

LIANT

**RM/COBOL®**

*Syntax Summary*

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*Version 8.0*

This document provides complete syntax for all RM/COBOL commands, divisions, entries, statements, and other general formats. Use this pamphlet in conjunction with the *RM/COBOL Language Reference Manual* and the *RM/COBOL User's Guide*.

The *RM/COBOL Syntax Summary* has been prepared for all implementations of RM/COBOL. Consult the *RM/COBOL User's Guide* for all appropriate operating system rules and conventions (such as command line invocation).

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# Compile Command

---

The format of the Compile Command is as follows:

```
rmcobol filename [[ ( ] [[ ~ ] option ] ... [ ) comment ]]
```

*filename* is the name of the source file to be compiled.

*option* specifies a compiler option, described below. A tilde (~) preceding the option character negates the option. Options may be specified in either uppercase or lowercase letters. If an option is repeated in a command, the last occurrence of the option is used. Each option may be preceded by a hyphen. If any option is preceded by a hyphen, then a leading hyphen must precede all options. When assigning a value to an option, the equal sign is optional if leading hyphens are used.

*comment* is used to annotate the command.

Option	Description								
<b>A</b>	Direct the compiler to generate the allocation map in the listing.								
<b>B</b>	Define as binary sequential those sequential files not explicitly declared to be line sequential in their file control entries.								
<b>C</b>	Suppress the inclusion of copied text in the listing.								
<b>D</b>	Direct RM/COBOL to compile all source programs as if the WITH DEBUGGING MODE clause appeared in each compiled program.								
<b>E</b>	Suppress the inclusion of the source program component in the listing except for lines associated with diagnostic messages.								
<b>F</b> ={( <i>keyword-list</i> )  <i>keyword</i> }	Direct the compiler to flag occurrences of these language elements: <table><tbody><tr><td>COM1</td><td>INTERMEDIATE</td></tr><tr><td>COM2</td><td>OBSOLETE</td></tr><tr><td>EXTENSION</td><td>SEG1</td></tr><tr><td>HIGH</td><td>SEG2</td></tr></tbody></table> <p>If leading hyphens are used, the parentheses are optional.</p>	COM1	INTERMEDIATE	COM2	OBSOLETE	EXTENSION	SEG1	HIGH	SEG2
COM1	INTERMEDIATE								
COM2	OBSOLETE								
EXTENSION	SEG1								
HIGH	SEG2								

<b>Option</b>	<b>Description</b>
<b>G</b> = <i>path</i>	Designate a file to be used as the compiler configuration.
<b>H</b> = <i>path</i>	Designate a file as a supplement to the compiler configuration.
<b>K</b>	Suppress the banner message and the terminal error listing.
<b>L</b> [= <i>path</i> ]	Direct the compiler to produce a listing file and optionally specify the directory in which to place the listing file.
<b>M</b>	Direct the compiler to suppress automatic input conversion for Format 1 and 3 ACCEPT statements with numeric operands and to suppress right justification of justified operands. Direct the compiler to suppress automatic output conversion for numeric fields of Format 3 DISPLAY statements.
<b>N</b>	Suppress the generation of an object program.
<b>O</b> = <i>path</i>	Specify the directory pathname where the object file will be placed.
<b>P</b>	Direct the compiler to write a copy of the listing to the printer.
<b>Q</b>	Direct the compiler to eliminate debugging information from generated object programs.
<b>R</b>	Direct the compiler to generate a sequential number in the first six columns of source records as they appear on the listing.
<b>S</b>	Direct the compiler to assume a separate sign when the SIGN clause is not specified for a DISPLAY usage, signed numeric data item (that is, for a data item whose character-string within a PICTURE clause begins with S).
<b>T</b>	Direct the compiler to write a copy of the listing to the standard output device.



<b>Option</b>	<b>Description</b>
<b>U[={B D P}]</b>	<p>Direct the compiler to assume an alternative usage for data items described as COMP or COMPUTATIONAL.</p> <p>The U Option specified alone or as U=B directs the compiler to assume BINARY usage for data items described as COMP or COMPUTATIONAL.</p> <p>The U=D Option directs the compiler to assume DISPLAY usage for items described as COMP or COMPUTATIONAL.</p> <p>The U=P Option directs the compiler to assume PACKED-DECIMAL usage for items described as COMP or COMPUTATIONAL.</p>
<b>V</b>	Define as line sequential those sequential files not explicitly declared to be binary sequential in their file control entries.
<b>W=<i>n</i></b>	Specify the amount of memory (in kilobytes) that the compiler should use for its internal table storage. <i>n</i> can be a decimal number from 32 to 16384.
<b>X</b>	Direct the compiler to generate a cross reference map in the listing.
<b>Y=<i>n</i></b>	Direct the compiler to output the symbol table and debug line table to the object program file. <i>n</i> can be 0 to 3.
<b>Z=<i>version</i></b>	Indicate the version of the RM/COBOL runtime you want to use. <i>version</i> can be 7 through 11.
<b>2</b>	Direct the compiler to accept source programs created for the RM/COBOL 2. <i>n</i> compiler.
<b>7</b>	Specify the semantic rules under which the program is to be compiled as conforming to the American National Standard COBOL 1974.

# Runtime Command

---

The format of the Runtime Command is as follows:

```
runcobol filename [option] ...
```

*filename* is the name of the main program of the run unit.

*option* specifies a runtime system option, described below. Options may be specified in either uppercase or lowercase letters. Each option may be preceded by a hyphen. If any option is preceded by a hyphen, then a leading hyphen must precede all options. When assigning a value to an option, the equal sign is optional if leading hyphens are used.

<b>Option</b>	<b>Description</b>
<b>A</b> =[ <i>delim</i> ] [ <i>string</i> ] [ <i>delim</i> ]	Pass an argument to the main program. The delimiter characters are optional if <i>string</i> does not contain spaces.
<b>B</b> = <i>n</i>	Specify a maximum buffer size for use with the ACCEPT and DISPLAY statements.
<b>C</b> = <i>pathname</i>	Designate a file to be used as the runtime configuration file.
<b>D</b>	Invoke the RM/COBOL Interactive Debugger.
<b>I</b>	Collect RM/COBOL program instrumentation data.
<b>K</b>	Suppress the banner message and the STOP RUN message.
<b>L</b> = <i>pathname</i>	Designate RM/COBOL non-COBOL subprogram libraries.
<b>M</b>	Direct that level 2 ANSI semantics are to be used for Format 1 ACCEPT and DISPLAY statements.
<b>S</b> = <i>n . . . n</i>	Set (or reset) the initial value of switches in the RM/COBOL program.
<b>T</b> = <i>n</i>	Specify the amount of memory ( <i>n</i> bytes) to be used for a sort operation.
<b>V</b>	Direct that a trace of support modules loaded by the RM/COBOL runtime system be displayed.
<b>X</b> = <i>pathname</i>	Designate a file as a supplement to the runtime configuration.

# Debug Commands

---

The Debug commands are as follows.

