charges.order_total USING "$$$, $$$, $$$&.&&"

29 ➤ IF scr_flag THEN
                PAUSE "Press RETURN to continue."
                END IF

END REPORT {invoice_rpt}

```

*To locate any function definition, see the Function Index on page 730.*

---

# 16

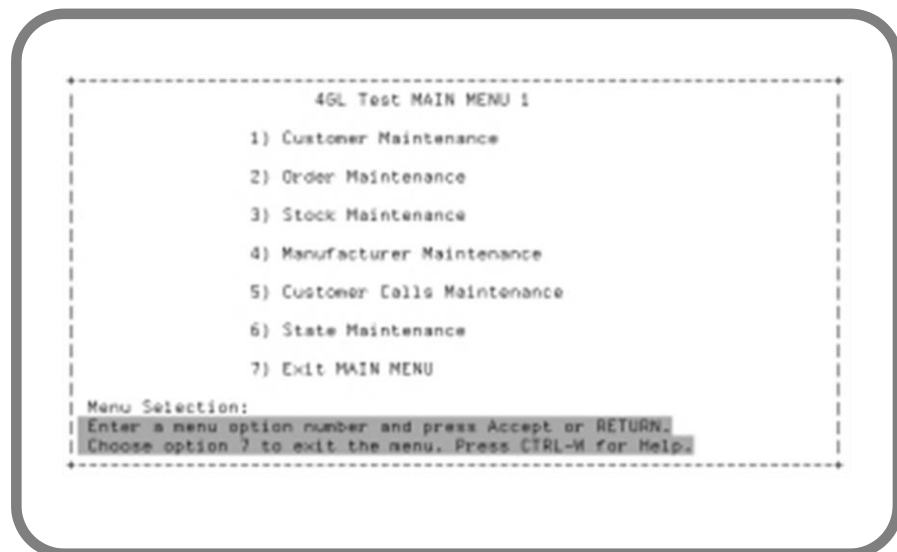


1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
7. *Validating and Inserting a Row*
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17. *Using the DATETIME Data Type*
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---

# Creating Vertical Menus

This example demonstrates two ways to create vertical menus using 4GL. A vertical menu is one in which the menu options are presented vertically (one under the other) on the screen. For example, the form file used in Example 16a displays the following vertical menu:



You can automatically create a horizontal ring menu with the 4GL MENU statement. [Example 3](#) demonstrates the MENU statement.

This example consists of two parts:

- Example 16a contains a vertical menu implemented with a form file and a simple INPUT statement.
- Example 16b contains a generic vertical menu implemented with an INPUT ARRAY statement.

Both programs accept the option number entered by the user and, using a CASE statement, execute the appropriate function.

## A Hard-Coded Vertical Menu—Example 16a

Example 16a implements a vertical menu whose menu options are hard-coded in the `f_menu` form specification file. That is, each menu option is entered as text on the form file.

The form has a single input field for the menu option number. To select a menu option, the user enters the number of the option to execute in this field. The example performs input validation on this option number to ensure that it is a valid menu option.

The advantage of this method is that it is very straightforward to code. It is just a simple `INPUT` statement on a single numeric field.

The following functions appear in the Example 16a program:

---

| <b>Function Name</b>          | <b>Purpose</b>  |
|-------------------------------|---|
| <code>main_menu()</code>      | Displays the <code>f_menu</code> form that contains the vertical menu.  |
| <code>cust_maint()</code>     | Displays a message indicating that the routine called was under the Customer Maintenance menu option.                                     |
| <code>stock_maint()</code>    | Displays a message indicating that the routine called was under the Stock Maintenance menu option.  |
| <code>order_maint()</code>    | Displays a message indicating that the routine called was under the Order Maintenance menu option.  |
| <code>manuf_maint()</code>    | Displays a message indicating that the routine called was under the Manufacturer Maintenance menu option.                                 |
| <code>c_call_maint()</code>   | Displays a message indicating that the routine called was under the Customer Call Maintenance menu option.                                |
| <code>state_maint()</code>    | Displays a message indicating that the routine called was under the State Maintenance menu option.  |
| <code>init_msgs()</code>      | Initializes the members of the <code>ga_dsplymsg</code> array to null. See the description in <a href="#">Example 2</a> .                 |
| <code>message_window()</code> | Opens a window and displays the contents of the <code>ga_dsplymsg</code> global array. See the description in <a href="#">Example 2</a> . |

---

## A Generic Vertical Menu—Example 16b

Example 16b uses the `f_menu2` form specification file to implement a generic vertical menu. This menu is generic because the same form `fi` can be used to display any vertical menu in an application.

The form `fi` defines a screen array with `fi` for the option number and option name. The example `fi` a corresponding program array with the desired option names and displays them in this screen array using `INPUT ARRAY WITHOUT DEFAULTS`. To select a menu option, the user moves the cursor to the desired option and uses the Accept key (typically `ESCAPE`).

Because the menu options are not hard-coded on the `f_menu2` form, the form can be used to implement all menus in the application. You would just need to write the necessary initialization routine for each vertical menu.

While coding for this menu is more complex than Example 16a, this version provides the following additional features:

- Because the example uses a screen array, the user can scroll through the menu options. This feature allows the menu to contain more options than can be displayed at one time on the screen.
- Each menu option is highlighted when the cursor is on it.

This example uses an `INPUT ARRAY WITHOUT DEFAULTS` statement to simulate the behavior of `DISPLAY ARRAY` and to highlight the current line. To simulate `DISPLAY ARRAY`, the `INPUT ARRAY` statement has the following features “turned off”:

- Inserting and deleting lines of the array.
- Scrolling past the end of the items in the array.
- Moving to each `fi` in one line of the screen array.
- Modifying `fi` input.

The following functions appear in the Example 16b program:

| Function Name                | Purpose  |
|------------------------------|--|
| <code>dsply_menu()</code>    | Displays the <code>f_menu2</code> form that contains the generic vertical menu form.   |
| <code>init_menu()</code>     | Initializes the global menu structure with the names of the menu options to be displayed.                                    |
| <code>init_opnum()</code>    | Initializes the global menu structure with the option numbers of the menu options to be displayed.                           |
| <code>choose_option()</code> | Implements the <code>INPUT ARRAY</code> statement that simulates <code>DISPLAY ARRAY</code> and the vertical menu selection. |

|                               |  |
|-------------------------------|--|
| <code>cust_maint()</code>     | Displays a message indicating that the routine called was under the Customer Maintenance menu option.<br>See the description in <a href="#">Example 16a</a> .      |
| <code>stock_maint()</code>    | Displays a message indicating that the routine called was under the Stock Maintenance menu option.<br>See the description in <a href="#">Example 16a</a> .         |
| <code>order_maint()</code>    | Displays a message indicating that the routine called was under the Order Maintenance menu option.<br>See the description in <a href="#">Example 16a</a> .         |
| <code>manuf_maint()</code>    | Displays a message indicating that the routine called was under the Manufacturer Maintenance menu option.<br>See the description in <a href="#">Example 16a</a> .  |
| <code>ccall_maint()</code>    | Displays a message indicating that the routine called was under the Customer Call Maintenance menu option.<br>See the description in <a href="#">Example 16a</a> . |
| <code>state_maint()</code>    | Displays a message indicating that the routine called was under the State Maintenance menu option.<br>See the description in <a href="#">Example 16a</a> .         |
| <code>init_msgs()</code>      | Initializes the members of the <code>ga_dsplymsg</code> array to null.<br>See the description in <a href="#">Example 2</a> .                                       |
| <code>message_window()</code> | Opens a window and displays the contents of the <code>ga_dsplymsg</code> global array.<br>See the description in <a href="#">Example 2</a> .                       |

---





## Example 16a: The f\_menu Form

- 1➤ The f\_menu form is not designed to work with a particular database. The single form field is defined as formonly, as is the database in the DATABASE statement.
- 2➤ The items on the vertical menu are text strings that appear in the form specification. This compares with the use of a screen record in the f\_menu2 form in Example 16b.
- 3➤ The f1 fi accepts the menu choice.

## Example 16a: The f\_menu Form

---

*f\_menu form file*

```
1 ➤ DATABASE formonly
2 ➤ SCREEN
  {
      4GL Test MAIN MENU 1

      1) Customer Maintenance
      2) Order Maintenance
      3) Stock Maintenance
      4) Manufacturer Maintenance
      5) Customer Calls Maintenance
      6) State Maintenance
      7) Exit MAIN MENU

      Menu Selection: [f1]
  }
  ATTRIBUTES
3 ➤ f1 = formonly.option_num;

  INSTRUCTIONS
  DELIMITERS " "
```

## The DATABASE and GLOBALS Statements

- 1➤ Any version of the stores7 database can be used here.
- 2➤ The ga\_dsplymsg array is used as input to the message\_window() function as described in [Example 2](#).

## The MAIN Function

- 3➤ The OPTIONS statement establishes the hlpmsgs fi as the help fi for the program. It also establishes screen lines for the menu: FORM LINE sets the fi line of the form to line 1 of the window, and COMMENT LINE sets the comment line to be the blank line after the menu title. This COMMENT LINE setting prevents form text from being erased when the comment line is cleared after the cursor leaves the input field.
- 4➤ The DEFER INTERRUPT statement prevents use of the Interrupt key (typically CONTROL-C) from terminating the program. Instead, it sets the global variable int\_flag (as discussed in [Example 5](#)). The int\_flag variable is tested following the INPUT statement in the main\_menu() function to see if the user has chosen to exit the menu.
- 5➤ The main\_menu() function displays the vertical menu and accepts user input.

## The main\_menu() Function

- 6➤ The LET statement sets the Boolean fl dsply to TRUE. This fl is used to determine whether to reprompt the user for a menu option. The program redisplay the menu selection prompt in the following cases:
  - If the user enters an invalid menu option number.
  - If the user enters no option number.
  - After the completion of a menu task.
- 7➤ The OPEN WINDOW statement opens a window and displays the vertical menu contained in the f\_menu for the specification fi Usage instructions are then displayed.

*4GL source file*

```

1➤ DATABASE stores7

      GLOBALS
2➤ DEFINE      ga_dsplymsg ARRAY[5] OF CHAR(48)
      END GLOBALS

#####
      MAIN
#####

3➤  OPTIONS
      HELP FILE "hlpmsgs",
      FORM LINE FIRST,
      COMMENT LINE 2

4➤  DEFER INTERRUPT

5➤  CALL main_menu()

      END MAIN

#####
      FUNCTION main_menu()
#####
      DEFINE      dsply          SMALLINT,
                  option_num    SMALLINT

6➤  LET dsply = TRUE

7➤  OPEN WINDOW w_menu AT 2, 3
      WITH 19 ROWS, 70 COLUMNS
      ATTRIBUTE (BORDER, MESSAGE LINE LAST)

      OPEN FORM f_menu FROM "f_menu"
      DISPLAY FORM f_menu

      DISPLAY
      " Enter a menu option number and press Accept or RETURN."
      AT 18, 1 ATTRIBUTE (REVERSE, YELLOW)
      DISPLAY
      " Choose option 7 to exit the menu. Press CTRL-W for Help."
      AT 19, 1 ATTRIBUTE (REVERSE, YELLOW)

```

- 8➤ The WHILE loop controls user input of the menu option number. Because dsply is initially set to TRUE, execution initially enters this loop to allow the user to enter a menu choice. If the user either uses the Interrupt key or chooses the Exit option, dsply is set to FALSE and this loop exits.
- 9➤ The int\_flag fl is set to FALSE before INPUT begins. The INPUT statement accepts the user input from the form's option\_num fi and stores it in the option\_num variable.
- 10➤ If the user exits the INPUT statement by using the Interrupt key (typically CONTROL-C), the program automatically sets int\_flag to TRUE. The LET statement then sets dsply to FALSE. This exits the WHILE loop and leaves the menu. Otherwise, the option number entered by the user determines which function is called in a CASE statement.
- 11➤ When the user selects option 1, Customer Maintenance, the program calls the cust\_main() function. The CASE statement contains a WHEN clause for each of the menu's valid menu options. Each clause invokes the function to perform the associated menu task. When the function completes execution, the program redisplay the f\_menu menu and the user can select another item from the menu (because dsply remains TRUE).
- 12➤ When the user selects option 7, Exit, the dsply flag is set to FALSE. This exits the WHILE loop and the function.
- 13➤ If the user enters a number not on the menu, an ERROR statement displays a message. Because dsply remains TRUE, the WHILE statement iterates and the user is allowed to enter another option number.

## The cust\_maint() Function

- 14➤ Two LET statements load strings containing a message into the ga\_dsplymsg array. The call to the message\_window() function displays the message. This function would ordinarily contain statements to perform customer maintenance.

## The Remaining maint() Functions

- 15➤ The stock\_maint(), order\_maint(), manuf\_maint(), ccall\_maint(), and state\_maint() functions are nearly identical to the cust\_maint() function described above.

The text of the functions appears in the on-line example code.

## The cust\_maint() Function

---

```
8> WHILE dsply
9>     LET int_flag = FALSE
    INPUT BY NAME option_num HELP 120
10> IF int_flag THEN
    LET dsply = FALSE
    ELSE
    CASE option_num
11>     WHEN 1
        CALL cust_maint()
    WHEN 2
        CALL order_maint()
    WHEN 3
        CALL stock_maint()
    WHEN 4
        CALL manuf_maint()
    WHEN 5
        CALL ccall_maint()
    WHEN 6
        CALL state_maint()
12>     WHEN 7
        LET dsply = FALSE
13>     OTHERWISE
        ERROR "Invalid menu choice. Please try again."
    END CASE
    END IF
    END WHILE

    CLOSE FORM f_menu
    CLOSE WINDOW w_menu

    END FUNCTION -- main_menu --

#####
FUNCTION cust_maint()
#####
14> LET ga_dsplymsg[1] = "This function would contain the statements to"
    LET ga_dsplymsg[2] = " implement the Customer Maintenance option."
    CALL message_window(6,12)

    END FUNCTION -- cust_maint --
```

15>

---

*See the source file for the text of the remaining maint() functions.*

## Example 16b: The f\_menu2 Form

- 1➤ The f\_menu2 form is not designed to work with a particular database. All form fields are defined as formonly, as is the database in the DATABASE statement.
- 2➤ All information displayed on the vertical menu will be passed to the form by the calling program. This includes the title, the number of each option, and the name of each option.

This compares with the use of literal text in the f\_menu form in Example 16a.

- 3➤ The f000 field displays the menu title.
- 4➤ The fields that comprise the menu options are grouped into a screen array.

## Example 16b: The f\_menu2 Form

---

*f\_menu2 form file*

- 1➤ DATABASE formonly
- 2➤ SCREEN  
{  
                                  [f000                                  ]  
  
          [x|f1 ] [f02  ]  
  
          [x|f1 ] [f02  ]  
  
          [x|f1 ] [f02  ]  
  
          [x|f1 ] [f02  ]  
  
          [x|f1 ] [f02  ]  
  
                                  }  
- 3➤ ATTRIBUTES  
f000 = formonly.menu\_title;  
  
x      = formonly.x;  
f1     = formonly.option\_num, NOENTRY;  
f02    = formonly.option\_name, NOENTRY;  
  
INSTRUCTIONS  
DELIMITERS "  "  
- 4➤ SCREEN RECORD sa\_menu[5](formonly.x THRU formonly.option\_name)



## The DATABASE and GLOBALS Statements

- 1➤ Any version of the stores7 database can be used here.
- 2➤ The ga\_menu array is used to contain the menu option information: the menu option name and number. This array of records is the program array used with the INPUT ARRAY statement.
- 3➤ The g\_menutitle variable contains the name of the menu. This variable is initialized in the init\_menu() function and displayed in the dsply\_menu() function.
- 4➤ The ga\_dsplymsg array is used as input to the message\_window() function as described in [Example 2](#).

## The MAIN Function

- 5➤ The OPTIONS statement establishes the screen lines for the menu: FORMLINE sets the first line of the form to line 1 of the window, and COMMENT LINE sets the comment line to be the blank line after the menu title. This COMMENT LINE setting prevents form text from being erased when the comment line is cleared after the cursor leaves the input field.
- 6➤ The DEFER INTERRUPT statement prevents the Interrupt key from terminating the program. Instead, it sets the global variable int\_flag (as discussed in [Example 5](#)). The int\_flag variable is tested following the INPUT ARRAY statement in the choose\_option() function to see if the user wants to exit the menu.
- 7➤ The dsply\_menu() function displays the vertical menu and accepts user input.

## The dsply\_menu() Function

- 8➤ The OPEN WINDOW statement opens a window and displays the vertical menu contained in the f\_menu2 form specification fi Two DISPLAY statements display the menu usage instructions.

*4GL source file*

```

1➤ DATABASE stores7

GLOBALS
2➤   DEFINE      ga_menu  ARRAY[20] OF RECORD
      x          CHAR(1),
      option_num CHAR(3),
      option_name CHAR(35)
      END RECORD,

3➤           g_menutitle CHAR(25)

4➤   DEFINE      ga_dsplymsg ARRAY[5] OF
CHAR(48) END GLOBALS

#####
MAIN
#####

5➤   OPTIONS
      HELP FILE "hlpmsgs",
      COMMENT LINE FIRST,
      MESSAGE LINE LAST,
      FORM LINE 2

6➤   DEFER INTERRUPT

7➤   CALL dsply_menu()

END MAIN

#####
FUNCTION dsply_menu()
#####
      DEFINE      dsply          SMALLINT,
      option_no   SMALLINT,
      total_options SMALLINT

8➤   OPEN WINDOW w_menu2 AT 3,3
      WITH 16 ROWS, 75 COLUMNS
      ATTRIBUTE (BORDER)

      OPEN FORM f_menu FROM "f_menu2"
      DISPLAY FORM f_menu

      DISPLAY " Use F3, F4, and arrow keys to move cursor to desired
      option." AT 15, 1 ATTRIBUTE (REVERSE, YELLOW)
      DISPLAY
      " Press Accept to choose option, Cancel to exit menu. Press CTRL-W for
      Help." AT 16, 1 ATTRIBUTE (REVERSE, YELLOW)

```

- 9 ➤ The `init_menu()` function initializes the `ga_menu` program array with the names and numbers of the menu options, along with the menu title. The function returns `total_options`, the number of options in the menu.
- 10 ➤ The menu title is displayed to the `menu_title` field on the current form.
- 11 ➤ The WHILE loop controls user input of the menu option number. Because `dsply` is initially set to `TRUE`, execution initially enters this loop to allow the user to enter a menu choice. If the user either uses the Interrupt key or chooses the Exit option, `dsply` is set to `FALSE` and the loop exits.
- 12 ➤ The `option_no` variable is set to the value returned by the `choose_option()` function. The `choose_option()` function allows the user to enter the INPUT ARRAY statement. It expects the number of valid menu options (`total_options`) as an argument and returns the menu number selected by the user. A more detailed explanation of this function begins with Note 21.
- 13 ➤ When the user selects option 1, Customer Maintenance, the program calls the `cust_main()` function. The CASE statement contains a WHEN clause for each of the menu's valid menu options. Each clause invokes the function to perform the associated menu task. When the function completes execution, the program redisplay the `f_menu2` menu and the user can select another item from the menu (because `dsply` remains `TRUE`).
- 14 ➤ When the user selects option 7, Exit, the `dsply` flag is set to `FALSE`. This exits the WHILE loop and the function.
- 15 ➤ If the user chooses Cancel from the menu, the `choose_option()` function returns zero (0) and the program sets the `dsply` flag to `FALSE`. This terminates the WHILE loop.

## The `init_menu()` Function

- 16 ➤ The LET statement assigns the menu title to the `g_menutitle` global variable. The title will be displayed at the top of the `f_menu2` form.
- 17 ➤ The series of LET statements assigns the option names to the `option_name` field in the `ga_menu` array. Options must be assigned in the order in which they are to be displayed on the screen. For example, the name of Option 1 is stored in `ga_menu[1].option_name`. Option names are restricted in length to the size of the `option_name` field (35 characters).

## The init\_menu() Function

---

```
9> CALL init_menu() RETURNING total_options
10> DISPLAY g_menutitle TO menu_title

11> LET dsply = TRUE
    WHILE dsply
12>     LET option_no = choose_option(total_options)
    IF(option_no > 0) THEN
13>         CASE option_no
            WHEN 1
                CALL cust_maint()
            WHEN 2
                CALL order_maint()
            WHEN 3
                CALL stock_maint()
            WHEN 4
                CALL manuf_maint()
            WHEN 5
                CALL ccall_maint()
            WHEN 6
                CALL state_maint()
14>         WHEN 7          --* Exit option
                LET dsply = FALSE
            END CASE
        ELSE
15>         LET dsply = FALSE
        END IF
    END WHILE

    CLOSE FORM f_menu
    CLOSE WINDOW w_menu2

END FUNCTION -- dsply_menu --

#####
FUNCTION init_menu()
#####

    DEFINE      total_options      SMALLINT

16>     LET g_menutitle = "4GL Test MAIN MENU 2"

17>     LET ga_menu[1].option_name = "Customer Maintenance"
    LET ga_menu[2].option_name = "Order Maintenance"
    LET ga_menu[3].option_name = "Stock Maintenance"
    LET ga_menu[4].option_name = "Manufacturer Maintenance"
    LET ga_menu[5].option_name = "Customer Calls Maintenance"
    LET ga_menu[6].option_name = "State Maintenance"
    LET ga_menu[7].option_name = "Exit MAIN MENU"
```

- 18 ► The call to the `init_opnum()` function initializes the `option_num` fields of the `ga_menu` array with the option numbers.
- 19 ► The `init_opnum()` function returns the total number of options initialized in the `ga_menu` array.

## The `init_opnum()` Function

- 20 ► The FOR loop initializes the `option_num` field of the `ga_menu` array. The IF statement checks the number of digits in the option number to ensure that the numbers display as right-justified. Doing a straight string assignment of the number (`i`) to the `fi` would cause numbers to be left-justified.

## The `choose_option()` Function

- 21 ► To highlight the current line of the menu, the `choose_option()` function uses an INPUT ARRAY statement to simulate the DISPLAY ARRAY statement. Because the DISPLAY ARRAY statement does not have the Insert and Delete key functionality, this OPTIONS statement “disables” these keys in INPUT ARRAY. The OPTIONS statement assigns to each of these keys the control sequence of CONTROL-A. Because CONTROL-A is one of the special editing features of the 4GL input statements (INPUT, CONSTRUCT, DISPLAY, INPUT ARRAY, DISPLAY ARRAY), 4GL interprets it as an editing command. The sequence never executes the Insert or Delete function because it is always interpreted as an editing command.
- 22 ► Before the DISPLAY ARRAY statement can display the program array, you must initialize the `ARR_COUNT()` function with the number of items to be displayed. The call to the `SET_COUNT()` function initializes the number of items in the `ga_menu` array. This number is the number of menu options.
- 23 ► The INPUT ARRAY statement displays the current menu options on the screen. The WITHOUT DEFAULTS clause simulates the behavior of the DISPLAY ARRAY statement.
- 24 ► Before the cursor moves to a new line in the array, the BEFORE ROW clause calculates the current position in the program array (`curr_pa`), the total number of lines in the program array (`total_pa`), and the current position in the screen array (`curr_sa`). These values are needed to determine the line to display.

## The init\_opnum() Function

---

```
18> LET total_options = 7
CALL init_opnum(total_options)
19> RETURN total_options

END FUNCTION -- init_menu --

#####
FUNCTION init_opnum(total_options)
#####
  DEFINE          total_options  SMALLINT,

                  i              SMALLINT

20> FOR i = 1 TO total_options
  IF i < 10 THEN
    LET ga_menu[i].option_num[2] = i
  ELSE
    LET ga_menu[i].option_num[1,2] = i
  END IF
  LET ga_menu[i].option_num[3] = ")"
END FOR

END FUNCTION -- init_opnum --

#####
FUNCTION choose_option(total_options)
#####
  DEFINE          total_options  SMALLINT,

                  curr_pa        SMALLINT,
                  curr_sa        SMALLINT,
                  total_pa       SMALLINT,
                  lastkey        SMALLINT

21> OPTIONS

      DELETE KEY CONTROL-A,
      INSERT KEY CONTROL-A

22> CALL SET_COUNT(total_options)
LET int_flag = FALSE

23> INPUT ARRAY ga_menu WITHOUT DEFAULTS FROM sa_menu.* HELP 121
BEFORE ROW
24> LET curr_pa = ARR_CURR()
LET total_pa = ARR_COUNT()
LET curr_sa = SCR_LINE()
```

- 25 ➤ The current line of the program array (ga\_menu[curr\_pa].\*) is displayed to the current line of the screen array (sa\_menu[curr\_sa].\*) in reverse video. This statement causes the current option in the menu to be highlighted.
- 26 ➤ The x field appears in both the program array and the screen array. It serves as a “resting point” for the cursor and as a position for the “highlight” character that displays the line in reverse video. If the user enters input in this field these statements erase the input.
- 27 ➤ The IF statement prevents the cursor from scrolling beyond the end of the menu. This scrolling capability is another of the INPUT ARRAY features that must be disabled to adequately simulate the behavior of the DISPLAY ARRAY statement.

The FGL\_LASTKEY() function returns the ASCII code of the last key the user entered. The FGL\_KEYVAL() function generates the ASCII code associated with the specified character strings:

- Down arrow (down)
- Carriage return (return)
- Tab (tab)
- Right arrow (right)

If the user has pressed one of these keys, the cursor would normally move to the next empty line of the array. To prevent this behavior, the code checks for these keys and, if any one of them has been pressed, it notifies the user that no more menu options are available. The NEXT FIELD statement returns the cursor to the x field of the last line.

- 28 ➤ Just before the cursor leaves the current line, the AFTER ROW clause recalculates the current positions in the program array (curr\_pa) and screen array (curr\_sa) and displays the current menu option in normal display (turns off the highlight).
- 29 ➤ If the user uses the Cancel key (typically CONTROL-C), 4GL sets the int\_flag to TRUE. In this case, the program resets int\_flag to FALSE and returns a value of zero (0). A zero return value indicates to the calling function that the user wants to exit the menu.
- 30 ➤ The RETURN statement returns the current position of the cursor in the menu. This position corresponds to the option number of the menu option the user has selected by using the Accept key (typically ESCAPE) from within the INPUT ARRAY statement.

## The choose\_option() Function

---

```
25>     DISPLAY ga_menu[curr_pa].* TO sa_menu[curr_sa].*
        ATTRIBUTE (REVERSE)

AFTER FIELD x
26>     IF ga_menu[curr_pa].x IS NOT NULL THEN
        LET ga_menu[curr_pa].x = NULL
        DISPLAY BY NAME ga_menu[curr_pa].x
        END IF

27>     IF curr_pa = total_pa THEN
        LET lastkey = FGL_LASTKEY()
        IF ( (lastkey = FGL_KEYVAL("down"))
            OR (lastkey = FGL_KEYVAL("return"))
            OR (lastkey = FGL_KEYVAL("tab"))
            OR (lastkey = FGL_KEYVAL("right")) )
        THEN
            ERROR "No more menu options in this direction."
            NEXT FIELD x
        END IF
    END IF

AFTER ROW
28>     LET curr_pa = ARR_CURR()
        LET curr_sa = SCR_LINE()
        DISPLAY ga_menu[curr_pa].* TO sa_menu[curr_sa].*

END INPUT

29>     IF int_flag THEN
        LET int_flag = FALSE
        RETURN (0)
    END IF

30>     RETURN (curr_pa)

END FUNCTION -- choose_option --
```

*To locate any function definition, see the Function Index on page 730.*



---

# 17



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
7. *Validating and Inserting a Row*
8. *Displaying a Screen Array in a Popup Window*
9. *Accessing a Table with a Single-Row Form*
10. *Accessing a Table with a Multi-Row Form*
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15. *Reporting Group Totals*
16. *Creating Vertical Menus*
17. *Using the DATETIME Data Type*
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19. *Browsing with a Scroll Cursor*
20. *Combining Criteria from Successive Queries*
21. *Using an Update Cursor*
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23. *Handling Locked Rows*
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25. *Logging Application Errors*
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# Using the DATETIME Data Type

This example demonstrates how to handle DATETIME data in a 4GL program. It uses the DATETIME data in the `call_dtime` and `res_dtime` columns of the `cust_calls` table. To access the `cust_calls` table, this example adds a “Calls” feature to the CUSTOMER MODIFICATION menu implemented in [Example 9](#).

## Redefining the DATETIME Data Entry

To enter a DATETIME value, the user must follow a very strict format. 4GL can only accept a DATETIME value in the form:

```
yyyy-mon-ddd hh:mm:ss.fff
```

where *yyyy* is the year, *mon* is the month, *ddd* is the day, *hh* is the hour, *mm* is the minutes, *ss* is the seconds, and *fff* is the fraction of a second. The spaces and the hyphens, colons, and decimal point must be entered exactly as shown.

The DATETIME columns in the `cust_calls` table are defined as YEAR TO MINUTE. Unless the 4GL program manipulates the input values, the user must enter the time 3:24 PM 2/25/98 as:

```
1998-2-25 15:24
```

Any other format will generate a 4GL system error notifying the user of an invalid format. Advantages of using this default DATETIME format is that 4GL can automatically perform the following data verification for the user:

- A month: between 1 and 12
- A day:
  - Between 1 and 28: if the month is February
  - Between 1 and 30 if the month is April, June, September, or November
  - Between 1 and 31 for all other months
- An hour value: between 0 and 23 (24-hour notation)
- A minute: between 0 and 59

The disadvantage is that this form is not very user-friendly for the novice user.

To provide a friendlier data entry format, this program breaks entry of the DATETIME value into three screen fields:

- The `call_time` field is a CHAR(5) field that accepts the hours and minutes in the form:

*hh:mm*

It uses a PICTURE attribute “##:##” in the screen form `fi` to display the colon between the hour and minute values and to limit entry of these values to numeric characters (0-9).

- The `am_pm` field is a CHAR(2) field that accepts an AM or PM specification so the user does not have to use 24-hour notation. It also uses a PICTURE attribute “XM” in the screen form `fi` to display the “M” as the second character. This attribute also limits data entry of the `fi` character to a letter (A-Z). The UPSHIFT screen attribute ensures that this first character is always an uppercase letter.
- The `yr_mon` `fi` is a DATE `fi` that accepts the date in the form:

*mon/dd/yy OR mon/dd/yyyy*

These screen fields are defined on the f\_custcall form and display after the headings "Call Received at" and "Call Resolved on":

```

|CUSTOMER CALLS: Receive View Exit
|Add a new customer call to the database.
|-----Press CTRL-H for Help-----
|
|                                CUSTOMER CALLS
|
| Customer Number:           104  Company Name : Play Ball!
|
| Call Received at:
|   Received By:
|   Call Code (B/D/I/L/O):
|   Call Description:
|
| Call Resolved on:
|   Call Resolution:
    
```

This new data entry format necessitates that the program:

- Perform the data verification for the first two screen fields (call\_time and am\_pm) that 4GL would automatically have performed for the DATETIME field. 4GL can perform data verification on the month, day, and year values because the yr\_mon field is defined as DATE.
- Convert these screen fields to a DATETIME value before the time can be added to the appropriate column of cust\_calls.
- Convert the DATETIME value to these screen field values before the time can be displayed on the f\_custcall form.

This field task is performed within the INPUT statement of the input\_call() function. The get\_timeflds() function performs conversions from screen fields and the get\_datetime() function performs conversions from screen fields to DATETIME.

## Conserving Screen Space

The program implements an additional data entry feature on the input of the call\_descr and res\_descr columns of cust\_calls. Both these columns are defined as CHAR(240). However, displaying both these columns would

require two `fi` of 240 characters each. So, for each of these columns, the program displays a single-character `fl` to indicate whether or not a value currently exists for each of these fields:

- If the flag is “Y” the associated CHAR(240) field contains a non-null value.
- If the `fl` is “N” the associated CHAR(240) `fi` is null.

Using a single-character `fi` the `f_custcall` form is able to save space for other columns of `cust_calls`.

To access the actual value for the column, the user presses either the F2 function key or CONTROL-E from within the flag field. These keys initiate the `edit_descr()` function to display the CHAR(240) value in a special form (`f_edit`).

## Function Overview

| Function Name                | Purpose   |
|------------------------------|---|
| <code>cust_menu2()</code>    | Displays the CUSTOMER menu and allows the user to choose whether to add a new customer or query for an existing customer. Differs from <code>cust_menu()</code> in <a href="#">Example 9</a> by calling <code>browse_cust2()</code> instead of <code>browse_custs()</code> .                  |
| <code>bang()</code>          | Prompts the user for a command and executes the command. See the description in <a href="#">Example 3</a> .   |
| <code>query_cust2()</code>   | Lets the user create a query by example. See the description in <a href="#">Example 6</a> .   |
| <code>browse_custs2()</code> | Displays results of a query on screen, one at a time and calls <code>next_action3()</code> to allow the user to choose the next action. Differs from <code>browse_custs()</code> in <a href="#">Example 9</a> by calling <code>next_action3()</code> instead of <code>next_action2()</code> . |
| <code>next_action3()</code>  | Displays a menu that allows the user to choose the action to take on the current customer row: see the next row, update the current row, delete the current row, or see customer calls.   |
| <code>addupd_cust()</code>   | Combines insertion and update functions in a single routine to eliminate duplication of code. See the description in <a href="#">Example 9</a> .  |
| <code>state_popup()</code>   | Displays a lookup list of the states from the state table so the user can choose the appropriate state. See the description in <a href="#">Example 9</a> .  |
| <code>insert_cust()</code>   | Adds a new row to the customer table. See the description in <a href="#">Example 9</a> .  |
| <code>update_cust()</code>   | Updates the database row to reflect the changes. See the description in <a href="#">Example 6</a> .   |
| <code>delete_cust()</code>   | Deletes the current row if it does not have dependent rows in other tables. See the description in <a href="#">Example 6</a> .  |

|                  |  |
|------------------|--|
| verify_delete()  | Checks for dependent rows in other tables. See the description in <a href="#">Example 6</a> .  |
| open_calls()     | Opens the window and displays the form for the customer calls (f_custcall).  |
| call_menu()      | Displays the CUSTOMER CALLS menu that allows the user to choose whether to receive a new call or update an existing call.  |
| addupd_call()    | Combines the Add and Update operations on the cust_calls table into a single routine. This enables the required field validation to be contained in a single routine.  |
| input_call()     | Accepts user input for customer call information.  |
| browse_calls()   | Displays customer call information on the screen, one at a time, and then calls nxtact_call() to allow the user to choose the next action.   |
| nxtact_call()    | Displays the CUSTOMER CALL MODIFICATION menu and allows user to choose whether to view the next call or update the currently displayed call.   |
| get_timeflds()   | Breaks a DATETIME value into three fields: time, AM/PM, and date.  |
| get_datetime()   | Creates a DATETIME value from three fields: time, AM/PM, and date.   |
| init_time()      | Initializes the time and AM/PM fields to the current system time.  |
| edit_descr()     | Displays a form (f_edit) to allow the user to edit a CHAR(240) field.  |
| insert_call()    | Adds a new cust_calls row to the database.   |
| update_call()    | Performs a database UPDATE on cust_calls.  |
| init_msgs()      | Initializes the members of the ga_dsplymsg array to null. See the description in <a href="#">Example 2</a> .   |
| message_window() | Opens a window and displays the contents of the ga_dsplymsg global array. See the description in <a href="#">Example 2</a> .   |
| prompt_window()  | Displays a message and prompts the user for confirmation. This function is a variation on the message_window() function that appears in <a href="#">Example 2</a> . See the description in <a href="#">Example 4</a> . |
| msg()            | Displays a brief, informative message. See the description in <a href="#">Example 5</a> .  |
| clear_lines()    | Clears any number of lines, starting at any line. See the description in <a href="#">Example 6</a> .   |

## The f\_custcall Form

- 1 ➤ Because this form contains `fi` connected to database columns, it must specify which database to look up the column definition. This form will work with any version of the stores7 database.
- 2 ➤ This form uses columns from two tables: `customer` and `cust_calls`.
- 3 ➤ The `f000` and `f001` screen fields display the customer number and name of the current customer. The current customer is the one the user has selected from the CUSTOMER menu.

**Notes 4 to 6 ➤** Describe how the three screen `fi` implement the data entry for the call receipt time. The 4GL program combines the data in these fields to create the DATETIME value stored in the `call_dtime` column of `cust_calls`.

- 4 ➤ The `call_time` `fi` accepts the call receipt time in the form: *hh:mm* where *hh* is the hour and *mm* is the number of minutes. The PICTURE attribute simplifies user entry by specifying that this CHAR `fi` consists of two sets of two digits separated by a semicolon. The AUTONEXT attribute automatically moves the cursor to the next screen `fi` when this `fi` is filled.

Because this screen `fi` is defined as CHARACTER, 4GL cannot perform much data validation on the hour and minute values. The “###” specification in the PICTURE attribute does limit the character entry to only numeric characters (0-9) but it cannot ensure that an hour value is between 0 and 23 or that a minute value is between 0 and 59. These checks must be made by the 4GL program.

- 5 ➤ The `am_pm1` `fi` displays either “AM” or “PM” to indicate the time of day for an hour. The PICTURE attribute simplifies user entry by specifying that the `fi` character of this CHAR `fi` must be a letter (A-Z) and the second character will always be “M”. The AUTONEXT attribute automatically moves the cursor to the next screen `fi` when this `fi` is filled.

This screen field does not limit entry of the first character to either “A” or “P”. The “X” specification in the PICTURE attribute limits the character entry to a letter (A-Z) and the UPSHIFT attribute ensures that this character is always in uppercase. But no attributes can ensure that this `fi` is either “A” or “P”. This check must be made by the 4GL program.

- 6 ➤ The `yr_mon1` `fi` accepts the date that the call was received. Because this field is defined as type DATE, the 4GL program can ensure that the user enters valid date values for the month, day, and year. The DEFAULT attribute initializes an empty `fi` to today’s date.

## The f\_custcall Form

---

*f\_custcall form file*

**1** ➤ DATABASE stores7

```
SCREEN
{
    Customer Number: [f000          ] Company Name :[f001          ]
    Call Received at: [f002 ][f3] [f004          ]
    Received By: [f005          ]
    Call Code (B/D/I/L/O): [a]
    Call Description: [b]
    Call Resolved on: [f006 ][f7] [f008          ]
    Call Resolution: [c]
}
```

**2** ➤ TABLES

```
customer
cust_calls
```

ATTRIBUTES

**3** ➤ f000 = cust\_calls.customer\_num;  
f001 = customer.company;

**4** ➤ f002 = formonly.call\_time TYPE CHAR, AUTONEXT, PICTURE = "##:##";

**5** ➤ f3 = formonly.am\_pml TYPE CHAR, AUTONEXT, UPSHIFT, PICTURE = "XM";

**6** ➤ f004 = formonly.yr\_mon1 TYPE DATE, DEFAULT = TODAY;



- 7> The user\_id fi accepts the name of the person entering the call. This field is initialized by the 4GL program with the name of the person currently running the program.
- 8> The call\_code fi accepts a single character code that identifies the reason for the customer call. The INCLUDE attribute limits valid input to only those letters that represent valid codes, and the UPSHIFT attribute ensures that these codes are always uppercase. The AUTONEXT attribute automatically moves the cursor to the next screen fi after this code is entered.
- Notes 9 to 11** > The three screen fields described implement the data entry for the call receipt time. The 4GL program combines the data in these fi to create the DATETIME value stored in the call\_dtime column of cust\_calls.
- 9> The call\_flag field indicates whether the current customer call has a non-null value for the call description. The call description is stored in the call\_descr column of cust\_calls. If this column is not null, then the call\_flag fi displays a "Y". Otherwise, call\_descr is null and the call\_flag fi displays a "N". The INCLUDE attribute limits fi input to either a "Y" or an "N".
- 10> The res\_time fi accepts the call resolution time. It is defined in the same way as the call\_time fi See Note 4 for more information.
- 11> The am\_pm2 fi displays either "AM" or "PM" to indicate the time of day for an hour. This fi is defined in the same way as the am\_pm1 fi See Note 5 for more information.
- 12> The yr\_mon2 fi accepts the date that the call was received. This fi is defined in the same way as the yr\_mon1 fi See Note 6 for more information.
- 13> The res\_flag field indicates whether the current customer call has a non-null value for the call resolution description. This field is defined in the same way as the call\_flag fi See Note 9 for more information.
- 14> Setting the DELIMITERS to blanks means that the f\_custcall form uses blank spaces to indicate the data entry fi This assignment has the effect of not displaying the width of the input fields.

## The f\_edit Form

- 1> The f000 fi is made up of six lines of 40 characters for a total of 240 characters.
- 2> The TYPE attribute defines the f000 fi as CHARACTER. The WORDWRAP attribute (with the COMPRESS option) specifies that data exceeding 40 characters (the size of one line) will "wrap" to the next line of the f000 field.

## The f\_edit Form

---

```
7> f005 = cust_calls.user_id;
8> a = cust_calls.call_code, INCLUDE = ("B", "D", "I", "L", "O"),
    UPSHIFT, AUTONEXT;
9> b = formonly.call_flag TYPE CHAR, INCLUDE = ("Y", "N"), UPSHIFT;
10> f006 = formonly.res_time TYPE CHAR, AUTONEXT, PICTURE = "##:##";
11> f7 = formonly.am_pm2 TYPE CHAR, AUTONEXT, UPSHIFT, PICTURE = "XM";
12> f008 = formonly.yr_mon2 TYPE DATE, DEFAULT = TODAY;

13> c = formonly.res_flag TYPE CHAR, INCLUDE = ("Y", "N"), UPSHIFT;

INSTRUCTIONS
14> DELIMITERS " "
```

### *f\_edit form file*

```
DATABASE formonly

SCREEN
{
1 > Description :[f000          ]
                [f000          ]
                [f000          ]
                [f000          ]
                [f000          ]
                [f000          ]
                [f000          ]
}

ATTRIBUTES
2> f000 = formonly.edit_str TYPE CHAR, WORDWRAP COMPRESS;
```

## The DATABASE and GLOBALS Statements

- 1➤ Any version of the stores7 database may be used here. This example uses the customer and cust\_calls tables.
- 2➤ The global record gr\_custcalls holds the column values for a row in the cust\_calls table. Throughout this example, this record will be referred to as the *table record*.
- 3➤ The global record gr\_viewcall holds the screen fi values for information about a single cust\_calls row. The screen fi do not match the columns in the table because the screen:
  - Breaks each DATETIME column (call\_dtime and res\_dtime) into three screen fields so the user does not have to use the DATETIME entry format:
    - Time (hours and minutes)
    - An AM/PM fl (for 24-hour notation)
    - A date (month, day, and year)
  - Displays each description column (call\_descr and res\_descr) as a single character so the entire column of CHAR(240) does not display on the f\_custcall screen. A “Y” indicates that the corresponding description column has a non-null value and an “N” indicates that this column is empty (NULL). For more information on the f\_custcall.per fi see Note 19. Throughout this example, this record will be referred to as the *screen field record*.
- 4➤ The gr\_workcall record is a second copy of the gr\_viewcall record. It serves as a work buffer for the screen information. If the user decides to cancel an update after having changed values on the screen, this working copy restores the original fi values. If, after input completes, the work buffer is empty, then the user must be performing an Add. See the function addupd\_call() for the implementation.
- 5➤ The ga\_dsplymsg array is used as input to the message\_window() function as described in [Example 1](#).

4GL source file

```

1➤ DATABASE stores7

    GLOBALS
    DEFINE      gr_customer      RECORD LIKE customer.*,  -- table record
                gr_workcust     RECORD LIKE customer.*,  -- screen field record
2➤              gr_custcalls    RECORD LIKE cust_calls.*,
3➤              gr_viewcall     RECORD
                                customer_num    LIKE customer.customer_num,
                                company         LIKE customer.company,
                                call_time      CHAR(5),
                                am_pm1        CHAR(2),
                                yr_mon1       DATE,
                                user_id       LIKE cust_calls.user_id,
                                call_code     LIKE cust_calls.call_code,
                                call_flag     CHAR(1),
                                res_time      CHAR(5),
                                am_pm2        CHAR(2),
                                yr_mon2       DATE,
                                res_flag      CHAR(1)
                                END RECORD,
4➤              gr_workcall     RECORD
                                customer_num    LIKE customer.customer_num,
                                company         LIKE customer.company,
                                call_time      CHAR(5),
                                am_pm1        CHAR(2),
                                yr_mon1       DATE,
                                user_id       LIKE cust_calls.user_id,
                                call_code     LIKE cust_calls.call_code,
                                call_flag     CHAR(1),
                                res_time      CHAR(5),
                                am_pm2        CHAR(2),
                                yr_mon2       DATE,
                                res_flag      CHAR(1)
                                END RECORD

5➤      DEFINE      ga_dsplymsg  ARRAY[5] OF
                                CHAR(48) END GLOBALS

```

## The MAIN Function

- 6> The OPTIONS statement establishes the `hlpmsgs fi` as the help `fi` for the program. It also establishes screen lines for the menu: FORM LINE sets the `fi` line of the form to line 5 of the window, COMMENT LINE sets the comment line to be the blank line after the menu title, and MESSAGE LINE sets the message line to the last line of the window. This setting prevents message text from overwriting the screen.
- 7> The DEFER INTERRUPT statement prevents use of the Cancel key (typically CONTROL-C) from terminating the program. Instead, using Cancel sets the global variable `int_flag` to TRUE, AS discussed in [Example 5](#). This flag is tested after INPUT to see if the user has used Cancel to exit the menu.
- 8> The customer form `f_customer` displays in a bordered window called `w_main`.
- 9> The `cust_menu2()` function displays the CUSTOMER menu. See [Note 11](#) for more information about this menu.
- 10> When the program exits, you should deallocate the resources used and then clear the screen. The CLOSE FORM statement deallocates the memory for the `f_customer` form and CLOSE WINDOW deallocates the memory for the `w_main` window, causing it to disappear.

## The cust\_menu2() Function

- 11> The CUSTOMER menu allows the user to choose the customer maintenance task to perform: add a new customer (Add), query for an existing customer (Query), or exit the menu (Exit). This menu is almost the same CUSTOMER menu as implemented in [Example 9](#) by the `cust_menu1()` function. This version calls the `browse_custs2()` function (instead of `browse_custs1()`) to display the CUSTOMER MODIFICATION menu with the Calls option.
- 12> The `query_cust2()` function implements a query by example on the customer table. This function is described in [Example 6](#).
- 13> If the user has entered search criteria, the `browse_cust2()` function locates the matching customer rows and displays the `fi` matching row on the `f_customer` form. This function also displays the CUSTOMER MODIFICATION menu to allow the user to choose the next action to take on the customer. See [Note 17](#) for more information about this menu.

## The MAIN Function

---

4GL source file

```
#####
MAIN
#####

6>  OPTIONS
    HELP FILE "hlpmsgs",
    FORM LINE 5,
    COMMENT LINE 5,
    MESSAGE LINE LAST

7>  DEFER INTERRUPT

8>  OPEN WINDOW w_main AT 2,3
    WITH 18 ROWS, 76 COLUMNS
    ATTRIBUTE (BORDER)

    OPEN FORM f_customer FROM "f_customer"
    DISPLAY FORM f_customer

9>  CALL cust_menu2()

10> CLOSE FORM f_customer
    CLOSE WINDOW w_main
    CLEAR SCREEN

END MAIN

#####
FUNCTION cust_menu2()
#####
    DEFINE          st_custs          CHAR(150)

11>  MENU "CUSTOMER"

-----~-----
                                         See cust_menu1() in Example 9.

12>  COMMAND "Query" "Look up customer(s) in the database." HELP 11
    CALL query_cust2() RETURNING st_custs
    IF st_custs IS NOT NULL THEN

13>  CALL browse_custs2(st_custs)
    END IF
    CALL clear_lines(1, 4)

-----~-----
                                         See cust_menu1() in Example 9.

END MENU

END FUNCTION -- cust_menu2 --
```

## The browse\_custs2() Function

- 14 ➤ The browse\_custs2() function is based on the browse\_custs1() function of [Example 9](#). The only difference between the two functions is that browse\_custs2() calls the next\_action3() function (instead of next\_action2()) to display the CUSTOMER MODIFICATION menu. The next\_action3() version of this menu has an additional menu option for Customer Calls.
- 15 ➤ If next\_action3() returns FALSE, then the user has chosen the Exit option from the CUSTOMER MODIFICATION menu. The program sets the end\_list flag to FALSE and exits the c\_cust FOREACH loop. Because the FOREACH loop exits before the last selected row, the end\_list variable is set to FALSE to prevent the “No more customer rows” message from displaying.
- 16 ➤ If next\_action3() returns TRUE, then the user has chosen the Next option from the CUSTOMER MODIFICATION menu. The program sets the end\_list flag and saves the current row values in the working buffer gr\_workcust. In case this is the last row in the FOREACH loop, the end\_list variable is set to TRUE so that the “No more customer rows” message displays.

## The next\_action3() Function

- 17 ➤ The next\_action3() function is based on the next\_action2() function in [Example 9](#). The function was modified to add a Calls menu option to the CUSTOMER MODIFICATION menu. This option provides the user with access to calls received from the current customer. These calls are stored in the cust\_calls table.
- 18 ➤ The Calls option calls the open\_calls() function to allow the user access to the customer calls for the current customer.

## The browse\_custs2() Function

```
#####  
14 > FUNCTION browse_custs2(selstmt)  
#####  
  
FOREACH c_cust INTO gr_customer.*  
  LET fnd_custs = TRUE  
  DISPLAY BY NAME gr_customer.*  
15 >   IF NOT next_action3() THEN  
      LET end_list = FALSE  
      EXIT FOREACH  
16 >   ELSE  
      LET end_list = TRUE  
      END IF  
      LET gr_workcust.* = gr_customer.*  
      END FOREACH  
  
#####  
  
IF end_list THEN  
  CALL msg("No more customer rows.")  
END IF  
  
CLEAR FORM  
  
END FUNCTION -- browse_custs2 --  
  
#####  
17 > FUNCTION next_action3()  
#####  
  DEFINE nxt_action    SMALLINT  
  
  LET nxt_action = TRUE  
  
  MENU "CUSTOMER MODIFICATION"  
  
#####  
  
COMMAND "Calls" "View this customer's calls." HELP 23  
  IF gr_customer.customer_num IS NULL THEN  
    CALL msg("No customer is current. Please use 'Query'.")  
  ELSE  
    CALL open_calls()  
  END IF  
  
#####  
  
END FUNCTION -- next_action3 --
```

*See browse\_custs() in Example 6.*

*See browse\_custs() in Example 6.*

*See next\_action2() in Example 9.*

*See next\_action2() in Example 9.*



## The open\_calls() Function

- 19 ➤ The f\_custcall displays in a bordered window called w\_call.
- 20 ➤ The two DISPLAY statements display a form heading and initialize the form with the current customer's number and name.
- 21 ➤ The call\_menu() function displays the CUSTOMER CALLS menu. See Note 23 for more information about this menu.
- 22 ➤ The program closes the f\_custcall form and the w\_call window so that the customer form (f\_customer) is again visible.

## The call\_menu() Function

- 23 ➤ The CUSTOMER CALLS menu allows the user to perform the customer calls maintenance tasks: receive a new call (Receive), look at existing calls for this customer (View), and exit the menu (Exit).
- 24 ➤ The Receive option calls the addupd\_call() function to receive a new call for the current customer. Because this function can handle both an Add and an Update on the f\_custcall form, the add/update fl is set to "Add" ("A"). This function is modeled after the addupd\_cust() function implemented in [Example 9](#).
- 25 ➤ The View option calls the browse\_calls() function to view existing calls for the current customer. To identify the current customer, the function call sends the current customer number as an argument to browse\_calls(). This function is modeled after the browse\_custs() function in [Example 9](#).
- 26 ➤ The bang() function implements the "bang" ("!") escape to the operating system. The "bang" escape is explained in [Example 3](#). The Exit option provides the user with a way out of the menu.

## The open\_calls() Function

---

```
#####
FUNCTION open_calls()
#####

19> OPEN WINDOW w_call AT 2,3
    WITH 18 ROWS, 76 COLUMNS
    ATTRIBUTE (BORDER)

    OPEN FORM f_custcall FROM "f_custcall"
    DISPLAY FORM f_custcall
20> DISPLAY "CUSTOMER CALLS" AT 4, 29
    DISPLAY BY NAME gr_customer.customer_num, gr_customer.company
21> CALL call_menu()

22> CLOSE FORM f_custcall
    CLOSE WINDOW w_call

END FUNCTION -- open_calls --

#####
FUNCTION call_menu()
#####

    DISPLAY
    "-----Press CTRL-W for Help-----"
    " AT 3, 1
23> MENU "CUSTOMER CALLS"
24> COMMAND "Receive" "Add a new customer call to the database."
    HELP 70
    CALL addupd_call("A")

25> COMMAND "View" "Look at calls for this customer." HELP 71
    CALL browse_calls(gr_customer.customer_num)

26> COMMAND KEY ("!")
    CALL bang()

    COMMAND KEY ("E","X") "Exit" HELP 72
    "Return to the CUSTOMER MODIFICATION menu."
    EXIT MENU
    END MENU

END FUNCTION -- call_menu --
```

## The addupd\_call() Function

- 27** ➤ If the user is receiving a new call, then the `au_flag` is "A". The global customer call records are initialized to NULL, and the date field in the screen field record (`gr_viewcall`) is initialized to today's date.
- 28** ➤ If the user is updating an existing call, then the `au_flag` is "U". The global work buffer record `gr_workcall` saves the current values on the screen. If the user terminates an update, these values are used to restore the original column values to the screen.
- 29** ➤ The `input_call()` function accepts the user input values for the customer call. It returns TRUE if the user has entered values, and FALSE if the user has terminated the input with the Cancel key (typically CONTROL-C).
- 30** ➤ If `input_call()` returns TRUE, then the user has entered values (not used Cancel) on the `f_custcall` form. The `prompt_window()` function then prompts for a confirmation to save the call in the database.
- 31** ➤ If the user confirms the save, then the setting of the `au_flag` determines which database operation to perform. If this call is new, the `insert_call()` function performs an INSERT. If this call is being updated, the `update_call()` function performs an UPDATE.
- 32** ➤ If the user does not confirm the save, the `keep_going` flag is set to FALSE to indicate that the original values should be restored to the screen.
- 33** ➤ If `input_call()` returns FALSE, then the user used Cancel during the data entry on `f_custcall`. The `keep_going` flag is set to FALSE to indicate that the original values should be restored to the screen.
- 34** ➤ If `keep_going` is FALSE, then the data on the `f_custcall` form has not been saved. If the user was receiving a new call, clear the screen fields. If the user was updating a call, restore the original values to the screen fields. These values were saved in the work buffer `gr_workcall` before the INPUT statement began.

## The addupd\_call() Function

---

```
#####
FUNCTION addupd_call(au_flag)
#####
    DEFINE          au_flag          CHAR(1),
                   keep_going       SMALLINT

    DISPLAY
    " Press Accept to save call. Press CTRL-W for Help."
    AT 16, 1 ATTRIBUTE (REVERSE, YELLOW)
    DISPLAY
    " Press Cancel to exit w/out saving."
    AT 17, 1 ATTRIBUTE (REVERSE, YELLOW)

27 > IF au_flag = "A" THEN
    INITIALIZE gr_custcalls.* TO NULL
    INITIALIZE gr_viewcall.* TO NULL
    INITIALIZE gr_workcall.* TO NULL
    LET gr_viewcall.yr_mon1 = TODAY
28 > ELSE          --* au_flag = "U"
    LET gr_workcall.* = gr_viewcall.*
    END IF

    LET gr_viewcall.customer_num = gr_customer.customer_num
    LET keep_going = TRUE
29 > IF input_call() THEN
    LET ga_dsplymsg[1] = "Customer call entry complete."
30 > IF prompt_window("Are you ready to save this customer call?",
    14, 14)
    THEN
31 > IF (au_flag = "A") THEN
    CALL insert_call()
    CLEAR call_time, am_pm1, yr_mon1, user_id, call_code,
    call_flag, res_time, am_pm2, yr_mon2, res_flag

    ELSE          --* au_flag = "U"
    CALL update_call()
    END IF
32 > ELSE --* user doesn't want to update
    LET keep_going = FALSE
    END IF
33 > ELSE --* user pressed Cancel/Interrupt
    LET keep_going = FALSE
    END IF
34 > IF NOT keep_going THEN
    IF au_flag = "A" THEN
    CLEAR call_time, am_pm1, yr_mon1, user_id, call_code,
    call_flag, res_time, am_pm2, yr_mon2, res_flag

    ELSE          --* au_flag = "U"
    LET gr_viewcall.* = gr_workcall.*
    DISPLAY BY NAME gr_viewcall.*
```

## The input\_call() Function

- 35 >** The pr\_calltime record holds the call receipt time; the pr\_restime record holds the call resolution time. These local records hold the screen field values for the integer representation of the time values.
  - 36 >** The edit\_flg variable contains the description of either the call or the call resolution; call\_cnt contains the number of calls that exist for this customer and have been received at the same time as the current call; fld\_flg indicates whether edit\_flg contains the call description (fld\_flg = "C") or the call resolution description (fld\_flg = "R"); new\_flg is the value of the call\_flg or res\_flg screen field after the user has edited the call description or call resolution description.
  - 37 >** The INPUT statement lets the user enter values in the screen field on the f\_custcall form. The THRU keyword limits data entry to the field in the gr\_viewcall record, starting with call\_time and ending with res\_flg. The customer\_num and company fields in this record do not require input values because they have already been initialized with the number and name of the current customer (see Note 20).
  - 38 >** Before the user can enter data in the call\_time field, the program checks if the field is empty (NULL). If so, it uses the init\_time() function to initialize the field to the current system time.
- Notes 39 to 44** The AFTER FIELD clause performs data validation after the cursor leaves the call\_time field.
- 39 >** If the user has cleared the field, the program restores the default time (current system time) and returns the user to the field. This test ensures that the user enters a call receipt time.
  - 40 >** This LET statement uses data conversion to assign the character representation of the hours in the call receipt time to the integer variable pr\_calltime.hrs. An integer value makes the data validation in the next step easier.
  - 41 >** The hour value must be between 0 and 23 to be valid. This validation is required because the time field is defined as CHAR, not DATETIME. The only validation that 4GL performs is to verify that the input is numeric characters. This numeric validation is specified by the PICTURE attribute of the call\_time field in the form file, f\_custcall.per.

## The input\_call() Function

---

```
        END IF
        CALL msg("Customer call input terminated.")
    END IF

    CALL clear_lines(2,16)
END FUNCTION -- addupd_call --

#####
FUNCTION input_call()
#####
35 >   DEFINE          pr_calltime RECORD
        hrs          SMALLINT,
        mins        SMALLINT
        END RECORD,

        pr_restime  RECORD
        hrs          SMALLINT,
        mins        SMALLINT
        END RECORD,

36 >   edit_fld      LIKE cust_calls.call_descr,
        call_cnt    SMALLINT,
        fld_flag    CHAR(1),
        new_flag    CHAR(1)

INITIALIZE pr_calltime.* TO NULL
INITIALIZE pr_restime.* TO NULL

37 >   LET int_flag = FALSE
INPUT BY NAME gr_viewcall.call_time THRU gr_viewcall.res_flag
WITHOUT DEFAULTS

38 >   BEFORE FIELD call_time
        IF gr_viewcall.call_time IS NULL THEN
            CALL init_time() RETURNING gr_viewcall.call_time,
                                         gr_viewcall.am_pm1
            DISPLAY BY NAME gr_viewcall.am_pm1
        END IF

39 >   AFTER FIELD call_time
        IF gr_viewcall.call_time IS NULL THEN
            CALL init_time() RETURNING gr_viewcall.call_time,
                                         gr_viewcall.am_pm1
            DISPLAY BY NAME gr_viewcall.call_time
        ELSE
40 >   LET pr_calltime.hrs = gr_viewcall.call_time[1,2]
41 >   IF (pr_calltime.hrs < 0) OR (pr_calltime.hrs > 23) THEN
            ERROR "Hour must be between 0 and 23. Please try again."
            LET gr_viewcall.call_time[1,2] = "00"
            NEXT FIELD call_time
        END IF
```

- 42 ➤ This LET statement uses data conversion to assign the character representation of the minutes in the call receipt time to an integer variable `pr_calltime.mins`. An integer value makes the data validation in the next step easier.
  - 43 ➤ The minute value must be between 0 and 59 to be valid. Once again, this validation is required because the time `fi` is defined as CHAR, not DATETIME (See Note 41).
  - 44 ➤ If the hour is between 13 and 23, then the user entered a time in 24-hour notation that is between 1:00 PM and 11:59 PM. The `am_pm1 fi` displays “PM” and the cursor skips over this field. If the hour is between 0 and 12, then it could be either “AM” or “PM” so the cursor must continue to the `am_pm1` field.
  - 45 ➤ After the cursor leaves the `am_pm1 fi` the program verifies that the field is not empty and that the input is valid.
  - 46 ➤ Before the user can enter data in the `yr_mon1` field, the program checks if the `fi` is empty. If so, it initializes the `fi` with today’s date.
- Notes 47 to 51 ➤** The AFTER FIELD clause performs data validation after the cursor leaves the `yr_mon1` field.
- 47 ➤ If the user has cleared the `fi` the program reinitializes the `fi` with today’s date. This test ensures that the call receipt date `fi` always has a value.
  - 48 ➤ The `cust_calls` table stores the call receipt time in a DATETIME column called `call_dtime`. However, because the data entry format for DATETIME can be difficult for the user to remember, the `f_custcall` form accepts the call time in three different fields: `call_time` (time in hours and minutes), `am_pm1` (“AM” or “PM”), and `yr_mon1` (month, day, and year). The `get_datetime()` function converts these three screen `fi` values to a single DATETIME value.

## The input\_call() Function

---

```
42> LET pr_calltime.mins = gr_viewcall.call_time[4,5]
43> IF (pr_calltime.mins < 0) OR (pr_calltime.mins > 59) THEN
    ERROR "Minutes must be between 0 and 59. Please try again."
    LET gr_viewcall.call_time[4,5] = "00"
    NEXT FIELD call_time
END IF