<b>Command</b>	<b>Description</b>
<b>A</b>	Set breakpoints and resume program execution from the current location. <b>A</b> [ <i>line</i> [ + <i>intra</i> line ] [ , [ <i>prog-name</i> ] [ , [ <i>count</i> ] ] ] ]
<b>B</b>	Display all currently set breakpoints or set breakpoints at specific procedural statements. <b>B</b> [ <i>line</i> [ + <i>intra</i> line ] [ , [ <i>prog-name</i> ] [ , [ <i>count</i> ] ] ] ]
<b>C</b>	Clear any breakpoints that have been set with the A or B Command. <b>C</b> [ <i>line</i> [ + <i>intra</i> line ] [ , [ <i>prog-name</i> ] ] ]
<b>D</b>	Display on the screen the value of a specified data item. <b>Identifier Format</b> <b>D</b> <i>name-1</i> [ { <b>IN</b>   <b>OF</b> } <i>name-2</i> ] ... [ <i>script</i> ] [ <i>refmod</i> ] [ , { <i>type</i>   { *   & } [ <i>type</i> ] } ] [ # <i>alias</i> ] <b>Address-Size Format</b> <b>D</b> [ <i>base</i> : ] <i>address</i> [ + <i>occur-size</i> * <i>occur-num</i> ] ... , <i>size</i> , [ <i>type</i> ] [ # <i>alias</i> ] <b>Alias Format</b> <b>D</b> # <i>alias</i>
<b>E</b>	End Debug; the currently executing program runs until completion. <b>E</b>
<b>L</b>	Specify a line on the monitor screen at which command input echoes and Debug responses are to be displayed. <b>L</b> [ <i>line-display</i> ]

<b>Command</b>	<b>Description</b>
<b>M</b>	<p>Change the value of a specified data item.</p> <p><b>Identifier Format</b>  <b>M</b> <i>name-1</i> [ { <b>IN</b>   <b>OF</b> } <i>name-2</i> ] ... [ <i>script</i> ] [ <i>refmod</i> ]  [ , { <i>type</i>   { *   &amp; } [ <i>type</i> ] } ] [ # <i>alias</i> ] , <i>value</i></p> <p><b>Address-Size Format</b>  <b>M</b> [ <i>base</i> : ] <i>address</i> [ + <i>occur-size</i> * <i>occur-num</i> ] ... , <i>size</i> ,  [ <i>type</i> ] [ # <i>alias</i> ] , <i>value</i></p> <p><b>Alias Format</b>  <b>M</b> # <i>alias</i> , <i>value</i></p>
<b>Q</b>	<p>Stop program execution.</p> <p><b>Q</b></p>
<b>R</b>	<p>Specify that program execution resume at the current location, or at another location specified in the command.</p> <p><b>R</b> [ <i>statement-address</i> ]</p>
<b>S</b>	<p>Specify that program execution occur one step at a time.</p> <p><b>S</b> [ <b>P</b>   <b>S</b> ] [ <i>count</i> ]</p>
<b>T</b>	<p>Monitor the value of a specified data item, and suspend execution whenever a change in that value occurs. That is, a data trap.</p> <p><b>Identifier Format</b>  <b>T</b> <i>name-1</i> [ { <b>IN</b>   <b>OF</b> } <i>name-2</i> ] ... [ <i>script</i> ] [ <i>refmod</i> ]  [ , { <i>type</i>   { *   &amp; } [ <i>type</i> ] } ] [ # <i>alias</i> ]</p> <p><b>Address-Size Format</b>  <b>T</b> [ <i>base</i> : ] <i>address</i> [ + <i>occur-size</i> * <i>occur-num</i> ] ... , <i>size</i> ,  [ <i>type</i> ] [ # <i>alias</i> ]</p> <p><b>Alias Format</b>  <b>T</b> # <i>alias</i></p>
<b>U</b>	<p>Clear some or all currently active data traps.</p> <p><b>Identifier Format</b>  <b>U</b> <i>name-1</i> [ { <b>IN</b>   <b>OF</b> } <i>name-2</i> ] ... [ <i>script</i> ] [ <i>refmod</i> ]  [ , { <i>type</i>   { *   &amp; } [ <i>type</i> ] } ]</p> <p><b>Address-Size Format</b>  <b>U</b> [ <i>base</i> : ] <i>address</i> [ + <i>occur-size</i> * <i>occur-num</i> ] ... , <i>size</i> ,  [ <i>type</i> ]</p> <p><b>Alias Format</b>  <b>U</b> # <i>alias</i></p>

**Note** In the Address-Size formats for the D, M, T, and U commands, *base* is one of the following:

- **U** *arg-num*, for a formal argument and *arg-num* is the formal argument number.
- **B** *item-num*, for a based linkage item and *item-num* is the based linkage item number.
- **G** for the GIVING formal argument.
- **X** *ext-num*, for an external data item and *ext-num* is the external item number.

## Source Program General Format

---

*identification-division*  
[ *environment-division* ]  
[ *data-division* ]  
[ *procedure-division* ]  
[ *nested-source-program* ]...  
[ *end-program-header* ]

## Identification Division General Format

---

$\left\{ \begin{array}{l} \text{IDENTIFICATION} \\ \text{ID} \end{array} \right\} \text{DIVISION.}$   
 $\text{PROGRAM-ID.} \left\{ \begin{array}{l} \textit{program-name-1} \\ \textit{literal-1} \end{array} \right\} \left[ \text{IS} \left\{ \begin{array}{l} \text{COMMON} \\ \text{INITIAL} \end{array} \right\} \text{PROGRAM} \right].$   
[ AUTHOR. [ *comment-entry-1* ]... ]  
[ INSTALLATION. [ *comment-entry-2* ]... ]  
[ DATE - WRITTEN. [ *comment-entry-3* ]... ]  
[ DATE - COMPILED. [ *comment-entry-4* ]... ]  
[ SECURITY. [ *comment-entry-5* ]... ]  
[ REMARKS. [ *comment-entry-6* ]... ]

# Environment Division General Format

---

```

[
  ENVIRONMENT DIVISION.

  CONFIGURATION SECTION.

  SOURCE - COMPUTER. [ computer-name-1
    [ WITH DEBUGGING MODE ]. ] ]

  OBJECT - COMPUTER. [ computer-name-2
    [ MEMORY SIZE integer-1 { WORDS
      CHARACTERS
      MODULES } ]
    [ PROGRAM COLLATING SEQUENCE IS alphabet-name-1 ]
    [ SEGMENT-LIMIT IS segment-number-1 ] . ] ]

  SPECIAL - NAMES. [
    [ switch-name-1 { IS mnemonic-name-1 [ { ON STATUS IS condition-name-1
      OFF STATUS IS condition-name-2 } ] }
      { ON STATUS IS condition-name-1
      OFF STATUS IS condition-name-2 } } ...
    feature-name-1 IS mnemonic-name-2
    low-volume-I-O-name-1 IS mnemonic-name-3
  ] ]

```

(continued on next page)

(continued from previous page)

$$\left[ \text{ALPHABET } \textit{alphabet-name-1} \text{ IS } \left\{ \begin{array}{l} \text{STANDARD-1} \\ \text{STANDARD-2} \\ \text{NATIVE} \\ \textit{code-name-1} \\ \left\{ \textit{literal-1} \left[ \left\{ \frac{\text{THROUGH}}{\text{THRU}} \right\} \textit{literal-2} \right] \right\} \dots \\ \left[ \text{ALSO } \textit{literal-3} \left[ \left\{ \frac{\text{THROUGH}}{\text{THRU}} \right\} \textit{literal-4} \right] \right] \dots \left\{ \dots \right\} \dots \end{array} \right. \right]$$

$$\left[ \text{SYMBOLIC} \left[ \text{CHARACTER CHARACTERS} \right] \left\{ \left\{ \textit{symbolic-character-1} \right\} \dots \left[ \text{IS ARE} \right] \right. \right. \\ \left. \left. \left\{ \textit{integer-1} \right\} \dots \right\} \dots \left[ \text{IN } \textit{alphabet-name-2} \right] \dots \right]$$

$$\left[ \text{CLASS } \textit{class-name-1} \text{ IS } \left\{ \textit{literal-5} \left[ \left\{ \frac{\text{THROUGH}}{\text{THRU}} \right\} \textit{literal-6} \right] \right\} \dots \right] \dots$$

$$\left[ \text{CURRENCY SIGN IS } \textit{literal-7} \right]$$

$$\left[ \text{DECIMAL-POINT IS COMMA} \right]$$

$$\left[ \text{NUMERIC SIGN IS } \left\{ \frac{\text{LEADING}}{\text{TRAILING}} \right\} \left[ \text{SEPARATE CHARACTER} \right] . \right] \left. \right] \left. \right] \left. \right]$$