44> IF pr_calltime.hrs > 12 THEN
    LET gr_viewcall.am_pml = "PM"
    DISPLAY BY NAME gr_viewcall.am_pml
    NEXT FIELD yr_mon1
END IF
END IF
AFTER FIELD am_pml

45> IF (gr_viewcall.am_pml IS NULL)
    OR (gr_viewcall.am_pml[1] NOT MATCHES "[AP]")
THEN
    ERROR "Time must be either AM or PM."
    LET gr_viewcall.am_pml[1] = "A"
    NEXT FIELD am_pml
END IF

BEFORE FIELD yr_mon1

46> IF gr_viewcall.yr_mon1 IS NULL THEN
    LET gr_viewcall.yr_mon1 = TODAY
END IF

AFTER FIELD yr_mon1

47> IF gr_viewcall.yr_mon1 IS NULL THEN
    LET gr_viewcall.yr_mon1 = TODAY
    DISPLAY BY NAME gr_viewcall.yr_mon1
END IF

48> CALL get_datetime(pr_calltime.*, gr_viewcall.am_pml,
                    gr_viewcall.yr_mon1)
RETURNING gr_custcalls.call_dtime
```



- 49 ➤ This IF statement tests whether the INPUT statement is executed as a result of an Add operation (receiving a new call) or an Update operation (changing an existing call). If the customer\_num field of the work buffer is NULL, then the gr\_custcalls record was empty before the data entry began. An initial empty record indicates that the user is receiving a new call, rather than updating an existing call (see Notes 27 and 28).
- 50 ➤ If this is an Add operation, the program verifies whether the cust\_calls table already contains a row for the current customer that has the same receipt time as the current call. The stores7 database has a UNIQUE index on the customer\_num and call\_dtime columns of cust\_calls. This index ensures that two calls are not logged at the same time for the same customer. The receipt time must be unique.  
  
If an INSERT statement attempted to insert a cust\_calls row with a customer number and receipt time that already existed in the table, the INSERT would fail. To prevent this error, this SELECT statement counts the number of rows in the cust\_calls table that have the same customer number and receipt time as the current call.
- 51 ➤ If the SELECT statement in Note 50 finds any rows with the same customer number and receipt time as the current call, then this call will not be unique and cannot be inserted into the database. The program notifies the user of the error, reinitializes the time fields to the current time and day, and returns the cursor to the call\_time field so the user can reenter the time.
- 52 ➤ Before the user can enter data in the user\_id field the program checks if the field is empty. If so, it initializes the field with the current user's ID. To obtain the user ID, the program uses the USER function of the SELECT statement. This "dummy" SELECT does not actually select data from the database. It just runs the USER function. Because the SELECT statement must specify a table, it uses the systables system catalog, and to ensure that it yields only one row, the SELECT statement includes a WHERE clause to specify the row having the "systables" table name.
- 53 ➤ If the user has cleared the field, the program returns the cursor to the user\_id field. This test ensures that the user enters a user ID value.
- 54 ➤ Before the user can enter data in the call\_code field, the program notifies the user of the valid call code values.
- 55 ➤ The IF statement ensures that the call\_code variable has a value.
- 56 ➤ This MESSAGE statement clears the message line once the cursor leaves the field. Leaving this message on the screen could confuse the user because the codes it lists apply only to the call\_code field.

## The input\_call() Function

---

```
49> IF gr_workcall.customer_num IS NULL THEN
50>   SELECT COUNT(*)
      INTO call_cnt
      FROM cust_calls
      WHERE customer_num = gr_custcalls.customer_num
         AND call_dtime = gr_custcalls.call_dtime

51>   IF (call_cnt > 0) THEN
      ERROR "This customer already has a call entered for: ",
         gr_custcalls.call_dtime
      CALL init_time() RETURNING gr_viewcall.call_time,
         gr_viewcall.am_pml
      NEXT FIELD call_time
   END IF
END IF

BEFORE FIELD user_id
52>   IF gr_viewcall.user_id IS NULL THEN
      SELECT USER
      INTO gr_viewcall.user_id
      FROM informix.systables
      WHERE tabname = "systables"
   END IF

AFTER FIELD user_id
53>   IF gr_viewcall.user_id IS NULL THEN
      ERROR "You must enter the name of the person logging the call."
      NEXT FIELD user_id
   END IF

BEFORE FIELD call_code
54>   MESSAGE "Valid call codes: B, D, I, L, O "

AFTER FIELD call_code
55>   IF gr_viewcall.call_code IS NULL THEN
      ERROR "You must enter a call code. Please try again."
      NEXT FIELD call_code
   END IF

56>   MESSAGE ""
```

- Notes 57 to 60** ➤ The BEFORE FIELD clause performs `fi` initialization before the user can enter data in the `call_flag` field.
- 57** ➤ The program notifies the user how to use the special feature to edit the call description. See Notes 73 to 76 for a description of the ON KEY section that implements this feature.
  - 58** ➤ This IF statement determines whether the current call is a new call or an existing call. See Note 49 for more information about this test.
  - 59** ➤ If this is a new customer call, the `f_edit` form displays automatically so the user can enter the new call's description. Calling the `edit_descr()` function with the "C" argument tells this function to assign input from `f_edit` for the call description `fi` `call_descr`. With an argument of "R", this function can also assign input to the call resolution description, `res_descr` (see Note 71).  
  
The `edit_descr()` function returns the setting for `call_flag`. If the user has entered input for the call description, then `gr_custcalls.call_descr` is not null and `call_flag` remains set to "Y". If the user has not entered input for `call_descr`, then `call_flag` is set to "N".
  - 60** ➤ This DISPLAY statement initializes the `call_flag` field. It displays the `call_flag` value in the screen `fi` of the same name.
- Notes 61 to 64** ➤ The AFTER FIELD clause performs data validation after the cursor leaves the `call_flag` field.
- 61** ➤ If no call description exists for this call but the user has entered "Y", the call description `fi` needs to be corrected by changing its value to "N".
  - 62** ➤ If a call description exists for this call but the user has entered "N", the call description `fi` needs to be corrected by changing its value to "Y".
  - 63** ➤ This MESSAGE statement clears the message line once the cursor leaves the field. Leaving the message on the screen could confuse the user because this editing feature is only valid from within the `call_flag` field.
  - 64** ➤ The user is asked whether to continue on to the call resolution `fi`. If the user wants to continue, the cursor moves to the next `fi` `res_time`. If the user does not want to continue, data entry is complete so the INPUT statement exits.
  - 65** ➤ This BEFORE FIELD section performs the same `fi` initialization on the `res_time` field as was performed on the `call_time` field. See Note 38 for more information.
  - 66** ➤ This AFTER FIELD section performs the same data validation on the `res_time` `fi` as was performed on the `call_time` `fi`. See Notes 39 to 44 for more information.

## The input\_call() Function

---

```
57> BEFORE FIELD call_flag
    MESSAGE "Press F2 (CTRL-E) to edit call description."
58> IF gr_workcall.customer_num IS NULL THEN --* doing an insert
59>   LET gr_viewcall.call_flag = edit_descr("C")
60> DISPLAY BY NAME gr_viewcall.call_flag
    END IF

61> AFTER FIELD call_flag
    IF gr_custcalls.call_descr IS NULL
      AND (gr_viewcall.call_flag = "Y")
    THEN
      ERROR "No call description exists: changing flag to 'N'."
      LET gr_viewcall.call_flag = "N"
      DISPLAY BY NAME gr_viewcall.call_flag
    END IF

62> IF gr_custcalls.call_descr IS NOT NULL
      AND (gr_viewcall.call_flag = "N")
    THEN
      ERROR "A call description exists: changing flag to 'Y'."
      LET gr_viewcall.call_flag = "Y"
      DISPLAY BY NAME gr_viewcall.call_flag
    END IF

63> MESSAGE ""
64> LET ga_dsplymsg[1] = "Call receiving information complete."
    IF prompt_window("Enter call resolution now?", 14, 14) THEN
      NEXT FIELD res_time
    ELSE
      EXIT INPUT
    END IF

65> BEFORE FIELD res_time
    IF gr_viewcall.res_time IS NULL THEN
      CALL init_time() RETURNING gr_viewcall.res_time,
                                gr_viewcall.am_pm2
      DISPLAY BY NAME gr_viewcall.am_pm2
    END IF

66> AFTER FIELD res_time
    IF gr_viewcall.res_time IS NULL THEN
      CALL init_time() RETURNING gr_viewcall.res_time,
                                gr_viewcall.am_pm2
    ELSE
      LET pr_restime.hrs = gr_viewcall.res_time[1,2]
      IF (pr_restime.hrs < 0) OR (pr_restime.hrs > 23) THEN ERROR
        "Hour must be between 0 and 23. Please try again." LET
          gr_viewcall.res_time[1,2] = "00"
      NEXT FIELD res_time
    END IF
```

- 67** ➤ This AFTER FIELD clause performs the same data validation on the am\_pm2 field as was performed on the am\_pm1 field. See Note 45 for more information.
- 68** ➤ This BEFORE FIELD clause performs the same field initialization on the yr\_mon2 field as was performed on the yr\_mon1 field. See Note 46 for more information.
- Notes 69 to 70** ➤ The AFTER FIELD clause performs data validation after the cursor leaves the yr\_mon2 field.
- 69** ➤ This test ensures that the call resolution date field always has a value.
- 70** ➤ This test ensures that the call resolution date is not before the call receipt date.
- 71** ➤ This BEFORE FIELD clause performs the same field initialization on the res\_flag field as was performed on the call\_flag field. See Notes 57 to 60 for more information.

## The input\_call() Function

---

```
LET pr_restime.mins = gr_viewcall.res_time[4,5]
IF (pr_restime.mins < 0) OR (pr_restime.mins > 59) THEN
  ERROR "Minutes must be between 0 and 59. Please try again."
  LET gr_viewcall.res_time[4,5] = "00"
NEXT FIELD res_time
END IF

IF pr_restime.hrs > 12 THEN
  LET gr_viewcall.am_pm2 = "PM"
  DISPLAY BY NAME gr_viewcall.am_pm2
NEXT FIELD yr_mon2
END IF
END IF

67 > AFTER FIELD am_pm2
      IF (gr_viewcall.am_pm2 IS NULL)
        OR (gr_viewcall.am_pm2[1] NOT MATCHES "[AP]")
      THEN
        ERROR "Time must be either AM or PM."
        LET gr_viewcall.am_pm2[1] = "A"
      NEXT FIELD am_pm2
      END IF

68 > BEFORE FIELD yr_mon2
      IF gr_viewcall.yr_mon2 IS NULL THEN
        LET gr_viewcall.yr_mon2 = TODAY
      END IF

69 > AFTER FIELD yr_mon2
      IF gr_viewcall.yr_mon2 IS NULL THEN
        LET gr_viewcall.yr_mon2 = TODAY
        DISPLAY BY NAME gr_viewcall.yr_mon2
      END IF

70 > IF gr_viewcall.yr_mon2 < gr_viewcall.yr_mon1 THEN
      ERROR "Resolution date should not be before call date."
      LET gr_viewcall.yr_mon2 = TODAY
      NEXT FIELD yr_mon2
      END IF

71 > BEFORE FIELD res_flag
      MESSAGE "Press F2 (CTRL-E) to edit resolution description."

      IF gr_workcall.customer_num IS NULL THEN    --* doing an insert
        LET gr_viewcall.res_flag = edit_descr("R")
        DISPLAY BY NAME gr_viewcall.res_flag
      END IF
```

- 72** ➤ The AFTER FIELD clause performs data validation on the res\_flag field. It is similar to the AFTER FIELD clause associated with the call\_flag field. See Notes 61 to 63 for more information about that clause.

The AFTER FIELD clause does not include a call to the prompt\_window() function as was found with the AFTER FIELD clause associated with the call\_flag field (see Note 64). This is because the call resolution information has, at this point, already been entered into the form.

- Notes 73 to 76** ➤ The ON KEY clause is executed when the user presses CONTROL-E or the F2 function key. These keys initiate a feature to display a form in which to edit the CHAR(240) columns: call\_descr and res\_descr. This feature allows the f\_custcall form to omit these columns and instead, to only display a single-character "Y" or "N" field for each of them.
- 73** ➤ The built-in function INFIELD() determines the current field. If the cursor is currently in either the call\_flag or the res\_flag field then the editing feature can be used. If the cursor is in any other field on the form, then these key sequences have no effect and the cursor remains in the current field.
- 74** ➤ The fld\_flag variable is set to "C" when the cursor is in the call\_flag field. This value tells the edit\_descr() function to edit the call\_descr column for the current row. If the cursor is not in call\_descr, it must be in the res\_flag field. A setting of "R" tells edit\_descr() to edit the res\_descr column.
- 75** ➤ The edit\_descr() function displays the f\_edit form with the appropriate column value. If fld\_flag is "C", then the f\_edit form displays the call\_descr column value so the user can edit it. If fld\_flag is "R", then the form displays and edits the res\_descr column. The result of edit\_descr() is the flag value to display ("Y" if call\_descr is not null and "N" otherwise).
- 76** ➤ The value of fld\_flag determines which field to set and display: "C" displays the call\_flag field while "R" displays the res\_flag field.
- 77** ➤ If the user has interrupted the INPUT statement, 4GL sets int\_flag to TRUE. The user has terminated input on the f\_custcall form, so the input\_call() function returns FALSE.
- 78** ➤ Three of the fields in the table record (gr\_custcalls) have already been assigned values from within the INPUT statement: call\_dtime, call\_descr, res\_descr (see Notes 48, 59, 76, and 119). These LET statements copy the customer\_num, user\_id, and call\_code values from the screen field record (gr\_viewcall) to the table record.

## The input\_call() Function

---

```
72> AFTER FIELD res_flag
    IF gr_custcalls.res_descr IS NULL
      AND (gr_viewcall.res_flag = "Y")
    THEN
      ERROR "No resolution description exists: changing flag to 'N'."
      LET gr_viewcall.res_flag = "N"
      DISPLAY BY NAME gr_viewcall.res_flag
    END IF

    IF gr_custcalls.res_descr IS NOT NULL
      AND (gr_viewcall.res_flag = "N")
    THEN
      ERROR "A resolution description exists: changing flag to 'Y'."
      LET gr_viewcall.res_flag = "Y"
      DISPLAY BY NAME gr_viewcall.res_flag
    END IF

    MESSAGE ""

    ON KEY (F2, CONTROL-E)
73>   IF INFIELD(call_flag) OR INFIELD(res_flag) THEN
74>     IF INFIELD(call_flag) THEN
        LET fld_flag = "C"
      ELSE
        --* user pressed F2 (CTRL-E) from res_flag
        LET fld_flag = "R"
      END IF

75>     LET new_flag = edit_descr(fld_flag)
76>     IF fld_flag = "C" THEN
        LET gr_viewcall.call_flag = newflag
        DISPLAY BY NAME gr_viewcall.call_flag
      ELSE
        --* fld_flag = "R", editing Call Resolution
        LET gr_viewcall.res_flag = newflag
        DISPLAY BY NAME gr_viewcall.res_flag
      END IF
    END IF

    ON KEY (CONTROL-W)

    END INPUT

77>   IF int_flag THEN
        LET int_flag = FALSE
        RETURN (FALSE)
    END IF

78>   LET gr_custcalls.customer_num = gr_viewcall.customer_num
    LET gr_custcalls.user_id = gr_viewcall.user_id
    LET gr_custcalls.call_code = gr_viewcall.call_code
```

---

*see addupd\_cust() in Example 6.*



- 79 ➤ The call to get\_datetime() converts the screen field containing the call resolution time (res\_time, am\_pm2, and yr\_mon2) to a DATETIME value. The res\_dtime column of cust\_calls stores the resolution time as a DATETIME value. See Note 48 for more information on this conversion.
- 80 ➤ Because the user has not terminated the INPUT statement, the input\_call() function returns TRUE.

## The browse\_calls() Function

- 81 ➤ Local error message flags are initialized: fnd\_calls indicates whether any calls exist for the current customer, and end\_list indicates whether the user has reached the last selected cust\_calls row. These flags are tested after the FOREACH loop. See Note 92 to determine if an error message is printed.
  - 82 ➤ The c\_calls cursor locates calls for the current customer, ordered by time of receipt. The cursor reads a selected row into the gr\_custcalls global record.
  - 83 ➤ If execution reaches inside the FOREACH loop, then the c\_calls cursor has found one or more cust\_calls rows for the current customer. The fnd\_calls flag is set to TRUE to indicate that rows have been found.
- Notes 84 to 88 ➤** This series of statements initialize the screen field record (gr\_viewcall) for display.
- 84 ➤ The values from the table record (gr\_custcalls) that do not need conversion are copied into the corresponding field in gr\_viewcall.
  - 85 ➤ The DATETIME call receipt time (in call\_dtime) is converted to the format used by the screen field call\_time, am\_pm1, and yr\_mon1. The screen field record displays this DATETIME value as “hh:mm AM mo/dd/yr” to simplify data entry. See Note 48 for more information about this conversion.
  - 86 ➤ The setting of the call\_flag field is based on whether the current call has a call description (a non-null value in the call\_descr column).
  - 87 ➤ If the call receipt time has not yet been entered, the time fields are initialized to a blank time and today’s date. Otherwise, the DATETIME call resolution time is converted to the format “hh:mm AM mo/dd/yr”. This value displays in the res\_time, am\_pm2, and yr\_mon2 fields. See Note 48 for more information about this conversion.

## The browse\_calls() Function

---

```
79> CALL get_datetime(pr_restime.*, gr_viewcall.am_pm2,
                    gr_viewcall.yr_mon2)
        RETURNING gr_custcalls.res_dtime

80> RETURN (TRUE)

END FUNCTION -- input_call --

#####
FUNCTION browse_calls(cust_num)
#####
    DEFINE    cust_num      LIKE customer.customer_num,

             fnd_calls     SMALLINT,
             end_list      SMALLINT

81> LET fnd_calls = FALSE
    LET end_list = FALSE

82> DECLARE c_calls CURSOR FOR
    SELECT *
    FROM cust_calls
    WHERE customer_num = cust_num
    ORDER BY call_dtime

    FOREACH c_calls INTO gr_custcalls.*

83> LET fnd_calls = TRUE

84> LET gr_viewcall.customer_num = gr_customer.customer_num
    LET gr_viewcall.company = gr_customer.company
    LET gr_viewcall.user_id = gr_custcalls.user_id
    LET gr_viewcall.call_code = gr_custcalls.call_code

85> CALL get_timeflds(gr_custcalls.call_dtime)
    RETURNING gr_viewcall.call_time, gr_viewcall.am_pm1,
             gr_viewcall.yr_mon1

86> IF gr_custcalls.call_descr IS NULL THEN
    LET gr_viewcall.call_flag = "N"
ELSE
    LET gr_viewcall.call_flag = "Y"
END IF

87> IF gr_custcalls.res_dtime IS NULL THEN
    LET gr_viewcall.res_time = NULL
    LET gr_viewcall.am_pm2 = "AM"
    LET gr_viewcall.yr_mon2 = TODAY
ELSE
    CALL get_timeflds(gr_custcalls.res_dtime)
    RETURNING gr_viewcall.res_time, gr_viewcall.am_pm2,
             gr_viewcall.yr_mon2
END IF
```

- 88** ➤ The setting of the `res_flag` field is based on whether the current call has a resolution description (a non-null value in the `res_descr` column).
- 89** ➤ Once the screen field record is initialized, it is displayed on the `f_custcall` form.
- 90** ➤ If `nxtact_call()` returns `FALSE`, the user has chosen the Exit option from the CUSTOMER CALL MODIFICATION menu. Setting the `end_list` field to `FALSE` indicates that the user chose to exit before reaching the last selected row in the loop. The `EXIT FOREACH` statement closes the `c_calls` cursor.
- 91** ➤ If `nxtact_call()` returns `TRUE`, then the user has chosen the Next option from the CUSTOMER CALL MODIFICATION menu. The `end_list` flag is set to `TRUE` because the current row may be the last one selected by the `c_calls` cursor. If this is the last row, then `FOREACH` exits and the program displays “No more customer calls.” If the current row is not the last one, the `FOREACH` statement fetches the next row and then calls `nxtact_call()` to display the CUSTOMER CALL MODIFICATION menu. In this case, `end_list` is reset based on the value returned by `nxtact_call()`.
- 92** ➤ Each error field (`fnd_calls` and `end_list`) indicates the status of a particular error condition. If one of these error conditions has occurred, the program displays the appropriate message.
- 93** ➤ The `f_custcall` form fields are cleared.

## The `nxtact_call()` Function

- 94** ➤ The CUSTOMER CALL MODIFICATION menu allows the user to display the next customer call (Next), update information in the current call (Update), or exit the menu (Exit).
- 95** ➤ The Next option exits the menu with `nxt_action` set to `TRUE`. Program execution returns to the `c_calls` `FOREACH` loop (in `browse_calls()`) to obtain the next selected `cust_calls` row (see Note 91).
- 96** ➤ The Update option calls the `addupd_call()` function to update the current customer call. Because this function can handle both an Add or an Update on the `f_custcall` form, the add/update flag is set to Update (“U”). This function is modeled after the `addupd_cust()` function implemented in [Example 9](#).
- 97** ➤ The `bang()` function implements the bang (“!”) escape to the operating system. This feature is described in [Example 3](#).

## The nextact\_call() Function

---

```
88> IF gr_custcalls.res_descr IS NULL THEN
      LET gr_viewcall.res_flag = "N"
    ELSE
      LET gr_viewcall.res_flag = "Y"
    END IF

89> DISPLAY BY NAME gr_viewcall.*

90> IF NOT nextact_call() THEN
      LET end_list = FALSE
      EXIT FOREACH
91> ELSE
      LET end_list = TRUE
    END IF
  END FOREACH

92> IF NOT fnd_calls THEN
      CALL msg("No calls exist for this customer.")
    END IF

      IF end_list THEN
        CALL msg("No more customer calls.")
      END IF

93> CLEAR call_time, am_pm1, yr_mon1, user_id, call_code,
      call_flag, res_time, am_pm2, yr_mon2, res_flag

      END FUNCTION -- browse_calls --

#####
FUNCTION nextact_call()
#####
  DEFINE    nxt_action    SMALLINT

  LET nxt_action = TRUE

94> MENU "CUSTOMER CALL MODIFICATION"
95> COMMAND "Next" "View next selected customer call." HELP 90
      EXIT MENU

96> COMMAND "Update" "Update current customer call on screen."
      HELP 91
      CALL addupd_call("U")
      NEXT OPTION "Next"

97> COMMAND KEY ("!")
      CALL bang()
```

- 98 > The Exit option exits the menu with `nxt_action` set to `FALSE`. Program execution returns to the `browse_calls()` function where it encounters the `EXIT FOREACH` statement to exit the `c_calls` `FOREACH` loop (see Note 90).

## The get\_timeflds() Function

- 99 > If the `_dtime` is `NULL`, all time screen fields are set to `NULL`.
- 100 > If the `_dtime` is non-null, the program converts it to the time screen field value: `time_fld`, `am_pm`, and `yr_mon`. The `LET` statement uses data conversion to assign the current date as the `DATETIME` value to the `DATE` `yr_mon` field.
- 101 > The built-in function `EXTEND()` extracts the hour and minute values from the `_dtime`. This system function uses field qualifiers to adjust the precision of a `DATETIME` value. In this case, it returns the hour (`HOUR TO HOUR`) and the minutes (`MINUTE TO MINUTE`) values.

The `LET` statements convert the hour and minute values to their character representations and then store them in the appropriate position of the character time string, `time_fld`: the hours value in positions 1 and 2; the minutes value in positions 4 and 5. Position 3 contains the colon so that the field value has the format “hh:mm”.

- 102 > The `LET` statement uses data conversion to convert the hours value to an integer value so that the numeric comparison is simplified. Because the `DATETIME` format uses 24-hour time notation, all PM hours have an hour value greater than or equal to 12, and all AM hours have an hour value less than 12. Therefore, the size of the hour value determines the setting of the `am_pm` field.

The program also converts the 24-hour PM time to a time between 12:00 PM and 11:59 PM and a time of 00:00 as 12:00 AM.

- 103 > The `get_timeflds()` function returns the screen field values of the `DATETIME` value.

## The get\_timeflds() Function

---

```
98 > COMMAND KEY ("E","X") "Exit" "Return to CUSTOMER CALLS Menu"
      HELP 92
      LET nxt_action = FALSE
      EXIT MENU
      END MENU

      RETURN nxt_action

END FUNCTION -- nxtact_call --

#####
FUNCTION get_timeflds(the_dtime)
#####
      DEFINE          the_dtime          DATETIME YEAR TO MINUTE,

                      am_pm             CHAR(2),
                      yr_mon            DATE,
                      time_fld          CHAR(5),
                      num_hrs           SMALLINT

99 > IF the_dtime IS NULL THEN
      LET time_fld = NULL
      LET am_pm = NULL
      LET yr_mon = NULL
100 > ELSE
      LET yr_mon = the_dtime
101 > LET time_fld = "00:00"
      LET time_fld[1,2] = EXTEND(the_dtime, HOUR TO HOUR)
      LET time_fld[4,5] = EXTEND(the_dtime, MINUTE TO MINUTE)
102 > LET num_hrs = time_fld[1,2]
      IF num_hrs >= 12 THEN
          LET am_pm = "PM"
          LET num_hrs = num_hrs - 12
          IF num_hrs > 9 THEN
              LET time_fld[1,2] = num_hrs
          ELSE
              LET time_fld[1] = "0"
              LET time_fld[2] = num_hrs
          END IF
      ELSE
          LET am_pm = "AM"
          IF num_hrs = 0 THEN
              LET time_fld[1,2] = "12"
          END IF
      END IF
      END IF
103 > RETURN time_fld, am_pm, yr_mon

END FUNCTION -- get_timeflds --
```

## The `get_datetime()` Function

- 104** ➤ A null `yr_mon` screen field indicates that all screen fields are null, so the DATETIME value for these screen fields is set to null.
- 105** ➤ If the screen fields are not null, then they must be combined into a DATETIME value. The LET statement uses data conversion to assign the current DATE value (in `yr_mon`) to a DATETIME value.
- 106** ➤ In 24-hour notation (used by DATETIME values), times from 12:00 AM to 12:59 AM are written as 00:00 to 00:59. If the time is an AM value (hour value is between 0 and 12) and it is midnight (12:00 AM), then the hours value must be reset to zero (0) for the 24-hour time representation, 00:00.
- 107** ➤ In 24-hour notation (used by DATETIME values), times from 1:00 PM to 11:59 PM are written as 13:00 to 23:59. If the time is a PM value, any hour after 12:00 PM must be converted to 24-hour time notation by adding 12 to the value.
- 108** ➤ The addition operator combines the year/month, the hours, and the minutes into a single DATETIME value. The built-in function UNITS is necessary to convert to the INTERVAL values to the integer representation of the hour and minute values. You cannot add integers to a DATETIME value but you can add INTERVAL values.
- 109** ➤ The `get_datetime()` function returns the DATETIME representation of the screen field values.

## The `init_time()` Function

- 110** ➤ The CURRENT built-in function returns a DATETIME value of the current system time. The qualifiers HOUR TO MINUTE limit this return value to only a time value. The LET statement then uses data conversion to convert the DATETIME value to a CHARACTER value.
- 111** ➤ If the current system time is past 12:59, the time value is in 24-hour notation. The IF block converts the 24-hour time to a 12-hour time, setting the AM/PM field to the appropriate value.

## The get\_datetime() Function

---

```
#####
FUNCTION get_datetime(pr_time, am_pm, yr_mon)
#####
    DEFINE          pr_time      RECORD
                    hrs          SMALLINT,
                    mins        SMALLINT
                    END RECORD,
                    am_pm       CHAR(2),
                    yr_mon      DATE,

                    the_dtime   DATETIME YEAR TO MINUTE

104 >    IF yr_mon IS NULL THEN
        LET the_dtime = NULL
    ELSE
105 >    LET the_dtime = yr_mon          --* use 4GL conversion to
                                        --* convert DATE to DATETIME

106 >    IF am_pm[1] = "A" THEN
        IF pr_time.hrs = 12 THEN
            LET pr_time.hrs = 0
        END IF
    ELSE
107 >    IF pr_time.hrs < 12 THEN
        LET pr_time.hrs = pr_time.hrs + 12    --* convert PM to 24-hour time
    END IF
    END IF

108 >    LET the_dtime = the_dtime + pr_time.hrs UNITS HOUR
        + pr_time.mins UNITS MINUTE          --* add in time (hours and minutes)
                                                --* to DATETIME value

    END IF

109 >    RETURN (the_dtime)

END FUNCTION -- get_datetime --

#####
FUNCTION init_time()
#####
    DEFINE          new_time     CHAR(5),
                    am_pm       CHAR(2),
                    hrs          SMALLINT

110 >    LET new_time = CURRENT HOUR TO MINUTE
111 >    IF new_time > "12:59" THEN    -- if 24-hour notation, convert to
        LET hrs = new_time[1,2]    -- 12-hour and AM/PM flag
        LET hrs = hrs - 12
```



- 112 > The function returns the character representation of the current system time and the AM/PM flag.

## The edit\_descr() Function

- 113 > The character editing form, `f_edit`, displays in a bordered window called `w_edit`. This window has redefined the `FORM LINE` and `COMMENT LINE` options to customize the appearance of `f_edit`.
- 114 > The `fi` line of the window displays instructions for using this form.
- 115 > The value of `edit_flg` determines the appropriate form title and character field initialization.
- 116 > This `INPUT` statement accepts user input in the character edit `fi`. The `WITHOUT DEFAULTS` clause ensures that the `fi` is initialized with any existing value. The value has been determined by the code described in Note 115.
- 117 > The `has_value fl` indicates whether the edited `CHAR(240)` value is null (it has a value) or contains a value. If this field is null, then `has_value` is set to "N". Otherwise, `has_value` remains set to "Y".

## The edit\_descr() Function

---

```
IFhrs > 9 THEN          -- need to put two digits in
    LET new_time[1,2] = hrs
ELSE                    -- need to put only 1 digit in
    LET new_time[1] = 0
    LET new_time[2] = hrs
END IF
LET am_pm = "PM"
ELSE
    LET am_pm = "AM"
END IF

112 > RETURN new_time, am_pm

END FUNCTION -- init_time --

#####
FUNCTION edit_descr(edit_flg)
#####
    DEFINE          edit_flg          CHAR(1),

                    edit_str          LIKE cust_calls.call_descr,
                    edit_ret          SMALLINT,
                    has_value         CHAR(1)

113 > OPEN WINDOW w_edit AT 3,11
        WITH 12 ROWS, 60 COLUMNS
        ATTRIBUTE (BORDER, FORM LINE 4, COMMENT LINE 2)

        OPEN FORM f_edit FROM "f_edit"
        DISPLAY FORM f_edit

114 > DISPLAY " Press Accept to save, Cancel to exit w/out saving."
        AT 1, 1 ATTRIBUTE (REVERSE, YELLOW)

115 > IF edit_flg = "C" THEN
        DISPLAY "CALL DESCRIPTION"
            AT 3, 24
        LET edit_str = gr_custcalls.call_descr
    ELSE
        --* edit_flg = "R"
        DISPLAY "CALL RESOLUTION"
            AT 3, 24
        LET edit_str = gr_custcalls.res_descr
    END IF

    LET int_flag = FALSE
116 > INPUT BY NAME edit_str
        WITHOUT DEFAULTS

117 > LET has_value = "Y"
        IF edit_str IS NULL THEN
            LET has_value = "N"
        END IF
```

- 118** ➤ If the user uses the Cancel key (typically CONTROL-C), the INPUT statement exits and the changes to the edit\_fld are not saved.
- 119** ➤ If the user uses the Accept key (typically ESCAPE), the contents of the character edit\_fld is saved in the appropriate\_fld of the table record, gr\_custcalls.
- 120** ➤ Neither the w\_edit window nor the f\_edit form are used until the user initiates the edit\_descr() function again. For this reason, the memory used by the window and form is deallocated.
- 121** ➤ The edit\_descr() function returns the value of the has\_value flag. This flag is "Y" if the edited CHAR(240) fld is non-null, and "N" otherwise.

## The insert\_call() Function

- 122** ➤ The INSERT statement inserts the current values of the table record, gr\_custcalls, as a row in the cust\_calls table.  

The INSERT is surrounded with the WHENEVER ERROR statements to control how 4GL responds to errors. The WHENEVER ERROR CONTINUE statement sets a compiler flag so that the program does not include code to check for runtime errors. Execution of all statements after this WHENEVER statement will not stop if the program encounters a runtime error unless the program explicitly checks for errors. The WHENEVER ERROR STOP statement sets a compiler flag so that the program does include code to check for runtime errors. Execution of all statements after this WHENEVER statement will stop if the program encounters a runtime error.
- 123** ➤ If the INSERT statement is successful, then 4GL sets the global variable status to zero. If an error has occurred, the status variable has a negative value. In the case of an error, the function notifies the user and exits.
- 124** ➤ If execution reaches this point, the INSERT has been successful. The call to msg() notifies the user that the cust\_calls row has been added to the database.



## The update\_call() Function

- 125** ➤ The WHENEVER ERROR CONTINUE statement sets a compiler flag so that the program does not include code to check for runtime errors. Execution of all statements after this WHENEVER statement will not stop if the program encounters a runtime error, unless the program explicitly checks for errors. This WHENEVER statement allows this function to perform its own error checking after the database operation statement.
- 126** ➤ The UPDATE statement updates the cust\_calls row associated with the current call for the current user with the values of the table record, gr\_custcalls.
- 127** ➤ The WHENEVER ERROR STOP statement sets a compiler flag so that the program does include code to check for runtime errors. Execution of all statements after this WHENEVER statement will stop if the program encounters a runtime error. This WHENEVER statement causes the program to assume that any errors encountered past this point are unexpected and program execution needs to stop.
- 128** ➤ If the UPDATE statement is successful, then 4GL sets the global variable status to zero. If an error has occurred, the status variable has a negative value. In the case of an error, the function notifies the user and exits.
- 129** ➤ If execution reaches this point, the UPDATE has been successful. The call to msg() notifies the user that the current cust\_calls row has been updated in the database.



---

# 18



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
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# Using TEXT and VARCHAR Data Types

This example demonstrates how to handle VARCHAR and TEXT data types in a 4GL program. It uses the `cat_advert` (VARCHAR) and `cat_descr` (TEXT) columns of the `catalog` table.

***Note:** These data types and the catalog table are only available if you are using an Informix Dynamic Server database. The catalog table does not exist in the INFORMIX-SE version of the demonstration database.*

## Verifying the Database Type

Because this program can only work on the `catalog` table if the application is using Informix Dynamic Server, it first checks the type of database server. To do this, the program checks the status of the second element of the `SQLAWARN` array. This array is part of the global `SQLCA` record. After executing the `DATABASE` statement, Informix Dynamic Server sets the `SQLCA.SQLAWARN[2]` field to "W". This verification is performed by the `is_online()` function, which returns `TRUE` if the current database is Informix Dynamic Server and `FALSE` if it is `INFORMIX-SE`.

## Positioning the DATABASE Statement in a Program

The `DATABASE` statement specifies the name of the current database. This information is needed at compile time and runtime:

- At compile time the 4GL compiler needs to know which database to use when resolving variable definitions containing the `LIKE` clause.
- At runtime the application needs to know which database to use when executing an SQL statement.



The location of the DATABASE statement within your program is determined by these two uses. It must appear in the code so that:

- The compiler encounters it before any DEFINE statements that use LIKE.
- Program execution encounters it before any SQL statements execute (program execution may not occur sequentially in the file).

In this example, if none of the global definitions used the LIKE clause, the DATABASE statement could appear just before the DECLARE statement (see Note 19 on page 437) because this is the first SQL statement executed. However, placing the DATABASE statement as the first line of the file is the most common usage: this location is an easy, consistent place to file the application's database and it satisfies both the compile time and the runtime conditions.

However, you may file a situation where you need to open the database at some later point in program execution. You can place the DATABASE statement anywhere in the program as long as the compiler and runtime conditions mentioned above are met.

When execution begins, the program initializes the ga\_catrows, ga\_catrids, and ga\_catadv arrays with the data from the catalog table in the load\_arrays() function. It then waits for the user to indicate which data to view.

From the catalog number file the user can choose to:

- View the VARCHAR value (cat\_adv): CONTROL-V
- View the TEXT value (cat\_descr): CONTROL-T
- Exit the form: CONTROL-E

## Using Parallel Arrays to Manage Information

This example program uses a screen array form to access the information in the catalog table. Each line of the form displays information about a single catalog item:

```

+-----+
| Catalog # | Pic? | Txt? | Stock # | Stock Description | Manufacturer |
| [10001] | [N] | [V] | [ 1] | [baseball gloves] | [Hero] |
| [10002] | [N] | [V] | [ 1] | [baseball gloves] | [Husky] |
| [10003] | [V] | [V] | [ 1] | [baseball gloves] | [Swish] |
| [10004] | [N] | [V] | [ 2] | [baseball] | [Hero] |
| [10005] | [N] | [V] | [ 3] | [baseball bat] | [Husky] |
+-----+
|
| ACTIONS | KEY SEQUENCES |
| To exit | Accept twice or CONTROL-E |
| To scroll up and down | Arrow keys |
| To view or update: |
| catalog advertising (varchar) | F4 or CONTROL-V |
| catalog description (text) | F5 or CONTROL-T |
+-----+

```

The program uses three global arrays to manage the catalog information:

- The `ga_catrows` array stores the information that appears in the screen array.
- The `ga_catrlds` array contains the ROWID for each selected item from the catalog table. A ROWID is an internal record number associated with a row in a database table. It uniquely identifies a row and provides a very efficient means of accessing the row.
- The `ga_catadv` array contains the VARCHAR data for each selected catalog item.

The same index value can be used on all three arrays to access all information about a single catalog item.

## Handling VARCHAR Data

The VARCHAR value for a given catalog row appears in a form displayed in a separate window. This window overlays the screen array form. The only special coding required for the VARCHAR data is to:

- Define a multi-line screen field large enough to hold the VARCHAR value.
- Include the WORDWRAP attribute on this screen field to allow text to wrap to the next line of the field. The COMPRESS option removes RETURN spaces inserted in the text by the multi-line editor.

## Handling TEXT Data

Unlike the VARCHAR data, the TEXT data for catalog rows is not read into a global array. Implementing such a design would necessitate the creation of a global array with each element defined as a TEXT value.

Because a BLOB column can contain a very large amount of data, a 4GL program does not allocate space for a BLOB variable as it does other variable types. Instead of containing the actual value, a BLOB variable contains a pointer to the location where this data is stored. This location can be in memory, in a temporary file created by the program, or in a specified file named by the programmer. The LOCATE statement initializes the BLOB variable with the location of the BLOB value.

This program does not define a global array for the TEXT data because:

- The global array of TEXT variables would require a great deal of memory to store each of the 200 TEXT variable entries.
- The program would need to initialize each TEXT variable with LOCATE.
- The program would need to allocate storage, on disk or in memory, for each of the 200 rows' TEXT values.

For these reasons, the program instead reads in a TEXT value for a particular row only when the user chooses to view this data. The disadvantage of this design is that it takes a little longer to display the TEXT value than it does to display the VARCHAR value: the program must obtain the TEXT value from the database while the VARCHAR values are already available within the program array. However, this loss of speed is made up for by the smaller amount of resources needed to store only one TEXT variable and one TEXT value at a time.

This program stores the pointer to the TEXT data in the `g_txtblob` global variable. To access the TEXT value, the program must:

1. Use the LOCATE statement to assign a storage location for the TEXT data.
2. Use a SELECT statement to assign the TEXT value to this location.
3. Use an INPUT statement to display the TEXT value on a screen.
4. Allow the user to modify the TEXT value by pressing the exclamation point ("!") from the TEXT field of `f_catdescr` to access a text editor: the "!" is a standard feature of TEXT fields and the text editor is specified as "vi" by the PROGRAM attribute in the `f_catdescr` form.
5. Use the UPDATE statement to update the TEXT column with the new value if the user modifies the field.
6. Use the FREE statement to deallocate the storage used by the TEXT data.

The location of the LOCATE and FREE statements within the program are not fixed. However, LOCATE must be executed before the TEXT variable is first accessed (assigned a value or displayed). Trying to access a TEXT variable before it has been located yields a runtime error. Similarly, the FREE statement must follow all accesses of the variable. Otherwise, the program will encounter a runtime error when it tries to access a deallocated TEXT variable.

## Handling BYTE Data

Although the main form lists whether or not a given catalog item has an associated catalog picture, this example does not demonstrate use of accessing BYTE information. BYTE values can only be effectively displayed on a graphical user interface, and the program must know the specific graphical interface being used.

The steps for defining, locating, and selecting BYTE data are the same as those for TEXT data. However, the step of displaying the value to the user depends on the nature of the data, and usually involves running a program that is external to the application.

## Function Overview

---

| Function Name    | Purpose   |
|------------------|---|
| is_online()      | Checks to see if the current database is an Informix Dynamic Server or SE database. Dynamic Server data types are not available with an SE database.  |
| load_arrays()    | Loads the contents of the “catalog” table into global arrays: ga_catrows and ga_catrids. Instead of reading the values of the catalog TEXT columns (cat_descr), this program marks a character fi as “Y” or “N”, indicating the presence of the TEXT value. |
| open_wins()      | Opens all windows used in the program.  |
| close_wins()     | Closes all windows used in the program.   |
| dsply_cat()      | Displays the contents of the catalog program array (ga_catrows) on the form f_catalog.  |
| show_advert()    | Displays the contents of the VARCHAR column (cat_advert) on the form f_catadv.  |
| show_descr()     | Displays the contents of the TEXT column (cat_descr) on the form f_catdescr.  |
| upd_err()        | Reports an error if one occurs during an UPDATE.  |
| msg()            | Displays a brief, informative message.<br>See the description in <a href="#">Example 5</a> .  |
| init_msgs()      | Initializes the members of the ga_dsplymsg array to null.<br>See the description in <a href="#">Example 2</a> .   |
| message_window() | Opens a window and displays the contents of the ga_dsplymsg global array.<br>See the description in <a href="#">Example 2</a> .   |

---



## The f\_catalog Form

- 1➤ This form compiles and runs with any version of the stores7 database. Only the Informix Dynamic Server version contains the catalog table.
- 2➤ The top portion of the f\_catalog form contains the screen array that displays the catalog information. The bottom portion displays instructions for using the form.
- 3➤ This form uses descriptive field names (cnum and snum) as field tags.
- 4➤ Fields on this form display information about a stock item retrieved from several database tables. The NOENTRY attribute prevents the cursor from entering all fields except cnum.

## The f\_catalog Form

---

### f\_catalog form file

```

1➤ DATABASE stores7
2➤ SCREEN
{
+-----+
| Catalog #  Pic?  Txt?  Stock #  Stock Description  Manufacturer  |
3➤ | [cnum ]  [p]   [t]   [snum ]  [sdesc      ]  [manu      ]  |
| [cnum ]  [p]   [t]   [snum ]  [sdesc      ]  [manu      ]  |
| [cnum ]  [p]   [t]   [snum ]  [sdesc      ]  [manu      ]  |
| [cnum ]  [p]   [t]   [snum ]  [sdesc      ]  [manu      ]  |
| [cnum ]  [p]   [t]   [snum ]  [sdesc      ]  [manu      ]  |
+-----+
|
|           ACTIONS                                KEY SEQUENCES
| To exit                                       Accept twice or CONTROL-E
| To scroll up and down                         Arrow keys
| To view or update:
|   catalog advertising (varchar)             F4 or CONTROL-V
|   catalog description (text)                F5 or CONTROL-T
+-----+
}
END

TABLES
      catalog, stock, manufact
END

ATTRIBUTES
4➤  cnum = catalog.catalog_num;
    p   = FORMONLY.has_pic TYPE CHAR, NOENTRY;
    t   = FORMONLY.has_desc TYPE CHAR, NOENTRY;
    snum = catalog.stock_num, NOENTRY;
    sdesc = stock.description, NOENTRY;
    manu = manufact.manu_name, NOENTRY;

INSTRUCTIONS
      SCREEN RECORD sa_cat[5] (catalog_num, stock_num, manu_name,
                              has_pic, has_desc, description)

END

```



## The f\_catadv Form

- 1➤ This form compiles and runs with an Informix Dynamic Server version of the stores7 database. Only the Informix Dynamic Server version contains the catalog table.
- 2➤ Catalog information for the current item displays at the top of the form in the cnum, sdesc, and man fields.

The NOENTRY attribute prevents the cursor from entering these fields in an INPUT statement.

- 3➤ The copy field displays the VARCHAR value (cat\_advert) for the catalog row. This field consists of four lines of 64 characters each. The WORDWRAP attribute enables the multi-line editor so the user can enter text in the field without having to press RETURN at the end of each line. The COMPRESS option prevents blanks produced by the editor from being included as part of the input.
- 4➤ The xn and xu fields do not actually accept input text. Rather they serve as a resting point for the cursor so that the user can choose the action to take on the VARCHAR value. The program defines CONTROL-E so that:
  - If the user presses CONTROL-E from within xn, the program exits this form without saving the VARCHAR data.
  - If the user presses CONTROL-E from within xu, the program saves the VARCHAR data in the catalog table and then exits the form.

The COMMENTS attribute defines text displayed in the form's comment line. This text notifies the user of the CONTROL-E feature.

## The f\_catadv Form

---

*f\_catadv form file*

```
1➤ DATABASE stores7

SCREEN
{
  Ad copy for cat# [cnum ], [sdesc          ] from [man          ]

  [copy          ]
  [copy          ]
  [copy          ]
  [copy          ]

          Exit w/o changes [xn]          Update current ad copy [xu]
}
END

TABLES
  catalog, stock, manufact
END

ATTRIBUTES
2➤  cnum = catalog.catalog_num, NOENTRY;
    sdesc = stock.description, NOENTRY;
    man = manufact.manu_name, NOENTRY;
3➤  copy = catalog.cat_advert, WORDWRAP COMPRESS
    COMMENTS = "Press RETURN for next field.";
4➤  xn = FORMONLY.xn TYPE CHAR,
    COMMENTS = "Press CONTROL-E now to exit with no changes." ;
    xu = FORMONLY.xu TYPE CHAR,
    COMMENTS = "Press CONTROL-E now to update the ad copy.";

END
```

## The f\_catdescr Form

- 1➤ This form compiles and runs with an Informix Dynamic Server version of the stores7 database. Only the Informix Dynamic Server version contains the catalog table.
- 2➤ Catalog information for the current item displays at the top of the form in the cnum, sdesc, and man fields.
- 3➤ The copy fi displays the TEXT value (cat\_descr) for the catalog row. This field consists of seven lines of 64 characters each. The WORDWRAP attribute allows the form to display the TEXT value over several lines. To edit the TEXT value, the user must type an exclamation point ("!") from the copy field. The PROGRAM attribute specifies that the "vi" text editor is used to edit the field. Because vi is the default text editor, this attribute specification is not actually required. The COMMENTS attribute defines the comment line text to tell the user how to edit the TEXT field.
- 4➤ The xn and xu fi serve as a resting point for the cursor so the user can choose whether to save the TEXT value in the catalog table.

## The f\_catdescr Form

---

*f\_catdescr form file*

```
1> DATABASE stores7
SCREEN
{
  Description for cat# [cnum ], [sdesc          ] from [man          ]

  [copy                                     ]
  [copy                                     ]
  [copy                                     ]
  [copy                                     ]
  [copy                                     ]
  [copy                                     ]
  [copy                                     ]

          Exit w/o changes [xn]          Update current ad copy [xu]
}
END

TABLES
      catalog, stock, manufact
END

ATTRIBUTES
2>  cnum = catalog.catalog_num, NOENTRY;
    sdesc = stock.description, NOENTRY;
    man = manufact.manu_name, NOENTRY;
3>  copy = catalog.cat_descr, WORDWRAP, PROGRAM="vi",
      COMMENTS = "Press ! to invoke an editor, RETURN for next field";
4>  xn = formonly.xn TYPE CHAR,
      COMMENTS = "Press CONTROL-E now to exit with no changes." ;
    xu = formonly.xu TYPE CHAR,
      COMMENTS = "Press CONTROL-E now to update the catalog description.";
END
```

## The DATABASE and GLOBALS Statements

- 1➤ This DATABASE statement tells the compiler which database to use when resolving variable definitions that contain the LIKE clause. For example, the `ga_catadv` array is defined to contain elements LIKE the column `catalog.cat_advert`. For the compiler to correctly process this definition, it first must encounter the DATABASE statement.
- 2➤ Three parallel global arrays manage the information about each catalog item:
  - The `ga_catrows` global array holds the data to be displayed on the `f_catalog` form. This record structure must match the screen record defined in the form.
  - The `ga_catadv` global array holds the VARCHAR column values of the catalog table. It is in a separate array because it is not displayed on the form.
  - The `ga_catrids` global array holds the ROWIDs of the catalog rows. The ROWIDs are used to quickly access the TEXT or VARCHAR data for a specified catalog row on the `f_catalog` form.

The same index into each array is used to retrieve complete information about a single catalog item.

- 3➤ The `ga_dsplymsg` array is used as input to the `message_window()` function, as described in [Example 2](#), and the `prompt_window()` function, as described in [Example 4](#).

## The MAIN Function

- 4➤ The OPTIONS statement sets up the screen options for the form.
- 5➤ The `is_online()` function checks whether the current database is an Informix Dynamic Server database. If it is not, the program exits because the catalog table does not exist in the demonstration database for the INFORMIX-SE server.
- 6➤ The `g_arraysz` variable contains the size of the global program arrays used in this program. When the code needs to reference the array size to check index limits, it uses this variable rather than a constant value of 200.

If, in the future, the size of these arrays needs to be changed, you only need to change the actual array definitions (the DEFINE statements) and the value assigned to this variable. You do not need to search through the code for occurrences of the constant value.

4GL source file

```

1➤ DATABASE stores7

GLOBALS
  DEFINE g_txflag CHAR(1), -- TRUE if database uses transactions g_arraysz
        SMALLINT, -- size of arrays used in ARRAY stmts g_txtblob
        TEXT, -- cat_descr value, located in memory

2➤          ga_catrows ARRAY[200] OF RECORD
            catalog_num    LIKE catalog.catalog_num,
            stock_num      LIKE stock.stock_num,
            manu_name      LIKE manufact.manu_name,
            has_pic        CHAR(1),
            has_desc       CHAR(1),
            description    CHAR(15)
            END RECORD,

            ga_catadv ARRAY[200] OF LIKE catalog.cat_advert,

            ga_catrids ARRAY[200] OF INTEGER,

3➤  DEFINE          ga_dsplymsg ARRAY[5] OF

CHAR(48) END GLOBALS

#####
MAIN
#####
  DEFINE          cat_cnt      SMALLINT      -- count of rows actually read

  DEFER INTERRUPT          -- ...do not stop cold on error or ^C

4➤  OPTIONS
    MESSAGE LINE LAST,
    PROMPT LINE LAST,
    COMMENT LINE FIRST,
    FORM LINE FIRST+1

5➤  IF NOT is_online() THEN
    EXIT PROGRAM
  END IF

6➤  LET g_arraysz = 200

```

- 7> All the forms are opened at this point in the program, as opposed to opening the forms only when the form is accessed. Although this method requires more time in the beginning of the program and more memory to store all forms at once, it saves time when the individual form is accessed because the form is already opened.
- 8> The LOCATE statement defines a temporary file to store the value of the cat\_descr TEXT column.
- 9> The load\_arrays() function loads the rows of the catalog table into the ga\_catrows, ga\_catadv, and ga\_catrids global arrays. It returns the number of rows stored in these arrays.
- 10> The open\_wins() function opens the windows needed to display the catalog information. This is an alternative to opening the windows only when the window is to display. Although this method requires more time in the beginning of the program to open up all windows and more memory to store all windows at once, it saves time when the individual window is to display because the window is already open.
- 11> The dsply\_cat() function displays the contents of the ga\_catrows array on the form f\_catalog and allows the user to view the data for the catalog rows.
- 12> The close\_wins() function closes all windows used by the example.

## The is\_online() Function

- 13> To check whether the program is working with an Informix Dynamic Server database, the function opens the database. The CLOSE DATABASE statement is issued because an attempt to open a database when one is already open produces an error (-917) if the application is communicating with a remote machine.

However, if the application is not using a remote database, an attempt to close a database when none is open produces an error (-349) as well. To prevent the program from terminating at this point, the WHENEVER ERROR statements surround CLOSE DATABASE. Automatic error checking is turned off before CLOSE DATABASE and turned back on after CLOSE DATABASE is performed. Because automatic checking is off when CLOSE DATABASE is executed, the program must perform its own error checking to determine the success of the statement.

- 14> The IF statement checks the status in SQLCA.SQLCODE to determine the success of the CLOSE DATABASE statement. An SQLCODE value of zero (success) or -349 (database is not open) is expected. Any other SQLCODE value indicates that an error has occurred.

## The is\_online() Function

---

```
7> OPEN FORM f_catalog FROM "f_catalog"
    OPEN FORM f_catadv FROM "f_catadv"
    OPEN FORM f_catdescr FROM "f_catdescr"

8> LOCATE g_txtblob IN FILE          -- ...locate the blob variable

9> CALL load_arrays()RETURNING cat_cnt

10> CALL open_wins()
11> CALL dsply_cat(cat_cnt)
12> CALL close_wins()
    CLEAR SCREEN
    END MAIN

#####
FUNCTION is_online()
#####

13> WHENEVER ERROR CONTINUE
    CLOSE DATABASE
    WHENEVER ERROR STOP

14> IF sqlca.sqlcode <> 0 AND sqlca.sqlcode <> -349 THEN
    ERROR "Error ",sqlca.sqlcode," closing current database."
    RETURN (FALSE)
    END IF          -- either 0 or -349 is OK here
```



- 15 ➤ This (second) DATABASE statement allows the program to check the values in the SQLCA record. By placing this DATABASE statement within the code instead of before the MAIN program block at the top of the module, the function can check the values of SQLCA immediately after the statement is executed. The program cannot check for these values after a DATABASE statement located at the top of the file because 4GL statements, like IF, can only appear within a program block.
- 16 ➤ The SQLCA record contains a field named SQLAWARN. SQLAWARN is an eight-character string in which the individual characters signal various warning conditions. In this example, the second and fourth characters are of interest:
  - SQLCA.SQLAWARN[2] is set to "W" if the database just opened uses transactions. It is set to blank (" ") otherwise.
  - SQLCA.SQLAWARN[4] is set to "W" if the database just opened is an Informix Dynamic Server database. It is set to blank (" ") otherwise.

The value of the g\_txflag indicates whether the current database uses transactions. This flag is used throughout the program to determine whether or not to execute the BEGIN WORK, COMMIT WORK, and ROLLBACK WORK statements. If a database uses transactions, these statements are required to delimit transactions. However, if the database does not use transactions, then executing these transaction statements generates a runtime error.

- 17 ➤ If SQLCA.SQLAWARN[4] is not "W", then the current database is *not* an Informix Dynamic Server database. The function uses the ga\_dsplymsg array with the message\_window() function to notify the user that this example cannot continue and then returns a value of FALSE.
- 18 ➤ If execution reaches this point, the current database is an Informix Dynamic Server version of the stores7 database. Because the catalog table exists, the example can continue.

## The load\_arrays() Function

- 19 ➤ The c\_cat cursor selects the rows of the catalog table. It does a three-way join between the catalog, manufact, and stock tables to obtain the data for the f\_catalog form. This SELECT statement also selects the ROWID for each row of the catalog table. For more information about ROWID, see [Example 10](#).
- 20 ➤ As the program loads the arrays, it displays a window with a message telling the user to expect a pause in execution. This message lets the user know that this pause is not a slow response time.

## The load\_arrays() Function

---

```
15> DATABASE stores7

16> LET g_txflag = FALSE
IFSQLCA.SQLAWARN[2] = "W" THEN -- get use of transaction
    LET g_txflag = TRUE
END IF

17> IF SQLCA.SQLAWARN[4] <> "W" THEN
    LET ga_dsplymsg[1] = "This database is not an INFORMIX OnLine"
    LET ga_dsplymsg[2] = " database. You cannot run this example
because" LET ga_dsplymsg[3] = " it accesses a table containing data
types"
    LET ga_dsplymsg[4] = " specific to OnLine (VARCHAR, TEXT,
BYTE)." CALL message_window(4,4)
    CLEAR SCREEN
    RETURN (FALSE)
END IF

18> RETURN (TRUE)

END FUNCTION -- is_online --

#####
FUNCTION load_arrays()
#####
    DEFINE      idx      SMALLINT

19> DECLARE c_cat CURSOR FOR
    SELECT catalog.catalog_num, catalog.stock_num,
           manufact.manu_name, stock.description,
           catalog.cat_advert, catalog.ROWID
    FROM catalog,manufact,stock
    WHERE catalog.stock_num = stock.stock_num
          AND catalog.manu_code = manufact.manu_code
          AND stock.manu_code = manufact.manu_code
    ORDER BY 1

20> OPEN WINDOW w_msg AT 5,5
    WITH 4 ROWS, 60 COLUMNS
    ATTRIBUTE (BORDER)

    DISPLAY "ACCESSING OnLine DATA TYPES"
    AT 1, 20
    DISPLAY "Loading catalog data into arrays, please wait..."
    AT 3, 2

    LET idx = 1 { invariant: idx-1 rows have been loaded }
```

- 21** ➤ The FOREACH statement opens the c\_cat cursor and fetches the data into the associated program variables:
- The ga\_catrows array stores information to display on the f\_catalog form (catalog number, stock number, manufacturer name, and stock description).
  - The ga\_catadv array stores the VARCHAR catalog advertising column (cat\_advert).
  - The ga\_catrids array stores the catalog row's ROWID.

The information for a single row of the cursor is stored in each array at the same index location.

- 22** ➤ The FOREACH statement loads into global arrays all catalog data except the TEXT value. This value is not loaded now because it would take too much memory and because it is not displayed on the f\_catalog form. However, it is useful to tell the user if the current row has values for the TEXT and BYTE columns. The f\_catalog form displays an "N" or "Y" in two fields—one for the TEXT value and one for the BYTE value.

To set the has\_desc field the function initializes the has\_desc array field for the current row to "N" and then selects a literal value of "Y" over it only if the value of the cat\_descr column is not null. Using the row's ROWID for the search makes this access very efficient. The function follows the same procedure to set the has\_pic field.

Notice that the user cannot access the BYTE value from this example.

- 23** ➤ The idx variable is the index into each global array. It counts the number of elements in these arrays and consequently the number of rows selected. This variable is incremented after the arrays are filled so that the next row fetched can be stored at the next location of the arrays.

Because the global arrays are limited to 200 elements (the value of g\_arraysz), the program must check that room is available for the next catalog row. If no room exists, the program exits the FOREACH loop and fetches no more rows.

- 24** ➤ Because idx is incremented after the arrays are filled to prepare for the next iteration of FOREACH, it contains one more than the actual number of rows loaded when the FOREACH loop exits. The LET statement decrements idx by one to obtain the correct number of rows selected.
- 25** ➤ Once the arrays are loaded, the function closes the message window and returns the number of elements in these arrays.

## The load\_arrays() Function

---

```
21 ➤   FOREACH c_cat INTO ga_catrows[idx].catalog_num,
        ga_catrows[idx].stock_num,
        ga_catrows[idx].manu_name,
        ga_catrows[idx].description,
        ga_catadv[idx],
        ga_catrids[idx]

22 ➤   LET ga_catrows[idx].has_desc = "N"
        SELECT "Y"
        INTO ga_catrows[idx].has_desc
        FROM catalog
        WHERE rowid = ga_catrids[idx]
           AND cat_descr IS NOT NULL

        LET ga_catrows[idx].has_pic = "N"
        SELECT "Y"
        INTO ga_catrows[idx].has_pic
        FROM catalog
        WHERE ROWID = ga_catrids[idx]
           AND cat_picture IS NOT NULL

23 ➤   LET idx = idx + 1
        IF idx > g_arraysz THEN -- make sure we don't run overfill arrays
            EXIT FOREACH
        END IF
    END FOREACH

24 ➤   LET idx = idx - 1 -- actual number of rows loaded

25 ➤   CLOSE WINDOW w_msg

        RETURN (idx)

END FUNCTION -- load_arrays --
```

## The open\_wins() Function

**26** ➤ The `open_wins()` function opens a window for each form used in this example:

- The `f_catadv` form appears in the `w_advert` window.
- The `f_catdescr` form appears in the `w_descr` window.
- The `f_catalog` form appears in the `w_cat` window.

Windows are opened in the reverse order of their use so that the first window to be used appears “on top” of all others, thereby hiding the others from view until they are needed.

## The close\_wins() Function

**27** ➤ The `close_wins()` function closes each of the windows used in the example.

## The dsply\_cat() Function

**28** ➤ The `CURRENT WINDOW` statement ensures that the `w_cat` window is the current window before displaying the `f_catalog` form. For a more complete example of using the `CURRENT WINDOW` statement, see [Example 26](#).

**29** ➤ The built-in function `SET_COUNT()` initializes the built-in function `ARR_COUNT()` with the number of catalog rows that have been selected.

**30** ➤ The `DISPLAY ARRAY` statement displays the first five items of the `ga_catrows` program array in the `sa_cat` screen array. `DISPLAY ARRAY` must be preceded by a call to `SET_COUNT()` to know how many rows to display.

An `ON KEY` clause allows the user to press `CONTROL-E` to exit the `DISPLAY ARRAY` (and the `f_catalog` form). The Cancel key (typically `CONTROL-C`) also will exit the array.

## The open\_wins() Function

---

```
#####  
FUNCTION open_wins()  
#####  
26> OPEN WINDOW w_advert AT 6, 6  
      WITH 11 ROWS, 68 COLUMNS  
      ATTRIBUTE(BORDER, COMMENT LINE LAST)  
  
      OPEN WINDOW w_descr AT 4, 4  
      WITH 13 ROWS, 72 COLUMNS  
      ATTRIBUTE(BORDER, COMMENT LINE LAST)  
  
      OPEN WINDOW w_cat AT 2, 2  
      WITH 20 ROWS, 77 COLUMNS  
  
      END FUNCTION -- open_wins --  
  
#####  
FUNCTION close_wins()  
#####  
27> CLOSE WINDOW w_advert  
      CLOSE WINDOW w_descr  
      CLOSE WINDOW w_cat  
  