(continued from previous page)

```

[ INPUT-OUTPUT SECTION.
  FILE-CONTROL.
    { file-control-entry-1 }...
  I-O-CONTROL.
    [
      [
        [
          RERUN [ ON { file-name-1 } ]
                    { rerun-name-1 }
        ]
        EVERY [
          { [ END OF ] { REEL } }
          { integer-1 RECORDS }
          { integer-2 CLOCK-UNITS }
          { condition-name-1 }
        ] OF file-name-2
        ] ...
      ]
    ]
    [
      [
        [
          SAME [ RECORD ]
               [ SORT ]
               [ SORT-MERGE ]
        ] AREA FOR file-name-3 { file-name-4 }...
      ] ...
    ]
    [
      [
        [
          MULTIPLE FILE TAPE CONTAINS
            { file-name-5 [ POSITION IS integer-3 ] }...
          ] ...
        ]
      ]
    ]

```



## File Control Entry General Formats

### File Control Entry

SELECT [ [ NOT ] OPTIONAL ] *file-name-1*

<u>ASSIGN TO</u>	<table style="border-collapse: collapse; width: 100%;"> <tr> <td style="border-right: 1px solid black; padding: 5px;"> <table style="border-collapse: collapse; width: 100%;"> <tr> <td style="padding: 5px;"> <table style="border-collapse: collapse; width: 100%;"> <tr> <td style="padding: 5px;"><i>data-name-1</i></td> <td style="padding: 5px;"><i>literal-1</i></td> </tr> </table> </td> </tr> <tr> <td style="padding: 5px;"> <table style="border-collapse: collapse; width: 100%;"> <tr> <td style="padding: 5px;"><u>DISPLAY</u></td> <td style="padding: 5px;"><u>INPUT</u></td> <td style="padding: 5px;"><u>OUTPUT</u></td> <td style="padding: 5px;"><u>INPUT - OUTPUT</u></td> <td style="padding: 5px;"><u>RANDOM</u></td> <td style="padding: 5px;"><u>TAPE</u></td> <td style="padding: 5px;"><i>device-name-1</i></td> </tr> </table> </td> <td style="padding: 5px;"> <table style="border-collapse: collapse; width: 100%;"> <tr> <td style="padding: 5px;"><i>data-name-1</i></td> <td style="padding: 5px;"><i>literal-1</i></td> </tr> </table> </td> </tr> </table> </td> </tr> </table>	<table style="border-collapse: collapse; width: 100%;"> <tr> <td style="padding: 5px;"> <table style="border-collapse: collapse; width: 100%;"> <tr> <td style="padding: 5px;"><i>data-name-1</i></td> <td style="padding: 5px;"><i>literal-1</i></td> </tr> </table> </td> </tr> <tr> <td style="padding: 5px;"> <table style="border-collapse: collapse; width: 100%;"> <tr> <td style="padding: 5px;"><u>DISPLAY</u></td> <td style="padding: 5px;"><u>INPUT</u></td> <td style="padding: 5px;"><u>OUTPUT</u></td> <td style="padding: 5px;"><u>INPUT - OUTPUT</u></td> <td style="padding: 5px;"><u>RANDOM</u></td> <td style="padding: 5px;"><u>TAPE</u></td> <td style="padding: 5px;"><i>device-name-1</i></td> </tr> </table> </td> <td style="padding: 5px;"> <table style="border-collapse: collapse; width: 100%;"> <tr> <td style="padding: 5px;"><i>data-name-1</i></td> <td style="padding: 5px;"><i>literal-1</i></td> </tr> </table> </td> </tr> </table>	<table style="border-collapse: collapse; width: 100%;"> <tr> <td style="padding: 5px;"><i>data-name-1</i></td> <td style="padding: 5px;"><i>literal-1</i></td> </tr> </table>	<i>data-name-1</i>	<i>literal-1</i>	<table style="border-collapse: collapse; width: 100%;"> <tr> <td style="padding: 5px;"><u>DISPLAY</u></td> <td style="padding: 5px;"><u>INPUT</u></td> <td style="padding: 5px;"><u>OUTPUT</u></td> <td style="padding: 5px;"><u>INPUT - OUTPUT</u></td> <td style="padding: 5px;"><u>RANDOM</u></td> <td style="padding: 5px;"><u>TAPE</u></td> <td style="padding: 5px;"><i>device-name-1</i></td> </tr> </table>	<u>DISPLAY</u>	<u>INPUT</u>	<u>OUTPUT</u>	<u>INPUT - OUTPUT</u>	<u>RANDOM</u>	<u>TAPE</u>	<i>device-name-1</i>	<table style="border-collapse: collapse; width: 100%;"> <tr> <td style="padding: 5px;"><i>data-name-1</i></td> <td style="padding: 5px;"><i>literal-1</i></td> </tr> </table>	<i>data-name-1</i>	<i>literal-1</i>
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<u>SEQUENTIAL</u>	<u>RANDOM</u>	<u>DYNAMIC</u>														

(continued on next page)

## File Control Entry (continued from previous page)

[ LOCK MODE IS

{ MANUAL  
AUTOMATIC } [ WITH LOCK ON [ MULTIPLE ] { RECORD  
RECORDS } ] ]

EXCLUSIVE

[ CODE-SET IS *alphabet-name-1* ]

[ COLLATING SEQUENCE IS *alphabet-name-2* ]

[ RECORD KEY IS { *data-name-4*  
*split-key-name-1* = { *data-name-5* } ... } ]

[ WITH DUPLICATES ] ]

[ ALTERNATE RECORD KEY IS { *data-name-6*  
*split-key-name-2* = { *data-name-7* } ... } ]

[ WITH DUPLICATES ] ] ...

[ FILE STATUS IS *data-name-8* ] .

## Sort-Merge File Control Entry

SELECT *file-name-1*

ASSIGN TO { { *data-name-1*  
*literal-1* }  
SORT  
SORT - MERGE  
MERGE  
*device-name-1* } [ *data-name-1*  
*literal-1* ] } .

# Data Division General Format

---

[ DATA DIVISION.

[ FILE SECTION.

[ *file-description-entry-1* { *record-description-entry-1* }...  
*sort-merge-file-description-entry-1* { *record-description-entry-2* }... ]... ]

[ WORKING-STORAGE SECTION.

[ *77-level-description-entry-1* ]... ]  
*record-description-entry-3* ]

[ LINKAGE SECTION.

[ *77-level-description-entry-2* ]... ]  
*record-description-entry-4* ]

[ COMMUNICATION SECTION.

[ *communication-description-entry-1* { *record-description-entry-5* }... ]... ]

[ SCREEN SECTION.

[ *screen-description-entry-1* ]... ] ]

## **file-description-entry**

FD *file-name-1*

[ IS EXTERNAL ]  
[ IS GLOBAL ]  
[ BLOCK CONTAINS [ *integer-1* TO ] *integer-2* { RECORDS  
CHARACTERS } ]  
[ RECORD { CONTAINS [ *integer-3* TO ] *integer-4* CHARACTERS  
IS VARYING IN SIZE  
[[ FROM *integer-5* ] [ TO *integer-6* ] CHARACTERS ]  
[ DEPENDING ON *data-name-1* ] } ]  
[ LABEL { RECORD IS { STANDARD }  
RECORDS ARE } { OMITTED } ]  
[ VALUE OF { { LABEL  
*label-name-1* } IS { *data-name-2*  
*literal-1* } } ... ]  
[ DATA { RECORD IS { *data-name-3* } ...  
RECORDS ARE } ]  
[ LINAGE IS { *data-name-4*  
*integer-7* } LINES [ WITH FOOTING AT { *data-name-5*  
*integer-8* } ]  
[ LINES AT TOP { *data-name-6*  
*integer-9* } ] [ LINES AT BOTTOM { *data-name-7*  
*integer-10* } ] ]  
[ CODE-SET IS *alphabet-name-1* ] .