      END FUNCTION -- close_wins --  
  
#####  
FUNCTION dsply_cat(cat_cnt)  
#####  
      DEFINE          cat_cnt      SMALLINT  
  
28> CURRENT WINDOW IS w_cat  
  
      DISPLAY FORM f_catalog  
  
29> CALL SET_COUNT(cat_cnt)  
      LET int_flag = FALSE  
      DISPLAY ARRAY ga_catrows TO sa_cat.*  
  
30> ON KEY (CONTROL-E)  
      EXIT DISPLAY
```

- 31 ➤ This ON KEY clause defines a special feature for the CONTROL-V or F4 key. The user can press either key to view the VARCHAR advertising copy for the current catalog row.

The show\_advert() function implements this feature. The function accepts as an argument the index position of the cursor (returned by the ARR\_CURR() function) so it can tell which catalog item is the current row. Before show\_advert() begins execution, 4GL evaluates ARR\_CURR() and passes its result as the argument to show\_advert().

- 32 ➤ This ON KEY clause defines a special feature for the CONTROL-T or F5 key. The user can press either key to view the TEXT catalog item description for the current catalog row.

The show\_descr() function implements this feature. Like the show\_advert() function, this function accepts as an argument the current cursor position.

- 33 ➤ Once the user has exited the screen array, the FREE statement releases the space used to store the TEXT value.

## The show\_advert() Function

- 34 ➤ The CURRENT WINDOW statement ensures that the w\_advert window is the current window before the f\_catadv form is displayed. For a more complete example of using the CURRENT WINDOW statement, see [Example 26](#).
- 35 ➤ The DISPLAY statement initializes the f\_catadv form with the catalog information for the current catalog row.
- 36 ➤ The LET statement assigns the VARCHAR value stored in the ga\_catadv array to a local variable. It uses the current cursor position as an index into the array.
- 37 ➤ The exit\_fld and upd\_fld variables initialize the screen fi\_xn and xu, respectively, to an underscore character (“\_”). These fi\_xn and xu are not used to accept user input but rather to receive the user’s exit command. If the user presses CONTROL-E from exit\_fld, execution leaves the f\_catadv form without saving the contents of advert (the current catalog item’s advertising copy). If the user presses CONTROL-E from the upd\_fld field, execution saves the current advert value in the catalog table and then leaves f\_catadv.
- 38 ➤ The upd\_advert flag is tested after the INPUT statement to see whether or not to perform the update of the cat\_advert column. It is initialized here to FALSE and set to TRUE in the BEFORE FIELD section for the xu\_fld (see [Note 40](#)).

## The show\_advert() Function

---

```
31 > ON KEY (CONTROL-V,F4)
      CALL show_advert(ARR_CURR())

32 > ON KEY (CONTROL-T,F5)
      CALL show_descr(ARR_CURR())

      END DISPLAY

33 > FREE g_txtblob      -- free temp file

      END FUNCTION -- dsply_cat --

#####
FUNCTION show_advert(rownum)
#####
      DEFINE          rownum          INTEGER,

                      upd_advert     SMALLINT,
                      advert         LIKE catalog.cat_advert,
                      exit_fld       CHAR(2),
                      upd_fld        CHAR(2)

34 > CURRENT WINDOW IS w_advert

      DISPLAY FORM f_catadv

35 > DISPLAY ga_catrows[rownum].catalog_num, ga_catrows[rownum].description,
      ga_catrows[rownum].manu_name
      TO catalog_num, description, manu_name

36 > LET advert = ga_catadv[rownum]
37 > LET exit_fld = " "
      LET upd_fld = " "
38 > LET upd_advert = FALSE

      LET int_flag = FALSE
```



- 39 ➤ The INPUT statement displays the initialized input fields and accepts user input from the cat\_advert fields. The input fields are initialized with the values of the variables advert, exit\_flg, and upd\_flg, respectively, because this INPUT statement contains a WITHOUT DEFAULTS clause.
- 40 ➤ These BEFORE FIELD sections set the value of the update flag upd\_advert. This flag is only set to TRUE when the cursor reaches the xu field. If the user presses CONTROL-E from this field the catalog row will be updated. If the user presses CONTROL-E from either the cat\_advert or the xn field, upd\_advert is set to FALSE.
- 41 ➤ The AFTER FIELD section performs a wraparound function. If the user presses RETURN, the cursor loops back to the cat\_advert field.
- 42 ➤ The ON KEY clause defines a special feature for the CONTROL-E or ESC key sequences. The user can press either key to exit the f\_catadv form.
- 43 ➤ If the user has exited the INPUT from the xu field upd\_advert is TRUE and the function updates the cat\_advert column of the catalog table.
- 44 ➤ The setting of the g\_txflag variable determines whether or not to execute the BEGIN WORK statement. If the database uses transactions (stores7 does), then BEGIN WORK marks the beginning of a new transaction. If the database does not use transactions, the program skips over the BEGIN WORK to avoid generating a runtime error. In such a database, each SQL statement is a singleton transaction. For a description of how g\_txflag is set, see Note 16.
- 45 ➤ The UPDATE statement updates the cat\_advert column of the current catalog row. The WHENEVER ERROR CONTINUE statement prevents the function from terminating if the UPDATE generates an error. The function does its own error checking by testing the value of the global status variable.
- 46 ➤ If the status is negative, the UPDATE statement has failed and the function calls the upd\_err() function to notify the user of the cause.
- 47 ➤ If the status is zero, the UPDATE statement is successful. The setting of the g\_txflag variable determines whether or not to execute the COMMIT WORK statement. If the database uses transactions (stores7 does), then COMMIT WORK saves the database changes and ends the current transaction. If the database does not use transactions, the program skips over COMMIT WORK to avoid generating a runtime error. For a description of how g\_txflag is set, see Note 16.

## The show\_advert() Function

---

```
39> INPUT advert, exit_fld, upd_fld
    WITHOUT DEFAULTS FROM cat_advert, xn, xu

40> BEFORE FIELD cat_advert
    LET upd_advert = FALSE

    BEFORE FIELD xn
    LET upd_advert = FALSE

    BEFORE FIELD xu
    LET upd_advert = TRUE

41> AFTER FIELD xu
    NEXT FIELD cat_advert

42> ON KEY(CONTROL-E, ESC)
    EXIT INPUT

    END INPUT

43> IF upd_advert THEN -- user wants to update field
44> IF g_txflag THEN
    BEGIN WORK
    END IF

45> WHENEVER ERROR CONTINUE
    UPDATE catalog SET cat_advert = advert
    WHERE rowid = ga_catrids[rownum]
    WHENEVER ERROR STOP

46> IF (status < 0) THEN
    CALL upd_err()
    ELSE

47> IFg_txflag THEN
    COMMIT WORK
    END IF
```

- 48 > If the advert fi has been updated, then the value in the global VARCHAR array needs to be updated. This LET statement assigns the new advert value to the appropriate element of the ga\_catadv array.
- 49 > When this function is done, the w\_advert window no longer needs to be current. This CURRENT WINDOW statement makes the window containing the f\_catalog form the current window.

## The show\_descr() Function

- 50 > The show\_descr() function is almost identical to the show\_advert() function. While show\_advert() displays the current row's VARCHAR value on the f\_catadv form, show\_descr() displays the current row's TEXT value on the f\_catdescr form. Only steps that differ significantly from the behavior of show\_advert() are described here. Refer to the description of show\_advert() if you have questions about unmarked sections of this function.
- 51 > The SELECT statement selects the current catalog item's description from the catalog table. This TEXT value is stored in the temporary file pointed to by the g\_txtblob variable. This variable must be initialized with the location to store the TEXT value before it can store the TEXT value (see Note 8).

To optimize the access of the TEXT column, the SELECT uses the row's ROWID. The ROWID for each catalog row is stored in the ga\_catrids array. When show\_descr() is called, the program passes in the result of the ARR\_CURR() function. This value is the index into the ga\_catrids array where the current row's ROWID is stored.

- 52 > The upd\_descr flag is tested after the INPUT statement to determine whether to perform the update of the cat\_descr column. It is initialized here to FALSE and set to TRUE in the BEFORE FIELD xu program block (see Note 53).
- 53 > The INPUT statement displays the initialized input fi and accepts user input from the cat\_descr field. The input fields xn and xu are initialized with the values of the variables exit\_fld and upd\_fld, respectively. The cat\_descr fi is initialized with the value pointed to by the g\_txtblob variable.

Notice that to edit the value in the cat\_descr fi the user must escape to a system editor with the exclamation point ("!"). The editor brings up the value pointed to by the g\_txtblob variable and, if the user saves changes, writes the new value to the location indicated by g\_txtblob.

## The show\_descr() Function

---

```
48>         LET ga_catadv[rownum] = advert
          END IF
          END IF

49>         CURRENT WINDOW IS w_cat

          END FUNCTION -- show_advert --

#####
50> FUNCTION show_descr(rownum)
#####
          DEFINE          rownum          INTEGER,

                               upd_descr   SMALLINT,
                               exit_fld    CHAR(2),
                               upd_fld    CHAR(2)

          CURRENT WINDOW IS w_descr

          DISPLAY FORM f_catdescr
          DISPLAY ga_catrows[rownum].catalog_num, ga_catrows[rownum].description,
                ga_catrows[rownum].manu_name
          TO catalog_num, description, manu_name

51> SELECT cat_descr
      INTO g_txtblob
      FROM catalog
      WHERE ROWID = ga_catrids[rownum]

          LET exit_fld = " "
          LET upd_fld = " "

52>         LET upd_descr = FALSE

          LET int_flag = FALSE

53>         INPUT g_txtblob, exit_fld, upd_fld WITHOUT DEFAULTS FROM cat_descr, xn, xu
          BEFORE FIELD xn
            LET upd_descr = FALSE

          BEFORE FIELD xu
            LET upd_descr = TRUE

          AFTER FIELD xu
            NEXT FIELD cat_descr

          ONKEY(ESC,CONTROL-E)
            EXIT INPUT
          END INPUT

          IFupd_descr THEN -- user wants to update field
            IF g_txflag THEN
              BEGIN WORK
            END IF
```

- 54 ► The UPDATE statement updates the cat\_descr column of the current catalog row. The WHENEVER ERROR CONTINUE statement prevents the function from terminating if UPDATE generates an error. The function does its own error checking by testing the value of the global status variable.

## The upd\_err() Function

- 55 ► The scode variable stores the status of the most recently executed SQL statement. By containing the value of SQLCA.SQLCODE instead of the status variable, this variable is guaranteed to reflect the status of the most recently executed SQL statement. The status variable contains the value of the most recently executed 4GL statement. The icode variable stores the current ISAM error code. 4GL stores the ISAM error code in SQLCA.SQLERRD[2] after an SQL statement.
- 56 ► The g\_txflag variable determines whether or not to execute the ROLLBACK WORK statement. If the database uses transactions (stores7 does), then ROLLBACK WORK cancels the changes made to the database by the current transaction and ends the current transaction. If the database does not use transactions, the program skips over ROLLBACK WORK and avoids generating a runtime error. In such a database, each SQL statement is a singleton transaction. For a description of how g\_txflag is set, see Note 16.
- 57 ► The function notifies the user of the failed database operation with the ga\_dsplymsg array and the message\_window() function. This message includes both the SQLCA.SQLCODE code and the ISAM error code.

## The upd\_err() Function

---

```
54 > WHENEVER ERROR CONTINUE
      UPDATE catalog SET cat_descr = g_txtblob
      WHERE ROWID = ga_catrids[rownum]
      WHENEVER ERROR STOP

      IF(status < 0) THEN
        CALL upd_err()
      ELSE
        IF g_txflag THEN
          COMMIT WORK
        END IF
      END IF
      END IF

      CURRENT WINDOW IS w_cat

      END FUNCTION -- show_descr --

#####
FUNCTION upd_err()
#####
      DEFINE scode, icode      INTEGER

55 >      LET scode = SQLCA.SQLCODE
      LET icode = SQLCA.SQLERRD[2] -- isam error code

56 >      IF g_txflag THEN
        ROLLBACK WORK
      END IF

57 >      LET ga_dsplymsg[1] = "Update failed, sql code=",scode,", isam code=",icode
      LET ga_dsplymsg[2] = "Database not changed."
      CALL message_window(2,2)

      END FUNCTION -- upd_err --
```

*To locate any function definition, see the Function Index on page 730.*

---

# 19



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
7. *Validating and Inserting a Row*
8. *Displaying a Screen Array in a Popup Window*
9. *Accessing a Table with a Single-Row Form*
10. *Accessing a Table with a Multi-Row Form*
11. *Implementing a Master-Detail Relationship*
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17. *Using the DATETIME Data Type*
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20. *Combining Criteria from Successive Queries*
21. *Using an Update Cursor*
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23. *Handling Locked Rows*
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27. *Displaying Menu Options Dynamically*
28. *Writing Recursive Functions*
29. *Generating Mailing Labels*
30. *Generating a Schema Listing*

---

# Browsing with a Scroll Cursor

This example demonstrates how to use a scroll cursor to browse through a selection of rows. The response time of the application is minimized by “reading ahead”; that is, by fetching the next row after displaying the current row, while the user is busy viewing the current data.

```
View Customers: Query First Next Last Exit
Display next customer in selected set
-----Press CTRL-M for Help-----

Customer Number: [          101] Company Name: [All Sports Supplies ]
Address: [213 Erstwild Court  ]
      [          ]
City: [Sunnyvale      ] State: [CA] Zip Code: [94086      ]
Contact Name: [Ludwig      ][Pauli      ]
Telephone: [408-789-8875  ]
```

## The Main Function

The main program contains a two-step loop. In the first step, the user is asked to enter selection criteria in a query-by-example form. If the user interrupts this step, the program ends. This step is the same as that in [Example 6](#).



In the second step, the user's criteria are assembled into a SELECT statement that is associated with a scroll cursor. The cursor is opened and the browsing function is called. It returns a Boolean flag to indicate whether the user selected the Exit menu choice. If so, the program ends.

## The Browsing Function

The purpose of the browsing function is to display a menu across the top of the familiar "customer" form and to execute the choices in that menu. The following choices appear on the menu:

|       |   |
|-------|---|
| Query | Stop browsing and return to the query-by-example phase to specify new selection criteria. |
| Exit  | Stop browsing and end the program.  |
| First | Display the first row in the selected set.  |
| Next  | Display the next row in the set.  |
| Prior | Display the prior row in the set.   |
| Last  | Display the last row in the set.  |

## A Simple Approach to Scrolling

The simplest way to implement the scrolling choices would be to translate each choice into a corresponding `FETCH` statement. The code would read like the following:

---

```
COMMAND "First"
    FETCH FIRST cust_row INTO curr_cust.*
    DISPLAY BY NAME curr_cust.*
COMMAND "Next"
    FETCH NEXT cust_row INTO curr_cust.*
    IF SQLCA.SQLCODE = 0 THEN
        DISPLAY BY NAME curr_cust.*
    ELSE
        ERROR "There are no further rows in the selected set."
    END IF
COMMAND "Prior"
    FETCH PRIOR cust_row INTO curr_cust.*
    IF SQLCA.SQLCODE = 0 THEN
        DISPLAY BY NAME curr_cust.*
    ELSE
        ERROR "There are no preceding rows in the selected set."
    END IF
COMMAND "Last"
    FETCH LAST cust_row INTO curr_cust
    DISPLAY BY NAME curr_cust.*
```

---

This approach works well and takes advantage of the features of a scroll cursor. (An ordinary cursor supports only `FETCH NEXT` operations.) However, it has at least two drawbacks:

- It does not warn the user when the end of the list is reached. The user only discovers it by asking for a next or prior record and receiving an error message. This presents a minor usability problem.
- The desired row is fetched at the point when the user asks for it. If the fetch takes more than half a second to execute, the user will perceive a delay between choosing the menu option and seeing the display. Some users may experience the delay as dead time.

## Fetching Ahead

This example demonstrates methods for resolving each of these potential problems. Both objections can be met if the program can stay one row ahead of the user. When the user chooses `Next` or `Prior`, a row that was previously fetched is displayed. While the user is looking at the current row, a `FETCH`

statement is executed to retrieve the next row in the same direction. In most instances, the fetch is completed before the user is ready to enter another menu choice.

## Manipulating the Menu

The first objection, that the user is not warned of the end of the list, is handled by hiding all but the usable menu options. The following cases occur:

- When the selection produces no rows at all, only the Query and Exit menu options are displayed.
- When no next row exists, the Next option is hidden.
- When no prior row exists, the Prior option is hidden.

In addition to hiding irrelevant options, the default menu option is manipulated to anticipate the user's likely next action:

- When the selection produces no rows or only a single row, Query is the default option. When multiple rows are retrieved, Next is the default.
- When the user reaches the end of the set going forward, First is made the default option. A user can press RETURN and cycle through the list.
- When the user reaches the first record by going backward, Last is made the default option.

## Error Handling

This program contains no WHENEVER statement; it does not trap errors. If an SQL statement produces a negative return code, the program terminates with a message. In this program, no error conditions are expected. The only likely error is one showing that a row is locked by another user. The simplest way to minimize the risk of a locking conflict is to execute SET LOCK MODE TO WAIT early in the program. You could insert the statement just after DEFER INTERRUPT in the MAIN section. An alternative method of handling locked rows is demonstrated in [Example 23](#).

## Function Overview

---

| Function Name    | Purpose   |
|------------------|---|
| scroller_1()     | Runs the browsing menu, fetching rows on request  |
| query_cust2()    | Lets the user create a query by example.<br>See the description in <a href="#">Example 6</a> .  |
| clear_lines()    | Clears any number of lines, starting at any line.<br>See the description in <a href="#">Example 6</a> .   |
| init_msgs()      | Initializes the members of the <code>ga_dsplymsg</code> array to null.<br>See the description in <a href="#">Example 2</a> .  |
| prompt_window()  | Displays a message and prompts the user for affirmation or negation. This function is a variation on the <code>message_window()</code> function that appears in <a href="#">Example 2</a> .<br>See the description in <a href="#">Example 4</a> . |
| message_window() | Opens a window and displays the contents of the <code>ga_dsplymsg</code> global array.<br>See the description in <a href="#">Example 2</a> .  |
| msg()            | Displays a brief, informative message.<br>See the description in <a href="#">Example 5</a> .  |

---

## The DATABASE and GLOBALS Statements

- 1> This example works with any version of the demonstration database.
- 2> The `ga_dsplymsg` array is used as input to the `message_window()` function, as discussed in [Example 2](#).

## The MAIN Function

- 3> The `more` variable controls the main loop. As long as it is `TRUE`, more work remains.
- 4> The `DEFER INTERRUPT` statement prevents the Interrupt key (typically `CONTROL-C`) from terminating the program. Instead, it sets the global variable `int_flag`, as discussed in [Example 5](#). It is tested following a `CONSTRUCT` statement to see if the user cancelled the statement. Also, the Interrupt key is associated with the Exit option of the browsing menu.

The program would still work if this statement were removed, but using Interrupt would terminate the program immediately.

- 5> These options are used with the `f_customer` form, as described in [Example 6](#).
- 6> The `query_cust2()` function, introduced in [Example 6](#), executes a `CONSTRUCT` statement using the `f_customer` form and returns a character string that holds a `SELECT` statement. If the user cancels `CONSTRUCT`, the function returns a null string, which is a signal to end the program.
- 7> The `SELECT` statement is prepared, associated with a scroll cursor, and opened. Because no `WHENEVER` statement has been executed, any error in these three statements terminates the program. An error could only occur on `PREPARE` if the `SELECT` statement were syntactically invalid. An error on `DECLARE` at this stage of a program is almost impossible.

An error might occur on the `OPEN` statement because the table or a column could not be found. That would usually indicate that the wrong database had been selected or the database schema had been changed. `OPEN` would also fail if the table were locked by another user.

4GL source file

```

1> DATABASE stores7

GLOBALS
2> DEFINE ga_dsplymsgs          ARRAY[5] OF CHAR(48)
   END GLOBALS

#####
MAIN
#####
3>   DEFINE stmt CHAR(150),      -- select statement from CONSTRUCT
   more SMALLINT              -- continue flag
4>   DEFER INTERRUPT
5>   OPTIONS
   HELP FILE "hlpmsgs",
   FORM LINE 5,
   COMMENT LINE 3,
   MESSAGE LINE 19

   OPEN FORM f_customer FROM "f_customer"
   DISPLAY FORM f_customer

   LET more = TRUE
   WHILE more
6>     CALL query_cust2() RETURNING stmt
7>     IF stmt IS NOT NULL THEN
       PREPARE prep_stmt FROM stmt
       DECLARE cust_row SCROLL CURSOR FOR prep_stmt
       OPEN cust_row
       LET more = scroller_1()-- Query returns TRUE, Exit returns FALSE
       CLOSE cust_row
       ELSE-- query was cancelled
         LET more = FALSE
       END IF

   END WHILE

   CLOSE FORM f_customer
   CLEAR SCREEN
END MAIN

```

## The scroller\_1() Function

- 8** ➤ The `scroller_1()` function controls the order in which rows are fetched and displayed to the user. It is called by the MAIN function and returns only when the user chooses the Exit or Query menu option.
- 9** ➤ Three records contain cached rows that can be shown to the user. In general, moving forward in the selection set involves:
  - Copying `curr_cust` into `prior_cust`.
  - Copying `next_cust` into `curr_cust`.
  - Displaying `curr_cust`.
  - Fetching the following record into `next_cust`.

Moving backward in the selection set is the same process, with the roles of `next_cust` and `prior_cust` reversed. This simple picture is complicated by two considerations:

- A following record may not exist in the current direction. This end-of-list condition requires special handling.
  - The position of the cursor, relative to the three row records, depends on which menu choice was used most recently. When the Next option is selected, the cursor is used to fetch the row in `next_cust`. When the Prior option is selected, the cursor is used to fetch the row in `prior_cust`. This introduces complications when the user reverses the direction of travel. For example, the user selects Next and then Prior, or Prior and then Next.
- 10** ➤ The `fetch_dir` flag shows the direction in which the user is displaying records, that is, which menu option was executed most recently (Next or Prior). Its value reveals the relationship between the cursor and the three cached rows, as discussed in the preceding note.
  - 11** ➤ 4GL currently does not support a means of declaring constant values with names, so read-only flag values like these must be defined as variables and assigned.
  - 12** ➤ The MENU statement begins here and extends through the END MENU statement at the end of this function.
  - 13** ➤ The BEFORE MENU block is executed before the menu options are displayed on the screen. It determines whether the selected set of rows contains zero, one, or many rows and sets the menu options accordingly.
  - 14** ➤ If NOTFOUND IS signalled on the very first fetch, the menu is reduced to two options: Exit and Query; Query is the default option.

## The scroller\_1() Function

---

```
8> #####
   FUNCTION scroller_1()
   #####
9>   DEFINE      curr_cust,    -- the row now being displayed
                next_cust,    -- the row to display when Next is chosen
                prior_cust    -- the row to display when Prior is chosen
                , RECORD LIKE customer.*,
10>   retval,      -- value to RETURN from function
                fetch_dir,    -- flag showing direction of travel in list
                toward_last   -- flag values: going Next-wise,
                toward_first, -- ...going Prior-wise, or at
                at_end        SMALLINT -- ...(either) end of the list

11>   LET toward_last = +1
       LET toward_first = -1
       LET at_end = 0

       DISPLAY
"-----Press CTRL-W for Help-----
   " AT 3, 1
12>   MENU "View Customers"

13>   BEFORE MENU -- Set up as for First, but with chance of zero rows
       FETCH FIRST cust_row INTO curr_cust.*
       IF SQLCA.SQLCODE = NOTFOUND THEN
14>   ERROR "There are no rows that satisfy this query."
       HIDE OPTION ALL
       SHOW OPTION "Query"
       SHOW OPTION "Exit"
       NEXT OPTION "Query"
```



- 15 ➤ The ELSE portion of the IF statement is executed when the fetch returns one row. It is displayed to the user immediately. Because it is the first row, no prior record exists, and the Prior menu option is hidden. While the user views this row, the next row is fetched.
- 16 ➤ If the fetch is successful, the second row is read into next\_cust, and the Next menu option, which is visible because it has not been hidden, is made the default choice.
- 17 ➤ The ELSE is executed only when the query returns a single row. The Next option is hidden. Only Query, Exit, First, and Last remain visible, and Query is made the default.
- 18 ➤ The KEY keyword associates the ESCAPE key with the Query option. Users should be told about such hidden accelerator keys in the program documentation.
- 19 ➤ The First and Last choices perform a fetch while the user waits. In certain rare cases, the first or last row may be sitting in the prior\_cust or the curr\_cust record. The program could be modified to detect these cases and avoid this FETCH Operation, but the extra code does not seem to be justified.
- 20 ➤ The IF statement checks for a situation very similar to that present in the BEFORE MENU section, (see Notes 16 and 17). The difference is that, before the menu was displayed, the Next option was sure to be visible. In this instance, the previous operation might have been Last, which hides the Next choice, so the SHOW OPTION statement is used to make certain that Next is visible.
- 21 ➤ The Next option is visible only when a next record exists. The option is stored in the next\_cust record. The rows are shuffled around in the cache, and the new current row is displayed.
- 22 ➤ The CASE statement uses the value of fetch\_dir to fetch the row that the user probably wants to see next.
- 23 ➤ The previous operation used the cursor to fetch the row that is now in curr\_cust, so fetching the following row requires only FETCH NEXT.
- 24 ➤ The previous operation used the cursor to fetch the row that is now in prior\_cust. It tried to fetch a row prior to that one, but there was none. The row now in curr\_cust is relative +1 to that; the one needed in next\_cust is relative +2.
- 25 ➤ The previous operation used the cursor to fetch the row that was in prior\_cust and has since been discarded. The row now in prior\_cust was relative +1 to that; the one needed in next\_cust is +3.

## The scroller\_1() Function

---

```
15> ELSE -- found at least one row
      DISPLAY BY NAME curr_cust.*
      HIDE OPTION "Prior"
      LET fetch_dir = toward_last
      FETCH NEXT cust_row INTO next_cust.*
16> IF SQLCA.SQLCODE = 0 THEN -- at least 2 rows
      NEXT OPTION "Next"
17> ELSE -- only 1 row in set
      HIDE OPTION "Next"
      NEXT OPTION "Query"
      END IF
      END IF

18> COMMAND KEY(ESC,Q) "Query"
      "Query for a different set of customers" HELP 130
      LET retval = TRUE
      EXIT MENU

      COMMAND "First" "Display first customer in selected set"
      HELP 133
19> FETCH FIRST cust_row INTO curr_cust.* -- this cannot return 100
      DISPLAY BY NAME curr_cust.* -- give user something to look at
      HIDE OPTION "Prior" -- can't back up from #1
      LET fetch_dir = toward_last
      FETCH NEXT cust_row INTO next_cust.*
20> IF SQLCA.SQLCODE = 0 THEN -- at least 2 rows
      SHOW OPTION "Next" -- it might be hidden
      NEXT OPTION "Next"
      ELSE -- only 1 row in set
      HIDE OPTION "Next"
      NEXT OPTION "Query"
      END IF

      COMMAND "Next" "Display next customer in selected set"
      HELP 134
21> LET prior_cust.* = curr_cust.*
      SHOW OPTION "Prior"
      LET curr_cust.* = next_cust.*
      DISPLAY BY NAME curr_cust.*
22> CASE (fetch_dir)
      WHEN toward_last
23>     FETCH NEXT cust_row INTO next_cust.*
      WHEN at_end
24>     FETCH RELATIVE +2 cust_row INTO next_cust.*
      LET fetch_dir = toward_last
      WHEN toward_first
25>     FETCH RELATIVE +3 cust_row INTO next_cust.*
      LET fetch_dir = toward_last
      END CASE
```

- 26** ➤ No row exists after curr\_cust. The Next option is hidden and First is made the default.
- 27** ➤ The logic of the Prior option is just like the logic of the Next option, with the roles of the cache records and the relative fetch offsets reversed.
- 28** ➤ The logic of Last is just like the logic of First, but with the roles of the cache records reversed and with PRIOR replacing NEXT in both the FETCH and HIDE OPTION statements.
- 29** ➤ The Interrupt signal is associated with the Exit menu choice. As a result, if the user interrupts the display function, the program terminates quietly.

## The scroller\_1() Function

---

```
26 > IF SQLCA.SQLCODE = NOTFOUND THEN
      LET fetch_dir = at_end
      HIDE OPTION "Next"
      NEXT OPTION "First"
      END IF

      COMMAND "Prior" "Display previous customer in selected set"
      HELP 135
27 > LET next_cust.* = curr_cust.*
      SHOW OPTION "Next"
      LET curr_cust.* = prior_cust.*
      DISPLAY BY NAME curr_cust.*
      CASE (fetch_dir)
        WHEN toward_first
          FETCH PRIOR cust_row INTO prior_cust.*
        WHEN at_end
          FETCH RELATIVE -2 cust_row INTO prior_cust.*
          LET fetch_dir = toward_first
        WHEN toward_last
          FETCH RELATIVE -3 cust_row INTO prior_cust.*
          LET fetch_dir = toward_first
      END CASE
      IF SQLCA.SQLCODE = NOTFOUND THEN
        LET fetch_dir = at_end
        HIDE OPTION "Prior"
        NEXT OPTION "Last"
      END IF

      COMMAND "Last" "Display final customer in selected set"
      HELP 136
28 > FETCH LAST cust_row INTO curr_cust.* -- this cannot return 100
      DISPLAY BY NAME curr_cust.* -- give user something to look at
      HIDE OPTION "Next"-- can't go onward from here
      LET fetch_dir = toward_first
      FETCH PRIOR cust_row INTO prior_cust.*
      IF SQLCA.SQLCODE = 0 THEN-- at least 2 rows
        SHOW OPTION "Prior" -- it might be hidden
        NEXT OPTION "Prior"
      ELSE
        -- only 1 row in set
        HIDE OPTION "Prior"
        NEXT OPTION "Query"
      END IF

29 > COMMAND KEY(INTERRUPT,"E", "X") "Exit" "Exit program." HELP 100
      LET retval = FALSE
      EXIT MENU
      END MENU
      RETURN retval

      END FUNCTION - scroller_1 -
```

*To locate any function definition, see the Function Index on page 730.*

---

# 20



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
7. *Validating and Inserting a Row*
8. *Displaying a Screen Array in a Popup Window*
9. *Accessing a Table with a Single-Row Form*
10. *Accessing a Table with a Multi-Row Form*
11. *Implementing a Master-Detail Relationship*
12. *Displaying an Unknown Number of Rows*
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17. *Using the DATETIME Data Type*
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21. *Using an Update Cursor*
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23. *Handling Locked Rows*
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26. *Managing Multiple Windows*
27. *Displaying Menu Options Dynamically*
28. *Writing Recursive Functions*
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30. *Generating a Schema Listing*

# Combining Criteria from Successive Queries

This example builds on [Example 19](#). It gives its user the new ability to revise a query, adding constraints to exclude rows from the selected set. This is done by performing a subsequent CONSTRUCT operation and combining the new conditions with those produced in prior CONSTRUCT operations.

```
View Customers: Query Revise Show-cond First Next Last Exit
Display the current query conditions.
-----Press CTRL-W for Help-----
          CUSTOMER QUERY-BY-EXAMPLE: Additional Conditions

Customer Number: [          ] Company Name: [          ]
Address: [          ]
City: [Sunnyvale  ] State: [  ] Zip Code: [          ]
Contact Name: [          ] [          ]
Telephone: [          ]

Enter additional criteria and press Accept. Press CTRL-W for Help.
Press Cancel to exit w/out changing query.
```

## The Main Function

The main program contains a two-step loop. In the first step, the user is asked to enter selection criteria in a query-by-example form. The code is similar to that of [Example 6](#) and [Example 19](#), but it differs in that it does not assemble a complete SELECT statement. Instead, it returns only the conditional

expression output from CONSTRUCT. If the user cancels the CONSTRUCT operation, a null string is returned and the main loop takes this as a signal to end the program.

In the second step, the conditional expression is passed to a browsing function. The function prepares a SELECT statement, associates it with a cursor, and opens it. A browsing menu like the one in [Example 19](#) is displayed. However, the menu includes a Revise option and a Show\_cond option.

If the user selects Revise, the program allows entry of additional selection criteria. These new criteria are added to the previous conditional expression, a new SELECT statement is prepared and opened, and browsing resumes.

The main program ends when the browsing function returns a Boolean value indicating that the user chose the Exit menu option or pressed the Interrupt key (typically CONTROL-C).

## The Browsing Function

The browsing function, `scroller_2()`, is based on the `scroller_1()` function found in [Example 19](#). You should understand the read-ahead logic used in [Example 19](#) before studying `scroller_2()`.

The browsing function supports the following menu choices:

|           |  |
|-----------|--|
| Query     | Stop browsing and return to the query phase to choose a new selection of rows. |
| Revise    | Place additional conditions on the current query.                              |
| Show_cond | Display the conditional expression for the current query.                      |
| First     | Display the first row of the selected set.                                     |
| Next      | Display the next row in the set.   |
| Prior     | Display the prior row in the set.  |
| Last      | Display the last row in the set.   |
| Exit      | Stop browsing and end the program.   |

The Query, Exit, and First through Last options are identical to those in [Example 19](#). The Revise and Show\_cond options are new in this example.

## Revising a Query

The user completes a query by example to specify additional criteria. The 4GL code that supports the query by example is the same as used in the initial query, except for some informational messages. See the section [“The Query By Example Functions” on page 468](#). The new criteria are appended to the existing criteria, creating a new conditional expression. A new SELECT statement, incorporating the enhanced conditional expression, is prepared and opened.

Note that the new set of selected rows might have no rows in it, or only one row. The BEFORE MENU section of the browsing function checks for these conditions.

The code to prepare, declare, and open a cursor already precedes the start of the menu operation. Instead of repeating the same logic as part of the Revise option, the program simply collects the new conditional expression, exits the menu, and starts over again as if the extended condition had been the original one.

This restart could be done in either of two ways:

- Cursor management could appear in the main loop. When Revise is chosen, the browsing function could terminate, returning a flag so that the main loop could tell the difference between the Query, Exit, and Revise choices. It would be up to the main loop to close and reopen the cursor and restart the browse.
- Cursor management could appear in the browsing function. When Revise is chosen, it could close and reopen the cursor and resume the menu execution.

This example uses the second design. You might try rewriting the example using the first design.

## Displaying the Search Criteria

The menu option Show\_cond displays the current search criteria as a text string in a new window.

This feature is primarily a debugging aid while the program is being developed. Whether it should appear in a final application depends on the audience for the program. It would be very useful to some kinds of users and meaningless to others.



## The Query By Example Functions

This program contains two functions that execute CONSTRUCT statements and collect query conditions. The first, `query_cust3a()`, is the same as the `query_cust2()` function of [Example 6](#), except that it returns only the conditional expression and not a complete SELECT statement. This allows the calling function to store the conditions apart from the SELECT statement, so they can be used in other statements or modified. In [Example 27](#), the same conditional expression will be used with two different SELECT statements and with UPDATE and DELETE statements.

The second query function, `query_cust3b()`, is almost identical. It differs in the prompting messages it displays on the form (“Enter additional conditions” instead of “Enter query conditions”) and, more significantly, in the way it handles a null response.

When `query_cust3a()` sees a null response to CONSTRUCT, it reminds the user that an empty condition will select all rows. That is not the case when additional conditions are being collected; then, an empty condition merely leaves the query unchanged. The prompt in `query_cust3b()` reflects this difference.

## The answer() Function

This example introduces another general-purpose subroutine for warning or prompting the user. The `answer()` function (as described in [Note 15](#)) takes a message string and three answer strings, which may be null. The user is shown the message and prompted for a choice from among the answers. The MATCHES operator is used in an unusual way to detect valid responses.

## Function Overview

---

| Function Name  | Purpose   |
|----------------|---|
| scroller_2()   | Runs the browsing menu, fetching rows on request.   |
| query_cust3a() | Executes a CONSTRUCT statement and returns the resulting conditional expression.                              |
| query_cust3b() | Like query_cust3a(), but with a different prompt message and a different treatment of the null query.         |
| clear_lines()  | Clears any number of lines, starting at any line.<br>See the description in <a href="#">Example 6</a> .       |
| answer()       | A user-alert subroutine that takes one to three possible user responses and returns the one the user chooses. |
| msg()          | Displays a brief, informative message.<br>See the description in <a href="#">Example 5</a> .                  |

---

## The f\_answer Form

- 1▶ The f\_answer form displays an alert message and takes a one-character response from a short list of possible responses.
- 2▶ The msg fi is a multi-line fi that displays the alert message.

## The f\_answer Form

---

*f\_answer form file*

**1** ➤ DATABASE formonly

```
SCREEN
{
    [msg                ]
    [msg                ]
    [msg                ]
    [msg                ]
}
```

**2** ➤ ATTRIBUTES  
msg = formonly.msgtext, WORDWRAP;

```
INSTRUCTIONS
DELIMITERS " "
```

## The MAIN Function

- 1➤ Any version of the demonstration database may be used with this example.
- 2➤ DEFER INTERRUPT prevents the Interrupt key (typically CONTROL-C) from terminating the program. Instead, it sets the global variable `int_flag`, which is tested following CONSTRUCT to see if the user cancelled the statement. The Interrupt key also is used with the Exit option of the browsing menu.

The program will still work if this statement is removed, but using Interrupt will terminate the program immediately.

- 3➤ This function is described in [“The query\\_cust3a\(\) Function” on page 476](#). It uses CONSTRUCT to generate a conditional expression. If the user cancels the operation, `query_cust3a()` returns a null string, which terminates the WHILE loop and ends the program.

## The scroller\_2() Function

- 4➤ The second variable stores the current query condition. It is initialized from `cond`, the function argument. When conditions are added by the Revise operation, they are appended to `recond`. The full SELECT statement is stored in `selstmt`.
- 5➤ The read-ahead scroll logic uses three records to cache customer rows. This is discussed in the section [“Fetching Ahead” on page 453](#).

## The MAIN Function

4GL source file

```
1> DATABASE stores7

#####
MAIN
#####
  DEFINE      cond CHAR(250), -- conditional clause from CONSTRUCT
             more SMALLINT  -- continue flag

2>   DEFER INTERRUPT

      OPTIONS
      HELP FILE "hlpmsgs",
      FORM LINE 5,
      COMMENT LINE 5,
      MESSAGE LINE 19

      OPEN FORM f_customer FROM "f_customer"
      DISPLAY FORM f_customer

      LET more = TRUE
      WHILE more

3>   CALL query_cust3a() RETURNING cond
      IF cond IS NOT NULL THEN
          LET more = scroller_2(cond)      -- Query = TRUE, Exit = FALSE
      ELSE
          -- query was cancelled
          LET more = FALSE
      END IF

      END WHILE

      CLOSE FORM f_customer
      CLEAR SCREEN
      END MAIN

#####
FUNCTION scroller_2(cond)
#####
  DEFINE      cond      CHAR(250), -- initial query condition
4>      recond,         -- query as extended/constrained
5>      selstmt CHAR(500), -- full SELECT statement
      curr_cust,       -- curr_cust: the row now being displayed
      next_cust,      -- the row to display when Next is chosen
      prior_cust      -- the row to display when Prior is chosen
      RECORD LIKE customer.*,
      retval,         -- value to RETURN from function
      fetch_dir,     -- flag showing direction of travel in list
      using_next,    -- flag values: going fwd using fetch next,
                    -- ...going bwd using fetch prior, or
      using_prior,
      at_end        SMALLINT  -- ...at either end of the list
```

- 6 ➤ The Exit menu option sets `retval` to `FALSE`; the Query option sets it to `TRUE`. The `WHILE` loop remains in control until one of them is chosen.
- 7 ➤ Note that the `SELECT` statement contains an `ORDER BY` clause. This contrasts with [Example 19](#), in which the ordering was physical.
- 8 ➤ The View Customers menu is similar to the menu present in [Example 19](#). The `Revise` and `Show_cond` options are new.
- 9 ➤ A discussion of this `BEFORE MENU` logic appears in [“The scroller\\_1\(\) Function” on page 458](#), in [Note 13](#).

## The scroller\_2() Function

---

```
LET using_next = +1
LET using_prior = -1
LET at_end = 0
LET recond = cond-- initialize query condition

LET retval = 99-- neither TRUE nor FALSE

6> WHILE retval <> TRUE AND retval <> FALSE -- ie while not Query or Exit
7>     LET selstmt = "SELECT * FROM customer WHERE ",
        recond CLIPPED, " ORDER BY customer_num"
        PREPARE prep_stmt FROM selstmt
        DECLARE cust_row SCROLL CURSOR FOR prep_stmt
        OPEN cust_row

        DISPLAY
        "-----Press CTRL-W for Help-----"
        " AT 3, 1
8>     MENU "View Customers"
9>     BEFORE MENU -- Set up as for First, but with chance of zero rows
        SHOW OPTION ALL
        FETCH FIRST cust_row INTO curr_cust.*
        IF SQLCA.SQLCODE = NOTFOUND THEN
            ERROR "There are no rows that satisfy this query."
            HIDE OPTION ALL
            SHOW OPTION "Query"
            SHOW OPTION "Exit"
            NEXT OPTION "Query"
        ELSE-- found at least one row
            DISPLAY BY NAME curr_cust.*
            HIDE OPTION "Prior"
            LET fetch_dir = using_next
            FETCH NEXT cust_row INTO next_cust.*
            IF SQLCA.SQLCODE = 0 THEN-- at least 2 rows
                NEXT OPTION "Next"
            ELSE -- only 1 row in set
                HIDE OPTION "Next"
                NEXT OPTION "Query"
            END IF
        END IF

        COMMAND KEY(ESC,Q) "Query"
        "Query for a different set of customers." HELP 130
        LET retval = TRUE
        EXIT MENU

        COMMAND "Revise" "Apply more conditions to current query."
        HELP 131
```



- 10 ➤ The query\_cust3b() function allows the user to specify additional selection criteria. If the user interrupts the CONSTRUCT operation or enters no criteria it returns a null string. This function is very similar to the query\_cust3a() function that appears later in this example.
- 11 ➤ The LET statement is executed when the user entered some criteria. The new criteria are appended (along with the AND operator) to the previous conditional expression. The EXIT MENU statement ends the menu.  
  
Because retval has not been changed, the loop continues. The SELECT statement is recreated, the cursor reopened, and the menu starts up again.
- 12 ➤ The answer() function uses the WORDWRAP option to display a string (the CLIPPED record variable) in a sub-window. The three null strings tell answer() to display no choices and wait for the user to press the RETURN key.

## The query\_cust3a() Function

- 13 ➤ This function collects the initial criteria at the start of the program and when the user chooses the Query menu option.  
  
The query\_cust3b() function is not displayed. It is identical except for the text of the messages it displays, for example where this function asks, "Did you really want to accept all rows?" the other asks, "Did you mean to add no new conditions?"
- 14 ➤ The answer() function is called with two nonempty responses. The function returns the response the user selects.

## The query\_cust3a() Function

---

```
10> CALL query_cust3b() RETURNING cond
11> IF cond IS NOT NULL THEN -- some condition entered
    LET recond = recond CLIPPED, " AND ", cond CLIPPED
    EXIT MENU -- close and re-open the cursor
ELSE -- construct clears form, refresh the display
    DISPLAY BY NAME curr_cust.*
END IF

COMMAND "Show-cond" "Display the current query conditions."
HELP 132
12> CALL answer(recond CLIPPED,"","")
```

---

*See Example 19.*

```
13> #####
FUNCTION query_cust3a() -- used for initial query
#####
    DEFINE          q_cust  CHAR(120),
                   msgtxt  CHAR(150)

    CALL clear_lines(1,4)
    DISPLAY "CUSTOMER QUERY-BY-EXAMPLE 2"
      AT 4, 24
    CALL clear_lines(2, 16)
    DISPLAY
      " Enter search criteria and press Accept. Press CTRL-W for Help."
      AT 16,1 ATTRIBUTE (REVERSE, YELLOW)
    DISPLAY " Press Cancel to exit w/out searching."
      AT 17,1 ATTRIBUTE (REVERSE, YELLOW)

    LET int_flag = FALSE
    CONSTRUCT BY NAME q_cust ON customer.customer_num,
                      customer.company, customer.address1,
                      customer.address2, customer.city,
                      customer.state,
                      customer.zipcode, customer.fname,
                      customer.lname, customer.phone

      HELP 30
    AFTER CONSTRUCT
      IF (NOT int_flag) THEN
        IF (NOT FIELD_TOUCHED(customer.*)) THEN
          LET msgtxt = "You did not enter any search criteria. ",
                    "Do you really want to select all rows?"
14>          IF "No-revise" = answer(msgtxt,"Yes-all","No-revise","") THEN
            CONTINUE CONSTRUCT
          END IF
        END IF
      END IF
    END CONSTRUCT

    IF int_flag THEN
      LET int_flag = FALSE
```

## The answer() Function

- 15** ➤ The `answer()` function is a general-purpose routine for displaying a message to the user and getting a simple answer. Example 20 calls `answer()` at three points in the program:
  - The `Show_cond` menu option, to display the current query criteria.
  - The `query_cust3a()` function, to determine whether the user wants to select all rows.
  - The `query_cust3b()` function, to determine whether the user wants to add criteria to the query.
- 16** ➤ The `f_answer` form has a four-line character field with the `WORDWRAP` option. It displays the message text.
- 17** ➤ The initial letters of the one, two, or three valid responses are converted to uppercase and combined into a character class list in the form supported by the `MATCHES` predicate (that is, three elements enclosed in brackets).
- 18** ➤ When the caller supplies no valid responses, the function simply displays the message and waits for `RETURN`. In this case it returns no value to the caller.
- 19** ➤ When the caller supplies a response, the function sets up a prompt string that reads either “Choose A or B” or else “Choose A, B or C.”

## The answer() Function

---

```
        CALL clear_lines(2,16)
        CALL msg("Customer query terminated.")
        LET q_cust = NULL
    END IF

    CALL clear_lines(1,4)
    CALL clear_lines(2,16)

    RETURN (q_cust)
END FUNCTION {query_cust3a}

#####
15> FUNCTION answer(msg,ans1,ans2,ans3)
#####
    DEFINE      msg          CHAR(255),  -- input text for display
               ans1,ans2,ans3 CHAR(10),  -- possible user responses or nulls
               inp          CHAR(1),    -- user's one-character reply
               j            SMALLINT,   -- misc index
               codes        CHAR(5),    -- match string [abc]
               choose       CHAR(50)   -- prompt string

16>     OPEN WINDOW ans_win AT 10,10
        WITH FORM "f_answer"
        ATTRIBUTE(BORDER,PROMPT LINE LAST,FORM LINE FIRST)
        DISPLAY msg TO msgtext

17>     LET codes = "[" ,UPSHIFT(ans1[1]),
                   UPSHIFT(ans2[1]),
                   UPSHIFT(ans3[1]), "]" -- make a class

18>     IF LENGTH(ans1) = 0 THEN -- all-blank or null
        PROMPT "Press RETURN to continue: " FOR inp
    ELSE

19>     LET choose = "Choose ",ans1 CLIPPED
        IF(LENGTH(ans2) * LENGTH(ans3) <> 0 THEN -- both given
            LET choose = choose CLIPPED, ", ", ans2 CLIPPED,
                " or ", ans3 CLIPPED
        ELSE -- not both ans2 and ans3, possibly neither
            IF LENGTH(ans2) <> 0 THEN
                LET choose = choose CLIPPED, " or ", ans2 CLIPPED
            END IF
        END IF
        LET inp = "\n" -- one thing a user cannot enter at a prompt
```

- 20** ➤ The character class expression (see Note 17) is used to test the user's response. Many people overlook the fact that MATCHES can be used in 4GL statements, and that its comparison pattern need not be a literal string, but can be a variable.

## The answer() Function

---

```
20> WHILE NOT UPSHIFT(inp) MATCHES codes
      PROMPT choose CLIPPED, " ",codes,": " FOR inp
      END WHILE
END IF
CLOSE WINDOW ans_win
IFLENGTH(ans1) <> 0 THEN
  CASE
    WHEN UPSHIFT(inp) = UPSHIFT(ans1[1])
      LET choose = ans1
    WHEN UPSHIFT(inp) = UPSHIFT(ans2[1])
      LET choose = ans2
    WHEN UPSHIFT(inp) = UPSHIFT(ans3[1])
      LET choose = ans3
  END CASE
RETURN choose
END IF
END FUNCTION
```

*To locate any function definition, see the Function Index on page 730.*

---

# 21



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# Using an Update Cursor

This example demonstrates the use of an update cursor. An update cursor allows you to lock rows as the cursor selects them from the database. You can then use the `WHERE CURRENT CLAUSE` of the `UPDATE` or `DELETE` statement to update or delete the row. This example uses an `UPDATE WHERE CURRENT` statement to allow the user to specify which orders to update with a paid date.

## Displaying Multiple Forms

Suppose that the `stores7` database only tracked the orders that have been paid; a different database contained the actual accounting tables. The user of `stores7` receives a Paid Orders report from the Accounting department after orders are paid in the accounting database. This report lists the orders to be paid, sorted by date of payment and, within a single date by customer number. The user goes through this report and updates the orders.

To update an order, the user enters information in three steps:

1. The date the orders were paid is entered on the `f_date` form.
2. The customer number or company name of the customer whose orders have been paid is entered on the `f_custkey` form.
3. Confirmation of the update of the order (currently displaying on the `f_payord` form) is entered in a confirmation window.



To assist the user in following these steps, this example leaves each of the three forms on the screen:

The screenshot shows a terminal window with three overlapping forms:

- f\_date Form:** A form titled "ORDER PAY DATE" with a "Date:" field containing "[04/03/1991]".
- f\_custkey Form:** A form containing "Customer Number:[ 106]", "Company Name:[Watson & Son ]", and "Customer's total number of orders currently unpaid:[ 1]".
- f\_payord Form:** A form containing "Order No:[ 1004]", "Order Date:[05/22/1990]", "PO Number:[8006 ]", "Ship Date:[05/30/1990 ]", and "Order Total: [ \$1500.04]".

Below these forms is an "APPLICATION PROMPT" box with the text "Update this order's paid date? (n/y):" and a cursor.

Because none of these forms is closed until data entry is complete, the user is able to see all entered information at once.

## Updating Rows

4GL provides two methods of updating or deleting rows:

- Using a WHERE clause in an UPDATE or DELETE statement to specify which row or rows to affect *as a group*.
- Using a WHERE CURRENT OF clause in an UPDATE or DELETE statement in conjunction with an update cursor to affect rows *one at a time*.

Using the WHERE clause in an UPDATE or DELETE statement is demonstrated in [Example 9](#). You specify the WHERE clause condition and the statement updates or deletes all matching rows. If UPDATE (or DELETE) fails on one of the rows, the entire UPDATE (or DELETE) statement fails. Any successful updates performed on rows before the failure are cancelled, and any rows after the failure are not processed. The update cursor provides a way to control an update on a row-by-row basis.

## Using an Update Cursor

With an update cursor, the `SELECT` statement requests an exclusive lock on the row as it is fetched. The program can then update this row by using the `WHERE CURRENT OF` clause of the `UPDATE` statement.

The update cursor offers the following advantages:

- The `UPDATE` or `DELETE` statement with the `WHERE CURRENT OF` clause will not fail due to a locking conflict because the program has already obtained a lock on each selected row.
- The user can page through the selected set of rows without being concerned that the data within these rows will change. The exclusive lock prevents other users from modifying or deleting the row.
- The program can test whether to update or delete each of the selected rows specified. For example, the program can allow the user to choose whether to reject or accept the update of a row.
- The program can test the success of the `UPDATE` or `DELETE` operation for each selected row. If the operation fails, the program can choose to continue on to the next selected row, to exit the cursor, or to skip over the row.

The disadvantages of the update cursor are:

- The application loses some concurrency because an exclusive lock is obtained on each selected row when it is fetched. No other user can modify the selected rows until the locks are released.
- When this exclusive lock is released depends upon whether or not the database supports transactions:
  - If the database supports transactions: the row lock is released when the transaction ends (with `COMMIT WORK` or `ROLLBACK WORK`) if the row has been updated, or when the next row is fetched if the row has not been updated.
  - If the database does not support transactions: the row lock is released when the update cursor is closed (with `CLOSE`) or when the next row is fetched (whichever occurs first), regardless of whether the row has been updated.
- The `SELECT` statement of the cursor cannot include the `ORDER BY` clause and is limited to a single table.
- An update cursor cannot be a scrolling cursor.

For these reasons, you should not usually use an update cursor to just select and view data. In such cases, use a normal cursor or a scrolling cursor because they do not obtain locks as they fetch rows.

## Handling Locked Rows

This example does not check the locking status of rows found by the update cursor. If this update cursor encounters a lock on one of the selected rows, this program exits with a runtime error (ISAM = -107). To perform this checking, the program should either:

- Replace the FOREACH statement with the FETCH statement within a loop and check the status variable after the fetch for a possible locking error.
- Execute the SET LOCK MODE TO WAIT statement.

For more information on checking for locking errors, see [Example 23](#).

## Function Overview

| Function Name    | Purpose  |
|------------------|--|
| input_date()     | Accepts user input for the date to mark the orders as paid.  |
| open_ckey()      | Opens the f_custkey form.  |
| close_ckey()     | Closes the f_custkey form.   |
| find_cust()      | Accepts user input of a customer number or company name and then finds a customer based on either of these values.   |
| cust_popup2()    | Retrieves all customers and displays them in an array form so the user can choose the appropriate customer. See the description in <a href="#">Example 12</a> .  |
| find_unpaid()    | Determines the number of unpaid orders for the specified customer.   |
| pay_orders()     | Finds, displays, and updates the unpaid orders for the current customer with the specified paid date. This function uses an update cursor.   |
| calc_order()     | Selects information from multiple tables to summarize an order. See the description in <a href="#">Example 12</a> .  |
| tax_rates()      | Supplies the appropriate tax schedule for a customer. See the description in <a href="#">Example 4</a> .   |
| init_msgs()      | Initializes the members of the ga_dsplymsg array to null. See the description in <a href="#">Example 2</a> .   |
| message_window() | Opens a window and displays the contents of the ga_dsplymsg global array. See the description in <a href="#">Example 2</a> .   |
| prompt_window()  | Displays a message and prompts the user for confirmation. This function is a variation on the message_window() function that appears in <a href="#">Example 2</a> . See the description in <a href="#">Example 4</a> . |
| msg()            | Displays a brief, informative message. See the description in <a href="#">Example 5</a> .  |
| clear_lines()    | Clears any number of lines, starting at any line. See the description in <a href="#">Example 6</a> .   |

## The f\_date Form

- 1➤ Because this form does not contain a field based on columns of the database, no database is specified. Therefore, the DATABASE statement specifies formonly. Note that no TABLE section has been defined.
- 2➤ The SCREEN section of the form fi contains the image displayed on the screen when the f\_date form is open and displaying.
- 3➤ This form contains a single field: a date. Because the field is not connected to a column of the database table, it needs to have its field type defined. By not connecting the fi to a column, this form can accept input for any date value.

## The f\_payord Form

- 1➤ This form contains fields connected to a database column; it must specify the database that contains the column definition. This form will work with any version of the stores7 database.
- 2➤ The SCREEN section of the form fi contains the image displayed on the screen when the f\_payord form is open and displaying.
- 3➤ This form uses columns from a single table: orders.
- 4➤ All fi on this form are defined as NOENTRY. This attribute prevents the cursor from stopping in these fi during data entry. The effect of this attribute is to create a display-only form: one that can display information but that does not allow the user to enter input.

Because program execution will not stop on this form, the program must have a way to pause to allow the user to see the data. In this example, the pay\_orders() function displays a confirmation window to allow the user to see the order data and then decide whether or not to update this order with a paid date.

- 5➤ Because the order amount is not stored in the database, the f005 field must be defined as FORMONLY. The program calculates the order amount using the calc\_order() function and displays it in this field.

## The f\_date Form

---

### *f\_date form file*

```
1➤ DATABASE formonly
2➤ SCREEN
  {
    Date:[f000      ]
  }
ATTRIBUTES
3➤ f000 = formonly.a_date TYPE DATE;
```

### *f\_payord form file*

```
1➤ DATABASE stores7
2➤ SCREEN
  {
    Customer's total number of orders currently unpaid:[f000  ]
    OrderNo:[f001      ] Order Date:[f002      ] PO Number:[f003      ]
    Ship Date:[f004      ] Order Total: [f005      ]
  }
3➤ TABLES
  orders
ATTRIBUTES
4➤ f000 = FORMONLY.total_unpaid, NOENTRY;
    f001 = orders.order_num, NOENTRY;
    f002 = orders.order_date, NOENTRY;
    f003 = orders.po_num, NOENTRY;
    f004 = orders.ship_date, NOENTRY;
5➤ f005 = FORMONLY.order_total, NOENTRY;
```

## The DATABASE and GLOBALS Statements

- 1➤ This program uses the stores7 database which supports transactions.
- 2➤ The global record `gr_customer` holds the column values for a row in the customer table.
- 3➤ The global record `gr_payord` holds the columns values from the orders table that are displayed on the `f_payord` form.
- 4➤ The global record, `gr_charges`, holds the values needed to calculate the order total for a single order. This record is used by the `calc_order()` function.
- 5➤ The `ga_dsplymsg` array is used as input to the `message_window()` function, described in [Example 2](#), and the `prompt_window()` function, described in [Example 3](#).

## The MAIN Function

- 6➤ The `input_date()` function accepts user input of a date from the `f_date` form. It returns TRUE if the user enters a date and FALSE if the user terminates the input with the Cancel key (typically CONTROL-C). This date is the date of payment for the orders, and it defaults to the current date.
- 7➤ The `open_key()` function opens a bordered window called `w_custkey` and displays the `f_custkey` form in this window.
- 8➤ The WHILE loop enables the user to update order dates for several customers. As long as the `keep_going` flag is TRUE, the program calls the `find_cust()` function to allow the user to enter a new customer number.
- 9➤ The `find_customer` function accepts user input for the customer number or company name of the customer whose orders are to be marked as paid. It returns TRUE if the user enters the customer information and FALSE if the user terminates the INPUT operation with the Cancel key.
- 10➤ Because the `find_customer` function stores the user input in the `gr_customer` record, these LET statements copy this information into `gr_payord` global record, which stores the order paid data.
- 11➤ The `find_unpaid()` function determines the number of unpaid orders for the specified customer.

## The DATABASE and GLOBALS Statements

---

4GL source file

```

1> DATABASE stores7

2> GLOBALS
3>   DEFINE      gr_customer  RECORD LIKE customer.*,
4>   gr_payord   RECORD
           paid_date    LIKE orders.paid_date,
           customer_num LIKE orders.customer_num,
           company      LIKE customer.company,
           order_num    LIKE orders.order_num,
           order_date   LIKE orders.order_date,
           po_num       LIKE orders.po_num,
           ship_date    LIKE orders.ship_date
           END RECORD,
5>   gr_charges  RECORD
           tax_rate     DECIMAL(5,3),
           ship_charge  LIKE orders.ship_charge,
           sales_tax    MONEY(9),
           order_total  MONEY(11)
           END RECORD

6>   DEFINE      ga_dsplymsg  ARRAY[5] OF
7>   CHAR(48) END GLOBALS

#####
MAIN
#####
   DEFINE      keep_going   SMALLINT,
8>   num_unpaid  SMALLINT

   OPTIONS
9>   FORM LINE FIRST,
10>  MESSAGE LINE LAST

   DEFER INTERRUPT

11> IF input_date() THEN
           LET keep_going = TRUE
7>   CALL open_key()
8>   WHILE keep_going
9>     IF find_cust() THEN
10>       LET gr_payord.customer_num = gr_customer.customer_num
11>       LET gr_payord.company = gr_customer.company
           LET num_unpaid = find_unpaid()

```



- 12 ➤ If the specified customer has unpaid orders, then the `pay_orders()` function is called to control the selection and update of these orders. The total number of unpaid orders is passed to `pay_orders()` as an argument to be displayed on the `f_payord` form.
- 13 ➤ If the user has terminated customer input with the Cancel key (typically CONTROL-C), then `keep_going` is FALSE, terminating the WHILE loop (see Note 8).
- 14 ➤ The `close_ckeey()` function deallocates the memory used by the `f_custkey` form and its window.

## The input\_date() Function

- 15 ➤ The `f_date` form displays in a bordered window called `w_paydate`. At the top of this window, the program displays instructions for the user on how to enter data on the form.
- 16 ➤ The INPUT statement accepts the date from the screen field `a_date` and stores it in the program variable `gr_payord.paid_date`. This date is the date of payment for the orders.
- 17 ➤ Before the user can enter data, the program initializes the date with today's date if the field is currently empty.
- 18 ➤ If the user has cleared the field the program moves the cursor back to the `paid_date` field. This test ensures that a value exists in the `gr_payord.paid_date` field.
- 19 ➤ The `clear_lines()` function clears the form instructions from the screen. These instructions no longer apply once execution has left the `f_date` form.
- 20 ➤ If the user uses the Cancel key (typically CONTROL-C), the function resets the `int_flag` variable, closes the form and window, and returns FALSE.
- 21 ➤ If execution reaches this point, the user has entered a paid date so the function returns TRUE. Note that the `f_date` form is left on the screen so the user can see the specified paid date as the data entry continues.

## The input\_date() Function

---

```
12>         IF (num_unpaid > 0) THEN
           CALL pay_orders(num_unpaid)
           END IF
           ELSE
13>         LET keep_going = FALSE
           END IF
           END WHILE
           END IF

14>         CALL close_ckekey()
           CLEAR SCREEN
           END MAIN

#####
FUNCTION input_date()
#####

15>         OPEN WINDOW w_paydate AT 2,3
           WITH 6 ROWS, 76 COLUMNS
           ATTRIBUTE (BORDER, COMMENT LINE 2)

           OPEN FORM f_date FROM "f_date"
           DISPLAY FORM f_date

           DISPLAY "ORDER PAY DATE" AT 1,24
           CALL clear_lines(1, 6)
           DISPLAY " Enter order paid date and press Accept. Press Cancel to
             exit." AT 6, 1 ATTRIBUTE (REVERSE, YELLOW)

16>         INPUT gr_payord.paid_date FROM a_date
17>         BEFORE FIELD a_date
           IF gr_payord.paid_date IS NULL THEN
             LET gr_payord.paid_date = TODAY
           END IF

18>         AFTER FIELD a_date
           IF gr_payord.paid_date IS NULL THEN
             ERROR "You must enter a Paid Date for the orders."
             NEXT FIELD paid_date
           END IF

           END INPUT

19>         CALL clear_lines(1, 6)
20>         IF int_flag THEN
           LET int_flag = FALSE
           CLOSE FORM f_date
           CLOSE WINDOW w_paydate
           RETURN (FALSE)
         END IF

21>         RETURN (TRUE)
           END FUNCTION -- input_date --
```

## The open\_ckey() Function

- 22 > The `f_custkey` form displays in a bordered window called `w_custkey`. This window redefines the `COMMENTLINE` and the `FORMLINE` statements so that the `f_custkey` form displays at the top of the `w_custkey` window. By default, `FORM LINE` is 3 and the `f_custkey` form would display on the third line of `w_custkey`.

## The close\_ckekey() Function

- 23 > The `close_ckekey()` function closes the `f_custkey` form and its window `w_custkey`. These statements deallocate memory resources used by these two screen structures.

## The find\_cust() Function

- 24 > The program displays the user instructions for the `f_custkey` form at the top of the `w_custkey` window. The call to `clear_lines()` clears out the instruction lines so any previous text is removed before the new instructions display.
- 25 > The `INPUT` statement accepts input for the customer number and company name. The user can select a customer by entering either of these values.
- 26 > Before the user can enter the customer number, the program displays a message indicating the presence of a popup window. If desired, the user can press either `F5` or `CONTROL-F` to see the numbers and names of all customers defined in the database.
- 27 > If the `gr_customer.customer_num` variable has a non-null value, then the user has entered the customer number in the `customer_num` field. The program checks that a customer with this number exists in the database.

Note that if `gr_customer.customer_num` is null, execution is allowed to continue to the `company` field. This feature allows the user to select a customer by entering either the customer number or the company name. See Note 32 for more information.

- 28 > If the `SELECT` statement in Note 27 does not find a customer row for the specified customer number, then the user entered an invalid number. The program notifies the user of the error, clears out the customer number field, and returns the cursor to this field so the user can enter another number.

## The open\_key() Function

---

```
#####  
FUNCTION open_key()  
#####  
22> OPEN WINDOW w_custkey AT 6,3  
      WITH 5 ROWS, 76 COLUMNS  
      ATTRIBUTE (BORDER, COMMENT LINE 2, FORM LINE FIRST)  
  
      OPEN FORM f_custkey FROM "f_custkey"  
      DISPLAY FORM f_custkey  
  
END FUNCTION -- open_key --  
  
#####  
FUNCTION close_key()  
#####  
23> CLOSE FORM f_custkey  
      CLOSE WINDOW w_custkey  
  
END FUNCTION -- close_key --  
  
#####  
FUNCTION find_cust()  
#####  
      DEFINE          cust_cnt      SMALLINT  
  
24> CALL clear_lines(2, 3)  
      DISPLAY " Enter customer number or company name."  
      AT 3, 1 ATTRIBUTE (REVERSE, YELLOW)  
      DISPLAY " Press Accept to continue or Cancel to exit."  
      AT 4, 1 ATTRIBUTE (REVERSE, YELLOW)  
  
25> LET int_flag = FALSE  
      INPUT BY NAME gr_customer.customer_num, gr_customer.company  
  
26> BEFORE FIELD customer_num  
      MESSAGE "Enter a customer number or press F5 (CTRL-F) for a list."  
  
27> AFTER FIELD customer_num  
      IF gr_customer.customer_num IS NOT NULL THEN  
      SELECT company  
      INTO gr_customer.company  
      FROM customer  
      WHERE customer_num = gr_customer.customer_num  
  
28> IF (status = NOTFOUND) THEN  
      ERROR  
      "Unknown Customer number. Use F5 (CTRL-F) to see valid  
      customers." LET gr_customer.customer_num = NULL  
      NEXT FIELD customer_num  
      END IF
```

- 
- 29 ➤ If the `SELECT` statement in Note 27 `fi` a customer row for the specified customer number, it selects the company name into the `gr_customer.company` variable. The program displays this variable on the `f_custkey` form.
  - 30 ➤ If the user has entered a valid customer number, execution need not continue to the `company fi` because the program has already selected this name from the database and displayed it on the form. The `EXIT INPUT` statement exits this `INPUT` statement and execution resumes after the `END INPUT`.
  - 31 ➤ If execution continues to the `company fi` the user has not entered a customer number. Before the user can enter this value, the program displays a message indicating the presence of a popup window. If desired, the user can press either `F5` or `CONTROL-F` to see the numbers and names of all customers defined in the database.
  - 32 ➤ This test ensures that the user enters a company name. Unlike the `customer_num fi` the `company fi` cannot be left empty. The program must have either the customer number or the company name to select a customer from the database. If the user omits the customer number, execution can continue to the `company fi` (see Note 27). However, if the user omits the company name as well, the program cannot locate the customer.
  - 33 ➤ The program checks that a customer with the specified name exists in the database. When it verified the existence of a customer based on a customer number, the program was able to assume that, if this customer existed, one and only one customer row would have this number. This assumption is valid because the customer number is the primary key of the customer table.

The `SELECT` statement in Note 27 is able to select the company name at the same time it determines whether a matching customer row exists, because this `SELECT` statement is guaranteed to return at most only one row. If the row exists, then `gr_customer.company` is initialized with the company name, and if it does not exist, `gr_customer.company` is null.

However, when the program verifies the existence of a customer based on a company name, it cannot make this assumption about uniqueness. Several customers in the database could have the same company name because this column does not have to be unique. For this reason, the program cannot select the customer number while it checks for the existence of the row. Such a `SELECT` statement could possibly return more than one row, generating a runtime error. To prevent such an error, the program breaks the verification into two steps:

1. Count how many customer rows have a matching company name.
2. Select the customer number when the program can guarantee the uniqueness of the company name.

```
29 >         DISPLAY BY NAME gr_customer.company
30 >         MESSAGE ""
           EXIT INPUT
           END IF
31 > BEFORE FIELD company
           MESSAGE "Enter a company name or press F5 (CTRL-F) for a list."
32 > AFTER FIELD company
           IF gr_customer.company IS NULL THEN
               ERROR "You must enter either a customer number or company name."
               NEXT FIELD customer_num
           END IF
33 > SELECT COUNT(*)
           INTO cust_cnt
           FROM customer
           WHERE company = gr_customer.company
```

To perform this final step, this SELECT statement uses the COUNT(\*) aggregate. The code in Note 34 guarantees that a company name is unique so the code in Note 36 can select the customer number.

- 34** ➤ If the SELECT statement in Note 33 finds more than one customer row with this company name, the program must notify the user that the company name is not unique. It suggests choosing the customer from the popup list because this form cannot handle a non-unique company name.  
  
A possible enhancement to this function would be to display the customer numbers of all customer rows with this company name and allow the user to select the one that is desired.
- 35** ➤ If the SELECT statement in Note 33 does not find any customers with the specified company name, then this name is invalid. The program notifies the user of the error, clears the company name field, and returns the cursor to this field so the user can enter another name.
- 36** ➤ If execution reaches this point, the SELECT statement in Note 33 has found only one customer row with the specified company name. It is now possible to select the customer number without using a cursor because the SELECT statement is guaranteed to return only one row. See Note 33 for more information.
- 37** ➤ The user can display the customer popup window from either the customer\_num field or the company field. The built-in function INFIELD() returns TRUE or FALSE, indicating whether the cursor is currently in the specified field. If the cursor is in either of these fields, then CONTROL-F and F5 initiate a popup window. If the cursor is in any other field, these keys have no effect.
- 38** ➤ The cust\_popup2() function displays the customer popup window on the f\_custsel form. It returns the customer number and company name of the customer that the user selected. This function is described in detail in [Example 12](#).
- 39** ➤ If gr\_customer.customer\_num is null, then the user terminated the customer popup with the Cancel key (typically CONTROL-C), and no customer has been selected. This LET statement initializes the gr\_customer.company variable to null so that the company field on f\_custkey is empty when the cursor enters it.
- 40** ➤ If the user selects a customer from the popup window, the program displays the customer number and company name on the f\_custkey form. Note that it is not necessary to verify the customer number in the ON KEY clause because the values have come from the popup window, which only displays valid customers.

```

34 > IF (cust_cnt > 1) THEN
        ERROR "Company name is not unique. Press F5 (CTRL-F) for a
            list." NEXT FIELD company
        END IF

35 > IF (cust_cnt = 0) THEN
        ERROR "Unknown company name. Press F5 (CTRL-F) for a list."
        NEXT FIELD company
        END IF

36 > SELECT customer_num
        INTO gr_customer.customer_num
        FROM customer
        WHERE company = gr_customer.company

        DISPLAY BY NAME gr_customer.customer_num
        MESSAGE ""

37 > ON KEY (F5, CONTROL-F)
38 > IF INFIELD(customer_num) OR INFIELD(company) THEN
        CALL cust_popup2()
        RETURNING gr_customer.customer_num, gr_customer.company

39 > IF gr_customer.customer_num IS NULL THEN
        LET gr_customer.company = NULL
40 > ELSE
        DISPLAY BY NAME gr_customer.customer_num, gr_customer.company
        EXIT INPUT
        END IF
    END IF

```



- 
- 41** ➤ This AFTER INPUT clause ensures that the user does not press the Accept key (typically ESCAPE) before selecting a customer:
- If gr\_customer.customer\_num is null, then no customer has been selected when the INPUT statement exits.
  - If int\_flag is FALSE, then AFTER INPUT is being executed because the user has used the Accept key to exit INPUT. The int\_flag variable would be TRUE if the user had used the Cancel key (typically CONTROL-C).
- Execution cannot continue to the next form until the user selects a customer.
- 42** ➤ If the user has terminated INPUT with Cancel, then the program resets the int\_flag variable, erases the form's instructions, and returns FALSE.
- 43** ➤ If the user has exited INPUT with Accept, or RETURN from the last field, this function returns TRUE. Note that the f\_custkey form is left on the screen so the user can see the selected customer as data entry continues. The f\_date form also remains open so that the paid date displays.

## The find\_unpaid() Function

- 44** ➤ This SELECT statement uses the COUNT(\*) aggregate to determine the number of unpaid orders for the current customer. An unpaid order is one that has a null value in the paid\_date field of the orders table.
- 45** ➤ If the current customer has no unpaid orders, then the function notifies the user. It then returns zero to indicate that no orders can be paid for the specified customer.
- 46** ➤ If the current customer has unpaid orders, then the function prompts the user to confirm whether to begin marking orders as paid.
- 47** ➤ If the user confirms the update, then the function returns the number of unpaid orders. Otherwise, the function returns zero to indicate that no orders should be paid for the specified customer.



## The pay\_orders() Function

- 48 ➤ The `f_payord` form displays in a bordered window called `w_payord`. The `total_unpaid` field of this form is initialized with the total number of unpaid orders, as determined by the `fi` function (see Note 47) and passed in as an argument to this function.
- 49 ➤ This `DECLARE` statement declares an update cursor for the update of order paid dates. It finds all unpaid orders for the current customer and selects only those columns whose values display on the `f_payord` form.

Note that the `FOR UPDATE` clause is what makes this cursor an update cursor. The update cursor uses the `FOR UPDATE OF` clause to restrict update of the orders table to only the `paid_date` column.

- 50 ➤ Because the `stores7` database uses transactions and is not `MODE ANSI`, the entire update cursor must be within a transaction. This `BEGIN WORK` statement precedes the opening of the update cursor.
- 51 ➤ The `FOREACH` statement opens the `c_payord` update cursor in the first iteration, obtains an exclusive lock on the first matching row, and then places the values into the corresponding variables in the `gr_payord` record. In subsequent iterations, `FOREACH` obtains the exclusive lock, then places the values into the program variables. Note that these locks are not released until the transaction is either committed or rolled back (see Note 60).
- 52 ➤ The `calc_order()` function calculates the total amount of the order. This amount is displayed on the `f_payord` form so the user can check the paid amount in the database against the paid amount on the hard-copy report.

This function does not include code to handle what happens if the selected row is already locked by another user. The program exits with a runtime error if it encounters such a locked row. See [“Handling Locked Rows” on page 486](#) for more information about this limitation.

- 53 ➤ The `CLEAR` statement clears out the specified `fi` on the `f_payord` form. The program does not use the `CLEAR FORM` statement because the field containing the number of unpaid orders does not need to be cleared. These `DISPLAY` statements display the new order information on the `f_payord` form.
- 54 ➤ The `prompt_window()` function prompts for confirmation before updating the displayed order with the paid date.
- 55 ➤ As each row is selected by the cursor, `upd_cnt` is incremented by one. This variable keeps the running total of the number of orders that have been updated.

## The pay\_orders() Function

---

```
#####  
FUNCTION pay_orders(total_unpaid)  
#####  
    DEFINE          total_unpaid    SMALLINT,  
  
                    upd_cnt        SMALLINT,  
                    msg_txt        CHAR(10),  
                    success         SMALLINT  
  
48> OPEN WINDOW w_payord AT 8, 3  
    WITH 6 ROWS, 76 COLUMNS  
    ATTRIBUTE (BORDER)  
  
    OPEN FORM f_payord FROM "f_payord"  
    DISPLAY FORM f_payord  
  
    DISPLAY BY NAME total_unpaid  
  
    LET success = TRUE  
  
49> DECLARE c_payord CURSOR FOR  
    SELECT order_num, order_date, po_num, ship_date  
    FROM orders  
    WHERE customer_num = gr_payord.customer_num  
    AND paid_date IS NULL  
    FOR UPDATE OF paid_date  
  
50> BEGIN WORK  
  
    LET upd_cnt = 0  
51> FOREACH c_payord INTO gr_payord.order_num,  
                        gr_payord.order_date,  
                        gr_payord.po_num,  
                        gr_payord.ship_date  
  
52>     CALL calc_order(gr_payord.order_num)  
  
53>     CLEAR order_num, order_date, po_num, ship_date, order_total  
     DISPLAY BY NAME gr_payord.order_num  
     ATTRIBUTE (REVERSE, YELLOW)  
     DISPLAY BY NAME gr_payord.order_date, gr_payord.po_num,  
                    gr_payord.ship_date, gr_charges.order_total  
  
54>     IF prompt_window("Update this order's paid date?", 13, 14) THEN  
55>         LET upd_cnt = upd_cnt + 1
```

- 56 ➤ The UPDATE statement is surrounded by the WHENEVER ERROR statement to turn off automatic error checking before the update and to turn it back on after the update has been performed. Because the automatic checking is off when the update is executed, the program must perform its own error checking to determine the success of the statement (see Note 58).
- 57 ➤ If the user confirms the update, the program updates the current order with the paid date. The UPDATE statement uses the WHERE CURRENT OF clause to access the update cursor's current row. This row has already been locked by the cursor. Note that the update can only change the paid\_date column because the update cursor has restricted update access to this column with the FOR UPDATE OF paid\_date clause (see Note 49).
- 58 ➤ If the UPDATE statement is successful, 4GL sets the global variable status to zero. If an error occurs, the status variable has a negative value. In the case of an error, the function notifies the user and sets the success flag to FALSE. This fl is checked after the FOREACH loop closes to determine whether to commit or rollback the current transaction (see Note 60).

Note that this program chose to exit completely when it encountered an error. However, because you can handle the success of the update on a row-by-row basis, your program could instead perform a retry or skip to the next row without generating an error.

- 59 ➤ This CLOSE statement closes the cursor. Even though open cursors are closed by ROLLBACK WORK and COMMIT WORK, you should explicitly close an update cursor when it is no longer needed so that resources allocated to the cursor can be released. Since the stores7 database has transactions, but is not MODE ANSI, this CLOSE statement must be issued from within a transaction before the COMMIT WORK or ROLLBACK WORK statement.
- 60 ➤ Because the stores7 database uses transactions and is not MODE ANSI, the program must end the transaction started by the BEGIN WORK statement (see Note 50). The value of the success variable determines how to handle the current transaction. If success is TRUE, then the COMMIT WORK statement saves the changes in the database. Otherwise, the ROLLBACK WORK statement terminates the transaction, without saving the changes. Both the COMMIT WORK and the ROLLBACK WORK statements release all row and table locks obtained by the update cursor. Either of these statements would also close any open cursors, except WITH HOLD cursors, so neither can exist within the FOREACH loop.
- 61 ➤ These statements deallocate the memory used by the f\_payord form by closing the form and its window.



- 62** ➤ Once the order update is complete, the program notifies the user of the number of orders updated. If no orders have been updated (upd\_cnt is zero), then a message string called msg\_txt is assigned the string "0". For non-zero numbers, the msg\_txt string is formatted with a USING clause to left align the numeric string. An upd\_cnt of zero requires special formatting because the "<<<<<<" notation displays a blank for a zero value.

The msg\_txt string is then concatenated with text and stored in the ga\_dsplymsg global array for use with the message\_window() function.

## The pay\_orders() Function

---

```
62 > IF upd_cnt = 0 THEN
      LET msg_txt = "0"
    ELSE
      LET msg_txt = upd_cnt USING "<<<<<<"
    END IF
    LET ga_dsplymsg[1] = "Paid date updated for ", msg_txt CLIPPED,
      " order(s)."
    CALL message_window(10,12)

END FUNCTION -- pay_orders --
```

*To locate any function definition, see the Function Index on page 730.*



---

# 22



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---

# Determining Database Features

This example demonstrates how the features of a database are made available in the `SQLCA.SQLAWARN` array immediately after the database is opened, and how a program can save and use this information.

## The SQLAWARN Array

The SQL Communications Area, or SQLCA, is updated by the database server after any SQL operation. One component of the SQLCA is an array of eight characters, the SQLAWARN array. In 4GL, the array is indexed starting from 1. (In an ESQL/C program, it is indexed starting from zero; this sometimes causes confusion.) Full details on the settings of SQLCA fields are in your SQL reference material.

Whenever the server opens a new database—that is, whenever it executes the `DATABASE` or `CREATE DATABASE` statement—it sets the SQLAWARN characters to reflect the features of the database and the server. The values set at this time are:

- SQLAWARN[2] Contains *W* only if the database has a transaction log. If so, use of the `COMMIT WORK` statement is necessary; if not, `COMMIT WORK` will cause an error.
- SQLAWARN[3] Contains *W* if the database is ANSI-compliant. When this is the case, the use of some Informix extensions to SQL cause a warning (a *W* in SQLAWARN[6]) and some will cause an error.
- SQLAWARN[4] Contains *W* if the database server is Informix Dynamic Server. Different servers use different syntax for a few statements.

SQLAWARN[5] Contains *W* if the database server stores FLOAT values in DECIMAL format. This only affects a few desktop systems that lack FLOAT support.

The SQLAWARN values can be saved and used to guide the operations of the program. They must be captured immediately after the DATABASE statement because the next SQL statement will overwrite them.

## Opening the Database

The heart of this example is a function named `open_db()`. It opens a database dynamically and stores the facts about it into a global record. It captures the values from SQLAWARN as well as whether the server supports the SET LOCK MODE statement.

The `open_db()` function takes a database name as its argument. The name string may include the word *EXCLUSIVE*, so that the function may be used to get exclusive access to a database as well as normal access. The name string may also include a site name if the application is communicating with a remote machine.

When it succeeds in opening the database, `open_db()` returns *TRUE*, otherwise *FALSE*. When it fails to open the database, it uses the *ERROR* statement to display information about the reason.

## Conditional Transactions

Once the SQLAWARN values have been captured, the program can modify its operations based on them. One area where knowledge of the database is helpful is transaction processing.

A database can be switched from logging to not logging, and ANSI compliance can be added after the database has been created and is in use. This leaves your program open to the following kinds of problems:

- Every program that modifies data should specify explicit transactions. They help to organize the application design and to ensure data integrity. But if the program executes *COMMIT WORK* in a database without a log, an SQL error results.
- If the ANSI database has a transaction log and the program does not use explicit transactions, performance problems can occur. For example, Informix Dynamic Server can run out of locks, or a logical log can fill up,

if a transaction goes on too long without an explicit COMMIT WORK statement.

- In most databases the program should mark the start of each transaction with BEGIN WORK. However, in an ANSI-compliant database the use of BEGIN WORK is not allowed. Only COMMIT WORK and ROLLBACK WORK are used.

These problems can be resolved with relative ease by writing short functions that conditionally perform transaction statements based on the database information left behind by open\_db(). This example contains three such functions:

- begin\_wk() Performs a BEGIN WORK statement if the current database has a transaction log and is not ANSI-compliant.
- commit\_wk() Performs a COMMIT WORK statement if the current database has a transaction log.
- rollback\_wk() Performs a ROLLBACK WORK statement if the current database has a transaction log.

Calls to these functions can be written where transactions should logically begin or end. If transactions are supported by the database, the correct statements are executed.

## Function Overview

| Function Name | Purpose   |
|---------------|---|
| open_db()     | Opens a database using dynamic SQL and saves information about it for later use. Returns TRUE or FALSE.     |
| begin_wk()    | Executes a BEGIN WORK statement provided that open_db() says the database uses Informix-style transactions. |
| commit_wk()   | Executes a COMMIT WORK statement provided that open_db() says the database uses transactions.               |
| rollback_wk() | Executes a ROLLBACK WORK statement provided that open_db() says the database uses transactions.             |

## The GLOBALS Statement and MAIN Function

- 1➤ The `open_db()` function fields in the fields of the `gr_database` record. The transaction functions such as `begin_wk()` test the fields especially `has_log`. The fields are declared as `SMALLINT` rather than `CHARACTER` so that they can be used directly in conditional expressions: "IF `gr_database.has_log` THEN" instead of "IF `gr_database.has_log = 'W'` THEN."
- 2➤ If it encounters an error, `open_db()` documents it with an `ERROR` statement. `ERROR` is a screen-oriented statement, and does not mix well with simple `DISPLAY` statements. This use of `DISPLAY...AT` puts the program into full-screen mode so that `ERROR` will display properly. You can run the program without the `AT` clause, naming a nonexistent database, to see what happens. A real program would ordinarily be in full-screen mode as a result of displaying a form.
- 3➤ The return value from `open_db()` is Boolean; it returns `TRUE` when the database is open. The remaining statements in the function display in words the implications of the information that has been captured in the `gr_database` record.

## The GLOBALS Statement and MAIN Function

4GL source file

```
GLOBALS
1> DEFINE gr_database RECORD
        db_known    SMALLINT,    -- following fields are usable
        has_log     SMALLINT,    -- based on SQLAWARN[2]
        is_ansi     SMALLINT,    -- based on SQLAWARN[3]
        is_online   SMALLINT,    -- based on SQLAWARN[4]
        can_wait    SMALLINT     -- supports "set lock mode to wait"

                                END RECORD

END GLOBALS

#####
MAIN
#####
        DEFINE    db      CHAR(50),
                ret      INTEGER

2> DISPLAY "Example 22, testing open_db function." AT 1,1
   OPTIONS PROMPT LINE 3

   PROMPT "Enter name of database to try: " FOR db

3> IF open_db(db) THEN
    DISPLAY "Database is open."
    IF gr_database.is_online THEN
        DISPLAY "The server is Informix Dynamic Server."
        DISPLAY "It supports SET LOCK MODE TO WAIT [n]"
    ELSE
        DISPLAY "The server is Informix-SE."
        IF gr_database.can_wait THEN
            DISPLAY "It supports SET LOCK MODE TO WAIT."
        ELSE
            DISPLAY "It does not support SET LOCK MODE."
        END IF
    END IF
    IF gr_database.is_ansi THEN
        DISPLAY "The database is ANSI-compliant, that is,"
        IF gr_database.is_online THEN
            DISPLAY " it was created with LOG MODE ANSI."
        ELSE
            DISPLAY " START DATABASE...MODE ANSI was used on it."
        END IF
        DISPLAY "A transaction is always in effect; COMMIT WORK ends."
    ELSE
        DISPLAY "The database uses Informix extensions to ANSI SQL."
        IF gr_database.has_log THEN
            DISPLAY "It has a transaction log; BEGIN/COMMIT WORK used."
        ELSE
            DISPLAY "The database does not have a transaction log."
        END IF
    END IF
END IF
```

- 4➤ In a real application, if the database fails to open, this would probably be the best action: pause for a few seconds to allow reading the error message and then to end the program.

## The open\_db() Function

- 5➤ The variable dbname is sized to accommodate a sitename and, optionally, the word EXCLUSIVE. Possible arguments range from “stores7” up to “uk\_dossier@london exclusive”.
- 6➤ It is not usually necessary to close the current database before executing DATABASE, and if there is no database open at present, this statement will return error -349. However, when the current database is in another server, you must close the current database before opening another one. So here the database is closed and the program tests for the expected error code.
- 7➤ Because 4GL allows you to supply the database name in a program variable when you execute the DATABASE statement, it would have been possible to write simply:

DATABASE dbname

A more elaborate method using PREPARE and EXECUTE is employed for two reasons:

- It allows the word EXCLUSIVE to be passed as part of the database name string. The alternative would be to have two DATABASE statements, one with and one without EXCLUSIVE, and a second function argument to choose between them.
  - The PREPARE statement checks the syntax of the contents of dbname. This makes it possible to diagnose and report bad name syntax apart from other errors.
- 8➤ A database has been opened successfully. When a prepared DATABASE statement is successfully executed, the statement is automatically freed. An attempt to free it will return an error. This passage of code can proceed to record the information in SQLAWARN.

## The open\_db() Function

---

```
4> ELSE -- error opening db?
    DISPLAY "Database did not open correctly." AT 4,1
    SLEEP 10 -- leave error message visible before program end
END IF
END MAIN

#####
FUNCTION open_db(dbname)
#####
5> DEFINE dbname CHAR(50),

        dbstmt CHAR(60), -- "DATABASE " plus the above
        sqlr SMALLINT

    LET gr_database.db_known = FALSE -- initialize with safe values
    LET gr_database.has_log = FALSE
    LET gr_database.is_ansi = FALSE
    LET gr_database.is_online = FALSE
    LET gr_database.can_wait = FALSE

WHENEVER ERROR CONTINUE
6> CLOSE DATABASE
IF SQLCA.SQLCODE <> 0 AND SQLCA.SQLCODE <> -349 THEN
    ERROR "Error ",SQLCA.SQLCODE," closing current database."
    RETURN FALSE
END IF -- either 0 or -349 is OK here
LET dbstmt = "DATABASE ",dbname
7> PREPARE prepdbst FROM dbstmt
IF SQLCA.SQLCODE <> 0 THEN -- big syntax trouble in "dbname"
    ERROR "Not an acceptable database name: ",dbname
    RETURN FALSE
END IF
EXECUTE prepdbst
LET sqlr = SQLCA.SQLCODE
WHENEVER ERROR STOP

IF sqlr = 0 THEN-- we have opened the database
8> LET gr_database.db_known = TRUE
IF SQLCA.SQWARN[2] = "W" THEN
    LET gr_database.has_log = TRUE
END IF
IF SQLCA.SQWARN[3] = "W" THEN
    LET gr_database.is_ansi = TRUE
END IF
IF SQLCA.SQWARN[4] = "W" THEN
    LET gr_database.is_online = TRUE
ELSE -- not online, check lock support
    SET LOCK MODE TO WAIT
    IF SQLCA.SQLCODE = 0 THEN -- didn't get -527 or -513
        LET gr_database.can_wait = TRUE
    END IF
    SET LOCK MODE TO NOT WAIT -- restore default, ignore return code
END IF
```



- 9 ➤ If the prepared DATABASE statement was *not* successful, it was *not* automatically freed, and the program should do it. An analysis of the most likely errors that can follow a DATABASE statement then takes place.

## The begin\_wk() Function

- 10 ➤ The begin\_wk() function issues a BEGIN WORK statement if the database uses transactions and is not ANSI-compliant. In an ANSI-compliant database a transaction is always in effect and the program only marks the ends of transactions, not their beginnings.

## The begin\_wk() Function

---

```
9> ELSE -- the database did not open; display a message
    FREE prepdbst -- since not freed automatically when stmt fails
    CASE
      WHEN (sqlr = -329 OR sqlr = -827)
        ERROR dbname CLIPPED,
        " : Database not found or no system permission."
      WHEN (sqlr = -349)
        ERROR dbname CLIPPED,
        " not opened, you do not have Connect privilege."
      WHEN (sqlr = -354)
        ERROR dbname CLIPPED,
        " : Incorrect database name format."
      WHEN (sqlr = -377)
        ERROR "open_db() called with a transaction still incomplete."
      WHEN (sqlr = -512)
        ERROR "Unable to open in exclusive mode, db probably in use."
      OTHERWISE
        ERROR dbname CLIPPED,
        " : error ",sqlr," on DATABASE statement."
    END CASE
  END IF
  RETURN gr_database.db_known
END FUNCTION -- open_db --

#####
10> FUNCTION begin_wk()
#####

  IF gr_database.db_known
    AND NOT gr_database.is_ansi
    AND gr_database.has_log
  THEN

  WHENEVER ERROR CONTINUE
  BEGIN WORK
  IF SQLCA.SQLCODE <> 0 THEN
    ERROR "Error ", SQLCA.SQLCODE,
      " on BEGIN WORK (isam #", SQLCA.SQLERRD[2], ")"
  END IF
  WHENEVER ERROR STOP

  END IF
END FUNCTION -- begin_wk --
```

## The commit\_wk() Function

- 11 ► The commit\_wk() function makes COMMIT WORK conditional on whether the database uses transactions.

## The rollback\_wk() Function

- 12 ► The rollback\_wk() function makes ROLLBACK WORK conditional on whether the database uses transactions.

## The commit\_wk() Function

---

```
#####
11 > FUNCTION commit_wk()
#####

    IF gr_database.db_known
      AND gr_database.has_log
    THEN

WHENEVER ERROR CONTINUE
    COMMIT WORK
    IF SQLCA.SQLCODE <> 0 THEN
      ERROR "Error ", SQLCA.SQLCODE,
        " on COMMIT WORK (isam #", SQLCA.SQLERRD[2], ")"
    END IF
WHENEVER ERROR STOP

    END IF
END FUNCTION -- commit_wk --

#####
12 > FUNCTION rollback_wk()
#####

    IF gr_database.db_known
      AND gr_database.has_log
    THEN

WHENEVER ERROR CONTINUE
    ROLLBACK WORK
    IF SQLCA.SQLCODE <> 0 THEN
      ERROR "Error ", SQLCA.SQLCODE,
        " on ROLLBACK WORK (isam #", SQLCA.SQLERRD[2], ")"
    END IF
WHENEVER ERROR STOP

    END IF
END FUNCTION -- rollback_wk --
```

*To locate any function definition, see the Function Index on page 730.*

---

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# Handling Locked Rows

This example demonstrates how to handle a failed row fetch when the row is locked by another process. If a fetch fails due to a locked row, the program can repeat the fetch a specified number of times. If the lock is released during these fetch attempts, the program can access the row. By distinguishing between a locked row and other fetch errors, the program is able to retry the fetch instead of exiting with an error:

```
-----
|LOCK DEMO:  Lock Table  Try Update  Release Lock  Exit
|Find and try updating a customer row.
|
|Customer Number: [      107] Company Name: [Athletic Supplies  ]
|Address: [42 Jordan Avenue  ]
|City: [Palo Alto    ] State: [CA] Zip Code: [94304      ]
|Contact Name: [Charles      ][Ream          ]
|Telephone: [415-356-9876   ]
|
|Press Accept to save new customer data. Press CTRL-M for Help.
|Press Cancel to exit w/out saving.
|Customer row is locked. Retry #0
|-----
```

## Locks and Transactions

A transaction is the unit the database uses to group modifications made to data. The database makes sure that all modifications made within a transaction are either saved (committed to disk) or are rejected (the changes are rolled back) as a group. To provide this capability, the database locks all rows altered during a transaction and holds all locks until the transaction ends. Locks prevent other processes from modifying the data.

The following 4GL statements acquire locks:

- UPDATE
- DELETE
- INSERT
- FETCH or FOREACH (if the cursor is declared as FOR UPDATE)
- LOCK TABLE

The stores7 database uses transactions, so programs that access this database must execute these statements within a transaction. For more information on starting and ending transactions, see [Example 11](#).

One of the benefits of transactions is that database changes can be grouped. The disadvantage is that other programs are likely to encounter a locked row because other programs are retaining locks until the transaction ends. For this reason, it is important to test for locked rows.

If your database is not MODE ANSI or does not use transactions, locks are released as soon as an operation completes:

- For an INSERT, UPDATE, or DELETE operation, locks are released when the statement completes.
- For a FETCH (or FOREACH) operation of an update cursor, the lock is released when the next row is fetched.
- For a LOCK TABLE statement, the lock is released with an UNLOCK TABLE statement.

Even though locks are released more quickly in a database without transactions, a program should still test for lock conflicts as they can occur.

## Testing for Locked Rows

If another transaction holds a lock on a row when your program tries to access it, 4GL returns an error. A program can anticipate locked rows in a couple of ways:

- Use the SET LOCK MODE statement so 4GL waits on any locked row until the competing process releases the lock.
- Perform a “retry” for the locked row.

This example demonstrates the second solution. Although the SET LOCK MODE statement requires much less programming, it has the disadvantage that a program may appear to “hang” if it must wait for a long time before the desired row is unlocked. Informix Dynamic Server supports a SET LOCK MODE option that allows you to specify the number of seconds to wait for a lock to be released. However, this option is not supported by INFORMIX-SE.

Performing a retry for a locked row has the following advantages:

- It works with both Informix Dynamic Server and INFORMIX-SE.
- It notifies the user that the program is attempting the lock retries.

This solution waits for the lock to be released but then “gives up” if it fails to obtain the lock after a specified number of tries.

## Running the Lock Test

To see how the program repeatedly attempts to fetch a locked row, you must run this program at the same time on two different terminals. On one terminal, you lock the customer table in shared mode. Shared mode allows other transactions to read the table but prevents them from modifying the table with updates or deletes. On the second terminal, you attempt to update a row in this table. Because the customer table is locked by another transaction, you can see the program trying to repeatedly fetch the row. If the lock is not released before the specified number of retries, the update fails.

Run this program at two terminals as follows:

1. On Terminal 1, run the example and choose the Lock Table option.  
This option places a shared lock on the customer table.



2. On Terminal 2, run the example and choose the Lock Table option.  
The response to this option depends on the type of database server you are using:
  - If you are using INFORMIX-SE, this second Lock Table request fails because only one process can have a shared lock on a single table. The option notifies you that another user has already locked the table.
  - If you are using Informix Dynamic Server, this second Lock Table request is successful. Both Terminal 1 and Terminal 2 can hold a shared lock on the customer table. The option notifies you that the lock is successful. However, even though Terminal 2 is able to obtain a shared lock on the table, it will still encounter a lock conflict when attempting to update a row, as described in step 5. Recall that a shared lock allows a process to read rows in a table but prevents it from updating or deleting these rows.
3. On Terminal 2, choose the Try Update option and specify the number of times to retry a failed fetch. A good value to start with is 5.
4. On Terminal 2, enter the customer number or company name of the customer to update and use the Accept key (typically ESCAPE).  
The customer information displays on the screen because Terminal 1 has locked the table in SHARE MODE.
5. On Terminal 2, make a change to a field on the customer form and then use the Accept key.  
Because the table is locked by another user, the program cannot update the customer row. It performs the specified number of retries to acquire the lock, waiting for the lock to be released. Because the lock is not released from Terminal 1 within the time taken by these retries, the update fails.
6. On Terminal 2, choose the Try Update option a second time. At the prompt, specify a large number of retries (10 or more), and then enter the desired customer number or name. Modify the data in one of the customer fields but *do not use the Accept key yet*.
7. On Terminal 2, use the Accept key; then immediately return to Terminal 1.
8. On Terminal 1, choose the Release Lock option and immediately look at the screen of Terminal 2.
9. On Terminal 2 you will see the Retry messages stop once the lock is released at Terminal 1.  
With the lock released, the program is able to update the customer row with the new information.

---

## Function Overview

| Function Name  | Purpose  |
|----------------|--|
| lock_menu()    | Displays the LOCK DEMO menu to allow the user to choose whether to lock the customer table, try to update a customer row, or release the lock on the customer table.                                 |
| bang()         | Prompts the user for a command and executes the command. See the description in <a href="#">Example 3</a> .  |
| lock_cust()    | Tries to obtain a lock on the customer table (SHARE MODE).   |
| try_update()   | Finds a specified customer and then tries to update this customer row.   |
| get_repeat()   | Accepts user input for the number of repeats to perform in getting the lock before giving up.  |
| open_ckey()    | Opens the f_custkey form.<br>See the description in <a href="#">Example 21</a> .   |
| close_ckekey() | Closes the f_custkey form.<br>See the description in <a href="#">Example 21</a> .  |
| find_cust()    | Accepts user input of a customer number or company name and then finds a customer based on either of these values. See the description in <a href="#">Example 21</a> .                               |
| cust_popup2()  | Retrieves all customers and displays them in an array form so the user can choose the appropriate customer.<br>See the description in <a href="#">Example 12</a> .                                   |
| change_cust()  | Collects changes to current row.<br>See the description in <a href="#">Example 6</a> .   |
| update_cust2() | Checks for a locked row before updating a customer row. If a locked row is found, the function performs the specified number of retries to acquire the lock before giving up and returning an error. |
| test_success() | Tests the "status" value and returns 1 if the update was successful, 0 if the update failed with a non-locking error, or -1 if the update failed with a locking error).                              |
| row_locked()   | Checks the value of SQLCA.SQLERRD[2] to see if the status value is negative due to a locking conflict. ISAM errors: -107, -113, -134, -143, -144, and -154 are treated as locking conflicts.         |
| clear_lines()  | Clears any number of lines, starting at any line.<br>See the description in <a href="#">Example 6</a> .  |
| msg()          | Displays a brief, informative message.<br>See the description in <a href="#">Example 5</a> .   |

---

## The DATABASE Statement and MAIN Function

- 1➤ This example requires the stores7 database.
- 2➤ The lock\_menu() function displays the menu that allows the user to run the locking tests. Notes about this menu begin with Note 6.

## The lock\_menu() Function

- 3➤ The another\_user variable indicates whether the customer table is locked by another user. This variable is initialized to “U” (Unknown) because the state of the table lock is unknown until the user chooses the Lock Table option. Once this option executes, another\_user is set to either “Y” or “N” (see Notes 8 and 12).
- 4➤ The BEGIN WORK statement appears before the MENU statement because each menu option performs a task that must be performed within a transaction.
- 5➤ The curr\_tx flag indicates whether an active transaction exists. It is initialized to TRUE because the preceding BEGIN WORK statement starts a new transaction. Because the program has no way of knowing which option the user has previously chosen, each option must check the setting of curr\_tx to determine whether or not to begin or end the transaction.
- 6➤ The LOCK DEMO menu allows the user to choose a locking task to: lock (Lock Table) the customer table, unlock this table (Release Lock), or attempt an update on this table (Try Update). Each option checks the setting of curr\_tx to determine whether or not a transaction is active.
- 7➤ The Lock Table option requests a lock on the customer table. A lock request needs to have a transaction active before it can lock the customer table, so this option tests the curr\_tx variable. (For more information about curr\_tx, see Note 5.) If curr\_tx is TRUE, a transaction is current. However, if curr\_tx is FALSE no transaction is current, and the option issues the BEGIN WORK statement to begin a new transaction. Once this new transaction begins, the curr\_tx fl is set to TRUE.

## The DATABASE Statement and MAIN Function

*4GL source file*

```
1> DATABASE stores7

GLOBALS
  DEFINE      gr_customer RECORD LIKE customer.*,
             gr_workcust RECORD LIKE customer.*
END GLOBALS

#####
MAIN
#####

  OPTIONS
    HELP FILE "hlpmsgs",
    COMMENT LINE LAST-3,
    MESSAGE LINE LAST,
    FORM LINE 5

  DEFER INTERRUPT

  OPEN WINDOW w_locktst AT 2,3
    WITH 18 ROWS, 76 COLUMNS
    ATTRIBUTE (BORDER)

2> CALL lock_menu()

  CLOSE WINDOW w_locktst
  CLEAR SCREEN

END MAIN

#####
FUNCTION lock_menu()
#####
  DEFINE curr_tx      SMALLINT,
         another_user CHAR(1)

3> LET another_user = "U"

4> BEGIN WORK
5> LET curr_tx = TRUE

  DISPLAY
  "-----Press CTRL-W for Help-----"
  " AT 3, 1"

6> MENU "LOCK DEMO"
  COMMAND "Lock Table" "Lock the customer table." HELP 140

7> IF NOT curr_tx THEN
  BEGIN WORK
  LET curr_tx = TRUE
END IF
```

- 8** ➤ The lock\_cust() function attempts to lock the customer table. This function returns a single character status code in the another\_user variable to indicate the success of the lock request. If the lock request fails because another user has already locked the table, lock\_cust() returns "Y". If the lock request is successful, lock\_cust() returns "N". See Note 3 for more information about the another\_user variable.
- 9** ➤ The Try Update option attempts to update a row of the customer table. Because the row is selected with an update cursor, the update must occur within an active transaction. If curr\_tx is FALSE, the option begins a new transaction with BEGIN WORK and resets curr\_tx to TRUE.
- 10** ➤ The try\_update() function actually attempts the customer row update. If the function returns TRUE, the update was successful and the current transaction's work is saved in the database with COMMIT WORK. If the function returns FALSE, the update was not successful and the transaction's work is not saved.
- 11** ➤ Once the current transaction is ended (with either COMMIT WORK or ROLLBACK WORK), the curr\_tx fl is set to FALSE.
- 12** ➤ The Release Lock option attempts to unlock the customer table. To determine the state of the customer table lock, the Release Lock option needs to be preceded by the Lock Table option, so the lock\_cust() function is called. If the another\_user variable is still "U", lock\_cust() has not been called. See Note 8.
- 13** ➤ If the lock\_cust() function has been called, then the Release Lock option checks whether the current table is locked by another user or locked by the current user. If the table is locked by another user, this user cannot release the lock.
- 14** ➤ If this user has locked the table, then the lock can be released. However, an unlock request must occur within an active transaction so this option tests the curr\_tx variable. (For more information about curr\_tx, see Note 5). If curr\_tx is TRUE, then the program executes a COMMIT WORK statement to release all locks and then sets the curr\_tx fl to FALSE. If curr\_tx is FALSE, then no tables are locked because a lock can only be granted within a transaction.
- 15** ➤ The Exit option ends an active transaction with a COMMIT WORK. The call to COMMIT WORK explicitly ends the transaction even though active transactions are ended when the program exits.

## The lock\_menu() Function

---

```
8>      CALL lock_cust() RETURNING another_user
      NEXT OPTION "Try Update"
      COMMAND "Try Update" "Find and try updating a customer row."
      HELP 141
9>      IF NOT curr_tx THEN
      BEGIN WORK
      LET curr_tx = TRUE
10>     END IF
      IF try_update() THEN
      COMMIT WORK
      CALL msg("Customer has been updated.")
      ELSE
      ROLLBACK WORK
      CALL msg("Customer has not been updated.")
      END IF
11>     LET curr_tx = FALSE
      CLEAR WINDOW w_locktst
      COMMAND "Release Lock" "Release lock on customer table."
      HELP 142
12>     IF another_user = "U" THEN
      CALL msg("Status of table lock is unknown. Run 'Lock' option.")
      NEXT OPTION "Lock Table"
      ELSE
13>     IF another_user = "Y" THEN
      CALL msg("Cannot release another user's lock.")
      ELSE
14>     IF curr_tx THEN
      COMMIT WORK
      LET curr_tx = FALSE
      CALL msg("Lock on customer table has been released.")
      END IF
      END IF
      END IF
      COMMAND KEY ("!")
      CALL bang()
      COMMAND KEY ("E","X") "Exit" "Exit program."
      HELP 100
15>     IF curr_tx THEN
      COMMIT WORK
      END IF
      EXIT MENU
      END MENU
      END FUNCTION -- lock_menu --
```

## The lock\_cust() Function

- 16 ➤ The `another_user` variable indicates whether or not the customer table is locked. The state of the table lock is determined by the status variable after the `LOCK TABLE` executes (see Note 18).
- 17 ➤ The `LOCK TABLE` statement requests a shared lock on the customer table. A shared lock allows other users to read rows in this table but prevents them from updating or deleting these rows. This statement is surrounded by `WHENEVER ERROR` statements to turn off automatic error checking before `LOCK TABLE` and to turn it back on afterward. Because the automatic checking is off when the `LOCK TABLE` executes, the program must perform its own error checking to determine the success of the statement.
- 18 ➤ If the `LOCK TABLE` is not successful, the function checks the cause of the failure. If another user has already locked the table (`status=-289`), it sets the `another_user` variable to "Y". Otherwise, it displays an error message to notify the user of the cause of the failure.
- 19 ➤ If the `LOCK TABLE` is successful, the function notifies the user that the customer table is now locked.
- 20 ➤ The `lock_cust()` function returns the setting of the `another_user` variable so that the calling program can determine whether another user has a lock on the customer table (see Note 13).

## The try\_update() Function

- 21 ➤ The `get_repeat()` function prompts the user for the number of retries (the number of times that the program tries to obtain the lock before giving up). If a desired row is locked, it cannot be fetched by the cursor. This function returns the specified number of retries or zero (0).
- 22 ➤ If the user uses the Cancel key (typically `CONTROL-C`) at the prompt, `get_repeat()` returns zero. The program exits the Try Update option and returns to the `LOCK DEMO` menu.
- 23 ➤ The `open_ckey()` function displays the `f_custkey` form in the `w_custkey` window. This function is described in Example 21.





- 24 ➤ The `fi` function allows the user to select a customer by entering either a customer number or a company name. This function is described in [Example 21](#). If `fi` returns TRUE, the user has specified a valid customer.
- 25 ➤ The `close_ckekey()` function closes the `f_custkey` form. This function is described in [Example 21](#).
- 26 ➤ The program displays the customer information for the specified customer on the `f_customer` form. A copy of the selected customer row is saved in the `gr_workcust` global record so that the program can restore the original row values to the screen if the user cancels the update (see [Note 28](#)).
- 27 ➤ If the user exits the `f_customer` form with the Accept key (typically ESCAPE), the program calls the `update_cust2()` function. The `update_cust2()` function uses an update cursor to lock the desired row. If the row is already locked, `update_cust2()` tries to get the row for the specified number of retries. The `change_cust()` function is described in [Example 6](#).
- 28 ➤ If the `update_cust2()` function returns TRUE, the specified row has been updated and the program clears the form. If `update_cust2()` returns FALSE, the row has not been updated; either the row was locked or the update failed. In either case, the program restores the original values of the row to the form.
- 29 ➤ The `try_update()` function returns TRUE if the row was updated and FALSE otherwise.

## The get\_repeat() Function

- 30 ➤ The `trys` variable is defined as type CHAR so that the user can enter any character (numbers, letters, or symbols) without incurring a data type error.

## The get\_repeat() Function

---

```
24> IF find_cust() THEN
25>   CALL close_key()
26>   OPEN FORM f_customer FROM "f_customer"
   DISPLAY FORM f_customer

   SELECT *
   INTO gr_customer.*
   FROM customer
   WHERE customer_num = gr_customer.customer_num

   LET gr_workcust.* = gr_customer.*
   DISPLAY BY NAME gr_customer.*

27> IF change_cust() THEN
   CALL update_cust2(number_of_trys) RETURNING success
28>   IF success THEN
     CLEAR FORM
   ELSE
     LET gr_customer.* = gr_workcust.*
     DISPLAY BY NAME gr_customer.*
   END IF
   END IF

   CLOSE FORM f_customer
   ELSE
     CALL close_key()
   END IF

29> RETURN success

END FUNCTION -- try_update --

#####
FUNCTION get_repeat()
#####
  DEFINE  invalid_resp  SMALLINT,
          trys          CHAR(2),
          numtrys       SMALLINT

  OPEN WINDOW w_repeat AT 6,7
  WITH 3 ROWS, 65 COLUMNS
  ATTRIBUTE (BORDER, PROMPT LINE 3)

  DISPLAY
  " Enter number of retries and press Accept. Press CTRL-W for
  Help." AT 1, 1 ATTRIBUTE (REVERSE, YELLOW)
  LET invalid_resp = TRUE
  WHILE invalid_resp
    LET int_flag = FALSE
30>   PROMPT "How many times should I try getting a locked row? "
     FOR trys HELP 143
```

- 31 ➤ These WHENEVER statements use the ANY clause keyword to ensure that the status variable is set, and execution does not stop, after each 4GL statement. Without this keyword, status is only set after SQL and screen statements, in **i4gl**, or after most statements, in **r4gl**.
- 32 ➤ The LET statement attempts to assign the input received from the PROMPT to an integer variable. This assignment should execute without error because 4GL can convert the character representation of a number to an integer value, and the user should have entered an integer value. However, if the user entered letters or symbols, this conversion fails because 4GL cannot convert these characters to an integer. The WHENEVER ANY ERROR statement prevents the program from encountering a runtime error if such a conversion is attempted.
- 33 ➤ If the data conversion in the LET statement fails, 4GL sets the status variable to a negative value. The program tells the user the desired type of data and reprompts for input.
- 34 ➤ If the user used the Cancel key (typically CONTROL-C) at the prompt, the program interprets the key as a signal to exit the Try Update menu option. It resets the int\_flag, sets the number of retries to zero to indicate that the user does not want to continue, and exits the WHILE loop.
- 35 ➤ Because a negative value or zero is not valid, the program tells the user the desired type of data and prompts for input.
- 36 ➤ If execution reaches this point, the data entered is valid. The program sets the invalid\_resp fl to FALSE to exit the WHILE loop.
- 37 ➤ This function returns the specified number of lock retries. If the user has cancelled the PROMPT, the function returns zero. See Note 34.

## The update\_cust2() Function

- 38 ➤ This function declares an update cursor to select the specified customer row. This update cursor locks the selected row as it is fetched. If the fetch is successful, the UPDATE operation should succeed (a locking error was not encountered). See Note 43.

## The update\_cust2() Function

---

```
31> WHENEVER ANY ERROR CONTINUE      --* convert character answer to
32> LET numtrys = trys                --*  an integer and check for
   WHENEVER ANY ERROR STOP          --*  conversion errors

33>   IF (status < 0) THEN             --* encountered conversion error
       ERROR "Please enter a positive integer number"
       CONTINUE WHILE
   END IF

34>   IF int_flag THEN
       LET int_flag = FALSE
       LET numtrys = 0
       EXIT WHILE
   END IF

35>   IF (numtrys <= 0) THEN          --* integer < 0
       ERROR "Please enter a positive integer number"
       CONTINUE WHILE
   END IF

36>   LET invalid_resp = FALSE

   END WHILE

   CLOSE WINDOW w_repeat
37>   RETURN numtrys

END FUNCTION -- get_repeat --

#####
FUNCTION update_cust2(number_of_trys)
#####
   DEFINE number_of_trys  SMALLINT,

           try_again      SMALLINT,
           try            SMALLINT,
           cust_num       LIKE customer.customer_num,
           success        SMALLINT,
           msg_txt        CHAR(78)

38>   DECLARE c_custlck CURSOR FOR
       SELECT customer_num
       FROM customer
       WHERE customer_num = gr_customer.customer_num
   FOR UPDATE

   LET success = FALSE
   LET try_again = TRUE
   LET try = 0
```

- 39 ➤ A WHILE loop controls the fetch of the customer row. If the fetch fails due to a locking error, try\_again is set to TRUE and the WHILE loops to retry the fetch.
- 40 ➤ The example uses the OPEN, FETCH, and CLOSE statements instead of FOREACH, so it can test the status of each row as it is fetched. The FOREACH statement executes the statements within the FOREACH block if the status is zero. If the status is not zero, FOREACH exits the loop and closes the cursor. By using FETCH, the program can distinguish between a fetch that failed due to a locked row and one that failed for some other reason, and it can perform the appropriate actions.
- 41 ➤ The FETCH statement is surrounded by the WHENEVER ERROR statement so the program can perform its own checking of the status variable.
- 42 ➤ The test\_success() function examines the status variable and returns:
  - 1 if status is zero (the fetch was successful).
  - 0 if status indicates that the fetch failed due to some non-locking error.
  - -1 if status indicates that the fetch failed due to a locked row.
- 43 ➤ If the fetch was successful, the desired customer row is fetched and locked. The program updates the row with the new customer information. The success variable is set to TRUE to indicate that the customer update was successful.
- 44 ➤ If the fetch failed because the program encountered some non-locking error, the program notifies the user of the cause of the error and sets the success variable to FALSE.
- 45 ➤ If the fetch failed because the desired row is locked, the program increments its count of the number of retries performed and checks to see if this count exceeds the number of retries specified by the user. If not, the program notifies the user that it is going to try again to obtain the lock. It sets the try\_again fl to TRUE and the WHILE loop reiterates. If it has already attempted the specified number of retries, the program sets the success variable to FALSE to indicate that the update failed.
- 46 ➤ The program closes the update cursor so that cursor resources can be reallocated. Notice that any lock held on the customer row is not released because the current transaction has not yet ended. See Note 10.
- 47 ➤ The function returns TRUE or FALSE, indicating whether or not the update was successful.



## The test\_success() Function

- 48** ➤ The test\_success() function expects to receive the status variable as an argument. A negative value indicates an error.
- 49** ➤ The row\_locked() function examines the ISAM error code to determine whether a locked row caused the fetch to fail. If so, it returns TRUE, and otherwise it returns FALSE.
- 50** ➤ The function sets the return code so that it returns 1 if the status variable is zero, 0 if the status variable indicates a non-locking error, and -1 if the status variable indicates a locking error.

## The row\_locked() Function

- 51** ➤ The CASE statement tests the value of the SQLCA.SQLERRD[2] variable. If the fetch (see Note [41](#)) fails, the status variable indicates a failure and the ISAM error code indicates the cause of the failure.

ISAM error code values of -107, -113, -134, -143, -144, and -154 indicate that a lock request cannot be granted. In this case, the function returns TRUE. Otherwise, it returns FALSE.

## The test\_success() Function

---

```
#####
FUNCTION test_success(db_status)
#####
  DEFINE  db_status      SMALLINT,
          success        SMALLINT

48>  IF (db status < 0) THEN
49>  IF row_locked() THEN      --* encountered locked row
    LET success = -1
  ELSE                        --* encountered non-locking error
    LET success = 0
  END IF
  ELSE                        --* didn't encounter error
    LET success = 1
  END IF

50>  RETURN success

END FUNCTION  -- test_success --

#####
FUNCTION row_locked()
#####
  DEFINE  locked  SMALLINT

51>  CASE SQLCA.SQLEERRD[2]
    WHEN -107
      LET locked = TRUE
    WHEN -113
      LET locked = TRUE
    WHEN -134
      LET locked = TRUE
    WHEN -143
      LET locked = TRUE
    WHEN -144
      LET locked = TRUE
    WHEN -154
      LET locked = TRUE
    OTHERWISE
      LET locked = FALSE
  END CASE

  RETURN locked

END FUNCTION  -- row_locked --
```

*To locate any function definition, see the Function Index on page 730.*



---

# 24



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
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# Using a Hold Cursor

This example demonstrates how to:

- Use 4GL to write a batch-oriented program, as opposed to the interactive, screen-oriented programs in the other examples.
- Use an update journal to shift database updates to off-peak hours.
- Use a cursor WITH HOLD statement to maintain a table scan position across transaction boundaries.

To demonstrate the processing of a journal of updates, a table of update requests (referred to as the journal) must exist. A file of simulated updates against the orders table accompanies this example. A driver program loads this into a table before running the example code.

This example completes the following actions:

1. Opens the database dynamically to check for the use of transactions, as in [Example 22](#).
2. Makes a temporary copy of the orders table so that the updates will not have a permanent effect.
3. Creates an update journal table and loads it from a source file.
4. Performs the updates in the journal, generating a report as it goes.
5. Saves the contents of the update journal table in the ex24.out file.
6. Restores the original contents of the orders table.

## The Update Journal

You can use an update journal to defer updates of a heavily used table to off-peak hours so that the updates will have less impact on the performance of interactive queries.

A table update is a disk-intensive operation. Not only must the row of data be replaced on disk, but at least one page of each index on the table must be rewritten. While these operations take place, rows of data and index pages are locked. This can cause delays in the execution of interactive queries.

One way to avoid these effects is to write the updated information into a table of updates rather than the original table. Each row of such an update journal reflects one pending update. After peak hours, when interactive queries are few and the hardware is no longer operating at full capacity, the deferred updates can be applied in a single batch process.

One problem with this scheme is that updates are not recorded in the updated table at the time they are entered. In many applications this does not matter; it is acceptable for the appearance of new data to be delayed by a day. It is also possible to write the query applications so that they test the update journal, and either display the latest information from it, or display an indication that there are updates pending against a displayed record.

## Contents of an Update Journal

An update journal is a table. Each row describes one deferred update, containing all the information needed to validate the update, apply it, and trace the source of the problem if the update cannot be applied.

In this example, the orders table in the demonstration database is the subject of the updates. The update journal contains the following columns:

|            |  |
|------------|--|
| journal_id | A SERIAL field that gives each update request a unique ID.   |
| upd_status | A field containing letter code <i>N</i> for a new update, or <i>D</i> for one that has been applied.               |
| order_num  | A foreign key to the orders table, giving the order to which the update applies.                                   |
| entered_by | The USER value of the user who entered the update.<br>Essential for follow-up in the event the order is erroneous. |
| enter_date | A timestamp showing the time the update was logged in the journal, giving the time to the second.                  |

|                     |  |
|---------------------|--|
| <code>org_xx</code> | Copies of the updatable columns of the original row of orders as they were when the update was entered. For example, <code>org_si</code> contains the original of the <code>ship_instruct</code> column. |
| <code>upd_xx</code> | New values for updatable columns, or null if a column is not to be updated. For example, a new value for <code>ship_instruct</code> would appear in <code>upd_si</code> .                                |

The `upd_status` column is used to separate updates that have been applied from those that have not. The cursor that selects each journal row uses a `WHERE` clause that tests for `N` in this column. The last step in applying an update is to change this column of the journal row to `D` for done. Then, if the updating program is interrupted for some reason, it can be run again without fear that it will apply an update twice.

Transaction processing is essential to make this update-status check work reliably. That is, the update of a row of the orders table and the change of `upd_status` in the corresponding row of the journal must be part of the same transaction. That ensures that both will take place or that neither will. Without this assurance the program could update the orders table but be interrupted before setting `upd_status` to `D`. Then an update might be applied twice.

The journal record contains two copies of any changed column: one as the row should be prior to the update, the other as it should be after the update. The program tests the existing row against the original values before applying the update. This is an essential safeguard to ensure that the update is applied to the same data that the human operator saw. This check guards against a variety of unlikely but still plausible errors. For example, if someone uses interactive SQL or some other means to enter a change to the orders table manually, this test will prevent a journalled update from overriding that change.

## Using a Cursor WITH HOLD

Normally the end of a transaction forces all cursors to close and releases all locks. These requirements make it easier to implement the database and log operations that are necessary to ensure all updates are committed to disk safely.

While you cannot avoid releasing all locks, it is not essential to close all cursors. You can declare a non-scrolling cursor `WITH HOLD`, which will remain open and retain its position across a transaction boundary.

A hold cursor is especially convenient for processing an update journal. Each update should be handled as a single transaction in these steps:

1. Read the next unapplied row in the journal.
2. Read and lock the target row of the table.
3. Verify the update against the current contents of the table row.
4. Update the table row.
5. Change the status in the row of the journal table.
6. Commit the transaction.

If the last step closed the cursor on the journal table, it would have to be opened again prior to each update. These frequent reopenings would be inefficient and time consuming.

## Comparisons in the Presence of Nulls

Null values present an interesting case when completing the steps just outlined. By definition, null values are not equal to anything, including other null values. The reason is that a null value is an unknown value. The only reasonable result of a comparison between an unknown and anything else, is unknown. Neither TRUE nor FALSE is a reasonable answer.

The 4GL language treats a Boolean expression that involves an unknown value as being equivalent to FALSE. For example, an IF statement that compares a null will *always* execute its ELSE part.

---

```
IF A = B THEN -- if A and/or B is null, result is always false
  DISPLAY "true"
ELSE
  DISPLAY "false"
END IF
```

---

The preceding statement will display `false` when A is null, when B is null, and when both are null. This does not accord with most people's expectations.

This example needs to compare values that may be null, and recognize when they are alike, meaning that either both are null or else they are equal. The `like()` subroutine performs this comparison. It returns TRUE if the two values are "like" each other in this sense.

## Function Overview

| Function Name    | Purpose  |
|------------------|--|
| update_driver()  | A model of the central logic of a batch update program: reads rows from the update journal, and then validates and applies them.                                   |
| upd_rep()        | Documents the operations of upd_driver(), printing a line for each update transaction.   |
| open_db()        | Opens a database using dynamic SQL and saves information about it for later use. Returns TRUE or FALSE.<br>See the description in <a href="#">Example 22</a> .     |
| begin_wk()       | Executes a BEGIN WORK statement provided that open_db() says the database uses Informix-style transactions.<br>See the description in <a href="#">Example 22</a> . |
| commit_wk()      | Executes a COMMIT WORK statement provided that open_db() says the database uses transactions.<br>See the description in <a href="#">Example 22</a> .               |
| rollback_wk()    | Executes a ROLLBACK WORK statement provided that open_db() says the database uses transactions.<br>See the description in <a href="#">Example 22</a> .             |
| save_orders()    | Makes a copy of the orders table in a temporary table.   |
| restore_orders() | Restores the rows of the orders table that appear in the update journal.   |
| build_journal()  | Creates the simulated update journal table and loads it from an ASCII file.  |
| save_journal()   | Saves the contents of the update journal table (upd_journal) in the file ex24.out before dropping this table.  |
| like()           | Returns TRUE when two values are either equal or both null, FALSE otherwise.   |
| check_db_priv()  | Returns TRUE if the current user has a specified level of database privilege, FALSE otherwise.   |

## The GLOBALS Statement

- 1➤ The `fi` in the `gr_database` record are set by the `open_db()` function. They are used by `begin_wk()` and related functions introduced in [Example 22](#). These functions deal with transaction management.
- 2➤ The `jrn` record matches the initial `fi` columns of the `upd_journal` table. Because that table is not part of the `stores7` database when this program is compiled, the record cannot be defined using `LIKE`.
- 3➤ The `ver` (verify) and `set` records receive the two copies of updatable columns from a journal row. The original values are held in `ver` and the new values in `set`. The current contents of a row of orders is read into `cur`. An update can only be performed when the `fi` of `cur` are like those of `ver`.

## The MAIN Function

- 4➤ The program uses a `DISPLAY` statement and a `PROMPT` statement to ask the user for the database name. Because `PROMPT` is a user interface statement, the program also initializes the `int_flag` built-in variable to `FALSE`.
- 5➤ If the user uses the Cancel key (typically `CONTROL-C`), the program resets the `int_flag` variable and performs no further action. The program sets the default database name to “`stores7`” if the user does not enter a name.

Resetting the `int_flag` is not required in this case, because the program ends when the user uses Cancel. However, it is good programming practice to always reset the `int_flag` in case you change the program at some future point.

- 6➤ Because the program opens the database dynamically (`open_db()` analyzes it while performing this function) it provides the user with the opportunity to name a different database. In case of error, the program ends, leaving the error message from `open_db()` on the screen.
- 7➤ The `check_db_priv()` function (described in [Note 36](#) on [page 560](#)) returns `TRUE` if the current user has at least the indicated level of privilege in the current database. This example needs the Resource privilege in order to rename the `orders` table and create the `upd_journal` table.

## The GLOBALS Statement

4GL source file