## **sort-merge-file-description-entry**

SD *file-name-1*

[ RECORD { CONTAINS [ *integer-3* TO ] *integer-4* CHARACTERS  
IS VARYING IN SIZE  
[[ FROM *integer-5* ] [ TO *integer-6* ] CHARACTERS ]  
[ DEPENDING ON *data-name-1* ] } ]  
[ DATA { RECORD IS { *data-name-3* } ...  
RECORDS ARE } ] .

## record-description-entry

{ *data-description-entry-1* } ...

## 77-level-description-entry

*data-description-entry-2*

## data-description-entry

### Format 1: Data-Name Full Declaration

*level-number-1* [ *data-name-1* ]  
                  FILLER ]  
          [ REDEFINES *data-name-2* ]  
          [ IS EXTERNAL ]  
          [ IS GLOBAL ]  
          [ { PICTURE } IS *character-string-1* ]  
          [ { PIC } ]  
          [ BINARY [ (*integer-3*) ] ]  
          [ COMPUTATIONAL ]  
          [ COMP ]  
          [ COMPUTATIONAL - 1 ]  
          [ COMP - 1 ]  
          [ COMPUTATIONAL - 3 ]  
          [ COMP - 3 ]  
          [ COMPUTATIONAL - 4 [ (*integer-3*) ] ]  
          [ COMP - 4 [ (*integer-3*) ] ]  
          [ COMPUTATIONAL - 5 [ (*integer-3*) ] ]  
          [ COMP - 5 [ (*integer-3*) ] ]  
          [ COMPUTATIONAL - 6 ]  
          [ COMP - 6 ]  
          [ DISPLAY ]  
          [ INDEX ]  
          [ PACKED - DECIMAL ]  
          [ POINTER ]

(continued on next page)

**Format 1: Data-Name Full Declaration** (continued from previous page)

$$\left[ \left[ \text{SIGN IS} \right] \left\{ \begin{array}{l} \text{LEADING} \\ \text{TRAILING} \end{array} \right\} \left[ \text{SEPARATE CHARACTER} \right] \right]$$
$$\left[ \text{OCCURS} \left\{ \begin{array}{l} \text{integer-2 TIMES} \\ \left[ \text{integer-1 TO} \right] \text{integer-2 TIMES DEPENDING ON data-name-3} \end{array} \right\} \right]$$
$$\left[ \left\{ \begin{array}{l} \text{ASCENDING} \\ \text{DESCENDING} \end{array} \right\} \text{KEY IS} \left\{ \text{data-name-4} \right\} \dots \right] \dots$$
$$\left[ \text{INDEXED BY} \left\{ \text{index-name-1} \right\} \dots \right]$$
$$\left[ \left\{ \begin{array}{l} \text{SYNCHRONIZED} \\ \text{SYNC} \end{array} \right\} \left[ \begin{array}{l} \text{LEFT} \\ \text{RIGHT} \end{array} \right] \right]$$
$$\left[ \left\{ \begin{array}{l} \text{JUSTIFIED} \\ \text{JUST} \end{array} \right\} \text{RIGHT} \right]$$
$$\left[ \text{BLANK WHEN ZERO} \right]$$
$$\left[ \text{VALUE IS } \textit{literal-1} \right] .$$

**Format 2: Data-Name Renames**

66 *data-name-1*

$$\text{RENAMES } \textit{data-name-2} \left[ \left\{ \begin{array}{l} \text{THROUGH} \\ \text{THRU} \end{array} \right\} \textit{data-name-3} \right] .$$

**Format 3: Condition-Name Declaration**

88 *condition-name-1*

$$\left\{ \begin{array}{l} \text{VALUE IS} \\ \text{VALUES ARE} \end{array} \right\} \left\{ \begin{array}{l} \textit{literal-1} \left[ \left\{ \begin{array}{l} \text{THROUGH} \\ \text{THRU} \end{array} \right\} \textit{literal-2} \right] \\ \textit{relational-operator } \textit{literal-1} \end{array} \right\} \dots$$
$$\left[ \text{WHEN SET TO } \text{FALSE} \text{ IS } \textit{literal-3} \right] .$$

## Format 4: Constant-Name Declaration

78 *constant-name-1*

VALUE IS { *literal-1*  
*constant-expression-1* } .

## communication-description-entry

### Format 1: Input CD

CD *cd-name-1* FOR [ INITIAL ] INPUT

{  
    {  
        SYMBOLIC QUEUE IS *data-name-1*  
        SYMBOLIC SUB-QUEUE-1 IS *data-name-2*  
        SYMBOLIC SUB-QUEUE-2 IS *data-name-3*  
        SYMBOLIC SUB-QUEUE-3 IS *data-name-4*  
        MESSAGE DATE IS *data-name-5*  
        MESSAGE TIME IS *data-name-6*  
        SYMBOLIC SOURCE IS *data-name-7*  
        TEXT LENGTH IS *data-name-8*  
        END KEY IS *data-name-9*  
        STATUS KEY IS *data-name-10*  
        MESSAGE COUNT IS *data-name-11*  
    }  
    {  
        *data-name-1 data-name-2 data-name-3 data-name-4*  
        *data-name-5 data-name-6 data-name-7 data-name-8*  
        *data-name-9 data-name-10 data-name-11*  
    }  
}

### Format 2: Output CD

CD *cd-name-1* FOR OUTPUT

[ DESTINATION COUNT IS *data-name-1* ]  
[ TEXT LENGTH IS *data-name-2* ]  
[ STATUS KEY IS *data-name-3* ]  
[ DESTINATION TABLE OCCURS *integer-1* TIMES ]  
    [ INDEXED BY { *index-name-1* } ... ]  
[ ERROR KEY IS *data-name-4* ]  
[ SYMBOLIC DESTINATION IS *data-name-5* ] .

### Format 3: Input-Output CD

CD *cd-name-1* FOR [ INITIAL ] I-O

{  
  {  
    MESSAGE DATE IS *data-name-1*  
    MESSAGE TIME IS *data-name-2*  
    SYMBOLIC TERMINAL IS *data-name-3*  
    TEXT LENGTH IS *data-name-4*  
    END KEY IS *data-name-5*  
    STATUS KEY IS *data-name-6*  
  }  
  {  
    *data-name-1 data-name-2 data-name-3 data-name-4*  
    *data-name-5 data-name-6*  
  }  
}

### screen-description-entry

#### Format 1: Screen Group

*level-number-1* [ *screen-name-1* ]  
  FILLER  
  [ BACKGROUND IS *color-name-1* ]  
  [ BACKGROUND-COLOR IS *integer-1* ]  
  [ FOREGROUND IS *color-name-2* ]  
  [ FOREGROUND-COLOR IS *integer-2* ]  
  [ [ USAGE IS ] DISPLAY ]  
  [ [ SIGN IS ] { LEADING  
    TRAILING } [ SEPARATE CHARACTER ] ]  
  [ AUTO ]  
  [ SECURE ]  
  [ REQUIRED ]  
  [ FULL ] .  
  { *screen-description-entry-1* } ...



## Format 2: Screen Literal

*level-number-1* [ *screen-name-1* ]  
FILLER ]

[ BELL  
BEEP ]

[ BLANK { SCREEN  
LINE  
REMAINDER } ]

[ BLINK ]

[ ERASE { EOS  
EOL  
SCREEN } ]

[ [NO] HIGHLIGHT  
LOWLIGHT ]

[ REVERSE  
REVERSED  
REVERSE - VIDEO ]

[ UNDERLINE ]

[ BACKGROUND IS *color-name-1*  
BACKGROUND-COLOR IS *integer-1* ]

[ FOREGROUND IS *color-name-2*  
FOREGROUND-COLOR IS *integer-2* ]

[ LINE [ NUMBER IS { [ PLUS  
+ ] *integer-3* } ] ]  
*identifier-1* ] ]

[ { COLUMN  
COL } [ NUMBER IS { [ PLUS  
+ ] *integer-4* } ] ] ]  
*identifier-2* ] ]

[ [ VALUE IS ] *literal-1* ] .

### Format 3: Screen Field

$level-number-1 \left[ \begin{array}{l} screen-name-1 \\ FILLER \end{array} \right]$

$\left[ \begin{array}{l} \underline{BELL} \\ \underline{BEEP} \end{array} \right]$

$\left[ \begin{array}{l} \underline{BLANK} \left\{ \begin{array}{l} \underline{SCREEN} \\ \underline{LINE} \\ \underline{REMAINDER} \end{array} \right\} \end{array} \right]$

$\left[ \underline{BLINK} \right]$

$\left[ \begin{array}{l} \underline{ERASE} \left\{ \begin{array}{l} \underline{EOS} \\ \underline{EOL} \\ \underline{SCREEN} \end{array} \right\} \end{array} \right]$

$\left[ \begin{array}{l} \left[ \underline{NO} \right] \underline{HIGHLIGHT} \\ \underline{LOWLIGHT} \end{array} \right]$

$\left[ \begin{array}{l} \underline{REVERSE} \\ \underline{REVERSED} \\ \underline{REVERSE - VIDEO} \end{array} \right]$

$\left[ \underline{UNDERLINE} \right]$

$\left[ \begin{array}{l} \underline{BACKGROUND} \text{ IS } color-name-1 \\ \underline{BACKGROUND - COLOR} \text{ IS } integer-1 \end{array} \right]$

$\left[ \begin{array}{l} \underline{FOREGROUND} \text{ IS } color-name-2 \\ \underline{FOREGROUND - COLOR} \text{ IS } integer-2 \end{array} \right]$

$\left[ \begin{array}{l} \underline{LINE} \left[ \begin{array}{l} \text{NUMBER IS } \left\{ \begin{array}{l} \left[ \underline{PLUS} \right] \\ + \end{array} \right\} integer-3 \\ identifier-1 \end{array} \right] \end{array} \right]$

$\left[ \begin{array}{l} \left\{ \begin{array}{l} \underline{COLUMN} \\ \underline{COL} \end{array} \right\} \left[ \begin{array}{l} \text{NUMBER IS } \left\{ \begin{array}{l} \left[ \underline{PLUS} \right] \\ + \end{array} \right\} integer-4 \\ identifier-2 \end{array} \right] \end{array} \right]$

(continued on next page)

**Format 3: Screen Field** *(continued from previous page)*

$\left\{ \begin{array}{l} \underline{\text{PICTURE}} \\ \underline{\text{PIC}} \end{array} \right\} \text{ IS } \textit{character-string-1} \left\{ \left\{ \begin{array}{l} \underline{\text{FROM}} \left\{ \begin{array}{l} \textit{identifier-7} \\ \textit{literal-1} \end{array} \right\} \\ \underline{\text{TO}} \textit{identifier-8} \\ \underline{\text{USING}} \textit{identifier-9} \end{array} \right\} \right\}$

[ [ USAGE IS ] DISPLAY ]

[ BLANK WHEN ZERO ]

[ { JUSTIFIED } RIGHT ]

[ { JUST } ]

[ [ SIGN IS ] { LEADING } [ TRAILING ] ] [ SEPARATE CHARACTER ] ]

[ AUTO ]

[ SECURE ]

[ REQUIRED ]

[ FULL ] .

# Procedure Division General Formats

---

## Format 1: Declaratives or Sections

$$\left[ \begin{array}{l} \underline{\text{PROCEDURE DIVISION}} \\ \left\{ \left\{ \begin{array}{l} \underline{\text{USING}} \{ data-name-1 \} \cdots \\ \left\{ \begin{array}{l} \underline{\text{GIVING}} \\ \underline{\text{RETURNING}} \end{array} \right\} data-name-2 \end{array} \right\} \right\} \end{array} \right] . \\ \\ \left[ \underline{\text{DECLARATIVES.}} \right. \\ \left\{ section-name-1 \underline{\text{SECTION}} [ segment-number-1 ] . \right. \\ \quad \text{USE-statement-1.} \\ \left[ paragraph-name-1. \right. \\ \quad \left. [ sentence-1 ] \cdots [ \cdots ] \cdots \right\} \cdots \\ \left. \underline{\text{END DECLARATIVES.}} \right] \\ \left\{ section-name-2 \underline{\text{SECTION}} [ segment-number-2 ] . \right. \\ \left[ paragraph-name-2. \right. \\ \quad \left. [ sentence-2 ] \cdots [ \cdots ] \cdots \right\} \left. \right]$$

## Format 2: Paragraphs

$$\left[ \begin{array}{l} \underline{\text{PROCEDURE DIVISION}} \\ \left\{ \left\{ \begin{array}{l} \underline{\text{USING}} \{ data-name-1 \} \cdots \\ \left\{ \begin{array}{l} \underline{\text{GIVING}} \\ \underline{\text{RETURNING}} \end{array} \right\} data-name-2 \end{array} \right\} \right\} \end{array} \right] . \\ \\ \left\{ paragraph-name-3. \right. \\ \quad \left. [ sentence-3 ] \cdots [ \cdots ] \cdots \right\}$$

# General Formats for COBOL Statements

---

The following sections describe the formats for COBOL statements.