```
DATABASE stores7

GLOBALS
1>  DEFINE          gr_database RECORD
      db_known     SMALLINT,  -- following fields are usable
      has_log      SMALLINT,  -- based on SQLAWARN[2]
      is_ansi      SMALLINT,  -- based on SQLAWARN[3]
      is_online    SMALLINT,  -- based on SQLAWARN[4]
      can_wait     SMALLINT   -- supports "set lock mode to wait"
      END RECORD
END GLOBALS

2>  DEFINE          jrn RECORD
      journal_id   INTEGER,
      upd_status   CHAR(1),
      order_num    INTEGER,
      entered_by   CHAR(8),
      enter_date   DATETIME YEAR TO SECOND
      END RECORD,
3>  ver,           -- table values BEFORE update
      set,         -- new updated table values
      cur RECORD LIKE orders.* -- table values currently in db

#####
MAIN
#####
      DEFINE          reppath     CHAR(80),
                     dbname      CHAR(10),
                     valid_db    SMALLINT

      DEFER INTERRUPT

      LET valid_db = FALSE

4>  DISPLAY "Enter the name of the example database, or simply press"
      LET int_flag = FALSE
      PROMPT "RETURN to use 'stores7': " FOR dbname

5>  IF int_flag THEN
      LET int_flag = FALSE
    ELSE
      IF LENGTH(dbname) = 0 THEN
        LET dbname = "stores7"
      END IF
6>  IF open_db(dbname) THEN
7>  IF NOT check_db_priv("R") THEN
      DISPLAY "Sorry, you must have at least Resource privilege"
      DISPLAY "in that database for this example to work."
      DISPLAY "Run the program again with a different database."
```



- 8 ➤ If both open\_db() and check\_db\_priv() complete successfully, the program sets the valid\_db variable to TRUE so that the body of the program will be executed, (see Note 9).
- 9 ➤ If valid\_db is TRUE, the user has entered a valid database that has been opened. The program can now perform the journal updates. The save\_orders() function saves the current contents of the orders table in a temporary table. The build\_journal() function then creates and loads the upd\_journal table used to hold the journal update information.
- 10 ➤ At this point the preliminary work is complete and the update\_driver() function (the main routine) is called. The update\_driver() function checks the upd\_journal table and performs the appropriate updates to the orders table. Following completion of the routine, the program calls the restore\_orders() function to drop the updated orders, restoring the example database to its prior state.
- 11 ➤ The save\_journal() function saves the contents of the upd\_journal table in the ex24.out file. The program drops the upd\_journal table when it finishes. You can inspect the ex24.out file after the program finishes to view the contents of the upd\_journal table.
- 12 ➤ The program drops the copy of the orders table (qsave\_orders) so the database is returned to its state before the program executed.

## The update\_driver() Function

- 13 ➤ The function uses the length of its argument to determine where to send the report output. If no argument exists, the length is zero, and the function directs report output to the screen. If an argument does exist, the function directs report output to the file named by this argument.
- 14 ➤ The keywords WITH HOLD establish jrnlupd as a hold cursor, one that will not close automatically when a transaction ends. The use of FOR UPDATE makes this an update cursor as well as a hold cursor. When a row of the update journal is fetched, it is locked. The lock is released at the end of a transaction, however. Note that the many columns of an update journal row are read into three different variables.

## The update\_driver() Function

---

```

      ELSE
8>      LET valid_db = TRUE
      END IF
      END IF
      END IF

9>  IF valid_db THEN
      CALL save_orders()           -- save contents of orders table
      IF build_journal() THEN     -- create the upd_journal

      DISPLAY ""
      DISPLAY "Enter a pathname to receive the update report output."
      DISPLAY "For output to the screen, just press RETURN."
      LET int_flag = FALSE
      PROMPT "Report pathname or null: " FOR reppath

      IF int_flag THEN
      LET int_flag = FALSE
      ELSE
10>      CALL update_driver(reppath)-- run the real example
      CALL restore_orders() -- fix updated orders table
      END IF

11>      CALL save_journal()

      END IF
12>      DROP TABLE qsave_orders
      END IF

      END MAIN

      #####
      FUNCTION update_driver(rep)
      #####
      DEFINE      rep      CHAR(80),

      oops, num  SMALLINT

13>  IF LENGTH(rep) = 0 THEN
      START REPORT upd rep
      ELSE
      START REPORT upd_rep TO rep
      END IF

14>  DECLARE jrnlupd CURSOR WITH HOLD FOR
      SELECT * INTO jrn.*,
              ver.ship_instruct THRU ver.paid_date,
              set.ship_instruct THRU set.paid_date
      FROM upd_journal
      WHERE upd_status = "N"
      FOR UPDATE
```

- 15** ➤ The ordupd cursor fetches and locks each row of the orders table as needed. Because it is not a hold cursor, it is automatically closed when a transaction ends, and has to be reopened for the next transaction.
- 16** ➤ The BEGIN WORK statement must be executed outside the FOREACH loop to ensure that a transaction exists before the jrnlupd update cursor performs the fetch.
- 17** ➤ The FOREACH loop (which ends at Note 23) controls the batch update process. It requests a lock on an upd\_journal row and, if the request is successful, reads the contents of this row into the jrn, ver, and set module records.
- 18** ➤ The ordupd cursor fetches the row in the orders table. This row will be updated with the entries in the current upd\_journal row.
- The oops variable accumulates errors throughout a single update. If oops contains zero at the bottom of the loop, the transaction is committed; if not, it is rolled back.
- 19** ➤ The arguments to the upd\_rep() function are four strings, which the function prints in four columns across the page. In most cases the columns, from left to right, contain the following information:
- The name of a column in orders.
  - A verify (original) value.
  - A set (update) value.
  - A diagnostic message when required.
- The report prints "(null)" for a null value, so the statement passes a string consisting of one blank to display a blank column.
- 20** ➤ The logic in this IF statement is repeated for each updatable field. The logic can be paraphrased as follows:
- ```

IF there have been no errors so far,
AND an update value was given for this column THEN
    IF the table has not changed since the update was journalled THEN
        save the updating value, count it, and log it in the report
    ELSE
        log an error
    
```
- 21** ➤ When all the fields have been validated, the cur record contains a mix of existing column values and updated values. When it is known that at least one update field existed and there were no errors, all the columns are updated and the journal record is stamped "done." Because errors are not being trapped, any error will end the program, automatically rolling back the transaction.

## The update\_driver() Function

---

```
15> DECLARE ordupd CURSOR FOR
      SELECT * INTO cur.* FROM orders
      WHERE order_num = jrn.order_num
      FOR UPDATE

16> CALL begin_wk()

17> FOREACH jrnlupd
18>   OPEN ordupd
      FETCH ordupd
      LET oops = SQLCA.SQLCODE
      IF oops = 0 THEN
        LET num = 0
      ELSE
19>   OUTPUT TO REPORT upd_rep(" ", " ", " ", "order_num not found")
      END IF
20>   IF oops = 0 AND NOT like(ver.ship_instruct, set.ship_instruct) THEN
      IF like(ver.ship_instruct, cur.ship_instruct) THEN
        LET cur.ship_instruct = set.ship_instruct
        LET num = num+1
        OUTPUT TO REPORT upd_rep("ship_instruct",
                                  ver.ship_instruct,
                                  set.ship_instruct,
                                  " ")
      ELSE
        LET oops = 1
        OUTPUT TO REPORT upd_rep("ship_instruct",
                                  ver.ship_instruct,
                                  cur.ship_instruct,
                                  "no match: orig & current")
      END IF
      END IF
      IF oops = 0 AND NOT like(ver.backlog, set.backlog) THEN



---


      END IF
      IF oops = 0 THEN
        IF num > 0 THEN
          WHENEVER ERROR CONTINUE
21>         UPDATE orders SET (ship_instruct, backlog,
                              po_num, ship_date, ship_weight, ship_charge, paid_date)
                              = (cur.ship_instruct THRU cur.paid_date)
          WHERE CURRENT OF ordupd
          WHENEVER ERROR STOP
          IF status < 0 THEN
            OUTPUT TO REPORT upd_rep("orders table not updated",
                                      " ", " ", status)

            LET oops = 1
          ELSE
            WHENEVER ERROR CONTINUE
            UPDATE upd_journal SET upd_status = "D"
            WHERE CURRENT OF jrnlupd
            WHENEVER ERROR STOP

```

*See Note 20.*

- 22 ➤ If the two UPDATE statements are successful, commit the current transaction. Otherwise, roll back this transaction. Ending the transaction in either way closes the ordupd cursor, releases the lock on the orders row, and releases the lock on the upd\_journal row. Because the jrnlupd cursor is a WITH HOLD cursor, this cursor is not closed.
- 23 ➤ The call to begin\_wk() starts a new transaction for the next iteration of the FOREACH loop. A transaction must be current before the FOREACH attempts to lock the upd\_journal row.
- 24 ➤ When the FOREACH loop exits, the program must end the current transaction. If rows have been updated, the oops variable is zero and the current transaction is committed. If the program encountered errors during the updates or if the FOREACH loop did not find upd\_journal rows, oops is non-zero and the transaction is rolled back.

## The upd\_rep() Report Function

- 25 ➤ The upd\_rep() report function documents the action of the update loop.

A more comprehensive approach to documenting a batch of updates would capitalize on the upd\_status column, setting it to a code letter for each type of error, or to *D* for done. A separate program could then print a report of the results. Such a program would select completed updates (those with upd\_status not equal to *N*). It could sort and group on the entered\_by column.

Yet another variation would be to supply the user with an interactive screen form with which to check the status of the user's updates for errors.

## The upd\_rep() Report Function

---

```

        IF status < 0 THEN
            OUTPUT TO REPORT upd_rep("upd_journal not updated",
                                     " ", " ", status)
            LET oops = 1
        ELSE
            OUTPUT TO REPORT upd_rep(" ",
                                     " ", " ", "orders table updated")
        END IF
    END IF
ELSE
    OUTPUT TO REPORT upd_rep(" ", " ", " ", "no changed fields")
    LET oops = 1
END IF
END IF
22 > IF oops = 0 THEN
        CALL commit_wk()
    ELSE
        CALL rollback_wk()
    END IF
23 > CALL begin_wk()
END FOREACH
24 > IF oops = 0 THEN
        CALL commit_wk()
    ELSE
        CALL rollback_wk()
    END IF
FINISH REPORT upd_rep
END FUNCTION -- update_driver --
25 > #####
REPORT upd_rep(f,v1,v2,x)
#####
        DEFINE          f,v1,v2,x    CHAR(25),
                        prev_upd     INTEGER
OUTPUT
    LEFT MARGIN 0
FORMAT
    FIRST PAGE HEADER
        PRINT 20 SPACES, "UPDATE JOURNAL REPORT"
        PRINT 20 SPACES, "Run on: ", TODAY
        LET prev_upd = 0
```

- 26** ➤ At the start of each journal row, the report prints the update header information. Then for each requested column, it is called to print the column name and old and new values (or an error message).
- 27** ➤ If the second argument is blank, the report prints out a blank line. Otherwise, the argument contains the old value (before the update) for a column. The report prints out this value following the "BEFORE:" header.

## The upd\_rep() Report Function

---

```
26> ON EVERY ROW
    IF jrn.journal_id <> prev_upd THEN
        LET prev_upd = jrn.journal_id
        PRINT
        PRINT 2 SPACES, "UPDATE ",
            jrn.journal_id USING "####",
            " against Order ",
            jrn.order_num USING "#####"
        PRINT 4 SPACES, "Entered by ",
            jrn.entered_by,
            " on ", jrn.enter_date
    END IF

    PRINT 6 SPACES, f;

27> IF v1[1] = " " THEN
    PRINT " ";
ELSE
    PRINT 1 SPACE, "BEFORE: ";
    IF v1 IS NULL THEN
        PRINT "(null)"
    ELSE
        PRINT v1
    END IF
END IF

PRINT 32 SPACES;
IF v2[1] = " " THEN
    PRINT " "
ELSE
    PRINT "AFTER: ";
    IF v2 IS NULL THEN
        PRINT "(null)"
    ELSE
        PRINT v2
    END IF
END IF

PRINT 6 SPACES;
IF x[1] = " " THEN
    PRINT " "
ELSE
    PRINT "STATUS: ", x CLIPPED
END IF
SKIP 1 LINE

END REPORT -- upd_rep --
```



## The save\_orders() Function

- 28** ➤ This function preserves the original contents of the orders table by storing the current contents of this table in a temporary table. The point is to preserve the original contents of the demonstration database. This is not part of the demonstration of an update journal, only an example of using data definition statements.

## The restore\_orders() Function

- 29** ➤ Rather than restore the orders table wholesale, this function restores only the rows whose numbers appear in the update journal.

## The build\_journal() Function

- 30** ➤ The build\_journal() function prepares the upd\_journal table that is used in this example.
- 31** ➤ If the upd\_journal table exists in the database, the program uses the DROP TABLE statement to remove it.

## The save\_orders() Function

---

```
#####
28 > FUNCTION save_orders()
#####
      DEFINE          j          SMALLINT

      SELECT COUNT(*)
      INTO j
      FROM informix.systables
      WHERE tabname = "qsave_orders"

      IF j = 0 THEN      -- the table has not yet been saved
        CREATE TABLE qsave_orders (order_num INTEGER, order_date DATE,
                                     customer_num INTEGER, ship_instruct CHAR(40),
                                     backlog CHAR(1), po_num CHAR(10),
                                     ship_date DATE, ship_weight DECIMAL(8,2),
                                     ship_charge MONEY(6), paid_date DATE)
        INSERT INTO qsave_orders SELECT * FROM orders
        DISPLAY "Contents of orders table saved in temp table: qsave_orders."
      ELSE
        DISPLAY "Copy of orders table ('qsave_orders') exists."
      END IF

      END FUNCTION  -- save_orders --

#####
29 > FUNCTION restore_orders()
#####

      DELETE FROM orders
      WHERE order_num IN
        (SELECT DISTINCT order_num FROM upd_journal)

      INSERT INTO orders
      SELECT * FROM qsave_orders
      WHERE order_num IN
        (SELECT DISTINCT order_num FROM upd_journal)

      END FUNCTION  -- restore_orders --

#####
30 > FUNCTION build_journal()
#####
      DEFINE          fpath, afile  CHAR(80),
                      j            SMALLINT

31 >  SELECT COUNT(*)
      INTO j
      FROM systables
      WHERE tabname = "upd_journal"
```

- 32** ➤ The CREATE TABLE statement adds the upd\_journal table to the database.  
To execute this CREATE TABLE statement and the one in save\_orders(), you must have the Resource privilege in the database. The columns with the prefix org\_ contain the values of the row before the update. The columns with the upd\_ prefix contain the row values after the update. These columns are grouped so that they can be read into a record defined as “LIKE orders”.
- 33** ➤ After creating the table, the function uses the LOAD command to fill it with a few examples of update requests. You can add or change lines in that text file to test the program operation.

## The build\_journal() Function

---

```
IFj <> 0 THEN -- one exists, may be updated, drop it
  DROP TABLE upd_journal
END IF
32➤ CREATE TABLE upd_journal (
  journal_id SERIAL,          -- unique id of update item
  upd_status CHAR(1),        -- N=new, X=error, A=applied
  order_num  INTEGER,        -- foreign key to orders
  entered_by CHAR(8),        -- user who entered update
  enter_date DATETIME YEAR TO SECOND, -- ...and when
  org_si     CHAR(40),        -- org_si = original_ship_instruct
  org_bl     CHAR(1),        -- backlog
  org_po     CHAR(10),       -- po_num
  org_sd     DATE,           -- ship_date
  org_sw     DECIMAL(8,2),   -- ship_weight
  org_sc     MONEY(6),       -- ship_charge
  org_pd     DATE,           -- paid_date
  upd_si     CHAR(40),        -- upd_si = update_ship_instruct
  upd_bl     CHAR(1),        -- backlog
  upd_po     CHAR(10),       -- po_num
  upd_sd     DATE,           -- ship_date
  upd_sw     DECIMAL(8,2),   -- ship_weight
  upd_sc     MONEY(6),       -- ship_charge
  upd_pd     DATE            -- paid_date
)

33➤ DISPLAY "Simulated update journal table upd_journal created."
DISPLAY ""
DISPLAY "To load the simulated update journal we need a file
pathname" DISPLAY "for the file ex24.unl ."
DISPLAY "It came in the same directory as the source file of this
program." DISPLAY ""
DISPLAY "Enter a pathname, including the final slash (or
backslash)." DISPLAY "For the current working directory just press
RETURN." DISPLAY ""

LET int_flag = FALSE
PROMPT "Path to ex24.unl file: " FOR fpath
IF int_flag THEN
  RETURN (FALSE)
END IF

LET afile = fpath CLIPPED, "ex24.unl"
DISPLAY "Loading from ",afile CLIPPED
LOAD FROM afile INSERT INTO upd_journal
DISPLAY "Update journal table loaded."
DISPLAY ""

RETURN (TRUE)

END FUNCTION -- build_journal --
```

## The save\_journal() Function

- 34 ➤ The save\_journal() function saves the contents of the upd\_journal table in the ex24.out file. By saving the image of this table after the updates complete, you can examine the updates performed on the table. You cannot query the database for the upd\_journal table because the program drops the table.

## The like() Function

- 35 ➤ The like() function compares two character strings. If the two strings match, the function returns TRUE. Otherwise, it returns FALSE. It treats two null values as equal.

## The check\_db\_priv() Function

- 36 ➤ The check\_db\_priv() function returns TRUE if the current user has at least a certain level of privilege in the current database. The privilege level, in this case, "R" for Resource, is passed into the function as an argument by the MAIN function.

## The save\_journal() Function

---

```
#####
34 ➤ FUNCTION save_journal()
#####

    UNLOAD TO "ex24.out" SELECT * FROM upd_journal
    IF status < 0 THEN
        DISPLAY "Unable to store contents of journal table in ex24.out file."
    ELSE
        DISPLAY "New contents of journal table stored in ex24.out file."
        DROP TABLE upd_journal
        IF status < 0 THEN
            DISPLAY "Unable to drop journal table."
        END IF
    END IF

    DISPLAY "Dropped journal table: upd_journal."

END FUNCTION -- save_journal --

#####
35 ➤ FUNCTION like(a,b)
#####
    DEFINE      a,b      CHAR(255)

    IF(a IS NULL) AND (b IS NULL) THEN
        RETURN TRUE
    ELSE
        IFa = b THEN
            RETURN TRUE
        ELSE
            RETURN FALSE
        END IF
    END IF

END FUNCTION -- like --

#####
36 ➤ FUNCTION check_db_priv(wanted)
#####
    DEFINE      wanted      CHAR(1),
                actual      CHAR(1),
                retcode     SMALLINT

    LET retcode = FALSE -- assume failure
    WHENEVER ERROR CONTINUE -- no need to crash program on error
    here LET actual = "?" -- ..just make sure we have usable data

    DECLARE dbgrant CURSOR FOR
        SELECT usertype INTO actual
        FROM informix.sysusers
        WHERE username = USER
            OR username = "public" -- always lowercase
```

- 37** ➤ Because a user may have been granted privileges by more than one other user, and because grants to “public” apply, the function needs a cursor to loop over an unknown number of rows from the sysusers catalog table. However, it abandons the search as soon as it finds the desired level of privilege.
- 38** ➤ The program frees its cursor because cursors are sometimes in short supply, and this one will probably not be used more than once in a program.

## The check\_db\_priv() Function

---

```
37 >  FOREACH dbgrant
      CASE wanted
      WHEN "C"
        IF actual <> "?" THEN
          LET retcode = TRUE-- any privilege includes "C"
        END IF
      WHEN "R"
        IF actual <> "C" AND actual <> "?" THEN
          LET retcode = TRUE -- "D" or "R" is ok for "R"
        END IF
      WHEN "D"
        IF actual = "D" THEN
          LET retcode = TRUE -- the only real "D" is "D"
        END IF
      END CASE

      IF retcode THEN
        EXIT FOREACH
      END IF
    END FOREACH

38 >  FREE dbgrant
      RETURN retcode
      WHENEVER ERROR STOP

      END FUNCTION -- check_db_priv --
```

*To locate any function definition, see the Function Index on page 730.*



---

# 25



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
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8. *Displaying a Screen Array in a Popup Window*
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29. *Generating Mailing Labels*
30. *Generating a Schema Listing*

---

# Logging Application Errors

This program demonstrates how to create and operate an error log file using three 4GL library functions:

- STARTLOG()    Creates the log file.
- ERR\_GET()    Gets the error message text associated with a particular SQL or 4GL error number.
- ERRORLOG()   Writes a line to an error log file.

The actual operations of the program are a reprise of the customer-table maintenance operations documented in [Example 17](#) (which in turn is built on [Example 9](#)). The program allows the user to query for a display of customer rows. While one row is visible, the user may choose to update or delete the row, or add a new row.

This example differs from [Example 9](#) (see “[Accessing a Table with a Single-Row Form](#)” on page 165) in three ways.

First, the MAIN block installs a unique index on the company column of the customer table. The demonstration database does not normally have such an index. The reason is that a single customer company might have multiple divisions or multiple retail outlets, each with its own address and person to contact. The company name would be the same in these rows, but the value in customer\_num would make them unique.

The unique index on the company column affords a simple, repeatable method for causing an SQL error, thus testing the operation of the error log.

The MAIN block drops the index at the end of the program, restoring the database to its normal condition.

Second, the functions that contain the SQL statements have been changed in two ways:

- They use THE WHENEVER ERROR CONTINUE statement so that the program continues when an SQL error is returned.
- They report such errors by calling an error-logging function.

Finally, functions have been added to initialize the error log and write to it.

## The 4GL Error Log

Every 4GL program writes to an error log file but by default it is the screen. 4GL itself writes only one kind of message to the error log: the message that describes an error that terminates a program.

A program can call the STARTLOG() function to initialize a permanent error log file. The argument to STARTLOG() is a file name or a complete file path-name of the error log. If the program ends due to an error, 4GL will write the terminating error display into the log. In addition, you can use the ERRORLOG() function to write lines into the error log.

If the error log file exists when a program calls STARTLOG(), output is appended to the file. Thus one file could contain the logged output of multiple program runs. However the error log cannot be shared; it may be open to only one program at a time.

There are a number of possible uses for the error log file. This example demonstrates a common one: logging all SQL errors in detail, as they occur.

Another possible use is debugging, especially debugging of errors that occur unpredictably or at long intervals. You can seed a program with calls to ERRORLOG() so that it leaves a trail of its operations in the error log. Instruct the users that, when the error occurs, they are to terminate the program and copy the error log file for later analysis.

Debug logging is one instance of *instrumenting* a program: adding code to record the operations of a program so they can be analyzed. You can instrument a program in order to analyze its performance or to analyze patterns of usage. For example, you can determine which program features are heavily used, and which are little used or perhaps not used at all. You can instrument a program so as to record work habits or to detect attempts to breach security.

For all these uses, the key function is `ERRORLOG()`, which writes one line to the log file. A simple debugging call might resemble the following.

---

```
CALL ERRORLOG("now entering update routine")
```

---

However, `ERRORLOG()` typically needs assistance in at least two ways:

- A typical log entry for any purpose contains several pieces of information. For example, it might contain the name of a function and one or two of its argument values, or an error code and a statement type. But `ERRORLOG()` accepts only a single character string as its argument.
- Logging takes time and may impair the speed of the program. Before you build instrumentation into a program, you need a way to turn it on and off, preferably without recompiling the program.

The solution to all these problems lies in creating your own logging function. This example does just that. (See [“The log\\_entry\(\) Function” on page 580](#)). The purpose of a logging function is to receive one or more arguments that are specific to a situation, to format them into one or more lines of text, and to write these with the built-in `ERRORLOG()` function. When all log output is centralized in your logging function, you can add features to it.

The logging function can do such things as:

- Insert the program name in each entry, if more than one program appends data to the same error log file.
- Format different types of entries in different ways, based on a type-of-entry argument. For example, debugging log entries might be code “D” while SQL errors might be code “S”; these could be formatted differently.
- Check a global variable to see if log entries are enabled, and do nothing when they are not.

The last point answers the performance problem mentioned earlier. A global variable that controls logging can be initialized when the program starts up, possibly from a table in the database. Alternatively, you could put logging under user control through a menu choice. The global variable that controls logging need not be a simple on/off choice.

You could classify log entries on a numerical scale of urgency; then the global variable could be an integer showing the urgency level an entry must have before it can be logged. Or the global variable could be a character string specifying a class of entry codes; then the logging function could use the

MATCHES operator to test the type of an entry against the global variable to see if it should be logged. For example, if the global contained [S], only SQL errors might be logged, but [SD] would enable debugging entries also.

In general, the simple facility of the error log can be put to many uses if the other features of 4GL are used with imagination to supplement it.

## SQLCODE Versus Status

Immediately after a program executes an SQL statement, the status variable contains the SQL error code associated with the execution of the statement. However, the status variable is also used to report the success or failure of other 4GL statements, including common ones such as DISPLAY and OPEN WINDOW.

Except immediately following an SQL statement, it is best to refer to the SQL error code in its actual location, SQLCA.SQLCODE. This field is changed only by SQL statements. In this example, all calls to log\_entry() pass it SQLCA.SQLCODE and not status.

## Function Overview

| Function Name   | Purpose                                                                                                                                                                                                                                                          |
|-----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| create_index()  | Installs a unique index on the customer table. This creates a reliable means of causing an SQL error that can be logged.                                                                                                                                         |
| drop_index()    | Drops the unique index on the customer table, restoring the database to normal.                                                                                                                                                                                  |
| init_log()      | Initializes an error log of the specified name.                                                                                                                                                                                                                  |
| cust_menu3()    | Displays the customer menu and allows the user to choose whether to add a new customer or query for an existing customer. Differs from cust_menu2() in <a href="#">Example 17</a> only in calling browse_custs3() instead of browse_custs2().                    |
| browse_custs3() | Displays results of a query on the screen one row at a time, calling next_action4() to allow the user to choose an action. Differs from browse_custs2() in <a href="#">Example 17</a> only in calling next_action4() instead of next_action3().                  |
| next_action4()  | Displays a menu that allows the user to choose the action to take: see the next row, update the current row, or delete the current row. Calls addupd_cust() for both an insert and an update and uses error logging in the insert, update, and delete functions. |
| insert_cust2()  | Inserts a customer row. Uses error logging to record database errors occurring during INSERT.                                                                                                                                                                    |

|                  |                                                                                                                                                               |
|------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| update_cust3()   | Updates a customer row. Uses error logging to record database errors occurring during UPDATE.                                                                 |
| delete_cust2()   | Deletes a customer row. Uses error logging to list database errors occurring during DELETE.                                                                   |
| log_entry()      | Creates an error log entry noting that an error has occurred in a specified function.                                                                         |
| get_user()       | Returns the user-ID of the current user.                                                                                                                      |
| addupd_cust()    | Combines insertion and update functions in a single routine to eliminate duplication of code.<br>See the description in <a href="#">Example 9</a> .           |
| bang()           | Prompts the user for a command and executes the command.<br>See the description in <a href="#">Example 3</a> .                                                |
| clear_lines()    | Clears any number of lines, starting at any line.<br>See the description in <a href="#">Example 6</a> .                                                       |
| init_msgs()      | Initializes the members of the ga_dsplymsg array to null.<br>See the description in <a href="#">Example 2</a> .                                               |
| message_window() | Opens a window and displays the contents of the ga_dsplymsg global array.<br>See the description in <a href="#">Example 2</a> .                               |
| msg()            | Displays a brief, informative message.<br>See the description in <a href="#">Example 5</a> .                                                                  |
| query_cust2()    | Lets the user create a query by example.<br>See the description in <a href="#">Example 6</a> .                                                                |
| state_popup()    | Displays a lookup list of the states from the state table so the user can choose the appropriate state.<br>See the description in <a href="#">Example 9</a> . |
| verify_delete()  | Checks for dependent rows in other tables.<br>See the description in <a href="#">Example 6</a> .                                                              |

---

## The DATABASE Statement and MAIN Function

- 1➤ This program can be used with any version of the demonstration database. It uses only the customer table.
- 2➤ See the discussion of this and the next statement in [Example 17, “The MAIN Function”](#) on page 384.
- 3➤ When an error log is used, it should be initialized as early as possible in the program, so it is available to record errors in other initialization steps.  
  
For example, in an early version of this program, `init_log()` was not called until `create_index()` had finished but then `create_index()` had no way to report an error that it encountered.
- 4➤ The program adds a unique index on the `customer.company` column. This gives you a simple way to cause an SQL error that can be logged: by adding a customer that has a duplicate company name.
- 5➤ For discussion of this and the following statement see [Example 17](#).
- 6➤ When the program ends, it drops the unique index on `customer.company` and restores the demonstration database to its normal condition.

## The create\_index() Function

- 7➤ The `create_index()` function creates the index mentioned in [Note 4](#). If the `CREATE INDEX` statement ends with an error, the function checks for one common case: that the index already exists. This could occur, for example, if you run the program under the Debugger and exit without completing all the statements. If another error occurs, the function documents it on the error log and returns `FALSE`, signalling that the program cannot continue.

4GL source file

```

1> DATABASE stores7

GLOBALS
  DEFINE   gr_customer      RECORD   LIKE   customer.*,
          gr_workcust      RECORD   LIKE   customer.*,
          g_username        CHAR(8)

          DEFINE           ga_dsplymsg ARRAY[5] OF CHAR(48)
END GLOBALS

#####
MAIN
#####

2>   OPTIONS
      HELP FILE "hlpmsgs",
      FORM LINE 5,
      COMMENT LINE 5,
      MESSAGE LINE LAST

      DEFER INTERRUPT

3>   CALL init_log("errlog")

4>   IF create_index() THEN

5>   OPEN WINDOW w_main AT 2,3
      WITH 18 ROWS, 75 COLUMNS
      ATTRIBUTE (BORDER)

      OPEN FORM f_customer FROM "f_customer"
      DISPLAY FORM f_customer
      CALL cust_menu3()
      CLEAR SCREEN

6>   CALL drop_index()
      ELSE
        LET ga_dsplymsg[1] = "Unable to create a unique index on the"
        LET ga_dsplymsg[2] = "  company column. Please check the 'errlog'"
        LET ga_dsplymsg[3] = "  file for more detailed information."
        CALL message_window(9, 15)
      END IF

      END MAIN

#####
7>   FUNCTION create_index()
#####

      WHENEVER ERROR CONTINUE
      CREATE UNIQUE INDEX comp_ix ON customer (company)
      WHENEVER ERROR STOP
  
```



## The drop\_index() Function

- 8> At the conclusion of the program, it calls the drop\_index() function to drop the unique index on the company column. Errors are reported to the error log.
- 9> At this point the status variable contains the result of the DROP INDEX statement.
- 10> At this point the status variable contains the result of executing the ERROR statement. The error code returned by DROP INDEX has been replaced. However, the SQL error code is still present in SQLCA.SQLCODE, where it will remain until the program executes the next SQL statement.

## The init\_log() Function

- 11> The init\_log() function uses the built-in STARTLOG() function to initialize the 4GL log file. The file name is passed as an argument. In this program, it is a simple character constant in the MAIN block. Other options include taking it from the command line or from the database.

## The cust\_menu3() Function

- 12> The cust\_menu3() function is identical to the cust\_menu2() function in [Example 17](#), except that it calls browse\_cust3() instead of browse\_cust2(). For more information see [“The cust\\_menu2\(\) Function” on page 384](#).



## The browse\_custs3() Function

- 13 ➤ After customer rows are selected, the browse\_custs3() function manages the user's access to them. It is identical to browse\_custs2() in [Example 17](#), except that it calls next\_action4() instead of next\_action3(). See [“The browse\\_custs2\(\) Function” on page 386](#) for more information.
- 14 ➤ This version of the browse function displays the number of customer rows selected. It gets this number from an element in the SQLERRD array of global SQLCA record. The database fills SQLERRD[3] with the number of rows processed. After a SELECT statement, this value is the number of rows selected.

## The browse\_custs3() Function

---

```
COMMAND "Query" "Look up customer(s) in the database." HELP 11
  CALL query_cust2() RETURNING st_custs
  IF st_custs IS NOT NULL THEN
    CALL browse_custs3(st_custs)
  END IF
  CALL clear_lines(1,4)
```

---

*See cust\_menu1() in Example 9.*

```
END MENU
END FUNCTION -- cust_menu3 --
```

```
#####
13 > FUNCTION browse_custs3(selstmt)
#####
      DEFINE          selstmt          CHAR(150),
                fnd_custs          SMALLINT,
                end_list          SMALLINT,
                num_found          SMALLINT
```

---

*See browse\_custs() in Example 6.*

```
FOREACH c_cust INTO gr_customer.*
14 >   LET num_found = SQLCA.SQLEERRD[3]
      IF num_found IS NULL THEN
        LET num_found = 0
      END IF
      DISPLAY " Number of Customers Selected: ", num_found USING
        "<<<<<<" AT 14,1 ATTRIBUTE (REVERSE, YELLOW)

      LET fnd_custs = TRUE
      DISPLAY BY NAME gr_customer.*

      IFNOT next_action4() THEN
        LET end_list = FALSE
        EXIT FOREACH
      ELSE
        LET end_list = TRUE
      END IF
      LET gr_workcust.* = gr_customer.*
    END FOREACH

    CALL clear_lines(4, 14)
```

---

*See browse\_custs() in Example 6.*

```
IF end_list THEN
  CALL msg("No more customer rows.")
END IF
```

## The next\_action4() Function

- 15 ➤ After a customer record is located and displayed, the next\_action4() function presents a menu of possible next actions. It is quite similar to the next\_action() function in [Example 6](#). See “[The next\\_action\(\) Function](#)” on [page 126](#). It differs from [Example 6](#) and from other similar functions in [Example 9](#) and [Example 17](#) only in the names of the subfunctions it calls to perform the user’s actions.

## The next\_action4() Function

---

```
CLEAR FORM

END FUNCTION -- browse_custs3 --

#####
15> FUNCTION next_action4()
#####
    DEFINE nxt_action SMALLINT

    LET nxt_action = TRUE

    MENU "CUSTOMER MODIFICATION"
        COMMAND "Next" "View next selected customer." HELP 20
            EXIT MENU

        COMMAND "Update" "Update current customer on screen."
            HELP 21
            CALL clear_lines(1,14) -- clear out "Number Selected" message
            IF addupd_cust("U") THEN
                CALL update_cust3()
            END IF
            CALL clear_lines(2,16)
            NEXT OPTION "Next"

        COMMAND "Delete" "Delete current customer on screen."
            HELP 22
            CALL clear_lines(1,14) -- clear out "Number Selected" message
            CALL delete_cust2()
            IF gr_workcust.customer_num IS NOT NULL THEN

-- * there was a previous customer in the list: restore it to the screen
                LET gr_customer.* = gr_workcust.*
                DISPLAY BY NAME gr_customer.*
            END IF
            NEXT OPTION "Next"

        COMMAND KEY ("E","X") "Exit" "Return to CUSTOMER Menu"
            HELP 24
            LET nxt_action = FALSE
            EXIT MENU
    END MENU

    RETURN nxt_action

END FUNCTION -- next_action4 --
```

## The insert\_cust2() Function

- 16 ➤ The insert\_cust2() function is called from add\_upd\_cust() to insert a new customer record. It differs from very similar functions in [Example 9](#) and [Example 17](#) (see “[The insert\\_cust\(\) Function](#)” on page 182) in that it reports errors by calling log\_entry(). The earlier versions of this function report an SQL error with the ERROR statement, which appears on the screen only.
- 17 ➤ As before, this statement, and any other that involves screen or disk activity, resets the contents of the status variable. This explains why in the following statement, the SQL error code is passed by naming SQLCA.SQLCODE, not status.

## The update\_cust3() Function

- 18 ➤ The update\_cust3() function is called from add\_upd\_cust() to update a customer record. It differs from very similar functions in [Example 6](#) and others in that it reports errors by calling log\_entry(). (See “[The update\\_cust\(\) Function](#)” on page 130.) The earlier versions of this function report an SQL error with the ERROR statement, which appears on the screen only.





## The delete\_cust2() Function

- 19** ➤ This function is called to delete a customer record. It differs from very similar functions in [Example 6](#) and others in that it reports errors by calling log\_entry(). (See [“The delete\\_cust\(\) Function” on page 130.](#)) The earlier versions of this function report an SQL error with the ERROR statement, which appears on the screen only.

## The log\_entry() Function

- 20** ➤ The log\_entry() function reports an SQL error by writing several lines into the error log file. This error log file was initialized with the 4GL STARTLOG() function. See [Notes 3](#) and [11](#). Here is a sample of its output:

---

```
Date: 06/28/1991      Time: 09:45:20
User: nerfball       Function: insert_cust2()
Error Number: -239   ISAM Error: -100
Error: Could not insert new row - duplicate value in a UNIQUE INDEX column.
```

---



- 21** ➤ The parts of the log entry come from the following sources:
- The date and time are supplied by 4GL.
  - The user name is acquired by calling the get\_user() function.
  - The function name and the error number are passed as arguments.
  - The ISAM error number is retrieved from the SQL Communications Area (the function assumes that no other SQL statement has been executed since the error occurred).
  - The error message text is retrieved from the 4GL ERR\_GET() library function.

These elements are formatted into a single character variable with newlines (indicated by “\n”) to divide the three lines.

The get\_user() function performs a SELECT statement to retrieve the user name, thus updating the error codes in the SQL Communications Area. The function must save the ISAM error code before calling get\_user().

- 22** ➤ The built-in ERRORLOG() function makes the actual entry to the 4GL error log. It sends the entry to the error log initialized by the STARTLOG() function. See Note 11. In this example, the error log is the errlog file.

## The get\_user() Function

- 23** ➤ The get\_user() function returns the user ID of the current user. Because the USER function is not available in 4GL, a SELECT statement is used to retrieve the user ID of the current user. The FROM and WHERE clauses in the SELECT statement reference a row in a table that always exists.

In order not to have to use a cursor, the SELECT statement must be written so that it returns only one row. This function selects the row of systables that names itself (systables); it is sure to exist and sure to be unique. The owner name “informix” is required only in an ANSI-compliant database.



---

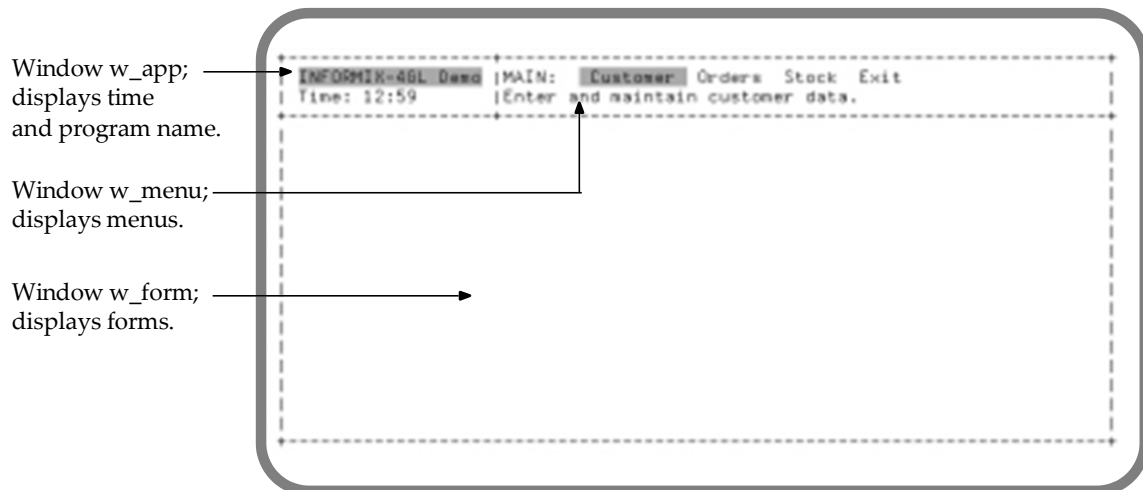
# 26



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
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4. *Displaying a Row on a Form*
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7. *Validating and Inserting a Row*
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25. *Logging Application Errors*
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28. *Writing Recursive Functions*
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30. *Generating a Schema Listing*

# Managing Multiple Windows

This example shows how you can put more than one window on the screen. The program uses the windows to “tile” the screen instead of overlapping them. When the program starts, the screen looks like this:



## Managing Windows

Tiling windows gives you more control over the layout of the display. The MENU command creates a menu that fills the window from left to right. This program displays both a logo and the time to the left of the menu because the logo and the menu appear in separate windows.

Windows can overlap to any extent. The CURRENT WINDOW statement brings one window to the front and makes it the focus of keyboard input. Although these windows appear to join neatly, their borders overlap by one character, so that the vertical line between “Demo” and “MAIN” is composed of the right border of window `w_app` and the left border of `w_menu`.

When a MENU statement or a DISPLAY FORM statement is executed, its output goes to the current window. The current window is the one named in the most recent CURRENT WINDOW or OPEN WINDOW statement. This example is careful to make the menu window current before entering a MENU statement, and to make the form window current before displaying a form.

The forms displayed by this program are the same forms used in the other examples. A form is not tied to any particular window or program; it can be displayed in any window so long as the window has enough rows and columns to hold it.

4GL does not offer multitasking, so it is not possible to operate the time display asynchronously from the other windows. The clock will not advance while the user is away from the keyboard. A function named `new_time()` updates the time display. Calls to `new_time()` are inserted following each point at which user input is requested.

## Using Dummy Functions

While this program offers a two-level hierarchy of menus, neither menu actually does anything. All functions that would add, update, query, or report have been left undefined. Instead, each menu command calls a *dummy function* to display the string “Function not implemented yet.”

This is a valid and useful design technique: it permits you to design the interface to an application, including forms, and to test it and get feedback from the user population early in the development process. Then you can add functions one at a time, concentrating on each function in isolation. Many of the functions from other examples could be slotted into the framework of this program. For instance, the query by example from [Example 5](#) could be dropped in with little change.

## Function Overview

---

| Function Name               | Purpose                                                                                                                                              |
|-----------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
| <code>dsply_logo()</code>   | Displays the logo form with the current date.<br>See the description in <a href="#">Example 1</a> .                                                  |
| <code>dsply_screen()</code> | Opens the three application windows.                                                                                                                 |
| <code>close_screen()</code> | Closes the three application windows.                                                                                                                |
| <code>curr_wndw()</code>    | Makes a new application window current.                                                                                                              |
| <code>new_time()</code>     | Makes the application window ( <code>w_app</code> ) current and displays the updated system time in it.                                              |
| <code>dummymsg()</code>     | Development routine: displays the message “Function not implemented yet.”                                                                            |
| <code>menu_main()</code>    | Makes the menu window ( <code>w_menu</code> ) current and displays the MAIN menu in it.                                                              |
| <code>sub_menu()</code>     | Displays the requested <code>sub_menu</code> (CUSTOMER, ORDERS, or STOCK) and opens the appropriate form in the form window ( <code>w_form</code> ). |
| <code>bang()</code>         | Prompts the user for a command and executes the command.<br>See the description in <a href="#">Example 3</a> .                                       |
| <code>msg()</code>          | Displays a brief, informative message.<br>See the description in <a href="#">Example 5</a> .                                                         |

---



## The MAIN Function

- 1➤ The `dsply_logo()` function, which appears in [Example 1](#), fills the screen with a decorative application logo for the specified number of seconds.
- 2➤ The `dsply_screen()` function opens all windows. The call to `menu_main()` starts the real business of the program.

## The `dsply_screen()` Function

- 3➤ The OPEN WINDOW statement creates the small decorative window in the upper-left corner. Two `file` strings, the program name and the legend "Time:", are displayed in it.

An alternate way to initialize the contents of a static window is to display a small form in it. This puts the text of the window outside the program and in a form where it can be maintained separately.

- 4➤ Each call to `new_time()` updates the time display in the `w_app` window. These calls are scattered throughout the program in an attempt to keep the time display reasonably current.
- 5➤ The left border of the `w_menu` window overlaps the right border of `w_app`. On some terminals, the upper-left and upper-right corners of window borders are drawn with distinct symbols. On such a terminal the corner symbol at row 2, column 22 will switch between left and right orientations as the windows are alternately made current.
- 6➤ Window `w_form` is sized to hold most of the forms used in other examples. Its upper border overlaps the lower borders of the other windows. It is not essential to overlap borders in this way, but every row and column is precious on most terminals.

## The `close_screen()` Function

- 7➤ This function cleans up all windows at the termination of the program.

## The MAIN Function

### 4GL menu file

```
#####
MAIN
#####

    DEFER INTERRUPT

1>    CALL dsply_logo(3)
    CLEAR SCREEN

2>    CALL dsply_screen()
    CALL menu_main()

    CALL close_screen()
    CLEAR SCREEN
END MAIN

#####
FUNCTION dsply_screen()
#####

3>    OPEN WINDOW w_app AT 2,3
    WITH 2 ROWS, 19 COLUMNS
    ATTRIBUTE(BORDER, MESSAGE LINE LAST)

    DISPLAY " INFORMIX-4GL Demo " -- blank before "I" allows for SG#1
    AT 1, 1 ATTRIBUTE(REVERSE, RED) -- terminals
    DISPLAY "Time:" AT 2, 2

4>    CALL new_time()

5>    OPEN WINDOW w_menu AT 2,23
    WITH 2 ROWS, 56 COLUMNS
    ATTRIBUTE(BORDER)

6>    OPEN WINDOW w_form AT 5,3
    WITH 16 ROWS, 76 COLUMNS
    ATTRIBUTE(BORDER, FORM LINE 1,
    MESSAGE LINE LAST, PROMPT LINE LAST)

END FUNCTION -- dsply_screen --

#####
7>    FUNCTION close_screen()
#####

    CLOSE WINDOW w_form
    CLOSE WINDOW w_menu
    CLOSE WINDOW w_app

END FUNCTION -- close_screen --
```

## The curr\_wndw() Function

- 8> This function encapsulates the process of switching windows so that the names of the windows do not have to be propagated throughout the application. Window names are not known outside the source module containing the OPEN WINDOW statement, so a function in a different module could not execute the CURRENT WINDOW statement in any event. This function is also a convenient place for a breakpoint when debugging.

## The new\_time() Function

- 9> The new\_time() function updates the time display. It is called from everywhere that a delay completes. No practical way is available to update the time concurrently with other activities.
- 10> The time is displayed using row and column coordinates. This approach has the disadvantage that knowledge of the window layout is incorporated into the program. Another approach would be to initialize w\_app with a very small form containing a form-only field for the time, and to use DISPLAY TO *field name* for the time. Then the function would not be dependent on the layout of the window; they could be changed independently.

## The dummymsg() Function

- 11> The dummymsg() function is called wherever a feature has not yet been coded. It makes the form window current before displaying its message. If it did not, the message might appear on top of the menu or might be truncated within the time window.

## The menu\_main() Function

- 12> The menu\_main() function displays and executes the main menu. It first makes the menu window current; otherwise the menu would appear in whichever window is current at the time.

When a menu command is selected, it calls the sub\_menu() function and passes a parameter indicating the selected menu command. When control returns from sub\_menu(), 4GL makes current the menu window.

## The curr\_wndw() Function

---

```
#####
8> FUNCTION curr_wndw(wndw)
#####
    DEFINE wndw CHAR(1)

    CASE wndw
      WHEN "M"
        CURRENT WINDOW IS w_menu
      WHEN "F"
        CURRENT WINDOW IS w_form
      WHEN "A"
        CURRENT WINDOW IS w_app
    END CASE

END FUNCTION  -- curr_wndw --

#####
9> FUNCTION new_time()
#####
    DEFINE the_time DATETIME HOUR TO MINUTE

    CALL curr_wndw("A")
    LET the_time = CURRENT
10> DISPLAY the_time AT 2,8

END FUNCTION  -- new_time --

#####
11> FUNCTION dummymsg()
#####
    CALL curr_wndw("F")
    CALL msg("Function Not Implemented Yet")

END FUNCTION  -- dummymsg --

#####
12> FUNCTION menu_main()
#####
    CALL curr_wndw("M")

    MENU "MAIN"
      COMMAND "Customer" "Enter and maintain customer data."
        CALL sub_menu("C")
        CALL curr_wndw("M")

      COMMAND "Orders" "Enter and maintain orders."
        CALL sub_menu("O")
        CALL curr_wndw("M")
```

- 13 ➤ The KEY clause in the MENU statement allows you to associate a maximum of four keys with a menu option.

## The sub\_menu() Function

- 14 ➤ The sub\_menu() function is called from the main menu. It displays the appropriate menu and form for each menu choice.

The function takes advantage of the fact that the MENU statement accepts variables for the menu title, command names, and command option descriptions. It also uses a variable to specify the name of the form that appears in the w\_form window.

- 15 ➤ The menu\_opt variable receives the parameter passed to the function. It acts as a flag to set the appropriate form and sets the index into the s\_menu array.

The s\_menu array holds the information about each submenu. The appropriate record in the array is then passed to a MENU statement.

The idx variable serves as the index into the array.

- 16 ➤ The series of LET statements loads the menu information into the array.

## The sub\_menu() Function

---

```

COMMAND "Stock" "Enter and maintain stock list."
  CALL sub_menu("S")
  CALL curr_wndw("M")
13> COMMAND KEY("!")
  CALL bang()
  CALL curr_wndw("M")

COMMAND KEY("E","X") "Exit"
  "Exit program and return to operating system."
  EXIT MENU
END MENU

END FUNCTION -- menu_main --

#####
14> FUNCTION sub_menu(menuopt)
#####
15>   DEFINE menuopt          CHAR(1),

      s_menu ARRAY[3] OF RECORD
          menuname          CHAR(10),
          option1           CHAR(15),
          optdesc1          CHAR(50),
          option2           CHAR(15),
          optdesc2          CHAR(50),
          option3           CHAR(15),
          optdesc3          CHAR(50)
      END RECORD,

      idx                   SMALLINT,
      form_name             CHAR(10)

16>   LET s_menu[1].menuname = "CUSTOMERS"
      LET s_menu[1].option1 = "Add"
      LET s_menu[1].optdesc1 = "Add new customer(s) to the database."
      LET s_menu[1].option2 = "Query"
      LET s_menu[1].optdesc2 = "Look up customers information."
      LET s_menu[1].option3 = "Report"
      LET s_menu[1].optdesc3 = "Create customer reports."

      LET s_menu[2].menuname = "ORDERS"
      LET s_menu[2].option1 = "Place"
      LET s_menu[2].optdesc1 = "Add new order to database and print
invoice." LET s_menu[2].option2 = "Query"
      LET s_menu[2].optdesc2 = "Look up and display order
information." LET s_menu[2].option3 = "Report"
      LET s_menu[2].optdesc3 = "Create order reports."

      LET s_menu[3].menuname = "STOCK"
      LET s_menu[3].option1 = "Add"
      LET s_menu[3].optdesc1 = "Add new stock item(s) to the
database." LET s_menu[3].option2 = "Query"

```

- 17 ➤ The current window is set to `w_form`.
- 18 ➤ The value of `menuopt` determines the setting of the `form_name` variable, which is used in the following OPEN FORM statement, and the `idx` index into the `s_menu` array, which loads the submenu.
- 19 ➤ Once the function displays the appropriate form in the `w_form` window, the call to `curr_wndw()` resets the current window. The following MENU statement will display in the `w_menu` window.
- 20 ➤ The menu title, list of options, and list of option descriptions are contained in one row in the `s_menu` array. The `idx` index into the array was set in the previous CASE statement.

Some menu commands are set using variables, while others use literal strings. Because all submenus include an Exit option and a “bang” option, they are hard-coded into the statement and are not passed to the statement as variables.

The 4GL MENU statement allows you to use variables for the name of the menu, for command names, and for command descriptions. However, you cannot use a variable for the help number associated with a command.

- 21 ➤ After each menu choice, the time display is updated.

## The sub\_menu() Function

---

```
LET s_menu[3].optdesc2 = "Look up and display stock information."
LET s_menu[3].option3 = "Report"
LET s_menu[3].optdesc3 = "Create stock reports."