## ACCEPT Statement

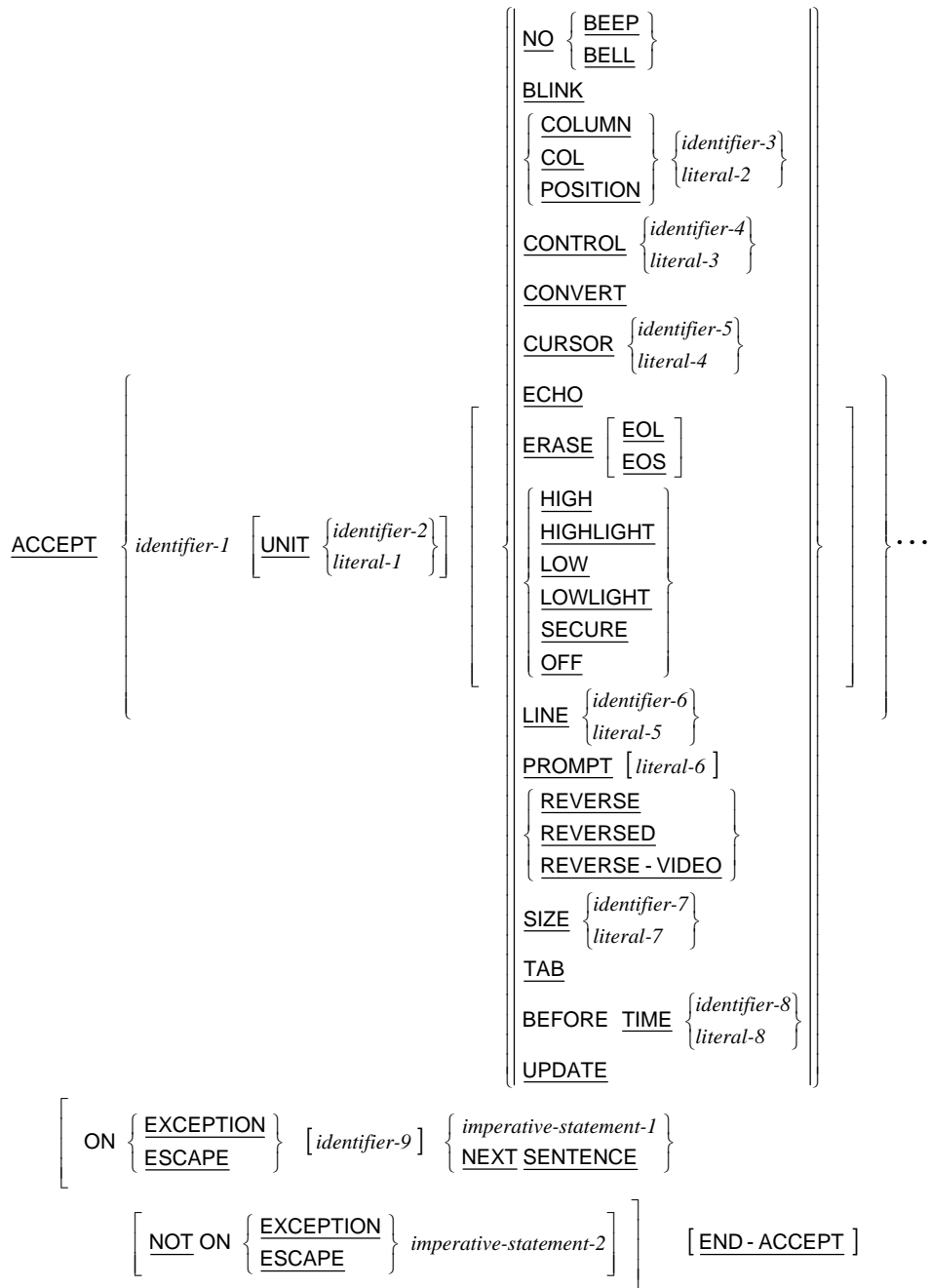
### Format 1: Accept From System-Name

ACCEPT *identifier-1* [ FROM { *mnemonic-name-3*  
*low-volume-I-O-name-1* } ] [ END - ACCEPT ]

### Format 2: Accept From Implicit Definition

ACCEPT *identifier-2* FROM { CENTURY - DATE  
CENTURY - DAY  
DATE [ YYYYMMDD ]  
DATE - AND - TIME  
DATE - COMPILED  
DAY [ YYYYDDD ]  
DAY - AND - TIME  
DAY - OF - WEEK  
ESCAPE KEY  
EXCEPTION STATUS  
TIME } [ END - ACCEPT ]

### Format 3: Accept Terminal I-O



#### Format 4: Accept Input CD Message Count

ACCEPT *cd-name-1* MESSAGE COUNT [END-ACCEPT]

#### Format 5: Accept Screen-Name

ACCEPT *screen-name-1* AT {  
    LINE NUMBER { *identifier-1* }  
    { COLUMN } NUMBER { *identifier-2* }  
    { COL } NUMBER { *integer-2* }  
} }  
  
[ ON { EXCEPTION } *imperative-statement-1* ]  
[ NOT ON { EXCEPTION } *imperative-statement-2* ]  
  
[ END-ACCEPT ]

## ADD Statement

### Format 1: Add...To

ADD { *identifier-1* } ... TO { *identifier-2* [ROUNDED] } ...  
[ ON SIZE ERROR *imperative-statement-1* ]  
[ NOT ON SIZE ERROR *imperative-statement-2* ]  
[ END - ADD ]

### Format 2: Add...Giving

ADD { *identifier-1* } ... TO { *identifier-2* } ...  
GIVING { *identifier-3* [ROUNDED] } ...  
[ ON SIZE ERROR *imperative-statement-1* ]  
[ NOT ON SIZE ERROR *imperative-statement-2* ]  
[ END - ADD ]

### Format 3: Add Corresponding

ADD { CORRESPONDING } *identifier-1* TO *identifier-2* [ROUNDED]  
[ ON SIZE ERROR *imperative-statement-1* ]  
[ NOT ON SIZE ERROR *imperative-statement-2* ]  
[ END - ADD ]

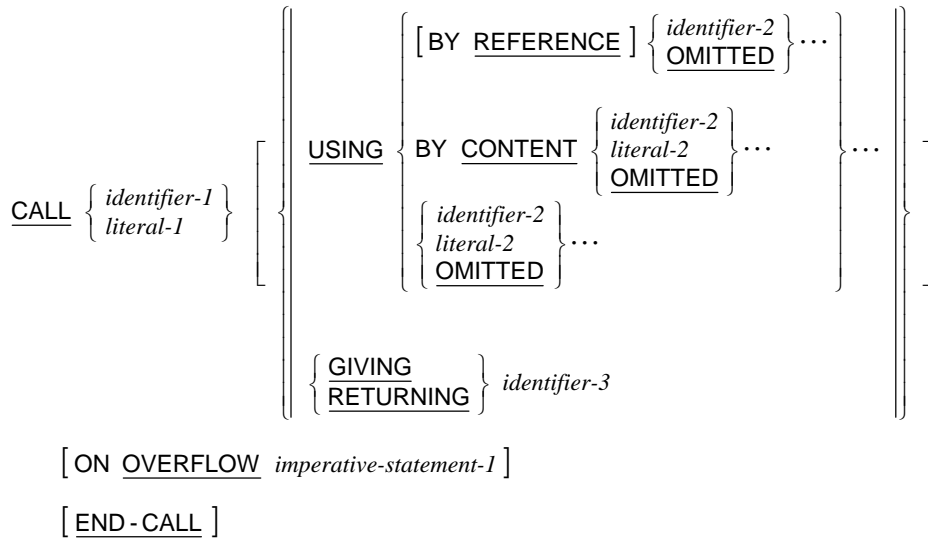
## ALTER Statement

ALTER { *procedure-name-1* } TO [PROCEED TO] *procedure-name-2* } ...

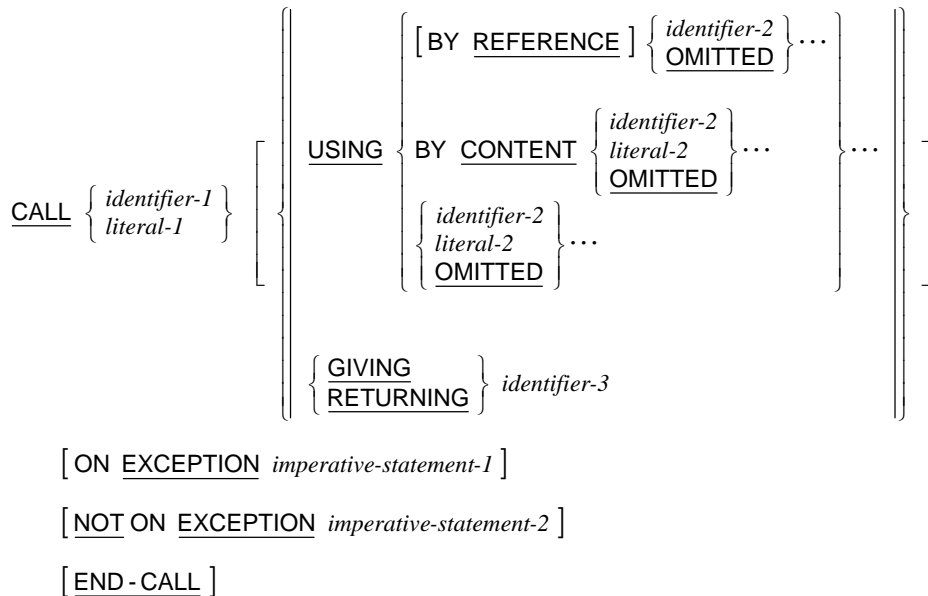


## CALL Statement

### Format 1: Call...On Overflow



### Format 2: Call...On Exception



## CALL PROGRAM Statement

CALL PROGRAM { *identifier-1* } [ USING { *identifier-2* } { *literal-2* } { OMITTED } ... ]  
[ ON EXCEPTION *imperative-statement-1* ]  
[ END-CALL ]

## CANCEL Statement

CANCEL { *identifier-1* } { *literal-1* } ...