17> CALL curr_wndw("F")

18> CASE menuopt
    WHEN "C"
        LET form_name = "f_customer"
        LET idx = 1
    WHEN "O"
        LET form_name = "f_orders"
        LET idx = 2
    WHEN "S"
        LET form_name = "f_stock"
        LET idx = 3
END CASE

OPEN FORM the_option FROM form_name
DISPLAY FORM the_option

19> CALL curr_wndw("M")

20> MENU s_menu[idx].menuname
    COMMAND s_menu[idx].option1 s_menu[idx].optdesc1
        CALL dummymsg()
    COMMAND s_menu[idx].option2 s_menu[idx].optdesc2
        CALL dummymsg()
    COMMAND s_menu[idx].option3 s_menu[idx].optdesc3
        CALL dummymsg()
    COMMAND KEY ("!")
        CALL bang()
    COMMAND KEY ("E", "X") "Exit" "Return to MAIN Menu."
        CLEAR WINDOW w_form
    EXIT MENU
END MENU

21> CALL new_time()

END FUNCTION -- sub_menu --
```

*To locate any function definition, see the Function Index on page 730.*



---

# 27



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
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17. *Using the DATETIME Data Type*
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19. *Browsing with a Scroll Cursor*
20. *Combining Criteria from Successive Queries*
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# Displaying Menu Options Dynamically

This example shows how to use a scroll cursor to modify the database (insert, update, and delete rows) while allowing concurrent updates. It is based on [Example 20](#). You should understand the read-ahead scrolling and query revision features of [Example 20](#) before reading this program.

## The Scroll Cursor and Volatile Data

The benefit of a scroll cursor is that it can fetch any row in a selected (active) set of rows. In a static database, the contents of the selected set remains constant. However, when multiple programs can modify the database concurrently, the set of selected rows may change from one moment to the next. At any instant, another program might:

- Add a row that should be part of the selected set.
- Delete a row that was part of the selected set.
- Update a row that was part of the selected set in such a way that it should no longer be selected.
- Update a row that was not selected in such a way that it now should be included in the set of rows returned by the query.

The scroll cursor commands such as `FETCH PRIOR`, `FETCH ABSOLUTE n`, and `FETCH LAST` require that the selected set remains constant until the cursor is closed. If the set of rows can change from moment to moment, the very concept of the next, the last, or the *n*th row becomes confused, particularly when the rows being fetched are the result of a join.

To make `FETCH` work predictably and repeatably, the database server creates a stable selection set by saving the rows in a temporary table as it finds them. This saved set of rows—a *snapshot* of the original data as it was when fetched—is retained until the cursor is closed.

You can use the program in [Example 20](#) to test this aspect of a scroll cursor:

1. Start the program and view several rows.
2. From a different user session, open the same database and delete one of the rows you viewed.
3. Return to the ex20 program. You will still be able to see the row that was deleted. It has been cached in the temporary table.
4. Now use the Query option and enter the same criteria. When the cursor is closed and reopened, the deleted row will be absent from the set.

This illustrates two things about a scroll cursor:

- It can display *stale data*, that is, rows that no longer accurately reflect the database contents.
- It can be *resynchronized* by closing it and opening it again with the same selection criteria. The set of rows found on reopening may be somewhat different than they were before and will reflect the current state of the database.

## Resynchronizing a Scroll Cursor

The scroll cursor should be resynchronized whenever the program finds that the database no longer matches the cached rows. This can happen whenever the program displays a row, and will happen whenever a user modifies a row.

In this example, the loop that supports scrolling starts by opening the scroll cursor. Next comes a MENU statement, followed by a close of the cursor. When a menu option fi that the cursor is showing stale data, it forces resynchronization by exiting the MENU statement. The cursor is closed at the bottom of the loop, and then reopened at the top.

One problem exists with this plan: it may frustrate the user. If the set of selected rows is large, the user may spend a lot of time fi a particular row. It would be confusing for the program to suddenly reset the cursor to the fi row of the set. After closing and reopening the cursor, the program must try to position the cursor on, or at least near to, its previous position.

This is done by maintaining a count of the current scroll position in the selected set. This scroll position is not the same as the row ID; the row ID is relative to the whole table, while the scroll position is relative to the particular set of rows that match the current query.

The scroll position can be precisely maintained across most menu choices. It is set to 1 at the start and whenever First is chosen. Each use of Next increments it; each use of Prior decrements it. When the cursor is reopened,

a `FETCH ABSOLUTE` command can set the cursor to the desired row in the set, or nearly to it. The  $n$ th now in the current set may not be the same  $n$ th row as before the cursor was closed. Rows might have been inserted or deleted, but at least the cursor will be close to its former row.

There is one operation under which the scroll position cannot be maintained exactly. When the user chooses Last, the program uses `FETCH LAST` to display the last record in the set. But because the program does not know how many rows are in the set, it cannot tell what scroll position it has reached.

However, the program does know its position relative to the last row. So the program assigns the scroll position zero to the last row. The Prior choice decrements this; the row prior to the last is row -1 relative to the last row. The Next choice increments it, still maintaining the correct relative position with respect to the last row.

Thus when the program reopens the cursor and finds that the scroll position is a negative number, it can reestablish that position by performing a `FETCH LAST` command followed by a `FETCH RELATIVE` of the desired row.

## Updating Rows Fetched Through a Scroll Cursor

Because a scroll cursor does not necessarily show the database as it really is, you cannot declare a scroll cursor for update. A cursor used to modify rows (that is, either update or delete them) must be an ordinary cursor.

Then how can you modify a row that was fetched through a scroll cursor? The answer is that you must use a regular cursor to fetch the row and modify it through that cursor. However, you should keep in mind that when a row is subsequently fetched through the update cursor, time has elapsed since it was originally fetched through the scroll cursor. Various changes may take place during this interim period such as:

- The row might have been modified by another program.
- The row might no longer exist.

Obviously, if the row is deleted, it cannot be modified. But if a row has been changed, it should not be modified, because it is possible that the modification is no longer applicable to the changed row.

At a high level, the method of modifying a row fetched with a scroll cursor is as follows:

1. Fetch the row with the scroll cursor.
2. Declare a second cursor for an update and associate it with a `SELECT` statement that returns only the desired row.

3. Open the cursor and fetch the row, locking it for exclusive use.  
If the row is not found, it has been deleted or changed so that it no longer fits the selection criteria.
4. Compare the column values to those returned through the scroll cursor.  
If there is any difference, the modification might no longer be applicable and the row should not be modified.
5. Perform the UPDATE or DELETE operation using WHERE CURRENT OF the update cursor.

In every case, the scroll cursor is now stale; at least for this one row, it no longer reflects the actual table. Hence it should be resynchronized by closing and reopening it.

## Using the Row ID

This example relies on the *row ID*, a unique integer that is associated with every row of a table. The row ID may be thought of as another column in each table, a column that is initialized with random integer values when the table is created. A row retains its row ID as long as it exists. You can select ROWID as if it were a column in the table, and you can use a comparison to ROWID in a WHERE clause in order to retrieve a specific row.

Here are some cautions related to the use of the row ID. First, row ID values are reassigned when rows are deleted and other rows inserted. Second, row ID values change when a table is unloaded and reloaded. Thus, you can never assume that a row will retain its row ID permanently. In particular, you should never store row ID values in a table as foreign keys to other tables. However, the row ID is extremely useful for keeping track of specific rows during the life of a single cursor.

In this example, the scroll cursor selects *only* the row ID value and nothing else. The scroll cursor is used to generate a list of the row IDs of the rows that meet the query criteria.

When it is time to display a row to the user, the row is fetched using an ordinary cursor. ROWID is appended to the other query conditions when building the WHERE clause. This prevents the unlikely case in which the original row has been deleted and another, unrelated row inserted at the same row ID. Including both the ROWID value and the user-specified query conditions ensures that the query returns the intended row — or no row at all. If the row is no longer found, it has been deleted and the scroll cursor needs to be resynchronized. If it is found, the column values fetched are the very latest ones; they reflect any update up to the present time.

When the user asks to update a row, the row is re-fetched using an update cursor, thus locking it for exclusive use. All fields of the returned row are checked against the row as it first was displayed to make sure it has not changed.

Similarly, when the user asks to delete a row, the test of ROWID and the other query conditions are used in a DELETE statement. This is a less stringent test than is applied prior to UPDATE, when all the columns are tested to make sure none has changed. It is possible to delete a row that had recently been updated by a different user.

A fetch using the row ID is very fast; the row ID encodes the physical address of the row on the disk, so not even an index lookup is needed. The fetches and re-fetches take little time.

## Checking User Authorization

This example permits the user to insert, update, or delete new rows. However, not all users are authorized to do these things.

The program looks up the user's privileges in the systabauth system catalog when it starts up. Then it only displays menu choices for the actions permitted the user.

The `get_tab_auth()` function performs this task. It returns a character string in the format used in `systabauth`, which contains one character for each table-level privilege. The program checks the second character to see if the user has the Update privilege, and the fifth character to see if the Delete privilege has been granted. It hides the menu choices that are not allowed.

## Function Overview

| Function Name     | Purpose                                                                                                                                                                            |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| scroller_3()      | Runs the browsing menu, fetching and modifying rows on request. Uses row IDs to track rows.                                                                                        |
| query_cust3a()    | Executes a CONSTRUCT statement and returns the resulting conditional expression.<br>See the description in <a href="#">Example 20</a> .                                            |
| query_cust3b()    | Like query_cust3a(), but with a different prompt message and a different treatment of the null query.<br>See the description in <a href="#">Example 20</a> .                       |
| disp_row()        | Displays a row given its row ID, checking that it still exists and matches the query constraints.                                                                                  |
| del_row()         | Deletes a row given its row ID, checking that it still exists and matches the query constraints.                                                                                   |
| upd_row()         | Updates a row given its row ID, checking that it exists and is unchanged from when it displays.                                                                                    |
| get_user()        | Returns the user ID of the current user.<br>See the description in <a href="#">Example 25</a>                                                                                      |
| get_tab_auth()    | Returns the current user's privileges on a specified table.                                                                                                                        |
| sel_merged_auth() | Selects all privileges and returns the superset of privileges. Because the key to systabauth is grantor+grantee+tabid, a given grantee may have multiple grants for a given table. |
| merge_auth()      | Returns the superset of two tabauth strings, retaining any letter in preference to a hyphen, and uppercase letters in preference to lowercase.                                     |
| like()            | Returns TRUE when two values are either equal or both null, FALSE otherwise.<br>See the description in <a href="#">Example 24</a> .                                                |
| open_db()         | Opens a database using dynamic SQL and saves information about it for later use. Returns TRUE or FALSE.<br>See the description in <a href="#">Example 22</a> .                     |
| begin_wk()        | Executes a BEGIN WORK statement provided that open_db() says the database uses Informix-style transactions.<br>See the description in <a href="#">Example 22</a> .                 |
| commit_wk()       | Executes a COMMIT WORK statement provided that open_db() says the database uses transactions.<br>See the description in <a href="#">Example 22</a> .                               |
| rollback_wk()     | Executes a ROLLBACK WORK statement provided that open_db() says the database uses transactions.<br>See the description in <a href="#">Example 22</a> .                             |
| clear_lines()     | Clears any number of lines, starting at any line.<br>See the description in <a href="#">Example 6</a> .                                                                            |

## Function Overview

---

|          |                                                                                                                                                                      |
|----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| answer() | A user-alert subroutine that takes one to three possible user responses and returns the one the user chooses.<br>See the description in <a href="#">Example 20</a> . |
| msg()    | Displays a brief, informative message.<br>See the description in <a href="#">Example 5</a> .                                                                         |

---



## The GLOBALS Statement and MAIN Function

- 1➤ Any version of the example database may be used here.
- 2➤ The `gr_database` record is set by the `open_db()` function to reflect the features of the database.
- 3➤ The program prompts the user for the name of the database to use. Because the database will be opened dynamically, the example gives the user the opportunity to name a different database.

## The GLOBALS Statement and MAIN Function

---

4GL source file

```
1> DATABASE stores7

GLOBALS
2>   DEFINE      gr_database RECORD
           db_known  SMALLINT,  -- following fields are usable
           has_log   SMALLINT,  -- based on sqlwarn[2]
           is_ansi   SMALLINT,  -- based on sqlwarn[3]
           is_online SMALLINT,  -- based on sqlwarn[4]
           can wait  SMALLINT    -- supports "set lock mode to wait"

           END RECORD

END GLOBALS

# Module variables shared by scroller_3() and disp_row()
DEFINE      m_querycond CHAR(500),  -- current query condition text
           mr_currcust RECORD LIKE customer.*  -- current row contents

#####
MAIN
#####
DEFINE      cond      CHAR(150),  -- conditional clause from CONSTRUCT
           more      SMALLINT,  -- continue flag
           dbname    CHAR(10)

DEFER INTERRUPT

OPTIONS
  HELP FILE "hlpmsgs",
  FORM LINE 5,
  COMMENT LINE 5,
  MESSAGE LINE 19

OPEN WINDOW w_db AT 2, 3
  WITH 4 ROWS, 65 COLUMNS
  ATTRIBUTE (BORDER, PROMPT LINE 3)

3> DISPLAY "Enter name of standard demo database, or press RETURN to"
   AT 2,2
LET int_flag = FALSE
PROMPT " use 'stores7' database: " FOR dbname
IF int_flag THEN
  LET int_flag = FALSE
  CLOSE WINDOW w_db
  EXIT PROGRAM
END IF

CLOSE WINDOW w_db
IF LENGTH(dbname)=0 THEN
  LET dbname = "stores7"
END IF
```

- 4➤ The `open_db()` function attempts to open the specified database. It returns `FALSE` only if it fails to open the database requested. This function is discussed in [Example 24](#).

## The scroller\_3() Function

- 5➤ The `cust_priv` variable will receive the output of the `get_tab_auth()` function. See [Note 45](#). It is unconventional but valid to define a variable LIKE a column of a system catalog. The name of the system catalog table `systabauth` is qualified with the owner name `informix`. This is allowed anywhere, but would only be required in an ANSI-compliant database.
- 6➤ The variables `curr_rid`, `next_rid`, and `prior_rid` are used in this program the same way the variables `curr_cust`, `next_cust`, and `prior_cust` were used in [Example 19](#) and [Example 20](#): to hold the row currently being displayed and the adjacent ones. However, in this program only a row ID is kept for each row.
- 7➤ See “[The get\\_tab\\_auth\(\) Function](#)” on [page 624](#). It returns a string of characters that encodes the current user’s privileges with respect to the given table.
- 8➤ The `scroll_pos` variable contains the scroll position, here initialized to 1 because the first time this routine is entered, the first row of the selected set should be displayed to the user.
- 9➤ As in [Example 19](#) and [Example 20](#), the program remains in this loop (which ends on [page 617](#)) until the user selects the Query or Exit menu choices. Each time through the loop, the scroll cursor `c_custrid` is opened and then closed. Thus the code for any other menu choice can force resynchronization of the cursor simply by exiting the menu and thus iterating the loop.

## The scroller\_3() Function

```

4> IF open_db(dbname)=FALSE THEN      -- open db, find out about logging
    DISPLAY "Unable to open that database, sorry." AT 20,1
    EXIT PROGRAM
END IF

```

---

*Remainder of function is identical to that in Example 20, except it calls scroller\_3() instead of scroller\_2().*

```

END MAIN

#####
FUNCTION scroller_3(start_cond)
#####
5>   DEFINE      start_cond CHAR(150),-- initial query condition

        cust_priv  LIKE informix.systabauth.tabauth, -- privilege in table
6>   scroll_sel  CHAR(500), -- SELECT statement for scroll cursor
        curr_rid,   -- row id of row now being displayed,
        next_rid,   -- ..of row to display when Next is chosen,
        prior_rid  INTEGER, -- ..of row to display when Prior is chosen
                                -- (row-ids are integers)
        fetch_dir,  -- flag showing direction of travel in list
        using_next, -- flag values: going fwd using fetch next,
        using_prior, -- ...going bwd using fetch prior, or
        at_end,     -- ...at either end of the list
        retval,     -- value to RETURN from function
        misc        SMALLINT, -- scratch number
        scroll_pos  SMALLINT  -- abs or rel position in selection set
                                -- no one can manually scroll > 32K records

        LET using_next = +1
        LET using_prior = -1
        LET at_end = 0

        LET m_querycond = start_cond -- initialize query condition
7>   LET cust_priv = get_tab_auth("customer") -- our user's privileges

8>   LET scroll_pos = 1          -- initial position is First
        LET retval = 99        -- neither TRUE nor FALSE
9>   WHILE retval <> TRUE AND retval <> FALSE -- ie while not Query or Exit

        LET scroll_sel = "SELECT ROWID FROM customer WHERE ",m_querycond
        CLIPPED PREPARE scroll_prep FROM scroll_sel
        DECLARE c_custrid SCROLL CURSOR FOR scroll_prep
        OPEN c_custrid

        DISPLAY
        "-----Press CTRL-W for Help-----"
        " AT 3, 1

```

- 10** ➤ The MENU statement ends just before Note 27.
- 11** ➤ The set of selected rows could turn out to be empty for the following reasons:
  - The initial query selected no rows.
  - The conditions added following a Revise menu choice qualified no rows.
  - The selected rows have all been deleted or updated so they no longer meet the conditions following a resynchronization.
- 12** ➤ The time needed to resynchronize depends on the previous scroll position. If it is 1 or a small absolute number, only a few rows will have to be read. But if it was Last, or relative to Last, the program will have to use FETCH LAST, causing the server to read all rows and save them. Because some time may pass, a message is displayed to warn the user.
- 13** ➤ Because at least one row exists, it is time to display or hide the Update and Delete menu choices, based on the user's privileges in this table.
- 14** ➤ A scroll position greater than 1 indicates that the absolute position is known and is not First. The following code tries to establish the prior, current, and next rows as they would have been. However, any of these rows may no longer be part of the selected set. These lines try to read the "prior" and "current" rows; if they are found, the SQLCODE will be zero.
- 15** ➤ If the program gets this far, prior and current rows are known. The Next menu choice is enabled, depending on whether a "next" row can also be found. If it cannot be found, the current row is also the last in the set.
- 16** ➤ If the "prior" or "current" row is no longer in the set, the set has become smaller. The program sets a scroll position of Last. See Note 17.
- 17** ➤ A negative scroll position is relative to the last row in the set. The following lines try to establish the "current" and "next" rows. Success in fetching both are reflected in SQLCODE. The FETCH LAST operation forces the database server to fetch and cache all selected rows, and could take a long time to perform.
- 18** ➤ The current row, or a row at the same position, has been restored. Now the Prior menu choice is enabled or disabled, depending on the existence of a row in the prior position.

## The scroller\_3() Function

---

```
10> MENU "View Customers"

    BEFORE MENU -- Set up as for First, but with chance of zero rows
    SHOW OPTION ALL -- should *not* be needed, see problem 8734
    FETCH FIRST c_custrid INTO curr_rid -- test for empty set
    IF SQLCA.SQLCODE = NOTFOUND THEN
11>         ERROR "There are no rows that satisfy this query."
            HIDE OPTION ALL
            SHOW OPTION "Query"
            SHOW OPTION "Exit"
            NEXT OPTION "Query"
    ELSE -- set contains at least one row
12>         MESSAGE "Setting cursor position, be patient"
13>         IF cust_priv[2] = "-" THEN
            HIDE OPTION "Update"
        END IF
        IF cust_priv[5] = "-" THEN
            HIDE OPTION "Delete"
        END IF
        IF scroll_pos > 1 THEN -- try for former absolute position
14>             LET misc = scroll_pos - 1 -- start with "prior" row
            FETCH ABSOLUTE misc c_custrid INTO prior_rid
            IF SQLCA.SQLCODE = 0 THEN -- that worked, get current
                FETCH NEXT c_custrid INTO curr_rid
            END IF
            IF SQLCA.SQLCODE = 0 THEN -- got current row, set up "Next"
15>                 LET fetch_dir = using_next
                    FETCH NEXT c_custrid INTO next_rid
                    IF SQLCA.SQLCODE = 0 THEN
                        NEXT OPTION "Next"
                    ELSE
                        HIDE OPTION "Next"
                        NEXT OPTION "First"
                    END IF
            ELSE -- current row unavailable, go for "Last"
16>                 LET scroll_pos = 0
            END IF
        END IF
        IF scroll_pos < 0 THEN -- try for former relative position
17>             FETCH LAST c_custrid INTO curr_rid -- establish position
            LET misc = scroll_pos + 1 -- start with "next" row
            FETCH RELATIVE misc c_custrid INTO next_rid
            IF SQLCA.SQLCODE = 0 THEN -- ok, try for current
                FETCH PRIOR c_custrid INTO curr_rid
            END IF
            IF SQLCA.SQLCODE = 0 THEN -- got current, set up "Prior"
18>                 LET fetch_dir = using_prior
                    FETCH PRIOR c_custrid INTO prior_rid
                    IF SQLCA.SQLCODE = 0 THEN
                        NEXT OPTION "Prior"
```

- 19** ➤ If the “current” or “next” row is no longer in the set, the set has become smaller. The program sets a scroll position of First. See Note 20.
- 20** ➤ The scroll position was, or has been forced to, Last. Fetch the last row (which must exist because the set has been shown to contain at least one row) and make it current. Display the Prior choice if more than one row exists.
- 21** ➤ The scroll position was, or has been forced to, First. Fetch the first row. It may already have been fetched, but if that is the case, this fetch will take little time. Display the Next choice if more than one row exists.
- 22** ➤ As described in [“The disp\\_row\(\) Function” on page 616](#), column values are fetched for a given row ID and are displayed in the form. If the row is no longer part of the selected set, the function returns FALSE.

This IF statement appears in several menu commands. Whenever `disp_row()` returns FALSE, the program exits the menu, thus forcing the cursor to resynchronize.

## The scroller\_3() Function

---

```

        ELSE
            HIDE OPTION "Prior"
            NEXT OPTION "Last"
        END IF
    ELSE -- current row unavailable, go for "First"
19 > LET scroll_pos = 1
    END IF
20 > END IF -- scroll_pos < 0
    IF scroll_pos = 0 THEN -- do just as for "Last" choice
        FETCH LAST c_custrid INTO curr_rid
        HIDE OPTION "Next" -- can't go onward from here
        LET fetch_dir = using_prior
        FETCH PRIOR c_custrid INTO prior_rid
        IFSQLCA.SQLCODE = 0 THEN-- at least 2 rows in set
            NEXT OPTION "Prior"
        ELSE -- only 1 row in set
            HIDE OPTION "Prior"
            NEXT OPTION "Query"
        END IF
    END IF -- scroll_pos = 0 = last
21 > IF scroll_pos = 1 THEN -- do just as for "First" choice
        FETCH FIRST c_custrid INTO curr_rid
        HIDE OPTION "Prior" -- can't back up from #1
        LET fetch_dir = using_next
        FETCH NEXT c_custrid INTO next_rid
        IFSQLCA.SQLCODE = 0 THEN -- at least 2 rows
            NEXT OPTION "Next"
        ELSE -- only 1 row in set
            HIDE OPTION "Next"
            NEXT OPTION "Query"
        END IF
    END IF -- scroll_pos = 1 = First
22 > MESSAGE "" -- clear "please wait" message
    IF disp_row(curr_rid) = FALSE THEN
        EXIT MENU
    END IF
END IF

COMMAND KEY(ESC,Q) "Query" "Query for a different set of
customers." HELP 130
LET retval = TRUE
EXIT MENU

COMMAND "Revise" "Restrict the current query by adding
conditions." HELP 131
CALL query_cust3b() RETURNING start_cond
IF start_cond IS NOT NULL THEN -- some condition entered
    LET m_querycond = m_querycond CLIPPED, " AND ", start_cond
    CLIPPED EXIT MENU -- close and re-open the cursor
```



- 23** ➤ When the First choice is made, an absolute scroll position is established. The remainder of the code in this section is essentially the same as that in the `scroller_1()` function in [Example 19](#), with row IDs replacing entire customer rows.
- 24** ➤ When the Next choice is made, the scroll position can be incremented. This is true regardless of whether it is an absolute position counting from First or a relative position counting from Last. The remainder of this section is essentially the same as that in the `scroller_1()` function in [Example 19](#).

## The scroller\_3() Function

---

```
ELSE          -- construct clears form, refresh the display
  IF disp_row(curr_rid) = FALSE THEN
    EXIT MENU
  END IF
END IF

COMMAND "First" "Display first customer in selected set."
  HELP 133
  FETCH FIRST c_custrid INTO curr_rid -- this cannot return
  NOTFOUND IF disp_row(curr_rid) = FALSE THEN
    EXIT MENU
  END IF
23 > LET scroll_pos = 1 -- know an absolute position
  HIDE OPTION "Prior" -- can't back up from #1
  LET fetch_dir = using_next
  FETCH NEXT c_custrid INTO next_rid
  IFSQLCA.SQLCODE = 0 THEN -- at least 2 rows
    SHOW OPTION "Next"-- it might be hidden
    NEXT OPTION "Next"
  ELSE -- only 1 row in set
    HIDE OPTION "Next"
    NEXT OPTION "Query"
  END IF

COMMAND "Next" "Display next customer in selected set."
  HELP 134
  LET prior_rid = curr_rid
  LET curr_rid = next_rid
  IF disp_row(curr_rid) = FALSE THEN
    EXIT MENU
  END IF
24 > LET scroll_pos = scroll_pos+1
  SHOW OPTION "Prior"
  CASE (fetch_dir)
    WHEN using_next
      FETCH NEXT c_custrid INTO next_rid
    WHEN at_end
      FETCH RELATIVE +2 c_custrid INTO next_rid
    WHEN using_prior
      FETCH RELATIVE +3 c_custrid INTO next_rid
  END CASE
  IF SQLCA.SQLCODE = NOTFOUND THEN
    LET fetch_dir = at_end
    HIDE OPTION "Next"
    NEXT OPTION "First"
  ELSE
    LET fetch_dir = using_next
  END IF
```

- 25** ➤ When the Prior choice is made, the scroll position can be decremented. This is true regardless of whether it is an absolute position counting from First or a relative position counting from Last. The remainder of this section is essentially the same as that in the `scroller_1()` function in [Example 19](#).
- 26** ➤ When the Last choice is made, the program no longer knows an absolute position, because it never knows exactly how many rows are selected. This statement establishes a relative position with respect to the last row. The remainder of this section is essentially the same as that in the `scroller_1()` function in [Example 19](#).

## The scroller\_3() Function

---

```
COMMAND "Prior" "Display previous customer in selected set."
  HELP 135
  LET next_rid = curr_rid
  LET curr_rid = prior_rid
  IF disp_row(curr_rid) = FALSE THEN
    EXIT MENU
  END IF
25 > LET scroll_pos = scroll_pos-1
  SHOW OPTION "Next"
  CASE (fetch_dir)
    WHEN using_prior
      FETCH PRIOR c_custrid INTO prior_rid
    WHEN at_end
      FETCH RELATIVE -2 c_custrid INTO prior_rid
    WHEN using_next
      FETCH RELATIVE -3 c_custrid INTO prior_rid
  END CASE
  IF SQLCA.SQLCODE = NOTFOUND THEN
    LET fetch_dir = at_end
    HIDE OPTION "Prior"
    NEXT OPTION "Last"
  ELSE
    LET fetch_dir = using_prior
  END IF

COMMAND "Last" "Display final customer in selected set."
  HELP 136
  FETCH LAST c_custrid INTO curr_rid
  IF disp_row(curr_rid) = FALSE THEN
    EXIT MENU
  END IF
26 > LET scroll_pos = 0 -- position now relative to last row
  HIDE OPTION "Next" -- can't go onward from here
  FETCH PRIOR c_custrid INTO prior_rid
  LET fetch_dir = using_prior
  IFSQLCA.SQLCODE = 0 THEN -- at least 2 rows in set
    SHOW OPTION "Prior" -- it might have been hidden
    NEXT OPTION "Prior"
  ELSE -- only 1 row in set
    HIDE OPTION "Prior"
    NEXT OPTION "Query"
  END IF

COMMAND "Update" "Modify contents of current row."
  HELP 137
  CALL upd_row(curr_rid)
  EXIT MENU -- force cursor to reopen
```

## The disp\_row() Function

- 27** ➤ The disp\_row() function takes a row ID, fetches the column values for that row, and displays them in the screen form. The function checks for stale data and, if it is found, displays nothing and returns FALSE. The caller function then knows that the scroll cursor should be resynchronized.
- 28** ➤ The SELECT statement combines the query condition with a request for a specific row ID. The row ID was produced using the same initial query conditions. If the row no longer matches this condition, it must have been updated by another user.
- 29** ➤ This is the expected and usual result: a return code of zero from the FETCH indicates that the row was found.
- 30** ➤ An SQL code of NOTFOUND means that one of the WHERE clauses failed. Either there is no row with this row ID (it must have been deleted) or else it does not match the criteria it matched previously, when the scroll cursor was opened.

## The disp\_row() Function

---

```

COMMAND "Delete" "Delete the current row."
  HELP 138
  IF "Yes" = answer("Are you sure you want to delete this?",
                   "Yes", "No", "")
  THEN
    CALL del_row(curr_rid)
    CLEAR FORM
  END IF
  CLOSE c_custrid
  NEXT OPTION "Query"

COMMAND KEY(INTERRUPT,"E") "Exit" "Exit program."
  HELP 100
  LET retval = FALSE
  EXIT MENU
END MENU

CLOSE c_custrid
END WHILE -- while retval neither FALSE nor TRUE
RETURN retval

END FUNCTION -- scroller_3 --

#####
27 > FUNCTION disp_row(rid)
#####
      DEFINE      rid      INTEGER,

                      err, ret  SMALLINT,
                      get_sel  CHAR(500)

28 > LET get_sel = "SELECT * FROM customer",
      " WHERE ROWID = ", rid,
      " AND ", m_querycond CLIPPED
PREPARE prep_get FROM get_sel
DECLARE c_getrow CURSOR FOR prep_get
OPEN c_getrow

WHENEVER ERROR CONTINUE
  FETCH c_getrow INTO mr_currcust.*
  LET err = SQLCA.SQLCODE
WHENEVER ERROR STOP

CLOSE c_getrow
FREE c_getrow
LET ret = TRUE -- assume it will work
CASE err
29 >   WHEN 0 -- good, got the data
      DISPLAY BY NAME mr_currcust.*
30 >   WHEN NOTFOUND -- row deleted or changed beyond recognition
      ERROR "Selected row no longer exists -- resynchronizing"
      SLEEP 2
      LET ret = FALSE

```

- 31 ► Negative return codes are unlikely. However, if one occurs, this function should not return FALSE. To do so would cause the cursor to be closed and reopened, after which this function would be called again with the same row ID, possibly resulting in an endless loop.

## The del\_row() Function

- 32 ► The del\_row() function accepts a row ID and deletes it, provided that it still matches the original query criteria. It does not impose a stringent test. (The original criteria might be no more than “customer\_num > 1”). Furthermore, it takes no account of the dependencies in other tables on rows of this table. Before a customer row is deleted, any orders with the same customer number should be deleted, and before an order is deleted, its items should be deleted.
- 33 ► As in the preceding function, the prior query condition is appended to the row ID value to create the WHERE clause.
- 34 ► Because of the use of the row ID, the DELETE operation will affect either one row or none. Testing this number for 1 is equivalent to testing SQLCODE for zero.
- 35 ► Use of either COMMIT WORK or ROLLBACK WORK will close all cursors, including the scroll cursor.

## The upd\_row() Function

- 36 ► The upd\_row() function lets the user update a row. It performs the following actions:
  1. Input is accepted in all fields except the primary key.
  2. The user is asked for confirmation.
  3. The row is fetched again and verified as unchanged.
  4. The update is performed.

## The del\_row() Function

---

```

31 ➤      OTHERWISE          -- locked row? hardware error?
          ERROR "SQL error ",err," fetching row."
          SLEEP 2 -- leave screen unchanged, return TRUE, avoiding a loop
          END CASE
          RETURN ret

END FUNCTION -- disp_row --

#####
32 ➤ FUNCTION del_row(rid)
#####
      DEFINE          rid          INTEGER,

                      ret          SMALLINT,
                      del_stm     CHAR(500)

33 ➤      LET del_stm = "DELETE FROM customer",
          " WHERE ROWID = ", rid,
          " AND ", m_querycond CLIPPED
          PREPARE prep_del FROM del_stm
          CALL begin_wk() -- do BEGIN WORK if supported

          WHENEVER ERROR CONTINUE
          EXECUTE prep_del

34 ➤      LET ret = SQLCA.SQLERRD[3] -- count of rows deleted, should be 1
          WHENEVER ERROR STOP

          IF ret = 1 THEN -- good, deleted that row
35 ➤      CALL commit_wk() -- make it official
          ELSE -- bad, no row deleted
          ERROR "SQL problem, delete not done -- resynchronizing"
          CALL rollback_wk() -- end failed transaction
          SLEEP 3
          END IF
          FREE prep_del
END FUNCTION -- del_row --

#####
36 ➤ FUNCTION upd_row(rid)
#####
      DEFINE          rid          INTEGER,

                      reject, touched SMALLINT,
                      rejmsg         CHAR(80),
                      pr_updcust     RECORD LIKE customer.*,
                      pr_testcust    RECORD LIKE customer.*,
                      cust_cnt       SMALLINT

          LET pr_updcust.* = mr_currcust.*
          LET int_flag = 0
          CALL clear_lines(2, 16)
          DISPLAY " Enter new data and press Accept to update."
          AT 16, 1 ATTRIBUTE (REVERSE, YELLOW)

```



- 37** ➤ The user is explicitly not allowed to enter a new customer number.
- 38** ➤ This AFTER FIELD clause performs a very simple validation for the state code. A more complete verification might provide a popup window with a list of valid codes from the state table. See the AFTER FIELD clause for the state field in the addupd\_cust() function in [Example 9](#) for this more complete verification.
- 39** ➤ The built-in FIELD\_TOUCHED() function takes a list of screen fi and returns TRUE if any were modified.
- 40** ➤ A series of tests within an IF statement ensures that the update is valid and sets reject to TRUE if it is not. The first test is to see if the user ended the INPUT operation with the Accept key (typically ESCAPE) rather than Interrupt (typically CONTROL-C). The second is to make sure at least one fi was modified. If these are so, then the user is asked for confirmation.
- 41** ➤ If those tests succeed, a transaction is begun and the row is fetched once more. This SELECT statement tests only the row ID. The column values will be checked later using program code. The cursor specifies FOR UPDATE, so the server locks the row that is fetched.

## The upd\_row() Function

---

```
DISPLAY " Press Cancel to exit without changing database."
  AT 17, 1 ATTRIBUTE (REVERSE, YELLOW)
37 > INPUT BY NAME pr_updcust.company, pr_updcust.address1, pr_updcust.address2,
      pr_updcust.city, pr_updcust.state, pr_updcust.zipcode,
      pr_updcust.fname, pr_updcust.lname, pr_updcust.phone
WITHOUT DEFAULTS

38 > AFTER FIELD state
      IF pr_updcust.state IS NULL THEN
          ERROR "You must enter a state code. Please try again."
          NEXT FIELD state
      END IF

      SELECT COUNT(*)
      INTO cust_cnt
      FROM state
      WHERE code = pr_updcust.state

      IF(cust_cnt = 0) THEN
          ERROR
          "Unknown state code. Please try again."
          LET pr_updcust.state = NULL
          NEXT FIELD state
      END IF

AFTER INPUT
39 > LET touched = FIELD_TOUCHED(fname,lname,company,
                                address1,address2,
                                city,state,
                                zipcode,phone)

END INPUT

40 > IF int_flag THEN
      LET rejmsg = "Update cancelled at your request -
      resynchronizing." LET reject = TRUE
ELSE
      IFNOT touched THEN
          LET rejmsg =
          "No data entered so database unchanged - resynchronizing."
          LET reject = TRUE
      ELSE
          IF "No" = answer("OK to go ahead and update the database?",
          "Yes","No","")
          THEN
              LET rejmsg = "Database not changed - resynchronizing."
              LET reject = TRUE
          END IF
      END IF
END IF
IF NOT reject THEN
41 > CALL begin_wk()
```

**42** ➤ This IF statement applies two tests:

- The `fi` part tests whether the row was successfully fetched for update.
- The second part tests whether the fetched row is identical in every field to the row that previously was displayed.

The second test requires a verbose expression. 4GL does not allow comparison between whole record variables. Neither `pr_testcust=mr_currcust` nor `pr_testcust.*=mr_currcust.*` is permitted, so the `fi` must be compared individually. In this case, some of the `fi` may contain null values, and nulls do not compare as equal. Therefore the `like()` function from [Example 24](#) is used to find out if the fields are both null or else equal in non-null contents.

**43** ➤ The UPDATE statement assigns the values in the `pr_updcust` record to the current customer row. When you use the `*` notation in an update statement, the program knows not to update the serial column.

**44** ➤ An error at this point is very unlikely because the row was successfully fetched and locked previously, and the user is known to have the Update privilege. The UPDATE statement is not covered by `WHENEVER ERROR CONTINUE`, so if it should fail, the program would terminate and the transaction would be rolled back automatically. Hence the unconditional call to `commit_wk()` is valid.

## The upd\_row() Function

---

```
WHENEVER ERROR CONTINUE
  DECLARE c_updrow CURSOR FOR
    SELECT * INTO pr_testcust.* FROM customer
    WHERE ROWID = rid
  FOR UPDATE

  OPEN c_updrow
  FETCH c_updrow
WHENEVER ERROR STOP
42 > IF SQLCA.SQLCODE = 0
    AND pr_testcust.customer_num = mr_currcust.customer_num
    AND like(pr_testcust.fname,mr_currcust.fname)
    AND like(pr_testcust.lname,mr_currcust.lname)
    AND like(pr_testcust.company,mr_currcust.company)
    AND like(pr_testcust.address1,mr_currcust.address1)
    AND like(pr_testcust.address2,mr_currcust.address2)
    AND like(pr_testcust.city,mr_currcust.city)
    AND like(pr_testcust.state,mr_currcust.state)
    AND like(pr_testcust.zipcode,mr_currcust.zipcode)
    AND like(pr_testcust.phone,mr_currcust.phone)
  THEN
    UPDATE customer SET fname = pr_updcust.fname,
                        lname  = pr_updcust.lname,
                        company = pr_updcust.company,
                        address1 = pr_updcust.address1,
                        address2 = pr_updcust.address2,
                        city    = pr_updcust.city,
                        state   = pr_updcust.state,
                        zipcode  = pr_updcust.zipcode,
                        phone   = pr_updcust.phone
43 >     WHERE CURRENT OF c_updrow
44 >     CALL commit_wk()
    MESSAGE "Database updated - resynchronizing."
  ELSE
    LET rejmsg = "SQL problem updating row - not done -
    resynchronizing" LET reject = TRUE
    CALL rollback_wk()
  END IF
END IF
CALL clear_lines(2, 16)
IF reject THEN
  ERROR rejmsg
END IF
END FUNCTION -- upd_row --
```

## The get\_tab\_auth() Function

- 45 ► The get\_tab\_auth() function returns the table-level privileges of the current user for a specified table (or view). Privileges are encoded in the table systabauth. See the *Informix Guide to SQL: Reference* for details on the system catalogs and the schema of the systables and systabauth tables.

Briefly, the privileges are encoded as a string of seven letters. Each letter stands for one privilege. If the user lacks the privilege, there is a hyphen rather than a letter in that position. A user might have more than one grant of privileges, and also inherits any privileges granted to the public. This function produces the logical superset of all grants that apply to the current user on the specified table.

- 46 ► In an ANSI-compliant database, table names may be qualified with owner names. The following passage checks the function argument for an owner name and pulls it out to a separate variable.
- 47 ► The systables table maps owner names and table names to table ID numbers. The following lines try to retrieve theTabid for the table name in the argument.
- 48 ► No owner name was given, and if the database is not ANSI-compliant, none is needed; table names will be unique. But in an ANSI-compliant database there could be two or more tables with the same name and different owners. In this case SELECT would cause an error by producing more than one row. To prevent this, select the MIN of what is expected to be a set of 1.
- 49 ► The name tablename is both a variable and a column in systables. The prefix @ specifies that the column is intended here.
- 50 ► The combination of owner name and table name is unique in any database, so no MIN is needed here.
- 51 ► Table ID numbers for user-defined tables start at 100. If theTabid is less, either the caller passed the name of a system table or, more likely, the table name was not found so the initial value of -1 in theTabid has not been changed. Definitions of the two functions called in this statement follow.

## The get\_tab\_auth() Function

---

```
#####
45 > FUNCTION get_tab_auth(tabname)
#####
      DEFINE tabname CHAR(32), -- allow "owner.tabname"

      theTable LIKE informix.systables.tabname, -- tablename part of above
      theOwner LIKE informix.systables.owner, -- ownerid part, if any
      theTabid LIKE informix.systables.tabid, -- tabid from systables
      auth LIKE informix.systabauth.tabauth, -- final authorization string
      j,k SMALLINT

46 > LET theOwner = NULL -- assume owner not included
FOR j = 1 to LENGTH(tabname) - 1
  IF tabname[j] = "." THEN
    EXIT FOR
  END IF
END FOR
IF tabname[j] = "." THEN -- is an "owner." part, extract
  LET theOwner = tabname[1,j-1] -- save "owner" omitting "."
  LET k = LENGTH(tabname) -- not allowed in subscript!
  LET tabname = tabname[j+1,k] -- drop "owner."
END IF
LET theTable = tabname CLIPPED

LET auth = "-----" -- assume no privileges at all
LET theTabid = -1 -- sentinel value in case no such table
47 > IF theOwner IS NULL THEN
48 > SELECT MIN(tabid) INTO theTabid
FROM informix.systables
49 > WHERE @tabname = theTable
ELSE
50 > SELECT tabid INTO theTabid
FROM informix.systables
WHERE @tabname = theTable
AND owner = theOwner
END IF

51 > IF theTabid >= 100 THEN -- table exists & is user-defined
LET auth = merge_auth( sel_merged_auths(get_user(), theTabid),
sel_merged_auths("public", theTabid) )
END IF

RETURN auth
END FUNCTION -- get_tab_auth --
```

## The sel\_merged\_auths() Function

- 52** ➤ The primary key of systabauth is composed of grantor, grantee, and table name. That is, a given grantee may have more than one grant of privilege with respect to a given table. For example, one from the table's owner and one from a database administrator. This function finds all grants for one user and one table and returns their superset. It uses a FOREACH loop to retrieve the rows of systabauth.

## The merge\_auth() Function

- 53** ➤ The merge\_auth() function merges two privilege strings. In its output it preserves letters in preference to hyphens (privileges over lack of privilege) and uppercase letters in preference to lowercase (privileges WITH GRANT OPTION over those without).

## The sel\_merged\_auths() Function

---

```
#####
52 ➤ FUNCTION sel_merged_auths(userid,theTabid)
#####
      DEFINE          userid          LIKE informix.sysusers.username,
                    theTabid         LIKE informix.systables.tabid,
                    allAuth, oneAuth LIKE informix.systabauth.tabauth

      LET allAuth = "-----"
      DECLARE c_authval CURSOR FOR
        SELECT tabauth INTO oneAuth
        FROM informix.systabauth
        WHERE grantee = userid
          AND tabid = theTabid

      FOREACH c_authval
        LET allAuth = merge_auth(allAuth,oneAuth)
      END FOREACH

      CLOSE c_authval
      RETURN allAuth
END FUNCTION -- sel_merged_auths --

#####
53 ➤ FUNCTION merge_auth(oldauth,newauth)
#####
      DEFINE          oldauth, newauth LIKE informix.systabauth.tabauth,
                    k                SMALLINT

      FOR k = 1 to LENGTH(oldauth)
        IF (oldauth[k] = "-")          -- no privilege in this position
          OR (UPSHIFT(oldauth[k]) = newauth[k]) -- new is "with grant option"
        THEN
          LET oldauth[k] = newauth[k]
        END IF
      END FOR
      RETURN oldauth
END FUNCTION -- merge_auth --
```

*To locate any function definition, see the Function Index on page 730.*



---

# 28



1. *Writing a Simple 4GL Program*
2. *Displaying a Message Window*
3. *Populating a Ring Menu with Options*
4. *Displaying a Row on a Form*
5. *Programming a Query by Example*
6. *Querying and Updating*
7. *Validating and Inserting a Row*
8. *Displaying a Screen Array in a Popup Window*
9. *Accessing a Table with a Single-Row Form*
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17. *Using the DATETIME Data Type*
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20. *Combining Criteria from Successive Queries*
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25. *Logging Application Errors*
26. *Managing Multiple Windows*
27. *Displaying Menu Options Dynamically*
28. *Writing Recursive Functions*
29. *Generating Mailing Labels*
30. *Generating a Schema Listing*

---

# Writing Recursive Functions

4GL supports recursion, although with some restrictions. The program in this example demonstrates recursion with two different algorithms related to “bill of materials processing,” that is, processing items that have a parent-child relationship.

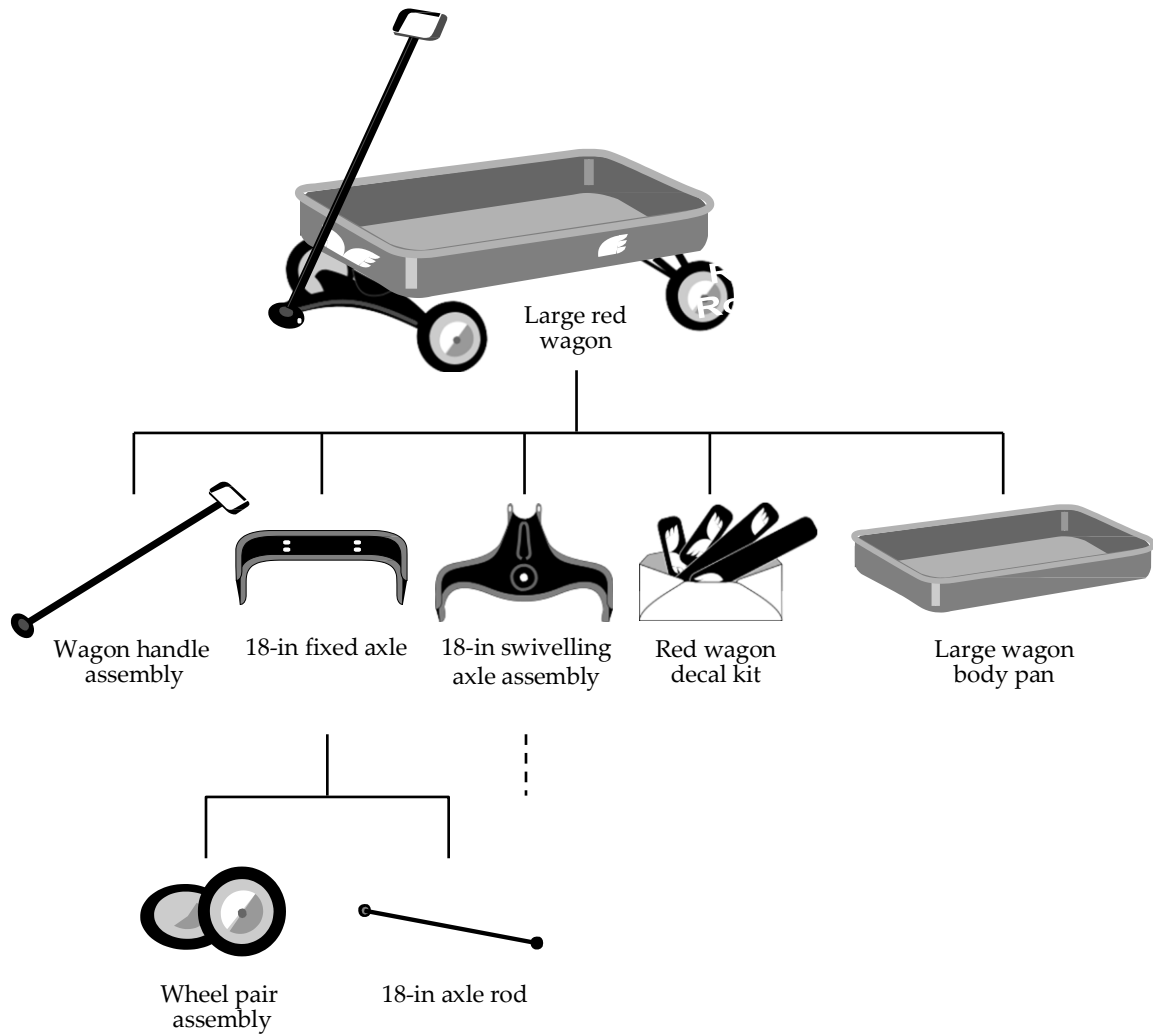
## Representing Hierarchical Data

Many kinds of data have a naturally hierarchical structure: family bloodlines, business organizations, computer subroutine libraries, and assemblies of manufactured parts. Such data is often displayed as a tree, as in the following example.

The component parts of a product appear in the diagram. The product is a *large red wagon*, which is composed of a *wagon handle assembly*, an *18-inch fixed axle*, and so on. The boxes represent objects; the vertical lines represent the relationship “is contained in” or “contains,” depending on the direction of travel. Some of the parts are themselves assemblies, although not all parts are shown here.

## Representing Hierarchical Data

---



With a few changes, the same figure could represent the table of organization of the personnel of a bank. Then the vertical lines would represent “supervises” or “reports to.”

The same data can be represented in a table that specifies parent-child relationships.

| Parent              | Child                            | Count |
|---------------------|----------------------------------|-------|
| Large red wagon     | Wagon handle assembly            | 1     |
| Large red wagon     | 18-inch fixed axle               | 1     |
| 18-inch fixed axle  | Wheel pair assembly              | 1     |
| Wheel pair assembly | 9-inch rubber wheel              | 2     |
| Wheel pair assembly | Plastic end cap                  | 2     |
| 18-inch fixed axle  | 18-inch axle rod                 | 1     |
| Large red wagon     | 18-inch swivelling axle assembly | 1     |
| Large red wagon     | Large wagon body pan             | 1     |
| Large red wagon     | Red wagon decal kit              | 1     |

This table contains more information than the preceding diagram; it contains a count of the number of child parts of each type. A *large red wagon* contains one *18-inch fixed axle*, which contains one *wheel pair assembly*, which in turn contains two *9-inch rubber wheel* parts.

In a relational database, a table such as this is the natural way to represent hierarchical data. As a practical matter, it would be a waste of space to store so many redundant copies of a title such as "Large red wagon." But that problem is easily handled by giving each unique part a numeric key, and storing the descriptive titles just once in a table with other descriptive data.

| Parent | Child | Count |
|--------|-------|-------|
| 76566  | 76549 | 1     |
| 76566  | 76561 | 1     |
| 76561  | 76559 | 1     |
| 76559  | 76547 | 2     |
| ...    |       |       |

(table PARTREE)

| Part  | Description           |
|-------|-----------------------|
| 76566 | Large red wagon       |
| 76569 | Wagon handle assembly |
| ...   |                       |

(table PARTS)

It is easy to formulate some queries against this type of table. For example, what are the top-level assemblies? They are the ones that are not part of any other assembly; that is, they never appear in the Child column.

```
SELECT part, description FROM PARTS
WHERE 0 = (
    SELECT COUNT(*) FROM PARTREE
    WHERE PARTS.part = PARTREE.child )
```

The unit parts (the ones that have no components) are the parts that never appear in the Parent column. A similar query could list them.

## The Parts Explosion Problem

It is also simple to ask a question such as, what are the components of a *large red wagon*? They are the parts that have *large red wagon* as their parent.

---

```
SELECT part, description FROM PARTS main, PARTREE
WHERE   main.part = PARTREE.child
AND     PARTREE.parent = (
        SELECT part FROM PARTS sub
        WHERE sub.description = "Large red wagon" )
```

---

But this only lists the parts that are the immediate children of 76566, "Large red wagon." The immediate children are the ones that are directly connected to large red wagon in the tree, the five that appear on the second row of the tree diagram. In order to list all the parts of a large red wagon you must list not only its immediate children, but also their immediate children, and the children of those parts, and so on through the generations until only unit parts remain. Here is a portion of such a list, as generated by this example.

---

```
076566 ( 1) large red wagon
  076549 ( 1) wagon handle assembly
    076540 ( 1) speed nut #8
    076542 ( 1) plastic end cap
    076550 ( 1) wagon handle
    076551 ( 1) handle clevis pin
  076561 ( 1) 18-in fixed axle
    076559 ( 1) wheel pair assembly
      076541 ( 2) speed nut #2
      076542 ( 2) plastic end cap
      076546 ( 2) bracket mount kit
        076543 ( 2) stove bolt
        076544 ( 2) flat washer
        076545 ( 2) nut
      076547 ( 2) 9-in rubber wheel
      076557 ( 1) axle bracket left
      076558 ( 1) axle bracket right
    076560 ( 1) 18-in axle rod
  076563 ( 1) 18-in swivelling axle assembly
    076556 ( 1) swivel mount kit
      076546 ( 2) bracket mount kit
        076543 ( 2) stove bolt
```

---

## The Parts Explosion in 4GL

A listing of this sort is called a *parts explosion*. Producing a parts explosion is a recursive task. Its logic could be sketched as follows.

---

```
Function explode(part, level)
  List the details of part, indented by level
  For each child of part
    call explode(child, level+1)
  End for
End function
```

---

A call to `explode(76566,0)` would produce an explosion of the parts in a large red wagon. It remains only to implement the two lines “List the details of *part...*” and “For each child of *part...*” The first can be done most simply with a report function.

Given the tables shown on [page 631](#), the natural way to implement “For each child of *part...*” would seem to be with a cursor and a FOREACH loop, something like this fragment (which will *not* work).

---

```
DECLARE c kid CURSOR FOR
  SELECT child FROM PARTREE WHERE parent = part
FOREACH c kid
  CALL explode(kid, level+1)
```

---

This is *not* a workable solution. The reason is that the data structures used to implement a cursor are static objects. Even though the cursor is declared within the body of a function, it is not local to that function; it is a module variable.

If this function were actually implemented, it would fail in the following way: on the first call, the FOREACH statement would open the cursor and produce the first child of the top-level part. The function would then call itself. The FOREACH statement would again OPEN the cursor. Opening a cursor that is open causes it to be closed (losing the position of the top-level function) and reopened.

The second-level function would read its first child number and call itself at a third level, where the cursor would be closed and reopened, and so on until a level was reached at which there were no child parts. Here the FOREACH loop would find no data on the first fetch, and would end, closing the cursor.

Each calling function would then get an error when its copy of the FOREACH loop tried to fetch the next row from a closed cursor.

To summarize this explanation: When using a cursor within a recursive function, you cannot keep the cursor open across the recursive function call. It must be used in one of two ways:

1. Opened before the first recursive call and not closed until the recursion has ended.
2. Opened, used completely, and closed again at each level of the recursion.

In this example, the second method is used for the parts explosion. At each level, before the recursive call takes place, the cursor is opened, all relevant rows are fetched and saved in an array, and the cursor is closed.

## The Parts Inventory

The parts explosion answers the question, what are the component parts of a large red wagon? As an assembly list, it shows all the parts in the order they would be assembled, and it shows sub-assemblies. A related question is, what is the *inventory* of parts that compose a large red wagon? The inventory is a summary of the parts explosion. It shows only the unit parts required, along with a total of the number of times each is used. For example, the parts explosion shows the use of a fixed axle and a swivelling axle assembly, each containing two 9-inch rubber wheel parts. The parts inventory would show only that a total of four of the wheels are needed somewhere in the product. Here is part of an inventory report as generated by the example:

---

|                                    |          |
|------------------------------------|----------|
| Unit parts used in large red wagon | (076566) |
| 1 of speed nut #8                  | (076540) |
| 4 of speed nut #2                  | (076541) |
| 5 of plastic end cap               | (076542) |
| 12 of stove bolt                   | (076543) |
| 12 of flat washer                  | (076544) |
| 12 of nut                          | (076545) |
| 4 of 9-inch rubber wheel           | (076547) |
| 1 of wagon handle                  | (076550) |

---

One way to produce an inventory is to “walk” the tree recursively using logic that can be sketched as follows:

---

```
FUNCTION inventory(part,count)
  IF part has children THEN
    FOR each child of part which is used child-count times,
      CALL inventory(child,count * child-count)
    END FOR
  ELSE it is a unit part,
    Tally the use of count units of part.
  END IF
END FUNCTION
```

---

## The Inventory Report in 4GL

The method of implementing the loop over all child parts is the same as in the parts explosion. In this problem, the interesting question is, how best to keep a tally of parts? The units will be found in the order they appear in the parts explosion. It will be as if you were keeping a tally on a pad while an assistant called out numbers to you: “A speed nut...two wheels...four bolts...another speed nut.”

The parts will not be encountered in any particular order. Neither the number of total entries nor the number of unique parts can be known in advance. Indeed, in some applications there might be hundreds of each. After all the unit parts have been tallied, it will be necessary to sort them by part and accumulate the totals.

The usual programming solution to a problem of this kind is to list all the unit parts in an array as they are found, and then to sort the array. However, sorting and summing are particular skills of the SQL database server. Why not call upon them? So this example stores each unit part in a temporary table in the database. When the entire tree has been scanned, a final phase of the program opens a cursor on the temporary table. It uses a SELECT statement with the GROUP BY and ORDER BY clauses so that it can simply read the summary lines from the table in the order they should be printed.

This approach clearly takes more time to execute than would a program with an in-memory table. The clause WITH NO LOG is used when creating the temporary table to ensure the minimum amount of disk activity. Even so, there is a call to the database server for each item to be tallied, and this is many times as lengthy as an assignment to an array. The compensating benefits are



program simplicity and the speed with which the example is implemented. Nevertheless, a production program to be used repeatedly would probably implement an in-memory array and sort.

## Function Overview

---

| Function Name      | Purpose                                                                                                                                                                  |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| explode_all()      | Starts the report for the parts explosion listing, then calls the recursive function explode() once for each top-level part.                                             |
| explode()          | Recursive function that writes a parts explosion for one part.                                                                                                           |
| kaboom()           | Report function that produces the parts explosion listing.                                                                                                               |
| inventory_all()    | Starts the report for the inventory listing, then calls the recursive function inventory() once for each top-level part.                                                 |
| inventory()        | Recursive function that writes an inventory for one part.                                                                                                                |
| inven_rep()        | Report function that produces the inventory listing.                                                                                                                     |
| pushkids()         | Finds all child parts of a given part and pushes their numbers and use counts onto a stack in memory. Returns the number of child parts stacked for use as a loop count. |
| pop_a_kid()        | Pops one child part number and count from stack.                                                                                                                         |
| set_up_tables()    | Creates and loads the PARTS and PARTREE tables used by the code example.                                                                                                 |
| tear_down_tables() | Removes PARTS and PARTREE tables so as to restore the database to its original condition.                                                                                |

---



## The MAIN Function

- 1➤ The `ma_kidstack` array is a stack that holds the unprocessed child parts for all recursive levels. The index `m_nextkid` points to top-of-stack. The function `pushkids()` (Note 20) adds parts to the stack, and `pop_a_kid()` (Note 23) removes one. These are module variables (variables defined outside any function but not in a GLOBALS section). If the functions were in a separate source module, which would probably be the case if they were used in more than one program, the variables would be global.
- 2➤ The `set_up_tables()` function prompts the user for the name of a database, creates the PARTS and PARTREE tables, and loads them from a text file distributed with the source.
- 3➤ The `c_parent` cursor is used to drive both functions. The method of identifying top-level parts by using a subquery to count the number of rows in which each candidate part appears as a child, is not as slow as might be supposed. An index should be placed on the child column in a production database. The database server will read only the index while executing the subquery. Because index pages are often found in page buffers in memory, many, if not most, of the subqueries will require no disk I/O.

## The explode\_all() Function

- 4➤ The first part of the `explode_all()` function starts the explosion report to a user-specified destination. If the user does not enter a filename, the program sends the report output to the screen.

## The MAIN Function

---

### 4GL source file

```
--*Module variables
1➤ DEFINE ma_kidstack      ARRAY[200] OF INTEGER, -- two items per pushed kid
      m_nextkid          SMALLINT,  -- MUST BE INITIALIZED TO ZERO
      m_theDb, m_fpath  CHARACTER(80)

#####
MAIN
#####

2➤  CALL set_up_tables()  -- exits program unless tables are ok

      LET m_nextkid = 0

3➤  DECLARE c_parent CURSOR FOR
      SELECT DISTINCT mainq.parent
      FROM PARTREE mainq
      WHERE 0 = ( SELECT COUNT(*)
                  FROM PARTREE subq
                  WHERE subq.child=mainq.parent )

      CALL explode_all()    -- parts explosion for all parents
      CALL inventory_all() -- parts inventory for all parents
      CALL tear_down_tables() -- offers to remove tables & does

END MAIN

#####
4➤  FUNCTION explode_all()
#####
      DEFINE  dada INTEGER

      DISPLAY ""
      DISPLAY ""
      DISPLAY "DEMONSTRATING PARTS EXPLOSION"
      DISPLAY ""
      DISPLAY "Specify a filename to receive the parts explosion
report" DISPLAY " file or just press RETURN for report to the
screen." DISPLAY ""
      PROMPT "File: " FOR m_fpath
      DISPLAY ""
      DISPLAY "Generating the file ", m_fpath CLIPPED, ". Please
wait..." DISPLAY ""

      IFLENGTH(m_fpath) = 0 THEN
          START REPORT kaboom
      ELSE
          START REPORT kaboom TO m_fpath
      END IF
```

- 5➤ The function opens the `c_parent` cursor declared in the MAIN program, and then calls the `explode()` recursive function for each top-level part.

## The explode() Function

- 6➤ The `explode()` function works with the `kaboom()` report function to implement the recursive display of the parts explosion.
- 7➤ The function finds the description for the current part and then sends the part information to the `kaboom()` report function to be printed.
- 6➤ The `pushkids()` function finds all the child parts of the current part. It “pushes” these parts onto the stack, implemented by the `ma_kidstack` array. This function returns the number of child parts.

The `pushkids()` function uses a cursor over the `PARTREE` table to find all child parts of part `pn`. If a cursor was an object with local scope, it could be defined here and the following loop would use a `FOREACH` loop. Because this is not the case, as discussed in [“The Parts Explosion in 4GL” on page 633](#), it is necessary to open the cursor, read all the rows it finds (child parts), save them on a stack, and close the cursor before beginning the recursion.

- 9➤ For each of the child parts, the `explode()` function:
  1. Calls the `pop_a_kid()` function to take a single part off the top of the `ma_kidstack` array and return the part number and the number of times this part is used.
  2. Decrements the number of child parts remaining on the stack.
  3. Calls itself (the recursive call) to perform the same procedure on the child part.

The recursion on a top-level part stops when there are no more child parts left for this part.

## The explode() Function

---

```
5>  FOREACH c_parent INTO dada
      CALL explode(dada,1,0) -- used once at level 0
    END FOREACH

      FINISH REPORT kaboom

END FUNCTION -- explode_all --

#####
6>  FUNCTION explode(pn,pu,ln)
#####
      DEFINE      pn      INTEGER,  -- this part number
                  pu      INTEGER,  -- number of times used at this level
                  ln      INTEGER,  -- level in the tree

                  nkids   SMALLINT, -- number of children pn has
                  kn      INTEGER,  -- part number of one kid
                  ku      INTEGER,  -- its usage count
                  pdesc   CHAR(40)  -- description of pn

7>  SELECT descr INTO pdesc
      FROM PARTS
      WHERE partnum = pn

      OUTPUT TO REPORT kaboom(pn,pdesc,pu,ln) -- list current part

8>  CALL pushkids(pn) RETURNING nkids -- get, save all its children
9>  WHILE nkids > 0
      CALL pop_a_kid() RETURNING kn, ku
      LET nkids = nkids - 1
      CALL explode(kn,ku,ln+1) -- here's the recursion!
    END WHILE

END FUNCTION -- explode --
```

## The kaboom() Report Function

- 10 ➤ The report function uses the recursive level in two ways. In this statement, it prints an extra line of space before a top-level part. In the next, it prints indenting spaces to match the level number.

## The inventory\_all() Function

- 11 ➤ Like the explode\_all() function, the inventory\_all() function starts the report to a user-specified destination and then applies the recursive function, in turn, to each top-level part.
- 12 ➤ The function opens the c\_parent cursor declared in the MAIN program a second time, and then calls the inventory() recursive function for each top-level part.

## The kaboom() Report Function

---

```
#####
REPORT kaboom(part,desc,use,level)
#####
DEFINE      part      INTEGER,
            desc      CHAR(40),
            use       INTEGER,
            level     INTEGER,

            j         SMALLINT

FORMAT
PAGE HEADER
PRINT COLUMN 20, "PARTS EXPLOSION REPORT - PAGE",
PAGE NO USING "###"
PRINT COLUMN 30, TODAY
SKIP 3 LINES

ON EVERY ROW
10> IF level = 0 THEN
    PRINT -- blank line before each parent
    END IF
    FOR j = 1 TO level
        PRINT 4 SPACES; -- indent to show recursive levels
    END FOR
    PRINT part USING "&&&&&&",
    ("use USING "---",) ",desc CLIPPED"
END REPORT

#####
11> FUNCTION inventory_all()
#####
DEFINE      papa      INTEGER

DISPLAY "DEMONSTRATING PARTS USAGE INVENTORY"
DISPLAY ""
DISPLAY "Specify a filename to receive the inventory report"
DISPLAY " file or just press RETURN for report to the screen."
DISPLAY ""
PROMPT "File: " FOR m_fpath
DISPLAY "Generating the file ", m_fpath CLIPPED, ". Please
wait..." DISPLAY ""

IFLENGTH(m_fpath) = 0 THEN
    START REPORT inven_rep
ELSE
    START REPORT inven_rep TO m_fpath
END IF

12> FOREACH c_parent INTO papa-- for each top-level part
    CALL inventory(papa,0)-- this assembly used 0 times
END FOREACH
```



## The inventory() Function

- 13** ➤ The input to the `inventory()` function is a part number and the count of that part that is needed. If the part proves to be a unit part, it must be tallied in the temp table. If not, this function should be applied to each of its component parts.
- 14** ➤ The tally must be initialized for each top-level part. A part count of zero is passed as a flag, alerting the function that this is a top-level part and it should initialize the temporary table at the start, and produce the report at the end. Such special cases are not aesthetically pleasing. You might prefer to rewrite this function, moving the setup and reporting passages out to the `inventory_all()` function where they arguably belong.
- 15** ➤ This is the point at which a unit part is tallied by inserting a row in the table.
- 16** ➤ The recursion for a composite part takes place at this point in the code.
- 17** ➤ After processing a top-level part so all recursions have been unwound, lines are generated for the inventory report. First a heading for the top-level part is generated, and then the summarized rows of the table.
- 18** ➤ All of the work in this report is being done in the `SELECT` statement. Note that the temporary table is being joined to the `PARTS` table to pick up descriptions. Suppose that the `PARTS` table also contained a cost field. It would be simple to select a total cost for each unique unit part.

## The inventory() Function

---

```
FINISH REPORT inven_rep

END FUNCTION -- inventory_all --

#####
13> FUNCTION inventory(pn,un)
#####
    DEFINE          pn INTEGER,      -- major assembly to inventory
                   un INTEGER,      -- quantity needed (0 means top level)

                   nkids SMALLINT,  -- number of progeny of pn
                   mulfac SMALLINT, -- quantity of part pn needed
                   kn INTEGER,      -- one child
                   ku INTEGER,      -- number of parts kn in one part pn
                   desc CHAR(40)    -- one descriptor

14>     LET mulfac = un      -- usually true except for kludge:
    IF un = 0 THEN        -- this is top-level call, initialize temp table
        CREATE TEMP TABLE invenTemp (partnum INTEGER, used INTEGER )
            WITH NO LOG
        LET mulfac = 1    -- even parent is used once
    END IF

    CALL pushkids(pn) RETURNING nkids-- stack all children
    IF nkids = 0 THEN    -- part pn is noncomposite: count it
15>         INSERT INTO invenTemp VALUES(pn,mulfac)
    ELSE                -- part pn is an assembly, inventory it
        WHILE nkids > 0 -- by inventorying each of its kids
            CALL pop_a_kid() RETURNING kn, ku
            LET nkids = nkids - 1
16>         CALL inventory(kn,ku*mulfac)    -- recurse!
        END WHILE
    END IF

    IF un = 0 THEN -- this is a top level call, now do the report
17>         SELECT descr INTO desc
            FROM PARTS
            WHERE partnum = pn

        OUTPUT TO REPORT inven_rep(pn,0,desc)

18>     DECLARE c_unitpart CURSOR FOR -- scanning the temp table
        SELECT t.partnum, SUM(t.used), p.descr
            INTO kn,ku,desc
        FROM invenTemp t, PARTS p
        WHERE t.partnum = p.partnum
        GROUP BY t.partnum, p.descr
        ORDER BY t.partnum

    FOREACH c_unitpart
        OUTPUT TO REPORT inven_rep(kn,ku,desc)
    END FOREACH
```

## The inven\_rep() Report Function

- 19 ➤ The inven\_rep() function receives rows passed by the inventory() function and prints a line of the Inventory report.

## The pushkids() Function

- 20 ➤ The pushkids() function pushes the component parts of a given part on a stack. It would benefit from some additional code:
  - You could add safeguards against running off the end of the stack.
  - You could add code to measure and report the stack high-water mark so that you could tune the size of the global array over time.
- 21 ➤ The c\_kid cursor obtains the child parts for a specified parent part. In a production system there should be an index on at least the parent column. In that case, the set of rows with parent=pn could be found very quickly. The ORDER BY clause is not strictly necessary at this point. It ensures that child parts are pushed from largest to smallest number, and hence that they are popped by the calling function in numeric sequence. This makes the reports come out sorted. However, it would be better to remove the sort from such a heavily used SQL operation if possible. The sorting could be done at other stages of processing.

The simplest solution might be to sort the numbers on the stack in this very function. The number of child parts pushed at any level is not likely to be large, so a simple insertion sort would be satisfactory, and probably much faster than invoking the database server's sort module on a small set of data.

## The inven\_rep() Report Function

---

```

        DROP TABLE invenTemp
    END IF
END FUNCTION -- inventory --

#####
19 > REPORT inven_rep(part,use,desc)
#####
        DEFINE          part, use      INTEGER,
                       desc           CHAR(40)

        FORMAT
        PAGE HEADER
            PRINT COLUMN 26, "INVENTORY REPORT - PAGE ",
                PAGENO USING "###"
            PRINT COLUMN 36, TODAY
            SKIP 3 LINES

        ON EVERY ROW
            IFuse > 0 THEN-- not the top level part
                PRINT use USING "####", " of ",desc,"
                    (" , part USING "&&&&&&"," )"
            ELSE -- top level, do a control break
                PRINT
                    PRINT "Base parts used in ",desc,
                        " (" ,part USING "&&&&&&"," )"
                PRINT
            END IF
END REPORT -- inven_rep --

#####
20 > FUNCTION pushkids(pn)
#####
        DEFINE          pn,              -- parent number

                       kn,              -- kid number
                       ku      INTEGER, -- kid usage
                       oldtop SMALLINT -- save old stack top for counting number pushed

21 > DECLARE c_kid CURSOR FOR -- all children of part pn
        SELECT child, used INTO kn, ku
        FROM PARTREE
        WHERE parent = pn
        ORDER BY child DESC

        LET oldtop = m_nextkid

```

- 22 ➤ The `c_kid` cursor is opened, used, and closed again at each recursive level.

## The pop\_a\_kid() Function

- 23 ➤ The `pop_a_kid()` function pops a single part from the stack implemented by the `ma_kidstack` array. These parts are pushed onto this stack by the `push_kids()` function.

This function would benefit from additional code that checks for popping from an empty stack.

## The set\_up\_tables() Function

- 24 ➤ The function prompts for the name of the database containing the `PARTS` and `PARTREE` tables. These tables contain the part information used by this example. If the user does not enter a database name, the program assumes it will need to create these tables, so it prompts the user for the name of the database in which to create them. By default, the program uses the `stores7` database.

## The pop\_a\_kid() Function

---

```
22➤  FOREACH c_kid
      LET m_nextkid = m_nextkid + 1
      LET ma_kidstack[m_nextkid] = kn
      LET m_nextkid = m_nextkid + 1
      LET ma_kidstack[m_nextkid] = ku
      END FOREACH

      RETURN (m_nextkid - oldtop)/2
END FUNCTION -- pushkids --

#####

23➤  FUNCTION pop_a_kid()
#####
      DEFINE      kn,          -- kid number from stack
                ku      INTEGER -- kid usage from stack

      LET ku = ma_kidstack[m_nextkid]
      LET m_nextkid = m_nextkid - 1
      LET kn = ma_kidstack[m_nextkid]
      LET m_nextkid = m_nextkid - 1

      RETURN kn, ku
END FUNCTION -- pop_a_kid --

#####
FUNCTION set_up_tables()
#####
      DEFINE      j, k      SMALLINT,
                afile     CHAR(80)

WHENEVER ERROR CONTINUE -- don't crash if things don't exist

24➤  DISPLAY "DEMONSTRATING A RECURSIVE FUNCTION"
      DISPLAY ""
      DISPLAY "This program uses two tables named PARTS and PARTREE."
      DISPLAY ""
      DISPLAY "Please enter the name of a database where these tables"
      DISPLAY " now exist. If they do not exist now, just press RETURN."
      DISPLAY ""
      PROMPT "Database name: " FOR m_theDb
      DISPLAY ""

      IF LENGTH(m_theDb CLIPPED) = 0 THEN
        DISPLAY "Please enter the name of a database where we can create"
        DISPLAY " those two tables. Press RETURN to use the stores7"
        DISPLAY " database."
        DISPLAY ""
        PROMPT "Database name: " FOR m_theDb
        DISPLAY ""
        IF LENGTH(m_theDb) = 0 THEN
          LET m_theDb = "stores7"
        END IF
```

- 25** ➤ The DATABASE statement attempts to open the specified database. If this open fails because the database does not exist (status = -329), the function asks the user whether to create this database. If the user wants a new database, the CREATE DATABASE statement creates it.

If the specified database exists but the DATABASE statement cannot open it, the program notifies the user and exits.

- 26** ➤ Once the database is open, the program checks for the existence of the PARTS and PARTREE tables. If these tables exist, the program prompts for the path-name of the directory where the example's load files can be found. These load files are called ex28pa.unl for the PARTS table, and ex28pt.unl for the PARTREE table. By default these files exist in the same directory as the other application files.

## The set\_up\_tables() Function

---

```
25> DATABASE m_theDb
IF SQLCA.SQLCODE = -329 THEN
    DISPLAY "Database ", m_theDb CLIPPED,
           " does not exist (or if it does, you"
    DISPLAY " do not have Connect privilege in it). We will try to"
    DISPLAY " create the database."
    DISPLAY ""
    LET SQLCA.SQLCODE = 0 -- does create db not set this?
    CREATE DATABASE m_theDb
    IF SQLCA.SQLCODE = 0 THEN
        DISPLAY "Database has been created."
        DISPLAY ""
    END IF

    END IF
ELSE
    DATABASE m_theDb
END IF
IF SQLCA.SQLCODE <> 0 THEN
    DISPLAY "Sorry, error ",SQLCA.SQLCODE,
           " opening or creating the database ",m_theDb CLIPPED
    EXIT PROGRAM
END IF

26> LET j = 0      -- in case no table is there
LET k = 0
SELECT COUNT(*)
INTO j
FROM PARTS

SELECT COUNT(*)
INTO k
FROM PARTREE

IF 0 < (j*k) THEN -- both tables exist, have rows
    DISPLAY "The needed tables do exist in this database. Thank you."
    RETURN
END IF
-- at least one table does not exist or is empty

DISPLAY "To load the tables we need the file pathname for two files:"
DISPLAY "          ex28pa.unl and ex28pt.unl"
DISPLAY " They came in the same directory as this program file."
DISPLAY ""
DISPLAY " Enter a pathname, including the final slash or backslash."
DISPLAY " If it is the current working directory just press RETURN."
DISPLAY ""
PROMPT "Path to those files: " FOR m_fpath
```



- 27** ➤ If the PARTS and PARTREE tables do not exist, the program uses the CREATE TABLE statement to create them. Because the WHENEVER ERROR STOP statement precedes these CREATE TABLE statements, any error encountered creates a runtime error.

This function could be enhanced to check for possible causes of failure for each CREATE TABLE statement and to recover from them. This enhancement would require moving the WHENEVER statement after the CREATE TABLE statements and adding the appropriate error checking code to the program.

- 28** ➤ The LOAD statements load the data in the `ex28pa.unl` and `ex28pt.unl` files into the PARTS and PARTREE tables.

## The `tear_down_tables()` Function

- 29** ➤ The function asks the user whether to drop the PARTS and PARTREE tables from the database. By dropping these tables, the program restores the database to its state before this example was run.
- 30** ➤ If the database is empty once these two tables are dropped, the program asks the user whether to drop the entire database. It determines whether the database is empty by counting the number of tables defined in the system catalog `systables` with table IDs greater than 99. User-defined tables have table IDs that start with 100.

## The tear\_down\_tables() Function

---

```
WHENEVER ERROR STOP

27> CREATE TABLE PARTS(partnum INTEGER, descr CHAR(40))
    DISPLAY "Table PARTS has been created."

    CREATE TABLE PARTREE(parent INTEGER, child INTEGER, used INTEGER)
    DISPLAY "Table PARTREE has been created."
    DISPLAY ""

    LET afile = m_fpath CLIPPED, "ex28pa.unl"
    DISPLAY "Loading PARTS from ",afile CLIPPED
28> LOAD FROM afile INSERT INTO PARTS
    DISPLAY "Table PARTS has been loaded."
    DISPLAY ""
    LET afile = m_fpath CLIPPED, "ex28pt.unl"
    DISPLAY "Loading PARTREE from ",afile CLIPPED
    LOAD FROM afile INSERT INTO PARTREE
    DISPLAY "Table PARTREE has been loaded."
    DISPLAY ""

END FUNCTION -- set_up_tables --

#####
FUNCTION tear_down_tables()
#####
    DEFINE          ans      CHAR(1),
                   j        SMALLINT

    DISPLAY "We can leave the PARTS and PARTREE tables for use again"
    DISPLAY " (or for you to modify and experiment with), or we can"
    DISPLAY " drop them from the database."
    DISPLAY ""
29> PROMPT "Do you want to drop the two tables? (y/n): " FOR ans
    IF ans MATCHES "[yY]" THEN
        DROP TABLE PARTS
        DROP TABLE PARTREE
        DISPLAY "Tables dropped."

30> SELECT COUNT(*) INTO j
    FROM informix.systables
    WHERE tabid > 99

    IF j = 0 THEN -- no more tables left
        DISPLAY "Database ",m_theDb CLIPPED," is empty now."
        PROMPT "Do you want to drop the database also? (y/n): " FOR ans
```

- 31** ➤ If the user chooses to drop the database, the program provides a confirmation prompt. Dropping a database destroys all data and cannot be undone.
- 32** ➤ If the user does not want to drop the PARTS and PARTREE tables, the program just exits.

## The tear\_down\_tables() Function

---

```
IFans MATCHES "[yY]" THEN
  DISPLAY ""
  DISPLAY "You have chosen to REMOVE the ", m_theDb CLIPPED,
    " database. This step cannot be undone."
  PROMPT "Are you sure you want to drop this database? (y/n): "
  FOR ans
  IF ans MATCHES "[yY]" THEN
    CLOSE DATABASE

WHENEVER ERROR CONTINUE
  DROP DATABASE m_theDb
WHENEVER ERROR STOP
  IF (status < 0) THEN
    DISPLAY "Sorry, error ", SQLCA.SQLCODE,
      " while trying to drop the database ", m_theDb CLIPPED
    EXIT PROGRAM
  END IF

  DISPLAY ""
  DISPLAY "The ", m_theDb CLIPPED, " database has been dropped."
ELSE
  DISPLAY "The ", m_theDb CLIPPED, " database has not been dropped."
END IF
END IF
END IF
ELSE
  DISPLAY "Tables PARTS and PARTREE remain in database ",
    m_theDb CLIPPED, "."
END IF
END FUNCTION -- tear_down_tables --
```

*To locate any function definition, see the Function Index on page 730.*

---

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---

# Generating Mailing Labels

This example demonstrates the use of several report functions. The report in this example prints “three-up” address labels; that is, labels in three columns across the page. For a general discussion on reports in 4GL see [Example 14](#).

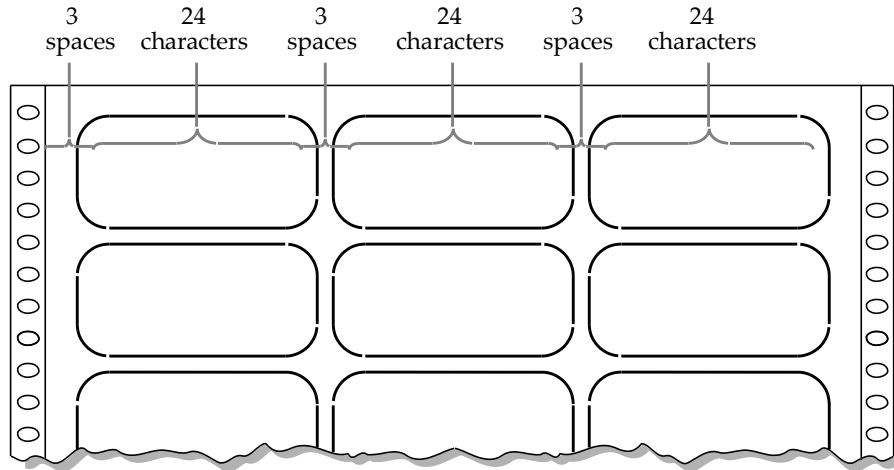
The row producer portion of the program simply scans the customer table in the demonstration database; it has no idea what format will be used for the report. Any changes to the format, such as from three-up format to single column, are confined to the report generator; no changes are necessary to the row producer.

## Label Stationery

In the United States, multi-column label stock is printed on sheets 8.5 by 11 inches (21.5 by 29 cm). Printers usually print at 10 characters per inch, making an 85-character line. 4GL only supports fixed-pitch printers; it does not yet make provision for proportionally-spaced fonts.

These numbers may require adjustment to suit other paper sizes and other printers. Such adjustments should be confined strictly to the report generator. They should not be allowed to affect the logic of the row-producing parts of the program.

The code in this example produces three uniform columns on an 85-character line. Because 3 does not divide 85 evenly, each column consists of a 3-character “gutter” (blank space) and a 24-column label width, leaving a 4-character margin on the right.



The code of the report function explicitly sets these parameters. They can be adapted easily to new formats.

## Printing a Multi-Column Report

4GL includes no built-in support for multi-column reports. You must design the logic for creating one into the report generator function. While the basic idea is simple, the implementation can be tricky.

A report function contains a section headed `ON EVERY ROW`, which is executed for each new row of data that comes out of the row producer. To produce a three-column report, the report function must include a variable containing the current column number (`colno` in this example). Then the `ON EVERY ROW` section can proceed as shown in the following pseudo-code:

---

```
ON EVERY ROW
  Increment colno
  Save the current row's data in an array based on colno
  IF colno = 3 THEN
    print the accumulated data
    set colno to 0
  END IF
```

---

This approach requires that you resolve two additional complications:

- First, the variable `colno` must be initialized.  
That can be done in the `FIRST PAGE HEADER` section of the report function.
- Second, one or two rows may remain to be printed at the end of the program.  
4GL provides an `ON LAST ROW` section in which these residual rows can be displayed.

You can save the rows as they arrive in two ways. They can be saved as data in program variables of the same types (`INTEGER`, `MONEY`, and so on), or they can be formatted and saved as characters.

Under the first scheme, the report function might contain code like the following fragment:

---

```
DEFINE troika ARRAY[3] OF RECORD LIKE ...
ON EVERY ROW
    LET colno = colno + 1
    LET troika[colno] = a global record variable
    IF colno = 3 THEN
        statements to print data from troika[1 to 3]
        LET colno = 0
    END IF
```

---

While this method is conceptually simple, it turns out that the `PRINT` statements needed to print fields from three records across multiple lines become quite convoluted. Therefore, this example presents a different approach.

In the second method, each data row is formatted for printing as it is received. However, instead of using the `PRINT` statement, the data is converted to character strings and assigned to columns within page-wide character strings. When the third row has been formatted, the wide strings



contain an image of the print lines of the report. They can then be written with very simple PRINT statements. For the full details, see the code listing. The essence can be seen in this fragment.

---

```
DEFINE  margins ARRAY[3] OF SMALLINT,  
        lines ARRAY[6] OF CHAR(85)  
ON EVERY ROW  
    LET colno = colno + 1  
    LET j = margins[colno]  
    LET k = j + 27  
    LET lines[1][j,k] = first data field  
    LET lines[2][j,k] = second data field  
    ...
```

---

These statements rely on two 4GL features. First, 4GL supports assignment to a substring, even to a substring of an array element. In the example, the variables j and k define a substring in the page-width character strings. The expression on the right of the LET statement will be padded to the necessary width. Second, functions such as USING, which are normally thought of in connection with the PRINT statement, can actually be used in any expression. Hence the formatting of the lines can be done in assignment statements.

## Function Overview

---

| Function Name | Purpose                                      |
|---------------|----------------------------------------------|
| three_up()    | The report function to print mailing labels. |

---



## The MAIN Function

- 1➤ The report generator is initialized with the START REPORT statement. One of two forms of the statement is used, depending on whether output is to the screen or to a file.
- 2➤ Each execution of an OUTPUT TO REPORT statement sends the data, a row at a time, to the three\_up() report function.
- 3➤ The FINISH REPORT statement ends the report, including any LAST ROW processing, and closes the output file.

## The three\_up() Report Function

- 4➤ The current\_column variable stores the current column from zero to three. The columnar format of the report is encoded in the column\_width, gutter\_width, and margins variables.
- 5➤ As an extra feature, the report function keeps track of the lowest (lo\_zip) and highest (hi\_zip) zip codes displayed on each page and prints them in the page footer.

## The MAIN Function

---

4GL source file

```
DATABASE stores7

GLOBALS
  DEFINE          gr_customer  RECORD LIKE customer.*
END GLOBALS

#####
MAIN
#####
  DEFINE          refile CHAR(80) -- report pathname

  DISPLAY "Enter a filename to receive the labels, or for"
  DISPLAY "output to the screen (stdout) just press RETURN."
  DISPLAY ""
  PROMPT "Filename: " FOR refile
  DISPLAY ""
1>  IF LENGTH(refile)=0 THEN -- null response
    START REPORT three_up
    DISPLAY "Preparing labels for screen display..."
  ELSE -- filename
    START REPORT three_up TO refile
    DISPLAY "Writing labels to file ", refile CLIPPED,"..."
  END IF

  DECLARE c_cust CURSOR FOR
    SELECT * INTO gr_customer.*
    FROM customer
    ORDER BY zipcode,company

  FOREACH c_cust
2>  OUTPUT TO REPORT three_up()
  END FOREACH

3>  FINISH REPORT three_up

  CLEAR SCREEN
END MAIN

#####
REPORT three_up() -- the report function
#####
4>  DEFINE  current_column,  -- current column, from 0 to 3
      column_width,        -- width of any label column
      gutter_width SMALLINT,-- gap between columns
      margins  ARRAY[3] OF SMALLINT, -- starting margin of each column
      pageno   SMALLINT, -- current page number
5>  lo_zip,  -- lowest zipcode on current page
      hi_zip LIKE customer.zipcode, -- highest ditto
```

- 6➤ The lines array of strings holds the image of a row of address labels. The variables are made wide enough to allow for 12-character-per-inch printing. The j and k variables are used as subscripts into each string. The city\_fld variable holds the size of the city in the address and is used to determine the position of the state and zip code values on the same line. The line\_num variable is the current line of the lines array and is used to keep track of whether the address has one line (address2 is null) or two.
- 7➤ The OUTPUT section specifies the page dimensions along with the margins. The left margin is set to zero. In this report it proved simpler to divide the page into three uniform columns, each with its own left margin.
- 8➤ The FIRST PAGE HEADER allows you to print special material on the first report page. While no page header appears on the first or any other page in this report, this is the most convenient place to initialize the following variables:

|                              |                                                                                                                         |
|------------------------------|-------------------------------------------------------------------------------------------------------------------------|
| pageno                       | A report must count pages explicitly; there is no system count of pages.                                                |
| current_column               | This starts the column-counter off before the first row arrives.                                                        |
| lo_zip, hi_zip               | These are initialized the same way in the PAGE TRAILER section, which follows.                                          |
| column_width<br>gutter_width | Here is encoded the columnar format, a repetition of gutter_width spaces followed by column_width data across the page. |
| margins                      | The decision encoded in the previous variables is implemented as the starting point for each column.                    |
- 9➤ At this point, j and k are the starting and ending points for a substring that spans the data portion of the current column. In the following assignments, the company name and the first two lines of the address (address1 and address2) of the current row are assigned, if they are not null, to various lines of the lines array. 4GL will automatically convert values of other types to character, and pad short strings to length. The USING function can also be employed to format the values.

## The three\_up() Report Function

---

```
6>          lines          ARRAY[6] of CHARACTER(127), -- one row of labels
          j, k            SMALLINT,          -- misc indexes
          city fld        SMALLINT,          -- size of city field
          line_num        SMALLINT          -- current line in lines array

OUTPUT
PAGE LENGTH 66
7> LEFT MARGIN 0          -- these must be tuned to match the
TOP MARGIN 4             -- label stock in use
BOTTOM MARGIN 4

FORMAT
8> FIRST PAGE HEADER    -- initialize some variables
    LET pageno = 0
    LET current_column = 0
    LET lo_zip = NULL
    LET hi_zip = "00000"
    LET column_width = 25
    LET gutter_width = 3
    LET margins[1] = gutter_width
    LET margins[2] = margins[1]+column_width+gutter_width
    LET margins[3] = margins[2]+column_width+gutter_width
    FOR j = 1 TO 6
        LET lines[j] = " "
    END FOR

ON EVERY ROW
IF(lo_zip IS NULL) THEN -- starting new page
    LET lo_zip = gr_customer.zipcode
END IF
IF(hi_zip < gr_customer.zipcode) THEN
    LET hi_zip = gr_customer.zipcode
END IF

    LET current_column = current_column + 1
    LET j = margins[current_column]
9>    LET k = j + column_width - 1

IFgr_customer.company IS NOT NULL THEN
    LET lines[2][j,k] = gr_customer.company
END IF
IFgr_customer.address1 IS NOT NULL THEN
    LET lines[3][j,k] = gr_customer.address1
END IF
```

- 10** ➤ If the second line of the address is null, the program sets the `line_num` variable to 4 so that the next line (city, state, and zip code) will print in line 4. There is no need to assign a value to the `lines` array because this array is already initialized with blanks. (See Note 14.) If the second address line is not null, the program assigns the address to the fourth line of the `lines` array and then sets `line_num` to 5 so that the city, state, and zip code will not overwrite this line.
- 11** ➤ If the city column is null, skip past the space reserved for the city in the `lines` array, which is 15 characters as defined in the database. If the city column is not null, print out the city name in the `lines` array at the line specified by `line_num`. (See Note 10.) The `city_fld` variable keeps the length of the current city name plus the trailing “, ” string (a comma and a blank). If this name is null, the variable stores the maximum length of 15 plus the two additional characters.
- 12** ➤ If the state column is null, skip past the space reserved for the state code by incrementing the `j` index variable. This index now indicates the starting position of the zip code. If the state column has a non-null value, assign this value at the end of the city name and then increment the `j` index to the beginning of the zipcode field.
- 13** ➤ The program assigns the zipcode value to the `lines` array only if it is non-null. If this value is null, the blanks already in the array can be printed.
- 14** ➤ If the program has completed the third and final column of the line, it clears out the `lines` array to prepare this array for the next iteration.
- 15** ➤ The code in the `ON LAST ROW` section is called after the `ON EVERY ROW` code for the final row.

You might simply dump the `lines` array, but it may be empty. If the `lines` array is empty, it will cause the program to print an extra, blank report page. Testing for `column_number` greater than zero averts printing a blank page.

## The three\_up() Report Function

---

```
10> IF gr_customer.address2 IS NULL THEN
    LET line_num = 4      -- move city, state up one line
ELSE
    LET lines[4][j,k] = gr_customer.address2
    LET line_num = 5
END IF

11> IF gr_customer.city IS NULL THEN
    LET city_fld = j + 15  -- move to 1st position past city
    LET k = city_fld + 1  -- make room for 2 chars (" ")
    LET lines[line_num][city_fld,k] = " "
    LET city_fld = 17     -- 15 for city, 2 for " "
ELSE
    LET city_fld = LENGTH(gr_customer.city) + 2
    LET k = j + city_fld  -- make room for city name and " "
    LET lines[line_num][j,k] = gr_customer.city CLIPPED, " "
END IF

12> IF gr_customer.state IS NULL THEN
    LET j = j + city_fld + 3  -- increment past state field
ELSE
    LET j = j + city_fld + 1  -- move to 1st position past " "
    LET k = j + 2             -- make room for 2 chars (state)
                                --... plus 1 char (blank)
    LET lines[line_num][j,k] = gr_customer.state, " "
    LET j = k + 1            -- increment past state field
END IF

13> IF gr_customer.zipcode IS NOT NULL THEN
    LET k = j + 4             -- make room for 5 chars (zip)
    LET lines[line_num][j,k] = gr_customer.zipcode
END IF

14> IF current_column = 3 THEN  -- time to print lines and clear
    FOR j = 1 TO 6
        PRINT lines[j]
        LET lines[j] = " "
    END FOR
    LET current_column = 0     -- ready for next set
END IF

ON LAST ROW
15> IF current_column > 0 THEN  -- print short last line
    FOR j = 1 TO 6
        PRINT lines[j]
    END FOR
END IF
```



- 16 >** The code in the Page Trailer section is called each time the page fills up. In this case, the program prints a footer containing the low and high zip codes.

## The three\_up() Report Function

---

```
16> PAGE TRAILER
    LET pageno = pageno + 1
    PRINT
    PRINT
    PRINT
    PRINT "page",pageno USING "-----",
          COLUMN 50,
          "Customers in zipcode ",lo_zip," to ",hi_zip
    LET lo_zip = NULL
    LET hi_zip = "00000"

END REPORT -- three_up --
```

*To locate any function definition, see the Function Index on page 730.*

---

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# Generating a Schema Listing

This example demonstrates how to decode some of the contents of the system catalog tables. Using these techniques, a program can discover at execution time the names of the tables and columns in a database, as well as the data types of the columns. This information is then prepared as a report.

## The System Catalogs

The system catalogs are a group of tables that exist in every database and describe the contents of the database. The database server creates the tables when it creates a new database. It updates the tables each time it executes data definition statements such as `CREATE TABLE` or `ALTER INDEX`. It uses the tables to process queries.

The system catalogs are not hidden from applications, and a program is free to query them to learn about the contents of the database. This program takes the catalog information and produces a schema listing.

The organization of the system catalogs is covered in depth in your SQL or 4GL reference documentation. Briefly, the following tables are the most important:

|                         |                                                                                                                                                                                                                                                                                            |
|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <code>systables</code>  | Contains a basic definition of all permanent tables. The primary key consists of owner name and table name. The most important column is <code>tabid</code> , a serial number that represents each table in all other tables. All user-defined tables have <code>tabid</code> values >100. |
| <code>syscolumns</code> | Contains the data type of each column. The primary key consists of <code>tabid</code> and column number. Much of the code in this example is devoted to decoding the data type information.                                                                                                |

|            |                                                                                                                         |
|------------|-------------------------------------------------------------------------------------------------------------------------|
| sysindexes | Defines each index. The primary key consists of owner and index names.                                                  |
| sysusers   | Lists the names of users who have been granted database privileges. The primary key is user name.                       |
| systabauth | Lists table-level privileges that have been granted. The primary key consists of the user names of grantor and grantee. |

This example retrieves information from the systables and syscolumns tables. For an example of how to decode systabauth, see [“The get\\_tab\\_auth\(\) Function” on page 624](#).

## Program Overview

The heart of this program is a very ordinary FOREACH loop. The program declares a cursor joining systables with syscolumns as follows:

---

```
DECLARE c_schema CURSOR FOR
SELECT tabname, nindexes, colname, colno, coltype, collength
  FROM informix.systables st, informix.syscolumns sc
  WHERE st.tabtype = "T" -- tables, not views
  AND st.tabid > 99 -- user tables, not system tables
  AND st.tabid = sc.tabid -- join condition
  ORDER BY st.tabname, sc.colno
```

---

Note that the names of system catalog tables are qualified with the owner name informix. This is only necessary in ANSI-compliant databases, where an owner name is required whenever you query a table you do not own. The owner name can be omitted in noncompliant databases, which is the usual case.

This cursor produces all the necessary information about each table, one row per column. In the central FOREACH loop the program decodes the data type information from the coltype and collength columns to produce a character string such as “INTERVAL YEAR TO MONTH” or “DECIMAL(3,8)”. The code needed to do this occupies more than half the module. Then it displays the information about a column with an OUTPUT TO REPORT statement.

## Decoding Data Type Information

When you define the data type of a column, you use keywords, as in this example:

---

```
CREATE TABLE examp (
  uneek SERIAL,
  dough MONEY(9,2) NOT NULL )
```

---

The keywords are encoded for the server's reference in the coltype and collength columns of the syscolumns table. Each is a SMALLINT. The value of coltype is a number between 0 and 16, giving the basic data type. 256 (hexadecimal 100) is added to this encoding when the NOT NULL clause is used. The value in collength specifies the length or precision of the column. The following table shows how these columns are used for each datatype. MSB means "most significant byte"; LSB means "least significant byte."

---

| Data type  | Coltype value | Collength value                 |
|------------|---------------|---------------------------------|
| CHARACTER  | 0             | length                          |
| SMALLINT   | 1             | n.a.                            |
| INTEGER    | 2             | n.a.                            |
| FLOAT      | 3             | n.a.                            |
| SMALLFLOAT | 4             | n.a.                            |
| DECIMAL    | 5             | precision in MSB, scale in LSB  |
| SERIAL     | 6             | n.a.                            |
| DATE       | 7             | n.a.                            |
| MONEY      | 8             | precision in MSB, scale in LSB  |
| (not used) | 9             | n.a.                            |
| DATETIME   | 10            | qualifier, see text             |
| BYTE       | 11            | n.a.                            |
| TEXT       | 12            | n.a.                            |
| VARCHAR    | 13            | reserve size in MSB, max in LSB |
| INTERVAL   | 14            | qualifier, see text             |

---

The qualifiers for DATETIME and INTERVAL types are encoded in hexadecimal digits in the collength column. The four digits of the 16-bit column can be labelled *0pls*, where

- digit 0 is the leading digit and is always zero.
- digit *p* is the precision of the first field of an INTERVAL, from 1 to 5. Remember that an INTERVAL, but not a DATETIME, has a specified precision for its first field, as in DAY(4) TO HOUR.

digit *l* stands for the left, or larger, qualifier word (the YEAR in YEAR TO DAY).

digit *s* stands for the second or smaller qualifier word, treating FRACTION(1) through FRACTION(5) as separate keywords.

4GL is not particularly well suited to dissecting a bit field like this into hexadecimal digits, so the example code includes functions to do it.

## Displaying Indexes

This example only reports the number of indexes on each table, a fact recorded in systables. The sysindexes table contains the names of indexes and their characteristics, but this information is not selected or displayed in the program. It would not be difficult to write a program to report on all indexes. The following cursor would select the important items for display.

---

```
DECLARE c_index CURSOR FOR
SELECT   idxname    -- char(18)
        ,owner      -- char(8)
        ,tabname    -- char(18)
        ,idxtype    -- char(1), "U"=unique, "D"=dups
        ,clustered  -- char(1), "C"=clustered, else " "
FROM informix.sysindexes si, informix.systables st
WHERE   si.tabid > 99 -- user tables, not sys catalog
AND     si.tabid = st.tabid -- join to get tabname
ORDER BY tabname, idxname
```

---

After reading the program in this example, you should be able to use this cursor definition to compose a program that prints a report listing all indexes.

The sysindexes table also contains a series of columns named *part<sub>n</sub>*, one for each possible column that may be used in a composite index. These columns specify which columns are covered by the index. If you understand the design of relational databases you may be surprised to see that this table is not normalized. A normalized table has no groups of repeated columns. However, the system catalog was designed to meet specific needs of the database server, not to support general queries.

Each *part<sub>n</sub>* column specifies one column from the indexed table. It contains the *colno* value from syscolumns, as a positive number if the column has an ascending index, and as a negative number if the column has a descending index.

For example, if the following statement is executed in the usual demonstration database it will create a test index on two columns of the customer table:

---

```
CREATE test_ix ON customer (fname,lname DESC)
```

---

If you then display all columns of sysindexes for the row where idxname is test\_ix, you will find that:

- The part1 column contains 2, the column number of fname in the customer table.
- The part2 column contains -3, the negative of the column number lname in the customer table.
- The remaining part*n* columns contain zero.

Informix Dynamic Server allows up to 16 columns in a composite index, so it builds a sysindexes entry with columns part1 through part16. Other Informix servers support only eight columns, and in a database managed by one of those servers the columns part9 through part16 do not exist. If you need to select these columns you can detect which database server you are using at the time of opening a database. See [Example 22](#).

## Function Overview

---

| Function Name  | Purpose                                                                                                                              |
|----------------|--------------------------------------------------------------------------------------------------------------------------------------|
| get_dbname()   | Accepts user input of the name of a database whose schema is to be printed, using the f_name form.                                   |
| schema()       | Gathers the schema information from the system tables and sends it to the report for formatting.                                     |
| convert_type() | Converts the integer column type and length information stored in syscolumns into a string representation of the column's data type. |
| cnvrt_varch()  | Converts the integer column length of a VARCHAR field ("clngth") into the maximum and minimum column lengths.                        |
| cnvrt_dt()     | Converts the integer column length of a DATETIME field ("clngth") into qualifier keywords (YEAR, MONTH, ...).                        |
| cnvrt_intvl()  | Converts the integer column length of an INTERVAL field ("clngth") into qualifier keywords (YEAR, MONTH, ...).                       |
| qual fld()     | Converts a hex digit "fvalue" into the corresponding field qualifier (YEAR, MONTH, ...).                                             |
| intvl_lngth()  | Converts the field qualifier range values ("large_lngth" and "small_lngth") into qualifiers (YEAR, MONTH, ...).                      |



## Function Overview

---

|                              |                                                                                                                                                                                                                                        |
|------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <code>to_hex()</code>        | Converts a decimal number into a string representation of a hex number.                                                                                                                                                                |
| <code>hex_digit()</code>     | Converts a decimal digit into a hex character 0-9, A-F.                                                                                                                                                                                |
| <code>dec_digit()</code>     | Converts a hex character (0-9, A-F) into a decimal value 0-15.                                                                                                                                                                         |
| <code>schema_rpt()</code>    | Report to create the schema listing.                                                                                                                                                                                                   |
| <code>report_output()</code> | Displays the Report Destination menu and returns a flag indicating the user's choice.<br>See the description in <a href="#">Example 15</a> .                                                                                           |
| <code>init_msgs()</code>     | Initializes the members of the <code>ga_dsplymsg</code> array to null.<br>See the description in <a href="#">Example 2</a> .                                                                                                           |
| <code>open_db()</code>       | Opens a database using dynamic SQL and saves information about it for later use. Returns TRUE or FALSE.<br>See the description in <a href="#">Example 22</a> .                                                                         |
| <code>prompt_window()</code> | Displays a message and prompts the user for confirmation. This function is a variation on the <code>message_window()</code> function that appears in <a href="#">Example 2</a> .<br>See the description in <a href="#">Example 4</a> . |
| <code>msg()</code>           | Displays a brief, informative message.<br>See the description in <a href="#">Example 5</a> .                                                                                                                                           |
| <code>clear_lines()</code>   | Clears any number of lines, starting at any line.<br>See the description in <a href="#">Example 6</a> .                                                                                                                                |

---



## The GLOBALS Statement

- 1➤ This program contains no DEFINE LIKE statements and does not depend on a database schema, so it does not begin with a DATABASE statement.
- 2➤ The gr\_database record is filled by the open\_db() function when it opens the database. The is\_online field is copied and displayed in the first report line.
- 3➤ This variable is used when communicating with the init\_msgs() function.

## The MAIN Function

- 4➤ The get\_dbname() function asks the user to supply the name of a database. If the user does not cancel with the Interrupt key (typically CONTROL-C), a name is returned.
- 5➤ If the open\_db() function succeeds in opening the database, it returns TRUE.
- 6➤ Once the database is open, the program calls a function to generate the report.
- 7➤ If the open\_db() function encounters an error it displays a message. If the program ended immediately at that point, the screen would clear before the user could read the error message, so the SLEEP statement leaves the message visible for three seconds.

## The get\_dbname() Function

- 8➤ The f\_name form is described in [Example 13](#).

## The GLOBALS Statement

---

*4GL source file*

```

1> GLOBALS
2>   DEFINE gr_database RECORD
           db_known  SMALLINT,    -- following fields are usable
           has_log   SMALLINT,    -- based on SQLAWARN[2]
           is_ansi   SMALLINT,    -- based on SQLAWARN[3]
           is_online SMALLINT,    -- based on SQLAWARN[4]
           can_wait  SMALLINT     -- supports "set lock mode to wait"
           END RECORD

3>   DEFINE ga_dsplymsg ARRAY[5] OF CHAR(48)
END GLOBALS

#####
MAIN
#####
   DEFINE      dbname  CHAR(50),
              msg_txt  CHAR(110),
              answer   CHAR(1)

   OPTIONS
   FORM LINE 2,
   COMMENT LINE 3,
   MESSAGE LINE 6,
   ERROR LINE LAST - 1

   OPEN WINDOW w_schema AT 2,3
   WITH 9 ROWS, 76 COLUMNS
   ATTRIBUTE (BORDER, COMMENT LINE 3)

4>   CALL get_dbname() RETURNING dbname
   IF dbname IS NOT NULL THEN
5>     CALL clear_lines(5, 4)
6>     IF open_db(dbname) THEN
7>       CALL schema(dbname)
   ELSE -- unable to open specified db,
       SLEEP 3 -- give user time to read open_db()'s error msg
   END IF
   END IF

   CLOSE WINDOW w_schema
   CLEAR SCREEN

END MAIN

#####
FUNCTION get_dbname()
#####
   DEFINE      dbname  CHAR(50)

8>   OPEN FORM f_name FROM "f_name"
   DISPLAY FORM f_name

```

- 9 ➤ The purpose of this function is to get a database name from the user. Here it reads input from the one field of the `f_name` form.
- 10 ➤ The user is not allowed to exit the field without providing a database name. This AFTER FIELD block is also executed when the user uses the Accept key (typically ESCAPE).

## The schema() Function

- 11 ➤ The `pr_schema` record receives the items fetched from the `systables` and `syscolumns` tables. This record is passed as an argument to the report function.
- 12 ➤ The `report_output()` function is discussed in [Example 15](#). It offers the user three choices for the destination of a report: the screen, the printer, or a file. It returns the single letter *S*, or *P*, or *F*, respectively.

## The schema() Function

---

```
DISPLAY "DATABASE SCHEMA LISTING"
  AT 2, 20
DISPLAY " Press Accept to print schema or Cancel to exit w/out printing."
  AT 8, 1 ATTRIBUTE (REVERSE, YELLOW)

LET int_flag = FALSE
9> INPUT dbname FROM a_char
  BEFORE FIELD a_char
  MESSAGE " Enter the name of the database."

10> AFTER FIELD a_char
  IF dbname IS NULL THEN
    ERROR "You must enter a database name."
  NEXT FIELD a_char
  END IF
END INPUT
IF int_flag THEN
  LET int_flag = FALSE
  LET dbname = NULL -- input ended with ^C, take the hint
END IF

CLOSE FORM f_name
RETURN (dbname)

END FUNCTION -- get_dbname --

#####
FUNCTION schema(dbname)
#####
11> DEFINE      dbname          CHAR(50),
  pr_schema RECORD
          dbname          CHAR(50),
          is_online      SMALLINT,
          tabname        CHAR(18),
          nindexes       SMALLINT,
          colname        CHAR(18),
          colno          SMALLINT,
          coltype        SMALLINT,
          collength      SMALLINT
  END RECORD,

          coltypename    CHAR(50),
          print_option    CHAR(1),
          file_name       CHAR(20)

12> LET print_option = report_output("SCHEMA LISTING", 5, 10)
```

- 13** ➤ The CASE statement constructs a filename that should be unique for the database name, so that you can display the schema of several databases, each to its file. You need to modify the form of the filename for PC/DOS.
- 14** ➤ The dbname and is\_online elements of the pr\_schema record are constant for all rows of the report. They are included in the record only for convenience in passing them to the report function.
- 15** ➤ This cursor definition drives the report. As discussed in the overview, it returns one row for each column of each non-catalog table.
- 16** ➤ The FOREACH loop processes the rows selected by the cursor.
- 17** ➤ All information about a column of a table is returned by the cursor, but the data type is encoded. The convert\_type() function converts it to a string of keywords and numbers, just as would be used in a CREATE TABLE statement.
- 18** ➤ The report destination is passed as an argument to the report function so that if output is to the screen, it can stop after each 22 lines of output and wait for the user to press the RETURN key.

## The schema() Function

---

```
13> CASE (print_option)
    WHEN "F" -- build filename "DBxxx.lst" where "xxx" is the name
        -- of the database whose schema is being listed
        LET file_name = "DB"
        IFLENGTH(dbname) > 10 THEN -- limit length of name
            LET file_name = file_name CLIPPED, dbname[1,10]
        ELSE
            LET file_name = file_name CLIPPED, dbname CLIPPED
        END IF
        LET file_name = file_name CLIPPED, ".lst"

        START REPORT schema_rpt TO file_name
        MESSAGE " Writing schema report to ", file_name CLIPPED,
            " -- please wait."
        SLEEP 2

    WHEN "P"
        START REPORT schema_rpt TO PRINTER
        MESSAGE "Sending schema report to printer -- please wait."
        SLEEP 2

    WHEN "S"
        START REPORT schema_rpt
        MESSAGE "Preparing report for screen -- please wait."

END CASE

14> LET pr_schema.dbname = dbname
    LET pr_schema.is_online = gr_database.is_online
15> DECLARE c_schema CURSOR FOR
    SELECT tablename, nindexes, colname, colno, coltype, collength
    FROM informix.systables st, informix.syscolumns sc
    WHERE st.tabtype = "T" -- tables, not views
        AND st.tabid > 99 -- user tables, not system tables
        AND st.tabid = sc.tabid -- join condition
    ORDER BY st.tabname, sc.colno

16> FOREACH c_schema INTO pr_schema.tabname THRU pr_schema.collength
17>     CALL convert_type(pr_schema.coltype, pr_schema.collength)
        RETURNING coltypename
18> OUTPUT TO REPORT schema_rpt (pr_schema.*, coltypename, print_option)

END FOREACH

FINISH REPORT schema_rpt

END FUNCTION -- schema --
```



## The convert\_type() Function

- 19** ➤ This function controls the translation into words of the values from the coltype and collength columns.  

See the section [“Decoding Data Type Information”](#) on page 673 for a description of how these columns store information.
- 20** ➤ The string not\_null is appended to each data type display in the report. It contains “NOT NULL” when a column has been defined as such.  

The IF statement initializes the variable to null, and then sets it to the string only if the NOT NULL clause was used.
- 21** ➤ The CASE statement decodes all the coltype values once the NOT NULL flag is stripped. WHEN clauses handle the easier cases internally and relegate others to subroutines.
- 22** ➤ CHAR is a relatively easy case. The length from collength needs only to be formatted for display inside parentheses.
- 23** ➤ The next few cases are easier still.
- 24** ➤ For DECIMAL, the precision and scale values must be extracted from the individual bytes of collength. The LET statement divides by 256 to accomplish this. That is a safe procedure so long as the value in the most significant byte is certain to be less than 128. 4GL always does signed division, and if the MSB contained is in excess of 128, the result of the division would be negative. However, the precision of DECIMAL never exceeds 32, so the value is always positive.
- 25** ➤ The column is SERIAL when coltype\_name is 6.
- 26** ➤ MONEY values are recorded much like DECIMAL values. However, MONEY has a default scale value of 2, which DECIMAL does not. When the scale is omitted from a DECIMAL declaration, a floating decimal is assumed. Here the display of scale is suppressed unless it is other than the default.



- 27 ➤ The extraction of the qualifier of DATETIME is too complicated to fit in a WHEN block. The `cnvt_dt()` function performs this operation.
- 28 ➤ The extraction of the maximum and reserved sizes of VARCHAR is also consigned to a subroutine. The reserved-size number is only included in the output when it is different from the default of zero.

## The `cnvrt_varch()` Function

- 29 ➤ The `cnvrt_varch()` function extracts the sizes of a VARCHAR column. The two sizes are in the most and least significant bytes of collength. Because they can exceed 127, it is not safe to extract them by division.
- 30 ➤ The `to_hex()` function converts a SMALLINT value to four hexadecimal digits and returns them as a character string.
- 31 ➤ The `dec_digit()` function returns the decimal value of a single hexadecimal digit. Here the decimal values of the two digits of each byte are used to reconstruct the byte value. This is one way to avoid the problems posed by signed division.

## The cvrt\_varch() Function

---

```

27 > WHEN 9 -- should not occur
      LET coltype_name = "PLAN 9"
      WHEN 10 -- datetime, handle in subroutine
        CALL cvrt_dt(col_length) RETURNING dt_length
        LET coltype_name = "DATETIME ", dt_length CLIPPED
      WHEN 11
        LET coltype_name = "BYTE"
      WHEN 12
        LET coltype_name = "TEXT"
28 > WHEN 13 -- varchar, handle in subroutine
      CALL cvrt_varch(col_length) RETURNING max_length, min_length
      LET coltype_name = "VARCHAR(", max_length CLIPPED
      IF min_length > 0 THEN -- min not default of zero, show it
        LET coltype_name = coltype_name CLIPPED, ",", min_length CLIPPED
      END IF
      LET coltype_name = coltype_name CLIPPED, ")"
      WHEN 14 -- interval, handle in subroutine
        CALL cvrt_intvl(col_length) RETURNING intv_length
        LET coltype_name = "INTERVAL ", intv_length CLIPPED
      OTHERWISE -- ???
        LET coltype_name = "UNDEFINED: ", coltype_num
      END CASE
      LET coltype_name = coltype_name CLIPPED, not_null

      RETURN (coltype_name)
END FUNCTION -- convert_type --

#####
29 > FUNCTION cvrt_varch(clngth)
#####
      DEFINE      clngth          SMALLINT,

                hex_length      CHAR(4),
                min_length      SMALLINT,
                max_length      SMALLINT

30 >      LET hex_length = to_hex(clngth, 4)
31 >      LET min_length = dec_digit(hex_length[1]) * 16
                + dec_digit(hex_length[2])
      LET max_length = dec_digit(hex_length[3]) * 16
                + dec_digit(hex_length[4])

      RETURN max_length, min_length
END FUNCTION -- cvrt_varch --

```

## The `cnvrt_dt()` Function

- 32 > The `cnvrt_dt()` function decodes the qualifier of a DATETIME column. Some typical qualifiers include YEAR TO DAY, HOUR TO FRACTION, and FRACTION TO FRACTION(4).
- 33 > The qualifier of a DATETIME column is encoded in the hexadecimal digits *0pls* of the collength value. The `to_hex()` function returns the digits.
- 34 > The `qual_fld()` function converts one digit to its corresponding keyword, returning the word as a character string, saved here in `large_fld`. The function also returns a default precision, which is not used here. It is needed only when decoding an INTERVAL value.
- 35 > The keyword for the smaller or second field is saved. The first argument to `qual_fld()` tells it which field it is decoding, because there are a few differences in representation between the larger and smaller keywords.

## The `cnvrt_intvl()` Function

- 36 > The `cnvrt_intvl()` function decodes an INTERVAL qualifier. The procedure is similar to that for DATETIME but with one additional step. When the precision of the larger field is different from the default precision, it has to be displayed. That is, INTERVAL HOUR TO SECOND uses the default precision of 2 for the larger field, HOUR. INTERVAL HOUR(4) TO SECOND uses a non-default precision and the string "(4)" has to be produced and inserted in the output.
- 37 > The second value returned by `qual_fld()`, the default precision of the keyword, is saved. (It was not significant when decoding DATETIME columns. See Note 34.)
- 38 > The task of deciding the default and actual precisions of the INTERVAL value is deferred to the function `intvl_lngth()`. It returns zero if the actual precision is the default precision; otherwise, it returns the number to be displayed with the larger field.

## The cvrt\_dt() Function

---

```

#####
32> FUNCTION cvrt_dt(clngth)
#####
      DEFINE      clngth          SMALLINT,

                large_fld      CHAR(11),
                small_fld      CHAR(11),
                dt_size        CHAR(35),
                hex_length     CHAR(3),
                null_size      SMALLINT

33>      LET hex_length = to_hex(clngth, 3)
34>      CALL qual_fld("l", hex_length[2])
          RETURNING large_fld, null_size
35>      CALL qual_fld("s", hex_length[3])
          RETURNING small_fld, null_size

      LET dt_size = large_fld CLIPPED, " TO ", small_fld CLIPPED
      RETURN (dt_size CLIPPED)
END FUNCTION -- cvrt_dt --
#####
36> FUNCTION cvrt_intvl(clngth)
#####
      DEFINE      clngth          SMALLINT,
                large_fld      CHAR(11),
                large_size     SMALLINT,
                small_fld      CHAR(11),
                small_size     SMALLINT,
                intv_size      CHAR(35),
                hex_length     CHAR(3),
                fld_lngth     SMALLINT,
                i              SMALLINT

      LET hex_length = to_hex(clngth,3)
37>      CALL qual_fld("l", hex_length[2])
          RETURNING large_fld, large_size

      CALL qual_fld("s", hex_length[3])
          RETURNING small_fld, small_size
38>      LET fld_lngth = intvl_lngth(hex_length, large_size, small_size)
      IF fld_lngth > 0 THEN
          LET i = LENGTH(large_fld) + 1
          LET large_fld[i, i + 2] = "(", fld_lngth USING "<", ")"
      END IF

      LET intv_size = large_fld CLIPPED, " TO ", small_fld CLIPPED
      RETURN (intv_size)
END FUNCTION -- cvrt_intvl --

```

## The qual\_fld() Function

- 39** ➤ The qual\_fld() function uses a CASE statement to decode one hexadecimal digit from collength as a DATETIME or INTERVAL qualifier keyword. Note two things about the encoding:
- Separate codes are devoted to each of the possible precisions of FRACTION(1) through FRACTION(5).
  - The encodings are so designed that subtracting the code of the larger keyword from the code for the smaller, as in  $p=s-l+2$ , yields the number of digits in the total qualifier. For example, a qualifier YEAR TO DAY has  $6=4-0$  digits.
- 40** ➤ The MATCHES operator is used just in case the hexadecimal translation function is changed to generate lowercase instead of uppercase letters.
- 41** ➤ If the hexadecimal digit is a “C” (decimal 12), the data type contains a FRACTION(2) field qualifier. The way this FRACTION field is printed depends on whether it is the first or the second qualifier. If it is the first qualifier, then fvalue is “1” and the qualifier is printed without the precision because an INTERVAL value cannot specify precision on the first qualifier. If FRACTION is the second qualifier, then the precision of 2 is specified. (The default precision for the second qualifier is 3).
- 42** ➤ If the hexadecimal digit is a “C” (decimal 12), the data type contains a FRACTION(3) field qualifier. Because the default precision for the second qualifier is 3, this qualifier does not specify the precision in the schema listing.

## The qual\_fld() Function

---

```
#####
39 > FUNCTION qual_fld(ftype, fvalue)
#####
      DEFINE      ftype, fvalue      CHAR(1),

                fld_name            CHAR(11),
                fld_size            SMALLINT

CASE
  WHEN (fvalue = "0")              --* YEAR qualifier
    LET fld_name = "YEAR"
    LET fld_size = 4

  WHEN (fvalue = "2")              --* MONTH qualifier
    LET fld_name = "MONTH"
    LET fld_size = 2

  WHEN (fvalue = "4")              --* DAY qualifier
    LET fld_name = "DAY"
    LET fld_size = 2

  WHEN (fvalue = "6")              --* HOUR qualifier
    LET fld_name = "HOUR"
    LET fld_size = 2

  WHEN (fvalue = "8")              --* MINUTE qualifier
    LET fld_name = "MINUTE"
    LET fld_size = 2

40 >  WHEN (fvalue MATCHES "[Aa]") --* SECOND qualifier
    LET fld_name = "SECOND"
    LET fld_size = 2

  WHEN (fvalue MATCHES "[Bb]") --* FRACTION(1) qualifier
    LET fld_name = "FRACTION(1)"
    LET fld_size = 1

41 >  WHEN (fvalue MATCHES "[Cc]") --* FRACTION(2) qualifier
    LET fld_size = 2              --* (default for 1st qualifier)
    IF ftype = "1" THEN
      LET fld_name = "FRACTION"
    ELSE
      LET fld_name = "FRACTION(2)"
    END IF

42 >  WHEN (fvalue MATCHES "[Dd]") --* FRACTION(3) qualifier
    LET fld_name = "FRACTION" --* (default for 2nd qualifier)
    LET fld_size = 3

  WHEN (fvalue MATCHES "[Ee]") --* FRACTION(4) qualifier
    LET fld_name = "FRACTION(4)"
    LET fld_size = 4
```



- 43 ➤ The returned `fld_name` string contains the keyword for the qualifier. The `fld_size` number is used only for calculating the precision of the larger field of an `INTERVAL`.

## The `intvl_lngth()` Function

- 44 ➤ The `intvl_lngth()` function examines the two qualifier keywords and the total precision of an `INTERVAL` to decide whether the first field of the `INTERVAL` uses a non-default precision. If it does, the function returns that precision so it can be included in the output.
- 45 ➤ Because the hexadecimal values for field qualifiers are sequential, the difference between the first and second qualifiers indicates the number of fields being tracked by the `INTERVAL`.
- 46 ➤ If `num_flds` is zero, the same qualifier keyword is in both the first and the second qualifiers. If the internal length (`hex_lngth[1]`) matches the default length (`large_lngth`), the function returns zero to indicate that the field uses the default precision. Otherwise, it returns the non-default precision.
- 47 ➤ The only combination for which the hexadecimal values of the two qualifiers differ by one is `FRACTION(2) TO FRACTION(3)`. Because these are the default precisions for each qualifier, the function returns zero.
- 48 ➤ The hexadecimal values for the qualifiers `FRACTION(2)` to `FRACTION(1)` differ by a value of -1. Because `FRACTION(2)` is the default precision for the first qualifier, the function returns zero.
- 49 ➤ For all other `INTERVAL` qualifiers, the function calculates the default length required for the field. If this default length does not match the internal length (`hex_lngth[1]`), then the function returns the non-default precision used by the first qualifier.

## The intvl\_lngth() Function

---

```
    WHEN (fvalue MATCHES "[Ff]") --* FRACTION(5) qualifier
        LET fld_name = "FRACTION(5)"
        LET fld_size = 5

    OTHERWISE
        LET fld_name = "uh oh: ", fvalue
        LET fld_size = 0
END CASE

43 > RETURN fld_name, fld_size

END FUNCTION -- qual_fld --

#####
44 > FUNCTION intvl_lngth(hex_lngth, large_lngth, small_lngth)
#####
    DEFINE    hex_lngth      CHAR(3),
              large_lngth   SMALLINT,
              small_lngth   SMALLINT,

              dec_lngth     SMALLINT,
              default_lngth SMALLINT,
              num_flds      SMALLINT,
              ret_lngth     SMALLINT

    LET dec_lngth = dec_digit(hex_lngth[1])
45 > LET num_flds = dec_digit(hex_lngth[3]) - dec_digit(hex_lngth[2])
    CASE num_flds
46 >     WHEN 0      -- intvl has only 1 field
        IFdec_lngth = large_lngth THEN
            LET ret_lngth = 0
        ELSE
            LET ret_lngth = dec_lngth
        END IF

47 >     WHEN 1      -- intvl is FRACTION(2) to FRACTION(3) (default)
        LET ret_lngth = 0

48 >     WHEN -1     -- intvl is FRACTION(2) to FRACTION(1)
        LET ret_lngth = 0

49 >     OTHERWISE  -- intvl has 2,3,4, or 5 fields
        LET default_lngth = (large_lngth + small_lngth) + (num_flds - 2)
        IFdefault_lngth = dec_lngth THEN
            LET ret_lngth = 0
        ELSE
            LET ret_lngth = large_lngth + ( dec_lngth - default_lngth )
        END IF
    END CASE

    RETURN ret_lngth

END FUNCTION -- intvl_lngth --
```

## The to\_hex() Function

- 50** ➤ The to\_hex() function converts a binary value to hexadecimal characters. The argument dec\_number contains the binary value. It is assumed to be a 16-bit value. It is defined as an INTEGER because there are some 16-bit values that are not valid when stored in a SMALLINT variable (for example, -32768). In this program it is always called to convert a value from systables.collength, which is a SMALLINT column. The power argument specifies how many digits to convert. Its output is a string of power characters representing the least significant power digits of the input.
- 51** ➤ 4GL does not support unsigned numbers. If this number appears to be negative, the function assumes that it started out as a 16-bit value with the most significant bit = 1. This sign bit would be propagated when the SMALLINT is assigned to the INTEGER, dec\_number. Subtracting 2<sup>16</sup> cancels the sign bits, leaving an unsigned 16-bit value.
- 52** ➤ By initializing the output to zero characters, the function is made free to stop converting as soon as only zero is left in the\_number.
- 53** ➤ The digits are produced, from most significant to least, in this loop. The method is similar to the hand method: divide by the largest power of 16 that will fit, take the quotient as the current digit, and use the remainder for the next iteration. For example, convert dec\_number=8194 for power=4:
  1. Divide by 16<sup>3</sup>=4096; quotient is 2, remainder 2. Convert the quotient into the character and leave in hex\_number[1].
  2. the\_num=2 is less than 16<sup>2</sup>; leave hex\_number[2] set to zero.
  3. the\_num=2 is less than 16<sup>1</sup>; leave hex\_number[3] set to zero.
  4. the\_num=2 is greater than 16<sup>0</sup>; convert to character and leave in hex\_number[4]. Result is "2002."

## The hex\_digit() Function

- 54** ➤ The hex\_digit() function converts a number in the range of 0 to 15 into the corresponding hexadecimal digit character. It uses a CASE statement to select the letter-digits from 10 to 15. In the OTHERWISE clause, 4GL automatic data conversion is used to convert values 0-9 into the corresponding character.

## The to\_hex() Function

---

```
#####
50 > FUNCTION to_hex(dec_number, power)
#####
      DEFINE      dec_number    INTEGER,
                  power        SMALLINT,

                  the_num      INTEGER,
                  i,j          SMALLINT,
                  hex_power    INTEGER,
                  hex_number   CHAR(4)

      LET the_num = dec_number
51 >   IF the_num < 0 THEN -- greater than 0x7fff, force to unsigned status
      LET the_num = 65536 + the_num
      END IF
      LET hex_power = 16 ** power
52 >   LET hex_number = "0000"
53 >   FOR i = 1 TO power
      IF the_num = 0 THEN
        EXIT FOR
      END IF
      LET hex_power = hex_power / 16
      IF the_num >= hex_power THEN
        LET hex_number[i] = hex_digit(the_num / hex_power)
        LET the_num = the_num MOD hex_power
      END IF
    END FOR
      RETURN (hex_number[1,power])
END FUNCTION -- to_hex --

#####
54 > FUNCTION hex_digit(dec_num)
#####
      DEFINE      dec_num      SMALLINT,

                  hex_char    CHAR(1)

      CASE dec_num
      WHEN 10
        LET hex_char = "A"
      WHEN 11
        LET hex_char = "B"
      WHEN 12
        LET hex_char = "C"
      WHEN 13
        LET hex_char = "D"
      WHEN 14
        LET hex_char = "E"
      WHEN 15
        LET hex_char = "F"
```

## The dec\_digit() Function

- 55 > The function converts a single hexadecimal digit character into its numeric value. A CASE statement is used for the digits A-F, while 4GL automatic data conversion is used to convert characters 0-9 into the corresponding number.

## The schema\_rpt() Report Function

- 56 > The report function is very ordinary. The program sends each row of data to the report function after the data type has been converted to a character string. Rows arrive ordered by table name.

## The dec\_digit() Function

---

```
        OTHERWISE
            LET hex_char = dec_num
        END CASE
    RETURN hex_char
END FUNCTION -- hex_digit --

#####
FUNCTION dec_digit(hex_char)
#####
    DEFINE    hex_char    CHAR(1),

              dec_num    SMALLINT

55 > IF hex_char MATCHES "[ABCDEF]" THEN
        CASE hex_char
            WHEN "A"
                LET dec_num = 10
            WHEN "B"
                LET dec_num = 11
            WHEN "C"
                LET dec_num = 12
            WHEN "D"
                LET dec_num = 13
            WHEN "E"
                LET dec_num = 14
            WHEN "F"
                LET dec_num = 15
        END CASE
    ELSE
        LET dec_num = hex_char
    END IF
    RETURN dec_num

END FUNCTION -- dec_digit --

#####
56 > REPORT schema_rpt(r, coltypname, print_dest)
#####
    DEFINE    r    RECORD
                dbname    CHAR(50),
                is_online SMALLINT,
                tabname   CHAR(18),
                nindexes  SMALLINT,
                colname   CHAR(18),
                colno     SMALLINT,
                coltype   SMALLINT,
                collength SMALLINT
    END RECORD,
    coltypname CHAR(50),
    print_dest  CHAR(1)
```

- 57** ➤ The OUTPUT section does not include a PAGE LENGTH specification. The default page length (66) is used for all three kinds of output: to the printer, to a file, and to the screen, even though the screen at least needs a shorter page. The reason is that there is no way to specify page length dynamically. The PAGE LENGTH statement only accepts a constant that is evaluated at compile time. The special case of the screen is handled by EVERY ROW code.
- 58** ➤ Because the rows are passed to the report function in order by table name, a change of table name can be recognized as a group boundary. In the BEFORE GROUP section, the report prints lines describing the table as a whole.
- 59** ➤ After printing the data for one column, the EVERY ROW section checks the report destination, which is passed in as an argument. When output is to the screen, and when the line count exceeds a common screen size, the report pauses. After the pause it forces the start of a new page. No way exists to find out the actual screen size at runtime.

The problem of a dynamic report page size could be generalized through the use of a global variable. The ON EVERY ROW code could compare the built-in LINENO function to the global variable, and force a new page whenever it is exceeded. That would permit the program to take a desired page size from the user at the same time the user selects the report destination.

## The schema\_rpt() Report Function

---

```
57> OUTPUT
    LEFT MARGIN 0
    RIGHT MARGIN 80

FORMAT
FIRST PAGE HEADER
    PRINT COLUMN 40, "DATABASE SCHEMA LISTING FOR ",
        r.dbname CLIPPED
    PRINT COLUMN 42, "INFORMIX-";
    IF r.is_online THEN
        PRINT COLUMN 51, "OnLine Database"
    ELSE
        PRINT COLUMN 51, "SE Database"
    END IF
    PRINT COLUMN 50, today
    SKIP 3 LINES

PAGE HEADER
    PRINT COLUMN 60, "PAGE ", PAGENO USING "#&"
    SKIP 2 LINES

58> BEFORE GROUP OF r.tabname
    NEED 6 LINES
    PRINT "TABLE: ", r.tabname CLIPPED,
        COLUMN 30, "NUMBER OF INDEXES: ", r.nindexes USING "&<<<<"
    PRINT "-----";
    PRINT "-----"
    PRINT COLUMN 4, "Column", COLUMN 27, "Type"
    PRINT "-----";
    PRINT "-----"