## CLOSE Statement

CLOSE { *file-name-1* [ { REEL } { UNIT } [ { WITH NO REWIND } [ { FOR REMOVAL } ] ] ] ] WITH { NO REWIND } { LOCK } } ...

## COMPUTE Statement

COMPUTE { *identifier-1* [ ROUNDED ] } ... = *arithmetic-expression-1*  
[ ON SIZE ERROR *imperative-statement-1* ]  
[ NOT ON SIZE ERROR *imperative-statement-2* ]  
[ END-COMPUTE ]

## CONTINUE Statement

CONTINUE

## DELETE Statement

DELETE *file-name-1* RECORD

[ INVALID KEY *imperative-statement-1* ]

[ NOT INVALID KEY *imperative-statement-2* ]

[ END-DELETE ]

## DELETE FILE Statement

DELETE FILE { *file-name-2* }... [ END-DELETE ]

## DISABLE Statement

DISABLE  $\left[ \begin{array}{l} \text{INPUT } [\text{TERMINAL}] \\ \text{I-O TERMINAL} \\ \text{OUTPUT} \\ \text{TERMINAL} \end{array} \right] cd\text{-name-1} \left[ \text{WITH } \underline{\text{KEY}} \left\{ \begin{array}{l} \textit{identifier-1} \\ \textit{literal-1} \end{array} \right\} \right]$

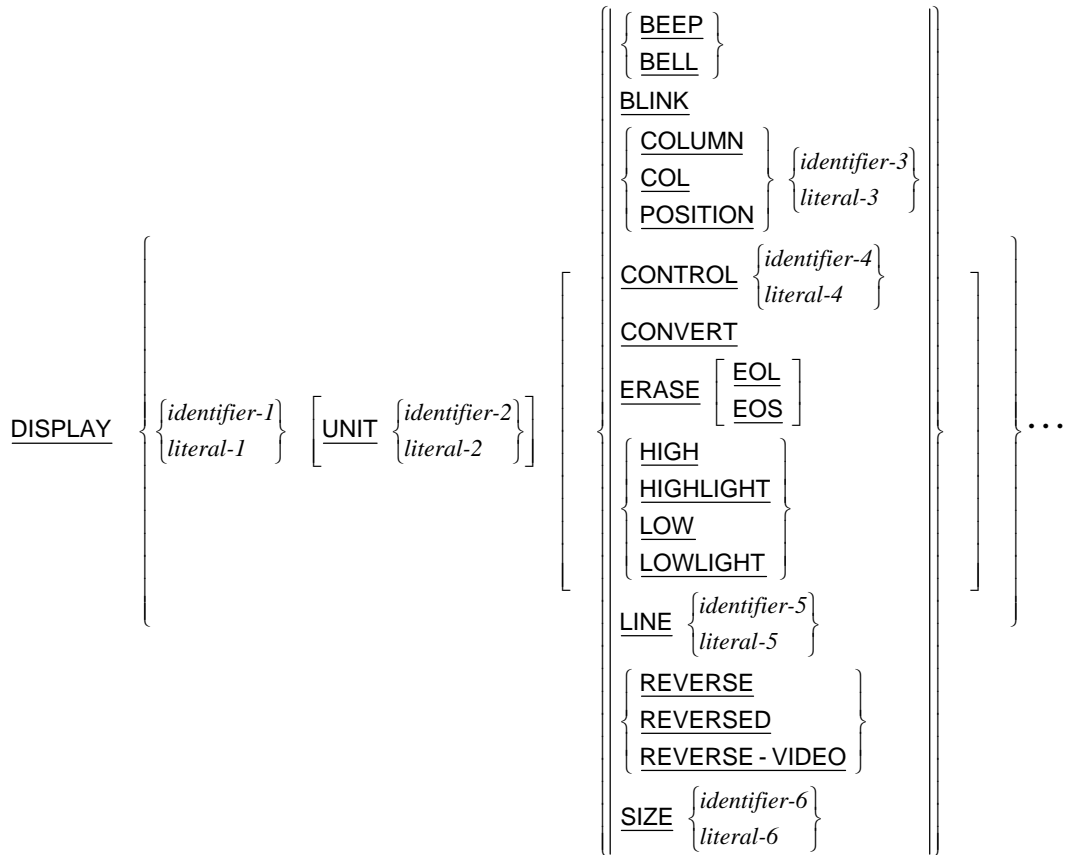
## DISPLAY Statement

### Format 1: Display Upon System-Name

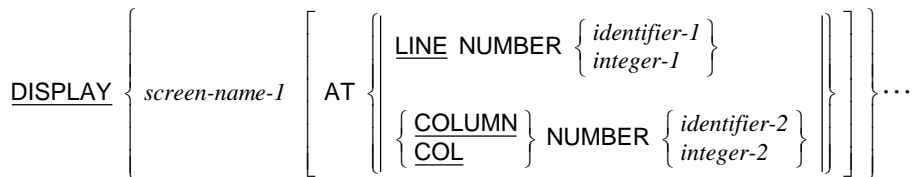
DISPLAY  $\left\{ \begin{array}{l} \textit{identifier-1} \\ \textit{literal-1} \end{array} \right\} \dots \left[ \underline{\text{UPON}} \left\{ \begin{array}{l} \textit{mnemonic-name-3} \\ \textit{low-volume-I-O-name-1} \end{array} \right\} \right]$

[ WITH NO ADVANCING ]

## Format 2: Display Terminal I-O



## Format 3: Display Screen-Name



## DIVIDE Statement

### Format 1: Divide...Into

DIVIDE { *identifier-1* } { *literal-1* } INTO { *identifier-2* [ROUNDED] }...  
[ ON SIZE ERROR *imperative-statement-1* ]  
[ NOT ON SIZE ERROR *imperative-statement-2* ]  
[ END-DIVIDE ]

### Format 2: Divide...Into...Giving

DIVIDE { *identifier-1* } { *literal-1* } INTO { *identifier-2* } { *literal-2* }  
GIVING { *identifier-3* [ROUNDED] }...  
[ ON SIZE ERROR *imperative-statement-1* ]  
[ NOT ON SIZE ERROR *imperative-statement-2* ]  
[ END-DIVIDE ]

### Format 3: Divide...By...Giving

DIVIDE { *identifier-2* } { *literal-2* } BY { *identifier-1* } { *literal-1* }  
GIVING { *identifier-3* [ROUNDED] }...  
[ ON SIZE ERROR *imperative-statement-1* ]  
[ NOT ON SIZE ERROR *imperative-statement-2* ]  
[ END-DIVIDE ]

#### Format 4: Divide...Into...Giving...Remainder

DIVIDE  $\left\{ \begin{array}{l} \text{identifier-1} \\ \text{literal-1} \end{array} \right\}$  INTO  $\left\{ \begin{array}{l} \text{identifier-2} \\ \text{literal-2} \end{array} \right\}$   
GIVING *identifier-3* [ROUNDED] REMAINDER *identifier-4*  
[ON SIZE ERROR *imperative-statement-1*]  
[NOT ON SIZE ERROR *imperative-statement-2*]  
[END-DIVIDE]