AFTER GROUP OF r.tabname
    SKIP 2 LINES

59> ON EVERY ROW
    PRINT COLUMN 4, r.colname, COLUMN 27, coltypname CLIPPED
    IF (print_dest = "S") AND (LINENO > 22) THEN
        PAUSE "Press RETURN to see next screen"
        SKIP TO TOP OF PAGE
    END IF
END REPORT -- schema_rpt --
```

*To locate any function definition, see the Function Index on page 730.*



## The schema\_rpt() Report Function

---



# Appendix **A**



# The Demonstration Database

The stores7 demonstration database contains a set of tables that describe a fictitious sporting-goods business. The examples in this book are based on this database.

This appendix contains four sections:

- The first section describes the structure of the tables in the stores7 database and lists the name and the data type of each column. The indexes on individual columns or on multiple columns are identified and classified as unique or as allowing duplicate values.
- The second section shows a map of the tables in the stores7 database and indicates potential join columns.
- The third section describes the join columns that link some of the tables in the stores7 database, and illustrates how you can use these relationships to obtain information from multiple tables.
- The final section shows the data contained in each table of the stores7 database.

If you have modified or deleted some or all of the data in these tables, you can restore the stores7 database to its original form by running the sqldemo script. See the section [“The Demonstration Database and Application Files” on page 19](#) for information about how to create the database.

## Structure of the Tables

The stores7 database contains information about a fictitious sporting-goods distributor that services stores in the western United States. This database includes the following tables:

- customer
- orders
- items
- stock
- catalog
- cust\_calls
- manufact
- state

### The customer Table

The customer table contains information about the retail stores that place orders from the distributor. The columns of the customer table are as follows.

---

| <b>Column Name</b> | <b>Data Type</b> | <b>Description</b>                   |
|--------------------|------------------|--------------------------------------|
| customer_num       | SERIAL(101)      | system-generated customer number     |
| fname              | CHAR(15)         | first name of store's representative |
| lname              | CHAR(15)         | last name of store's representative  |
| company            | CHAR(20)         | name of store                        |
| address1           | CHAR(20)         | first line of store's address        |
| address2           | CHAR(20)         | second line of store's address       |
| city               | CHAR(15)         | city                                 |
| state              | CHAR(2)          | state                                |
| zipcode            | CHAR(5)          | zip code                             |
| phone              | CHAR(18)         | phone number                         |

---

The customer\_num column is indexed and must contain unique values. The zipcode and state columns are indexed to allow duplicate values.

## The orders Table

The orders table contains information about orders placed by the distributor's customers. The columns of the orders table are as follows.

| Column Name   | Data Type    | Description                                                                           |
|---------------|--------------|---------------------------------------------------------------------------------------|
| order_num     | SERIAL(1001) | system-generated order number                                                         |
| order_date    | DATE         | date order entered                                                                    |
| customer_num  | INTEGER      | customer number (from customer table)                                                 |
| ship_instruct | CHAR(40)     | special shipping instructions                                                         |
| backlog       | CHAR(1)      | indicates order cannot be filled because the item is backlogged:<br>y = yes<br>n = no |
| po_num        | CHAR(10)     | customer purchase order number                                                        |
| ship_date     | DATE         | shipping date                                                                         |
| ship_weight   | DECIMAL(8,2) | shipping weight                                                                       |
| ship_charge   | MONEY(6)     | shipping charge                                                                       |
| paid_date     | DATE         | date order paid                                                                       |

The order\_num column is indexed and must contain unique values. The customer\_num column is indexed to allow duplicate values.

## The items Table

An order can include one or more items. There is one row in the items table for each item in an order. The columns of the items table are as follows.

| Column Name | Data Type  | Description                                                |
|-------------|------------|------------------------------------------------------------|
| item_num    | SMALLINT   | sequentially assigned item number for an order             |
| order_num   | INTEGER    | order number (from orders table)                           |
| stock_num   | SMALLINT   | stock number for item (from stock table)                   |
| manu_code   | CHAR(3)    | manufacturer's code for item ordered (from manufact table) |
| quantity    | SMALLINT   | quantity ordered                                           |
| total_price | MONEY(8,2) | quantity ordered × unit price = total price of item        |

The order\_num column is indexed and allows duplicate values. A multi-column index for the stock\_num and manu\_code columns also permits duplicate values.

## The stock Table

The distributor carries 41 different types of sporting goods from various manufacturers. More than one manufacturer can supply a particular item. For example, the distributor offers racer goggles from two manufacturers and running shoes from six manufacturers.

The stock table is a catalog of the items sold by the distributor. The columns of the stock table are as follows.

| Column Name | Data Type  | Description                                                   |
|-------------|------------|---------------------------------------------------------------|
| stock_num   | SMALLINT   | stock number that identifies type of item                     |
| manu_code   | CHAR(3)    | manufacturer's code (from manufact table)                     |
| description | CHAR(15)   | description of item                                           |
| unit_price  | MONEY(6,2) | unit price                                                    |
| unit        | CHAR(4)    | unit by which item is ordered:<br>each<br>pair<br>case<br>box |
| unit_descr  | CHAR(15)   | description of unit                                           |

The stock\_num and manu\_code columns are indexed and allow duplicate values. A multi-column index for both the stock\_num and the manu\_code columns allows only unique values.

## The catalog Table

The catalog table describes each of the items in stock. Retail stores use this catalog when placing orders with the distributor. The columns of the catalog table are as follows.

| Column Name | Data Type        | Description                                   |
|-------------|------------------|-----------------------------------------------|
| catalog_num | SERIAL(10001)    | system-generated catalog number               |
| stock_num   | SMALLINT         | distributor's stock number (from stock table) |
| manu_code   | CHAR(3)          | manufacturer's code (from manufact table)     |
| cat_descr   | TEXT             | description of item                           |
| cat_picture | BYTE             | picture of item (binary data)                 |
| cat_advert  | VARCHAR(255, 65) | tag line underneath picture                   |

The catalog\_num column is indexed and must contain unique values. The stock\_num and manu\_code columns allow duplicate values. A multi-column index for the stock\_num and manu\_code columns allows only unique values.

The catalog table appears only if you are using Informix Dynamic Server.

## The cust\_calls Table

All customer calls for information on orders, shipments, or complaints are logged. The cust\_calls table contains information about these types of customer calls. The columns of the cust\_calls table are as follows.

| Column Name  | Data Type               | Description                                                                                                                 |
|--------------|-------------------------|-----------------------------------------------------------------------------------------------------------------------------|
| customer_num | INTEGER                 | customer number (from customer table)                                                                                       |
| call_dtime   | DATETIME YEAR TO MINUTE | date and time call received                                                                                                 |
| user_id      | CHAR(18)                | name of person logging call                                                                                                 |
| call_code    | CHAR(1)                 | type of call:<br>B = billing error<br>D = damaged goods<br>I = incorrect merchandise sent<br>L = late shipment<br>O = other |
| call_descr   | CHAR(240)               | description of call                                                                                                         |
| res_dtime    | DATETIME YEAR TO MINUTE | date and time call resolved                                                                                                 |
| res_descr    | CHAR(240)               | description of how call was resolved                                                                                        |

A multi-column index for both the customer\_num and the call\_dtime columns allows only unique values. The customer\_num column also has an index that allows duplicate values.

## The manufact Table

Information about the nine manufacturers whose sporting goods are handled by the distributor is stored in the manufact table. The columns of the manufact table are as follows.

| Column Name | Data Type              | Description                      |
|-------------|------------------------|----------------------------------|
| manu_code   | CHAR(3)                | manufacturer's code              |
| manu_name   | CHAR(15)               | name of manufacturer             |
| lead_time   | INTERVAL DAY(3) TO DAY | lead time for shipment of orders |

The manu\_code column has an index that requires unique values.

## The state Table

The state table contains the names and postal abbreviations for the 50 states of the United States. It includes the following two columns.

| Column Name | Data Type | Description |
|-------------|-----------|-------------|
| code        | CHAR(2)   | state code  |
| sname       | CHAR(15)  | state name  |

The code column is indexed as unique.



## The stores7 Database Map

Figure 1 displays the column names of the tables in the stores7 database. Shading connecting a column in one table to a column in another table indicates columns that contain the same information.

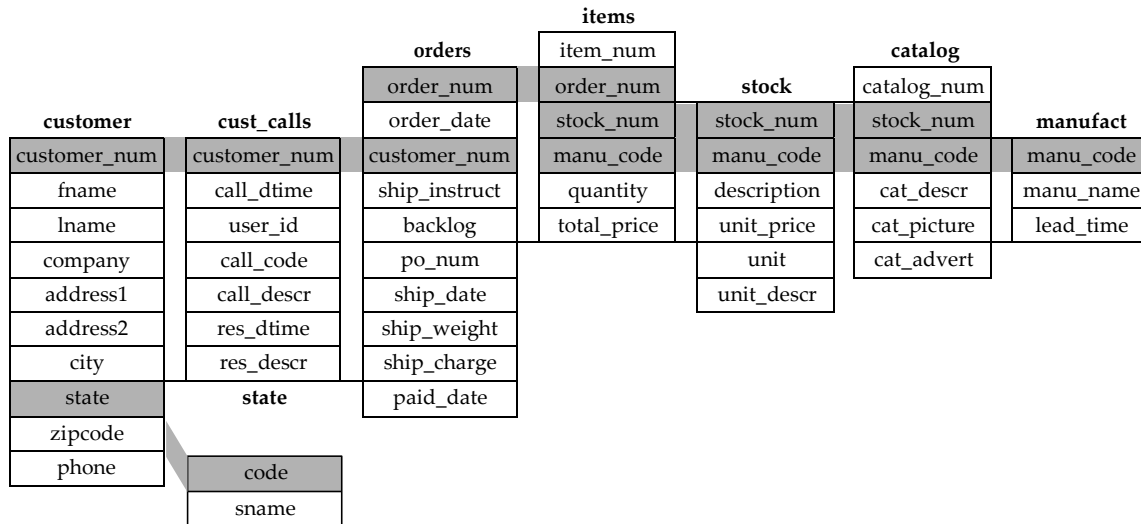


Figure 1 Tables in the stores7 database

## Join Columns That Link the Database

The tables of the stores7 database are linked together by the *join columns* shown in Figure 1 and identified in this section. You can use these columns to retrieve and display information from several tables at once, as if the information had been stored in a single table. Figures 1 through 8 show the join relationships among tables, and how information stored in one table supplements information stored in others.

## Join Columns in the customer and orders Tables

The customer\_num column joins the customer table and the orders table, as shown in [Figure 2](#).

| customer_num | fname   | lname   | customer table<br>(detail) | C<br>U<br>S |
|--------------|---------|---------|----------------------------|-------------|
| 101          | Ludwig  | Pauli   |                            |             |
| 102          | Carole  | Sadler  |                            |             |
| 103          | Philip  | Currie  |                            |             |
| 104          | Anthony | Higgins |                            |             |

| order_num | order_date | customer_num | orders table<br>(detail) |
|-----------|------------|--------------|--------------------------|
| 1001      | 05/20/1994 | 104          |                          |
| 1002      | 05/21/1994 | 101          |                          |
| 1003      | 05/22/1994 | 104          |                          |
| 1004      | 05/22/1994 | 106          |                          |

*Figure 2* Tables joined by the customer\_num column

The customer table contains a customer\_num column that holds a number identifying a customer, along with columns for the customer's name, company, address, and telephone number. For example, the row with information about Anthony Higgins contains the number 104 in the customer\_num column. The orders table also contains a customer\_num column that stores the number of the customer who placed a particular order.

According to [Figure 2](#), customer 104 (Anthony Higgins) has placed two orders because his customer number appears in two rows of the orders table. Because the join relationship lets you select information from both tables, you can retrieve Anthony Higgins' name and address and information about his orders at the same time.

## Join Columns in the orders and items Tables

The orders and items tables are linked by an `order_num` column that contains an identification number for each order. If an order includes several items, the same order number appears in several rows of the items table. [Figure 3](#) shows this relationship.

| <code>order_num</code> | <code>order_date</code> | <code>customer_num</code> |                                  |
|------------------------|-------------------------|---------------------------|----------------------------------|
| 1001                   | 05/20/1994              | 104                       | <i>orders table<br/>(detail)</i> |
| 1002                   | 05/21/1994              | 101                       |                                  |
| 1003                   | 05/22/1994              | 104                       |                                  |

| <code>item_num</code> | <code>order_num</code> | <code>stock_num</code> | <code>manu_code</code> |                                 |
|-----------------------|------------------------|------------------------|------------------------|---------------------------------|
| 1                     | 1001                   | 1                      | HRO                    | <i>items table<br/>(detail)</i> |
| 1                     | 1002                   | 4                      | HSK                    |                                 |
| 2                     | 1002                   | 3                      | HSK                    |                                 |
| 1                     | 1003                   | 9                      | ANZ                    |                                 |
| 2                     | 1003                   | 8                      | ANZ                    |                                 |
| 3                     | 1003                   | 5                      | ANZ                    |                                 |

Figure 3 Tables joined by the `order_num` column

## Join Columns in the items and stock Tables

The items table and the stock table are joined by two columns: the `stock_num` column stores a stock number for an item, and the `manu_code` column stores a code that identifies the manufacturer. You need both the stock number and the manufacturer code to uniquely identify an item. For example, the item with the stock number 1 and the manufacturer code HRO is a Hero baseball glove, while the item with the stock number 1 and the manufacturer code HSK is a Husky baseball glove.

The same stock number and manufacturer code can appear in more than one row of the items table, if the same item belongs to separate orders, as illustrated in [Figure 4](#).

| item_num | order_num | stock_num | manu_code | <i>items table<br/>(detail)</i> |
|----------|-----------|-----------|-----------|---------------------------------|
| 1        | 1001      | 1         | HRO       |                                 |
| 1        | 1002      | 4         | HSK       |                                 |
| 2        | 1002      | 3         | HSK       |                                 |
| 1        | 1003      | 9         | ANZ       |                                 |
| 2        | 1003      | 8         | ANZ       |                                 |
| 3        | 1003      | 5         | ANZ       |                                 |
| 1        | 1004      | 1         | HRO       |                                 |

| stock_num | manu_code | description     | <i>stock table<br/>(detail)</i> |
|-----------|-----------|-----------------|---------------------------------|
| 1         | HRO       | baseball gloves |                                 |
| 1         | HSK       | baseball gloves |                                 |
|           | SMT       | baseball gloves |                                 |

Figure 4 Tables joined by the stock\_num and manu\_code columns

## Join Columns in the stock and catalog Tables

The catalog table and the stock table are joined by two columns: the stock\_num column stores a stock number for an item, and the manu\_code column stores a code that identifies the manufacturer. You need both of these columns to uniquely identify an item. [Figure 5](#) shows this relationship.

| stock_num | manu_code | description     | <i>stock table<br/>(detail)</i> |
|-----------|-----------|-----------------|---------------------------------|
| 1         | HRO       | baseball gloves |                                 |
| 1         | HSK       | baseball gloves |                                 |
| 1         | SMT       | baseball gloves |                                 |

| catalog_num | stock_num | manu_code | <i>catalog table<br/>(detail)</i> |
|-------------|-----------|-----------|-----------------------------------|
| 10001       | 1         | HRO       |                                   |
| 10002       | 1         | HSK       |                                   |
| 10003       | 1         | SMT       |                                   |
| 10004       | 2         | HRO       |                                   |

*Figure 5*      *Tables joined by the stock\_num and manu\_code columns*  
Join Columns That Link the Database

---

## Join Columns in the stock and manufact Tables

The stock table and the manufact table are joined by the manu\_code column. The same manufacturer code can appear in more than one row of the stock table if the manufacturer produces more than one piece of equipment. This relationship is illustrated in [Figure 6](#).

---

|                  |                  |                    |                                   |
|------------------|------------------|--------------------|-----------------------------------|
| <b>stock_num</b> | <b>manu_code</b> | <b>description</b> | <i>stock table</i><br>(detail)    |
| 1                | HRO              | baseball gloves    |                                   |
| 1                | HSK              | baseball gloves    |                                   |
| 1                | SMT              | baseball gloves    |                                   |
| <b>manu_code</b> | <b>manu_name</b> |                    | <i>manufact table</i><br>(detail) |
| NRG              | Norge            |                    |                                   |
| HSK              | Husky            |                    |                                   |
| HRO              | Hero             |                    |                                   |

---

Figure 6 Tables joined by the manu\_code column

## Join Columns in the cust\_calls and customer Tables

The cust\_calls table and the customer table are joined by the customer\_num column. The same customer number can appear in more than one row of the cust\_calls table if the customer calls the distributor more than once with a problem or question. This relationship is illustrated in [Figure 7](#).

|                     |                   |                |                         |          |
|---------------------|-------------------|----------------|-------------------------|----------|
| <b>customer_num</b> | <b>fname</b>      | <b>lname</b>   | <i>customer table</i>   | <b>C</b> |
| 101                 | Ludwig            | Pauli          | (detail)                | <b>U</b> |
| 102                 | Carole            | Sadler         |                         | <b>S</b> |
| 103                 | Philip            | Currie         |                         |          |
| 104                 | Anthony           | Higgins        |                         |          |
| 105                 | Raymond           | Vector         |                         |          |
| 106                 | George            | Watson         |                         |          |
| <b>customer_num</b> | <b>call_dtime</b> | <b>user_id</b> | <i>cust_calls table</i> |          |
| 106                 | 1994-06-12 08:20  | maryj          | (detail)                |          |
| 127                 | 1994-07-31 14:30  | maryj          |                         |          |
| 116                 | 1994-11-28 13:34  | mannyh         |                         |          |
| 116                 | 1989-12-21 11:24  | mannyh         |                         |          |

*Figure 7* Tables joined by the customer\_num column

## Join Columns in the state and customer Tables

The state table and the customer table are joined by a column that contains the state code. This column is called code in the state table and state in the customer table. If several customers live in the same state, the same state code will appear in several rows of the table, as shown in [Figure 8](#).

| <b>customer_num</b> | <b>fname</b> | <b>lname</b> | ... | <b>state</b> | <i>customer table</i> <sup>C</sup> |
|---------------------|--------------|--------------|-----|--------------|------------------------------------|
| 101                 | Ludwig       | Pauli        | ... | CA           | <i>(detail)</i> u                  |
| 102                 | Carole       | Sadler       | ... | CA           | s                                  |
| 103                 | Philip       | Currie       | ... | CA           |                                    |

| <b>code</b> | <b>sname</b> |                                       |
|-------------|--------------|---------------------------------------|
| AK          | Alaska       | <i>state table</i><br><i>(detail)</i> |
| AL          | Alabama      |                                       |
| AR          | Arkansas     |                                       |
| AZ          | Arizona      |                                       |
| CA          | California   |                                       |

Figure 8 Tables joined by the state/code column

## Data in the stores7 Database

The tables that follow display the data in the stores7 database.



customer Table

| customer_num | fname    | lname     | company              | address1             | address2             | city          | state | zipcode | phone        |
|--------------|----------|-----------|----------------------|----------------------|----------------------|---------------|-------|---------|--------------|
| 101          | Ludwig   | Pauli     | All Sports Supplies  | 213 Erstwild Court   |                      | Sunnyvale     | CA    | 94086   | 408-789-8075 |
| 102          | Carole   | Sadler    | Sports Spot          | 785 Geary St         |                      | San Francisco | CA    | 94117   | 415-822-1289 |
| 103          | Philip   | Currie    | Phil's Sports        | 654 Poplar           | P. O. Box 3498       | Palo Alto     | CA    | 94303   | 415-328-4543 |
| 104          | Anthony  | Higgins   | Play Ball!           | East Shopping Cntr.  | 422 Bay Road         | Redwood City  | CA    | 94026   | 415-368-1100 |
| 105          | Raymond  | Vector    | Los Altos Sports     | 1899 La Loma Drive   |                      | Los Altos     | CA    | 94022   | 415-776-3249 |
| 106          | George   | Watson    | Watson & Son         | 1143 Carver Place    |                      | Mountain View | CA    | 94063   | 415-389-8789 |
| 107          | Charles  | Ream      | Athletic Supplies    | 41 Jordan Avenue     |                      | Palo Alto     | CA    | 94304   | 415-356-9876 |
| 108          | Donald   | Quinn     | Quinn's Sports       | 587 Alvarado         |                      | Redwood City  | CA    | 94063   | 415-544-8729 |
| 109          | Jane     | Miller    | Sport Stuff          | Mayfair Mart         | 7345 Ross Blvd.      | Sunnyvale     | CA    | 94086   | 408-723-8789 |
| 110          | Roy      | Jaeger    | AA Athletics         | 520 Topaz Way        |                      | Redwood City  | CA    | 94062   | 415-743-3611 |
| 111          | Frances  | Keyes     | Sports Center        | 3199 Sterling Court  |                      | Sunnyvale     | CA    | 94085   | 408-277-7245 |
| 112          | Margaret | Lawson    | Runners & Others     | 234 Wyandotte Way    |                      | Los Altos     | CA    | 94022   | 415-887-7235 |
| 113          | Lana     | Beatty    | Sportstown           | 654 Oak Grove        |                      | Menlo Park    | CA    | 94025   | 415-356-9982 |
| 114          | Frank    | Albertson | Sporting Place       | 947 Waverly Place    |                      | Redwood City  | CA    | 94062   | 415-886-6677 |
| 115          | Alfred   | Grant     | Gold Medal Sports    | 776 Gary Avenue      |                      | Menlo Park    | CA    | 94025   | 415-356-1123 |
| 116          | Jean     | Parmelee  | Olympic City         | 1104 Spinosa Drive   |                      | Mountain View | CA    | 94040   | 415-534-8822 |
| 117          | Arnold   | Sipes     | Kids Korner          | 850 Lytton Court     |                      | Redwood City  | CA    | 94063   | 415-245-4578 |
| 118          | Dick     | Baxter    | Blue Ribbon Sports   | 5427 College         |                      | Oakland       | CA    | 94609   | 415-655-0011 |
| 119          | Bob      | Shorter   | The Triathletes Club | 2405 Kings Highway   |                      | Cherry Hill   | NJ    | 08002   | 609-663-6079 |
| 120          | Fred     | Jewell    | Century Pro Shop     | 6627 N. 17th Way     |                      | Phoenix       | AZ    | 85016   | 602-265-8754 |
| 121          | Jason    | Wallack   | City Sports          | Lake Biltmore Mall   | 350 W. 23rd Street   | Wilmington    | DE    | 19898   | 302-366-7511 |
| 122          | Cathy    | O'Brian   | The Sporting Life    | 543 Nassau Street    |                      | Princeton     | NJ    | 08540   | 609-342-0054 |
| 123          | Marvin   | Hanlon    | Bay Sports           | 10100 Bay Meadows Rd | Suite 1020           | Jacksonville  | FL    | 32256   | 904-823-4239 |
| 124          | Chris    | Putnum    | Putnum's Putters     | 4715 S.E. Adams Blvd | Suite 909C           | Bartlesville  | OK    | 74006   | 918-355-2074 |
| 125          | James    | Henry     | Total Fitness Sports | 1450 Commonwealth Av |                      | Brighton      | MA    | 02135   | 617-232-4159 |
| 126          | Eileen   | Neelie    | Neelie's Discount Sp | 2539 South Utica Str |                      | Denver        | CO    | 80219   | 303-936-7731 |
| 127          | Kim      | Satifer   | Big Blue Bike Shop   | Blue Island Square   | 12222 Gregory Street | Blue Island   | NY    | 60406   | 312-944-5691 |
| 128          | Frank    | Lessor    | Phoenix University   | Athletic Department  | 1817 N. Thomas Road  | Phoenix       | AZ    | 85008   | 602-533-1817 |

Data in the stores7 Database



items Table (1 of 2)

| item_num | order_num | stock_num | manu_code | quantity | total_price |
|----------|-----------|-----------|-----------|----------|-------------|
| 1        | 1001      | 1         | HRO       | 1        | 250.00      |
| 1        | 1002      | 4         | HSK       | 1        | 960.00      |
| 2        | 1002      | 3         | HSK       | 1        | 240.00      |
| 1        | 1003      | 9         | ANZ       | 1        | 20.00       |
| 2        | 1003      | 8         | ANZ       | 1        | 840.00      |
| 3        | 1003      | 5         | ANZ       | 5        | 99.00       |
| 1        | 1004      | 1         | HRO       | 1        | 250.00      |
| 2        | 1004      | 2         | HRO       | 1        | 126.00      |
| 3        | 1004      | 3         | HSK       | 1        | 240.00      |
| 4        | 1004      | 1         | HSK       | 1        | 800.00      |
| 1        | 1005      | 5         | NRG       | 10       | 280.00      |
| 2        | 1005      | 5         | ANZ       | 10       | 198.00      |
| 3        | 1005      | 6         | SMT       | 1        | 36.00       |
| 4        | 1005      | 6         | ANZ       | 1        | 48.00       |
| 1        | 1006      | 5         | SMT       | 5        | 125.00      |
| 2        | 1006      | 5         | NRG       | 5        | 140.00      |
| 3        | 1006      | 5         | ANZ       | 5        | 99.00       |
| 4        | 1006      | 6         | SMT       | 1        | 36.00       |
| 5        | 1006      | 6         | ANZ       | 1        | 48.00       |
| 1        | 1007      | 1         | HRO       | 1        | 250.00      |
| 2        | 1007      | 2         | HRO       | 1        | 126.00      |
| 3        | 1007      | 3         | HSK       | 1        | 240.00      |
| 4        | 1007      | 4         | HRO       | 1        | 480.00      |
| 5        | 1007      | 7         | HRO       | 1        | 600.00      |
| 1        | 1008      | 8         | ANZ       | 1        | 840.00      |
| 2        | 1008      | 9         | ANZ       | 5        | 100.00      |
| 1        | 1009      | 1         | SMT       | 1        | 450.00      |
| 1        | 1010      | 6         | SMT       | 1        | 36.00       |
| 2        | 1010      | 6         | ANZ       | 1        | 48.00       |
| 1        | 1011      | 5         | ANZ       | 5        | 99.00       |
| 1        | 1012      | 8         | ANZ       | 1        | 840.00      |
| 2        | 1012      | 9         | ANZ       | 10       | 200.00      |
| 1        | 1013      | 5         | ANZ       | 1        | 19.80       |
| 2        | 1013      | 6         | SMT       | 1        | 36.00       |
| 3        | 1013      | 6         | ANZ       | 1        | 48.00       |
| 4        | 1013      | 9         | ANZ       | 2        | 40.00       |
| 1        | 1014      | 4         | HSK       | 1        | 960.00      |
| 2        | 1014      | 4         | HRO       | 1        | 480.00      |
| 1        | 1015      | 1         | SMT       | 1        | 450.00      |
| 1        | 1016      | 101       | SHM       | 2        | 136.00      |
| 2        | 1016      | 109       | PRC       | 3        | 90.00       |
| 3        | 1016      | 110       | HSK       | 1        | 308.00      |
| 4        | 1016      | 114       | PRC       | 1        | 120.00      |
| 1        | 1017      | 201       | NKL       | 4        | 150.00      |
| 2        | 1017      | 202       | KAR       | 1        | 230.00      |
| 3        | 1017      | 301       | SHM       | 2        | 204.00      |
| 1        | 1018      | 307       | PRC       | 2        | 500.00      |

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items Table (2 of 2)

| <b>item_num</b> | <b>order_num</b> | <b>stock_num</b> | <b>manu_code</b> | <b>quantity</b> | <b>total_price</b> |
|-----------------|------------------|------------------|------------------|-----------------|--------------------|
| 2               | 1018             | 302              | KAR              | 3               | 15.00              |
| 3               | 1018             | 110              | PRC              | 1               | 236.00             |
| 4               | 1018             | 5                | SMT              | 4               | 100.00             |
| 5               | 1018             | 304              | HRO              | 1               | 280.00             |
| 1               | 1019             | 111              | SHM              | 3               | 1499.97            |
| 1               | 1020             | 204              | KAR              | 2               | 90.00              |
| 2               | 1020             | 301              | KAR              | 4               | 348.00             |
| 1               | 1021             | 201              | NKL              | 2               | 75.00              |
| 2               | 1021             | 201              | ANZ              | 3               | 225.00             |
| 3               | 1021             | 202              | KAR              | 3               | 690.00             |
| 4               | 1021             | 205              | ANZ              | 2               | 624.00             |
| 1               | 1022             | 309              | HRO              | 1               | 40.00              |
| 2               | 1022             | 303              | PRC              | 2               | 96.00              |
| 3               | 1022             | 6                | ANZ              | 2               | 96.00              |
| 1               | 1023             | 103              | PRC              | 2               | 40.00              |
| 2               | 1023             | 104              | PRC              | 2               | 116.00             |
| 3               | 1023             | 105              | SHM              | 1               | 80.00              |
| 4               | 1023             | 110              | SHM              | 1               | 228.00             |
| 5               | 1023             | 304              | ANZ              | 1               | 170.00             |
| 6               | 1023             | 306              | SHM              | 1               | 190.00             |

## orders Table

| order_num | order_date | customer_num | ship_instruct                     | backlog | po_num   | ship_date  | ship_weight | ship_charge | paid_date  |
|-----------|------------|--------------|-----------------------------------|---------|----------|------------|-------------|-------------|------------|
| 1001      | 05/20/1994 | 104          | express                           | n       | B77836   | 06/01/1994 | 20.40       | 10.00       | 07/22/1994 |
| 1002      | 05/21/1994 | 101          | PO on box; deliver back door only | n       | 9270     | 05/26/1994 | 50.60       | 15.30       | 06/03/1994 |
| 1003      | 05/22/1994 | 104          | express                           | n       | B77890   | 05/23/1994 | 35.60       | 10.80       | 06/14/1994 |
| 1004      | 05/22/1994 | 106          | ring bell twice                   | y       | 8006     | 05/30/1994 | 95.80       | 19.20       |            |
| 1005      | 05/24/1994 | 116          | call before delivery              | n       | 2865     | 06/09/1994 | 80.80       | 16.20       | 06/21/1994 |
| 1006      | 05/30/1994 | 112          | after 10 am                       | y       | Q13557   |            | 70.80       | 14.20       |            |
| 1007      | 05/31/1994 | 117          |                                   | n       | 278693   | 06/05/1994 | 125.90      | 25.20       |            |
| 1008      | 06/07/1994 | 110          | closed Monday                     | y       | LZ230    | 07/06/1994 | 45.60       | 13.80       | 07/21/1994 |
| 1009      | 06/14/1994 | 111          | next door to grocery              | n       | 4745     | 06/21/1994 | 20.40       | 10.00       | 08/21/1994 |
| 1010      | 06/17/1994 | 115          | deliver 776 King St. if no answer | n       | 429Q     | 06/29/1994 | 40.60       | 12.30       | 08/22/1994 |
| 1011      | 06/18/1994 | 104          | express                           | n       | B77897   | 07/03/1994 | 10.40       | 5.00        | 08/29/1994 |
| 1012      | 06/18/1994 | 117          |                                   | n       | 278701   | 06/29/1994 | 70.80       | 14.20       |            |
| 1013      | 06/22/1994 | 104          | express                           | n       | B77930   | 07/10/1994 | 60.80       | 12.20       | 07/31/1994 |
| 1014      | 06/25/1994 | 106          | ring bell, kick door loudly       | n       | 8052     | 07/03/1994 | 40.60       | 12.30       | 07/10/1994 |
| 1015      | 06/27/1994 | 110          | closed Mondays                    | n       | MA003    | 07/16/1994 | 20.60       | 6.30        | 08/31/1994 |
| 1016      | 06/29/1994 | 119          | delivery entrance off Camp St.    | n       | PC6782   | 07/12/1994 | 35.00       | 11.80       |            |
| 1017      | 07/09/1994 | 120          | North side of clubhouse           | n       | DM354331 | 07/13/1994 | 60.00       | 18.00       |            |
| 1018      | 07/10/1994 | 121          | SW corner of Biltmore Mall        | n       | S22942   | 07/13/1994 | 70.50       | 20.00       | 08/06/1994 |
| 1019      | 07/11/1994 | 122          | closed til noon Mondays           | n       | Z55709   | 07/16/1994 | 90.00       | 23.00       | 08/06/1994 |
| 1020      | 07/11/1994 | 123          | express                           | n       | W2286    | 07/16/1994 | 14.00       | 8.50        | 09/20/1994 |
| 1021      | 07/23/1994 | 124          | ask for Elaine                    | n       | C3288    | 07/25/1994 | 40.00       | 12.00       | 08/22/1994 |
| 1022      | 07/24/1994 | 126          | express                           | n       | W9925    | 07/30/1994 | 15.00       | 13.00       | 09/02/1994 |
| 1023      | 07/24/1994 | 127          | no deliveries after 3 p.m.        | n       | KF2961   | 07/30/1994 | 60.00       | 18.00       | 08/22/1994 |

## stock Table (1 of 2)

| stock_num | manu_code | description      | unit_price | unit | unit_descr      |
|-----------|-----------|------------------|------------|------|-----------------|
| 1         | HRO       | baseball gloves  | 250.00     | case | 10 gloves/case  |
| 1         | HSK       | baseball gloves  | 800.00     | case | 10 gloves/case  |
| 1         | SMT       | baseball gloves  | 450.00     | case | 10 gloves/case  |
| 2         | HRO       | baseball         | 126.00     | case | 24 / case       |
| 3         | HSK       | baseball bat     | 240.00     | case | 12 / case       |
| 4         | HSK       | football         | 960.00     | case | 24 / case       |
| 4         | HRO       | football         | 480.00     | case | 24 / case       |
| 5         | NRG       | tennis racquet   | 28.00      | each | each            |
| 5         | SMT       | tennis racquet   | 25.00      | each | each            |
| 5         | ANZ       | tennis racquet   | 19.80      | each | each            |
| 6         | SMT       | tennis ball      | 36.00      | case | 24 cans / case  |
| 6         | ANZ       | tennis ball      | 48.00      | case | 24 cans / case  |
| 7         | HRO       | basketball       | 600.00     | case | 24 / case       |
| 8         | ANZ       | volleyball       | 840.00     | case | 24 / case       |
| 9         | ANZ       | volleyball net   | 20.00      | each | each            |
| 101       | PRC       | bicycle tires    | 88.00      | box  | 4 / box         |
| 101       | SHM       | bicycle tires    | 68.00      | box  | 4 / box         |
| 102       | SHM       | bicycle brakes   | 220.00     | case | 4 sets / case   |
| 102       | PRC       | bicycle brakes   | 480.00     | case | 4 sets / case   |
| 103       | PRC       | front derailleur | 20.00      | each | each            |
| 104       | PRC       | rear derailleur  | 58.00      | each | each            |
| 105       | PRC       | bicycle wheels   | 53.00      | pair | pair            |
| 105       | SHM       | bicycle wheels   | 80.00      | pair | pair            |
| 106       | PRC       | bicycle stem     | 23.00      | each | each            |
| 107       | PRC       | bicycle saddle   | 70.00      | pair | pair            |
| 108       | SHM       | crankset         | 45.00      | each | each            |
| 109       | PRC       | pedal binding    | 30.00      | case | 6 pairs / case  |
| 109       | SHM       | pedal binding    | 200.00     | case | 4 pairs / case  |
| 110       | PRC       | helmet           | 236.00     | case | 4 / case        |
| 110       | ANZ       | helmet           | 244.00     | case | 4 / case        |
| 110       | SHM       | helmet           | 228.00     | case | 4 / case        |
| 110       | HRO       | helmet           | 260.00     | case | 4 / case        |
| 110       | HSK       | helmet           | 308.00     | case | 4 / case        |
| 111       | SHM       | 10-spd, assmbl   | 499.99     | each | each            |
| 112       | SHM       | 12-spd, assmbl   | 549.00     | each | each            |
| 113       | SHM       | 18-spd, assmbl   | 685.90     | each | each            |
| 114       | PRC       | bicycle gloves   | 120.00     | case | 10 pairs / case |

stock Table (2 of 2)

| stock_num | manu_code | description    | unit_price | unit | unit_descr   |
|-----------|-----------|----------------|------------|------|--------------|
| 201       | NKL       | golf shoes     | 37.50      | each | each         |
| 201       | ANZ       | golf shoes     | 75.00      | each | each         |
| 201       | KAR       | golf shoes     | 90.00      | each | each         |
| 202       | NKL       | metal woods    | 174.00     | case | 2 sets/case  |
| 202       | KAR       | std woods      | 230.00     | case | 2 sets/case  |
| 203       | NKL       | irons/wedges   | 670.00     | case | 2 sets/case  |
| 204       | KAR       | putter         | 45.00      | each | each         |
| 205       | NKL       | 3 golf balls   | 312.00     | case | 24/case      |
| 205       | ANZ       | 3 golf balls   | 312.00     | case | 24/case      |
| 205       | HRO       | 3 golf balls   | 312.00     | case | 24/case      |
| 301       | NKL       | running shoes  | 97.00      | each | each         |
| 301       | HRO       | running shoes  | 42.50      | each | each         |
| 301       | SHM       | running shoes  | 102.00     | each | each         |
| 301       | PRC       | running shoes  | 75.00      | each | each         |
| 301       | KAR       | running shoes  | 87.00      | each | each         |
| 301       | ANZ       | running shoes  | 95.00      | each | each         |
| 302       | HRO       | ice pack       | 4.50       | each | each         |
| 302       | KAR       | ice pack       | 5.00       | each | each         |
| 303       | PRC       | socks          | 48.00      | box  | 24 pairs/box |
| 303       | KAR       | socks          | 36.00      | box  | 24 pair/box  |
| 304       | ANZ       | watch          | 170.00     | box  | 10/box       |
| 304       | HRO       | watch          | 280.00     | box  | 10/box       |
| 305       | HRO       | first-aid kit  | 48.00      | case | 4/case       |
| 306       | PRC       | tandem adapter | 160.00     | each | each         |
| 306       | SHM       | tandem adapter | 190.00     | each | each         |
| 307       | PRC       | infant jogger  | 250.00     | each | each         |
| 308       | PRC       | twin jogger    | 280.00     | each | each         |
| 309       | HRO       | ear drops      | 40.00      | case | 20/case      |
| 309       | SHM       | ear drops      | 40.00      | case | 20/case      |
| 310       | SHM       | kick board     | 80.00      | case | 10/case      |
| 310       | ANZ       | kick board     | 89.00      | case | 12/case      |
| 311       | SHM       | water gloves   | 48.00      | box  | 4 pairs/box  |
| 312       | SHM       | racer goggles  | 96.00      | box  | 12/box       |
| 312       | HRO       | racer goggles  | 72.00      | box  | 12/box       |
| 313       | SHM       | swim cap       | 72.00      | box  | 12/box       |
| 313       | ANZ       | swim cap       | 60.00      | box  | 12/box       |

catalog Table (1 of 7)

| catalog_num | stock_num | manu_code | cat_descr                                                                                        | cat_picture  | cat_advert                                                                                    |
|-------------|-----------|-----------|--------------------------------------------------------------------------------------------------|--------------|-----------------------------------------------------------------------------------------------|
| 10001       | 1         | HRO       | Brown leather. Specify first baseman's or infield/outfield style. Specify right- or left-handed. | <BYTE value> | Your First Season's Baseball Glove                                                            |
| 10002       | 1         | HSK       | Babe Ruth signature glove. Black leather. Infield/outfield style. Specify right- or left-handed  | <BYTE value> | All-Leather, Hand-Stitched, Deep-Pockets, Sturdy Webbing that Won't Let Go                    |
| 10003       | 1         | SMT       | Catcher's mitt. Brown leather. Specify right- or left-handed.                                    | <BYTE value> | A Sturdy Catcher's Mitt With the Perfect Pocket                                               |
| 10004       | 2         | HRO       | Jackie Robinson signature glove. Highest Professional quality, used by National League.          | <BYTE value> | Highest Quality Ball Available, from the Hand-Stitching to the Robinson Signature             |
| 10005       | 3         | HSK       | Pro-style wood. Available in sizes: 31, 32, 33, 34, 35.                                          | <BYTE value> | High-Technology Design Expands the Sweet Spot                                                 |
| 10006       | 3         | SHM       | Aluminum. Blue with black tape. 31", 20 oz or 22 oz; 32", 21 oz or 23 oz; 33", 22 oz or 24 oz;   | <BYTE value> | Durable Aluminum for High School and Collegiate Athletes                                      |
| 10007       | 4         | HSK       | Norm Van Brocklin signature style.                                                               | <BYTE value> | Quality Pigskin with Norm Van Brocklin Signature                                              |
| 10008       | 4         | HRO       | NFL-Style pigskin.                                                                               | <BYTE value> | Highest Quality Football for High School and Collegiate Competitions                          |
| 10009       | 5         | NRG       | Graphite frame. Synthetic strings.                                                               | <BYTE value> | Wide Body Amplifies Your Natural Abilities by Providing More Power Through Aerodynamic Design |
| 10010       | 5         | SMT       | Aluminum frame. Synthetic strings                                                                | <BYTE value> | Mid-Sized Racquet For the Improving Player                                                    |
| 10011       | 5         | ANZ       | Wood frame, cat-gut strings.                                                                     | <BYTE value> | Antique Replica of Classic Wooden Racquet Built with Cat-Gut Strings                          |
| 10012       | 6         | SMT       | Soft yellow color for easy visibility in sunlight or artificial light                            | <BYTE value> | High-Visibility Tennis, Day or Night                                                          |
| 10013       | 6         | ANZ       | Pro-core. Available in neon yellow, green, and pink.                                             | <BYTE value> | Durable Construction Coupled with the Brightest Colors Available                              |
| 10014       | 7         | HRO       | Indoor. Classic NBA style. Brown leather.                                                        | <BYTE value> | Long-Life Basketballs for Indoor Gymnasiums                                                   |
| 10015       | 8         | ANZ       | Indoor. Finest leather. Professional quality.                                                    | <BYTE value> | Professional Volleyballs for Indoor Competitions                                              |
| 10016       | 9         | ANZ       | Steel eyelets. Nylon cording. Double-stitched. Sanctioned by the National Athletic Congress      | <BYTE value> | Sanctioned Volleyball Netting for Indoor Professional and Collegiate Competition              |



catalog Table (2 of 7)

| catalog_num | stock_num | manu_code | cat_descr                                                                                                                                                                          | cat_picture  | cat_advert                                                                         |
|-------------|-----------|-----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|------------------------------------------------------------------------------------|
| 10017       | 101       | PRC       | Reinforced, hand-finished tubular. Polyurethane belted. Effective against punctures. Mixed tread for super wear and road grip.                                                     | <BYTE value> | Ultimate in Puncture Protection, Tires Designed for In-City Riding                 |
| 10018       | 101       | SHM       | Durable nylon casing with butyl tube for superior air retention. Center-ribbed tread with herringbone side. Coated sidewalls resist abrasion.                                      | <BYTE value> | The Perfect Tire for Club Rides or Training                                        |
| 10019       | 102       | SHM       | Thrust bearing and coated pivot washer / spring sleeve for smooth action. Slotted levers with soft gum hoods. Two-tone paint treatment. Set includes calipers, levers, and cables. | <BYTE value> | Thrust-Bearing and Spring-Sleeve Brake Set Guarantees Smooth Action                |
| 10020       | 102       | PRC       | Computer-aided design with low-profile pads. Cold-forged alloy calipers and beefy caliper bushing. Aero levers. Set includes calipers, levers, and cables                          | <BYTE value> | Computer Design Delivers Rigid Yet Vibration-Free Brakes                           |
| 10021       | 103       | PRC       | Compact leading-action design enhances shifting. Deep cage for super-small granny gears. Extra strong construction to resist off-road abuse.                                       | <BYTE value> | Climb Any Mountain: ProCycle's Front Derailleur Adds Finesse to Your ATB           |
| 10022       | 104       | PRC       | Floating trapezoid geometry with extra thick parallelogram arms. 100-tooth capacity. Optimum alignment with any freewheel.                                                         | <BYTE value> | Computer-Aided Design Engineers 100-Tooth Capacity Into ProCycle's Rear Derailleur |
| 10023       | 105       | PRC       | Front wheels laced with 15g spokes in a 3-cross pattern. Rear wheels laced with 14g spikes in a 3-cross pattern.                                                                   | <BYTE value> | Durable Training Wheels That Hold True Under Toughest Conditions                   |
| 10024       | 105       | SHM       | Polished alloy. Sealed-bearing, quick-release hubs. Double-butted. Front wheels are laced 15g/2-cross. Rear wheels are laced 15g/3-cross.                                          | <BYTE value> | Extra Lightweight Wheels for Training or High-Performance Touring                  |
| 10025       | 106       | PRC       | Hard anodized alloy with pearl finish. 6mm hex bolt hardware. Available in lengths of 90-140mm in 10mm increments.                                                                 | <BYTE value> | ProCycle Stem with Pearl Finish                                                    |
| 10026       | 107       | PRC       | Available in three styles: Mens racing; Mens touring; and Womens. Anatomical gel construction with lycra cover. Black or black/hot pink.                                           | <BYTE value> | The Ultimate In Riding Comfort, Light-weight With Anatomical Support               |

catalog Table (3 of 7)

| catalog_num | stock_num | manu_code | cat_desc                                                                                                                                                                                                                                                                                                                                           | cat_picture  | cat_advert                                                                                             |
|-------------|-----------|-----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|--------------------------------------------------------------------------------------------------------|
| 10027       | 108       | SHM       | Double or triple crankset with choice of chainrings. For double crankset, chainrings from 38-54 teeth. For triple crankset, chainrings from 24-48 teeth.                                                                                                                                                                                           | <BYTE value> | Customize Your Mountain Bike With Extra-Durable Crankset                                               |
| 10028       | 109       | PRC       | Steel toe clips with nylon strap. Extra wide at buckle to reduce pressure.                                                                                                                                                                                                                                                                         | <BYTE value> | Classic Toeclip Improved To Prevent Soreness At Clip Buckle                                            |
| 10029       | 109       | SHM       | Ingenious new design combines button on sole of shoe with slot on a pedal plate to give riders new options in riding efficiency. Choose full or partial locking. Four plates mean both top and bottom of pedals are slotted—no fishing around when you want to engage full power. Fast unlocking ensures safety when maneuverability is paramount. | <BYTE value> | Ingenious Pedal/Clip Design Delivers Maximum Power And Fast Unlocking                                  |
| 10030       | 110       | PRC       | Super-lightweight. Meets both ANZI and Snell standards for impact protection. 7.5 oz. Quick-release shadow buckle.                                                                                                                                                                                                                                 | <BYTE value> | Feather-Light, Quick-Release, Maximum Protection Helmet                                                |
| 10031       | 110       | ANZ       | No buckle so no plastic touches your chin. Meets both ANZI and Snell standards for impact protection. 7.5 oz. Lycra cover.                                                                                                                                                                                                                         | <BYTE value> | Minimum Chin Contact, Feather-Light, Maximum Protection Helmet                                         |
| 10032       | 110       | SHM       | Dense outer layer combines with softer inner layer to eliminate the mesh cover, no snagging on brush. Meets both ANZI and Snell standards for impact protection. 8.0 oz.                                                                                                                                                                           | <BYTE value> | Mountain Bike Helmet: Smooth Cover Eliminates the Worry of Brush Snags But Delivers Maximum Protection |
| 10033       | 110       | HRO       | Newest ultralight helmet uses plastic shell. Largest ventilation channels of any helmet on the market. 8.5 oz.                                                                                                                                                                                                                                     | <BYTE value> | Lightweight Plastic with Vents Assures Cool Comfort Without Sacrificing Protection                     |
| 10034       | 110       | HSK       | Aerodynamic (teardrop) helmet covered with anti-drag fabric. Credited with shaving 2 seconds/mile from winner's time in Tour de France time-trial. 7.5 oz.                                                                                                                                                                                         | <BYTE value> | Teardrop Design Used by Yellow Jerseys, You Can Time the Difference                                    |
| 10035       | 111       | SHM       | Light-action shifting 10 speed. Designed for the city commuter with shock-absorbing front fork and drilled eyelets for carry-all racks or bicycle trailers. Internal wiring for generator lights. 33 lbs.                                                                                                                                          | <BYTE value> | Fully Equipped Bicycle Designed for the Serious Commuter Who Mixes Business With Pleasure              |

catalog Table (4 of 7)

| catalog_num | stock_num | manu_code | cat_descr                                                                                                                                                                               | cat_picture  | cat_advert                                                                                                                                                     |
|-------------|-----------|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 10036       | 112       | SHM       | Created for the beginner enthusiast. Ideal for club rides and light touring. Sophisticated triple-butted frame construction. Precise index shifting. 28 lbs.                            | <BYTE value> | We Selected the Ideal Combination of Touring Bike Equipment, Then Turned It Into This Package Deal: High-Performance on the Roads, Maximum Pleasure Everywhere |
| 10037       | 113       | SHM       | Ultra-lightweight. Racing frame geometry built for aerodynamic handlebars. Cantilever brakes. Index shifting. High-performance gearing. Quick-release hubs. Disk wheels. Bladed spokes. | <BYTE value> | Designed for the Serious Competitor, The Complete Racing Machine                                                                                               |
| 10038       | 114       | PRC       | Padded leather palm and stretch mesh merged with terry back; Available in tan, black, and cream. Sizes S, M, L, XL.                                                                     | <BYTE value> | Riding Gloves For Comfort and Protection                                                                                                                       |
| 10039       | 201       | NKL       | Designed for comfort and stability. Available in white & blue or white & brown. Specify size.                                                                                           | <BYTE value> | Full-Comfort, Long-Wearing Golf Shoes for Men and Women                                                                                                        |
| 10040       | 201       | ANZ       | Guaranteed waterproof. Full leather upper. Available in white, bone, brown, green, and blue. Specify size.                                                                              | <BYTE value> | Waterproof Protection Ensures Maximum Comfort and Durability In All Climates                                                                                   |
| 10041       | 201       | KAR       | Leather and leather mesh for maximum ventilation. Waterproof lining to keep feet dry. Available in white & gray or white & ivory. Specify size.                                         | <BYTE value> | Karsten's Top Quality Shoe Combines Leather and Leather Mesh                                                                                                   |
| 10042       | 202       | NKL       | Complete starter set utilizes gold shafts. Balanced for power.                                                                                                                          | <BYTE value> | Starter Set of Woods, Ideal for High School and Collegiate Classes                                                                                             |
| 10043       | 202       | KAR       | Full set of woods designed for precision control and power performance.                                                                                                                 | <BYTE value> | High-Quality Woods Appropriate for High School Competitions or Serious Amateurs                                                                                |
| 10044       | 203       | NKL       | Set of eight irons includes 3 through 9 irons and pitching wedge. Originally priced at \$489.00.                                                                                        | <BYTE value> | Set of Irons Available From Factory at Tremendous Savings: Discontinued Line.                                                                                  |
| 10045       | 204       | KAR       | Ideally balanced for optimum control. Nylon-covered shaft.                                                                                                                              | <BYTE value> | High-Quality Beginning Set of Irons Appropriate for High School Competitions                                                                                   |
| 10046       | 205       | NKL       | Fluorescent yellow.                                                                                                                                                                     | <BYTE value> | Long Drive Golf Balls: Fluorescent Yellow                                                                                                                      |
| 10047       | 205       | ANZ       | White only.                                                                                                                                                                             | <BYTE value> | Long Drive Golf Balls: White                                                                                                                                   |
| 10048       | 205       | HRO       | Combination fluorescent yellow and standard white.                                                                                                                                      | <BYTE value> | HiFlier Golf Balls: Case Includes Fluorescent Yellow and Standard White                                                                                        |

catalog Table (5 of 7)

| catalog_num | stock_num | manu_code | cat_descr                                                                                                                                                                                                                                                                                                    | cat_picture  | cat_advert                                                                                       |
|-------------|-----------|-----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|--------------------------------------------------------------------------------------------------|
| 10049       | 301       | NKL       | Super shock-absorbing gel pads disperse vertical energy into a horizontal plane for extraordinary cushioned comfort. Great motion control. Mens only. Specify size.                                                                                                                                          | <BYTE value> | Maximum Protection For High-Mileage Runners                                                      |
| 10050       | 301       | HRO       | Engineered for serious training with exceptional stability. Fabulous shock absorption. Great durability. Specify mens/ womens, size.                                                                                                                                                                         | <BYTE value> | Pronators and Supinators Take Heart: A Serious Training Shoe For Runners Who Need Motion Control |
| 10051       | 301       | SHM       | For runners who log heavy miles and need a durable, supportive, stable platform. Mesh/synthetic upper gives excellent moisture dissipation. Stability system uses rear antipronation platform and forefoot control plate for extended protection during high-intensity training. Specify mens/ womens, size. | <BYTE value> | The Training Shoe Engineered for Marathoners and Ultra-Distance Runners                          |
| 10052       | 301       | PRC       | Supportive, stable racing flat. Plenty of forefoot cushioning with added motion control. Womens only. D widths available. Specify size.                                                                                                                                                                      | <BYTE value> | A Woman's Racing Flat That Combines Extra Forefoot Protection With a Slender Heel                |
| 10053       | 301       | KAR       | Anatomical last holds your foot firmly in place. Feather-weight cushioning delivers the responsiveness of a racing flat. Specify mens/ womens, size.                                                                                                                                                         | <BYTE value> | Durable Training Flat That Can Carry You Through Marathon Miles                                  |
| 10054       | 301       | ANZ       | Cantilever sole provides shock absorption and energy rebound. Positive traction shoe with ample toe box. Ideal for runners who need a wide shoe. Available in mens and womens. Specify size.                                                                                                                 | <BYTE value> | Motion Control, Protection, and Extra Toebox Room                                                |
| 10055       | 302       | KAR       | Re-usable ice pack with velcro strap. For general use. Velcro strap allows easy application to arms or legs.                                                                                                                                                                                                 | <BYTE value> | Finally, An Ice Pack for Achilles Injuries and Shin Splints that You Can Take to the Office      |
| 10056       | 303       | PRC       | Neon nylon. Perfect for running or aerobics. Indicate color: Fluorescent pink, yellow, green, and orange.                                                                                                                                                                                                    | <BYTE value> | Knock Their Socks Off With YOUR Socks!                                                           |
| 10057       | 303       | KAR       | 100% nylon blend for optimal wicking and comfort. We've taken out the cotton to eliminate the risk of blisters and reduce the opportunity for infection. Specify mens or womens.                                                                                                                             | <BYTE value> | 100% Nylon Blend Socks - No Cotton!                                                              |

Data in the stores7 Database

catalog Table (6 of 7)

| catalog_num | stock_num | manu_code | cat_descr                                                                                                                                                        | cat_picture  | cat_advert                                                                                            |
|-------------|-----------|-----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|-------------------------------------------------------------------------------------------------------|
| 10058       | 304       | ANZ       | Provides time, date, dual display of lap/cumulative splits, 4-lap memory, 10hr count-down timer, event timer, alarm, hour chime, waterproof to 50m, velcro band. | <BYTE value> | Athletic Watch w /4-Lap Memory                                                                        |
| 10059       | 304       | HRO       | Split timer, waterproof to 50m. Indicate color: Hot pink, mint green, space black.                                                                               | <BYTE value> | Waterproof Triathlete Watch In Competition Colors                                                     |
| 10060       | 305       | HRO       | Contains ace bandage, anti-bacterial cream, alcohol cleansing pads, adhesive bandages of assorted sizes, and instant-cold pack.                                  | <BYTE value> | Comprehensive First-Aid Kit Essential for Team Practices, Team Traveling                              |
| 10061       | 306       | PRC       | Converts a standard tandem bike into an adult /child bike. User-tested Assembly Instructions                                                                     | <BYTE value> | Enjoy Bicycling With Your Child On a Tandem; Make Your Family Outing Safer                            |
| 10062       | 306       | SHM       | Converts a standard tandem bike into an adult /child bike. Lightweight model.                                                                                    | <BYTE value> | Consider a Touring Vacation For the Entire Family: A Lightweight, Touring Tandem for Parent and Child |
| 10063       | 307       | PRC       | Allows mom or dad to take the baby out, too. Fits children up to 21 pounds. Navy blue with black trim.                                                           | <BYTE value> | Infant Jogger Keeps A Running Family Together                                                         |
| 10064       | 308       | PRC       | Allows mom or dad to take both children! Rated for children up to 18 pounds.                                                                                     | <BYTE value> | As Your Family Grows, Infant Jogger Grows With You                                                    |
| 10065       | 309       | HRO       | Prevents swimmer's ear.                                                                                                                                          | <BYTE value> | Swimmers Can Prevent Ear Infection All Season Long                                                    |
| 10066       | 309       | SHM       | Extra-gentle formula. Can be used every day for prevention or treatment of swimmer's ear.                                                                        | <BYTE value> | Swimmer's Ear Drops Specially Formulated for Children                                                 |
| 10067       | 310       | SHM       | Blue heavy-duty foam board with Shimara or team logo.                                                                                                            | <BYTE value> | Exceptionally Durable, Compact Kickboard for Team Practice                                            |
| 10068       | 310       | ANZ       | White. Standard size.                                                                                                                                            | <BYTE value> | High-Quality Kickboard                                                                                |
| 10069       | 311       | SHM       | Swim gloves. Webbing between fingers promotes strengthening of arms. Cannot be used in competition.                                                              | <BYTE value> | Hot Training Tool - Webbed Swim Gloves Build Arm Strength and Endurance                               |
| 10070       | 312       | SHM       | Hydrodynamic egg-shaped lens. Ground-in anti-fog elements; Available in blue or smoke.                                                                           | <BYTE value> | Anti-Fog Swimmer's Goggles: Quantity Discount.                                                        |
| 10071       | 312       | HRO       | Durable competition-style goggles. Available in blue, grey, or white.                                                                                            | <BYTE value> | Swim Goggles: Traditional Rounded Lens For Greater Comfort.                                           |

catalog Table (7 of 7)

| catalog_num | stock_num | manu_code | cat_descr                                                                                                    | cat_picture  | cat_advert                                                                  |
|-------------|-----------|-----------|--------------------------------------------------------------------------------------------------------------|--------------|-----------------------------------------------------------------------------|
| 10072       | 313       | SHM       | Silicone swim cap. One size. Available in white, silver, or navy. Team Logo Imprinting Available             | <BYTE value> | Team Logo Silicone Swim Cap                                                 |
| 10073       | 313       | ANZ       | Silicone swim cap. Squared-off top. One size. White.                                                         | <BYTE value> | Durable Squared-off Silicone Swim Cap                                       |
| 10074       | 302       | HRO       | Re-usable ice pack. Store in the freezer for instant first-aid. Extra capacity to accommodate water and ice. | <BYTE value> | Water Compartment Combines With Ice to Provide Optimal Orthopedic Treatment |

Data in the stores7 Database

## cust\_calls Table

| customer_num | call_dtime       | user_id | call_code | call_descr                                                                                                                  | res_dtime        | res_descr                                                                                                                                                                                                           |
|--------------|------------------|---------|-----------|-----------------------------------------------------------------------------------------------------------------------------|------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 106          | 1994-06-12 8:20  | maryj   | D         | Order was received, but two of the cans of ANZ tennis balls within the case were empty                                      | 1994-06-12 8:25  | Authorized credit for two cans to customer, issued apology. Called ANZ buyer to report the QA problem.                                                                                                              |
| 110          | 1994-07-07 10:24 | richc   | L         | Order placed one month ago (6/7) not received.                                                                              | 1994-07-07 10:30 | Checked with shipping (Ed Smith). Order sent yesterday- we were waiting for goods from ANZ. Next time will call with delay if necessary.                                                                            |
| 119          | 1994-07-01 15:00 | richc   | B         | Bill does not reflect credit from previous order                                                                            | 1994-07-02 8:21  | Spoke with Jane Akant in Finance. She found the error and is sending new bill to customer                                                                                                                           |
| 121          | 1994-07-10 14:05 | maryj   | O         | Customer likes our merchandise. Requests that we stock more types of infant joggers. Will call back to place order.         | 1994-07-10 14:06 | Sent note to marketing group of interest in infant joggers                                                                                                                                                          |
| 127          | 1994-07-31 14:30 | maryj   | I         | Received Hero watches (item # 304) instead of ANZ watches                                                                   |                  | Sent memo to shipping to send ANZ item 304 to customer and pickup HRO watches. Should be done tomorrow, 8/1                                                                                                         |
| 116          | 1989-11-28 13:34 | mannyn  | I         | Received plain white swim caps (313 ANZ) instead of navy with team logo (313 SHM)                                           | 1989-11-28 16:47 | Shipping found correct case in warehouse and express mailed it in time for swim meet.                                                                                                                               |
| 116          | 1989-12-21 11:24 | mannyn  | I         | Second complaint from this customer! Received two cases right-handed outfielder gloves (1 HRO) instead of one case lefties. | 1989-12-27 08:19 | Memo to shipping (Ava Brown) to send case of left-handed gloves, pick up wrong case; memo to billing requesting 5% discount to placate customer due to second offense and lateness of resolution because of holiday |

## manufact Table

| <b>manu_code</b> | <b>manu_name</b> | <b>lead_time</b> |
|------------------|------------------|------------------|
| ANZ              | Anza             | 5                |
| HSK              | Husky            | 5                |
| HRO              | Hero             | 4                |
| NRG              | Norge            | 7                |
| SMT              | Smith            | 3                |
| SHM              | Shimara          | 30               |
| KAR              | Karsten          | 21               |
| NKL              | Nikolus          | 8                |
| PRC              | ProCycle         | 9                |

## state Table

| <b>code</b> | <b>sname</b>  | <b>code</b> | <b>sname</b>   |
|-------------|---------------|-------------|----------------|
| AK          | Alaska        | MT          | Montana        |
| AL          | Alabama       | NE          | Nebraska       |
| AR          | Arkansas      | NC          | North Carolina |
| AZ          | Arizona       | ND          | North Dakota   |
| CA          | California    | NH          | New Hampshire  |
| CT          | Connecticut   | NJ          | New Jersey     |
| CO          | Colorado      | NM          | New Mexico     |
| D.C.        | DC            | NV          | Nevada         |
| DE          | Delaware      | NY          | New York       |
| FL          | Florida       | OH          | Ohio           |
| GA          | Georgia       | OK          | Oklahoma       |
| HI          | Hawaii        | OR          | Oregon         |
| IA          | Iowa          | PA          | Pennsylvania   |
| ID          | Idaho         | PR          | Puerto Rico    |
| IL          | Illinois      | RI          | Rhode Island   |
| IN          | Indiana       | SC          | South Carolina |
| KS          | Kansas        | SD          | South Dakota   |
| KY          | Kentucky      | TN          | Tennessee      |
| LA          | Louisiana     | TX          | Texas          |
| MA          | Massachusetts | UT          | Utah           |
| MD          | Maryland      | VA          | Virginia       |
| ME          | Maine         | VT          | Vermont        |
| MI          | Michigan      | WA          | Washington     |
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| MO          | Missouri      | WV          | West Virginia  |
| MS          | Mississippi   | WY          | Wyoming        |





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#
# This list is part of a project hosted at:
#   github.com/kanyawtech/myanmar-karen-word-lists
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The Function Index lists all functions that appear in the programming examples and specifies the pages in the book where the functions appear.

Page numbers identify the locations in the book where a function is called. Bold-face numbers indicate the location where the text of the function is displayed and annotated.

Function names in uppercase letters are built-in 4GL functions.





*Bold number indicates where function is defined*

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