#### Format 5: Divide...By...Giving...Remainder

DIVIDE  $\left\{ \begin{array}{l} \text{identifier-2} \\ \text{literal-2} \end{array} \right\}$  BY  $\left\{ \begin{array}{l} \text{identifier-1} \\ \text{literal-1} \end{array} \right\}$   
GIVING *identifier-3* [ROUNDED] REMAINDER *identifier-4*  
[ON SIZE ERROR *imperative-statement-1*]  
[NOT ON SIZE ERROR *imperative-statement-2*]  
[END-DIVIDE]

#### ENABLE Statement

ENABLE  $\left[ \begin{array}{l} \text{INPUT } [\text{TERMINAL}] \\ \text{I-O TERMINAL} \\ \text{OUTPUT} \\ \text{TERMINAL} \end{array} \right] \text{cd-name-1} \left[ \text{WITH } \underline{\text{KEY}} \left\{ \begin{array}{l} \text{identifier-1} \\ \text{literal-1} \end{array} \right\} \right]$

#### ENTER Statement

ENTER *language-name-1* [*routine-name-1*]

## EVALUATE Statement

EVALUATE { identifier-1  
literal-1  
expression-1  
TRUE  
FALSE } [ ALSO { identifier-2  
literal-2  
expression-2  
TRUE  
FALSE } ] ...

{ { WHEN { ANY  
condition-1  
TRUE  
FALSE  
[ NOT ] { { identifier-3  
literal-3  
arithmetic-expression-1 } [ { THROUGH  
THRU } { identifier-4  
literal-4  
arithmetic-expression-2 } ] ] } } }

[ ALSO { ANY  
condition-2  
TRUE  
FALSE  
[ NOT ] { { identifier-5  
literal-5  
arithmetic-expression-3 } [ { THROUGH  
THRU } { identifier-6  
literal-6  
arithmetic-expression-4 } ] ] } } ] ... }

imperative-statement-1 } ...

[ WHEN OTHER imperative-statement-2 ]

[ END-EVALUATE ]

## **EXIT Statement**

### **Format 1: Exit Paragraph**

EXIT

### **Format 2: Exit Program**

EXIT PROGRAM

### **Format 3: Exit In-Line Perform**

EXIT PERFORM [ CYCLE ]

### **Format 4: Exit Paragraph or Section**

EXIT { PARAGRAPH }  
          { SECTION }

## **GOBACK Statement**

GOBACK

## **GO TO Statement**

### **Format 1: Go To (Alterable)**

GO TO [ *procedure-name-1* ]

### **Format 2: Go To (Non-Alterable)**

GO TO *procedure-name-1*

### **Format 3: Go To...Depending On**

GO TO { *procedure-name-1* }... DEPENDING ON *identifier-1*



## IF Statement

IF *condition-1* THEN { *statement-1*  
NEXT SENTENCE }  
  
[ ELSE { *statement-2*  
NEXT SENTENCE } ]  
  
[ END-IF ]

## INITIALIZE Statement

INITIALIZE { *identifier-1* }... [ WITH FILLER ]  
  
[ { ALL  
*category-name* } TO VALUE ]  
  
[ THEN REPLACING { *category-name* DATA BY { *identifier-2*  
*literal-1* } }... ]  
  
[ THEN TO DEFAULT ]

where *category name* is:

{  
ALPHABETIC  
ALPHANUMERIC  
ALPHANUMERIC - EDITED  
DATA - POINTER  
NUMERIC  
NUMERIC - EDITED  
}

## INSPECT Statement

### Format 1: Inspect...Tallying

INSPECT *identifier-1* TALLYING

$$\left\{ \begin{array}{l} \text{identifier-2} \text{ FOR} \left\{ \begin{array}{l} \text{CHARACTERS} \left[ \begin{array}{l} \text{BEFORE} \\ \text{AFTER} \end{array} \right] \text{INITIAL} \left\{ \begin{array}{l} \text{identifier-4} \\ \text{literal-2} \end{array} \right\} \dots \\ \left\{ \begin{array}{l} \text{ALL} \\ \text{LEADING} \end{array} \right\} \left\{ \begin{array}{l} \text{identifier-3} \\ \text{literal-1} \end{array} \right\} \left[ \begin{array}{l} \text{BEFORE} \\ \text{AFTER} \end{array} \right] \text{INITIAL} \left\{ \begin{array}{l} \text{identifier-4} \\ \text{literal-2} \end{array} \right\} \dots \dots \end{array} \right\} \dots \dots \end{array} \right\} \dots \dots$$

### Format 2: Inspect...Replacing

INSPECT *identifier-1* REPLACING

$$\left\{ \begin{array}{l} \text{CHARACTERS} \text{ BY} \left\{ \begin{array}{l} \text{identifier-5} \\ \text{literal-3} \end{array} \right\} \left[ \begin{array}{l} \text{BEFORE} \\ \text{AFTER} \end{array} \right] \text{INITIAL} \left\{ \begin{array}{l} \text{identifier-4} \\ \text{literal-2} \end{array} \right\} \dots \\ \left\{ \begin{array}{l} \text{ALL} \\ \text{LEADING} \\ \text{FIRST} \end{array} \right\} \left\{ \begin{array}{l} \text{identifier-3} \\ \text{literal-1} \end{array} \right\} \text{ BY} \left\{ \begin{array}{l} \text{identifier-5} \\ \text{literal-3} \end{array} \right\} \left[ \begin{array}{l} \text{BEFORE} \\ \text{AFTER} \end{array} \right] \text{INITIAL} \left\{ \begin{array}{l} \text{identifier-4} \\ \text{literal-2} \end{array} \right\} \dots \dots \end{array} \right\} \dots \dots$$

### Format 3: Inspect...Tallying...Replacing

INSPECT *identifier-1* TALLYING

$$\left\{ \begin{array}{l} \text{identifier-2} \text{ FOR} \left\{ \begin{array}{l} \text{CHARACTERS} \left[ \begin{array}{l} \text{BEFORE} \\ \text{AFTER} \end{array} \right] \text{INITIAL} \left\{ \begin{array}{l} \text{identifier-4} \\ \text{literal-2} \end{array} \right\} \dots \\ \left\{ \begin{array}{l} \text{ALL} \\ \text{LEADING} \end{array} \right\} \left\{ \begin{array}{l} \text{identifier-3} \\ \text{literal-1} \end{array} \right\} \left[ \begin{array}{l} \text{BEFORE} \\ \text{AFTER} \end{array} \right] \text{INITIAL} \left\{ \begin{array}{l} \text{identifier-4} \\ \text{literal-2} \end{array} \right\} \dots \dots \end{array} \right\} \dots \dots \end{array} \right\} \dots \dots$$

REPLACING

$$\left\{ \begin{array}{l} \text{CHARACTERS} \text{ BY} \left\{ \begin{array}{l} \text{identifier-5} \\ \text{literal-3} \end{array} \right\} \left[ \begin{array}{l} \text{BEFORE} \\ \text{AFTER} \end{array} \right] \text{INITIAL} \left\{ \begin{array}{l} \text{identifier-4} \\ \text{literal-2} \end{array} \right\} \dots \\ \left\{ \begin{array}{l} \text{ALL} \\ \text{LEADING} \\ \text{FIRST} \end{array} \right\} \left\{ \begin{array}{l} \text{identifier-3} \\ \text{literal-1} \end{array} \right\} \text{ BY} \left\{ \begin{array}{l} \text{identifier-5} \\ \text{literal-3} \end{array} \right\} \left[ \begin{array}{l} \text{BEFORE} \\ \text{AFTER} \end{array} \right] \text{INITIAL} \left\{ \begin{array}{l} \text{identifier-4} \\ \text{literal-2} \end{array} \right\} \dots \dots \end{array} \right\} \dots \dots$$

#### Format 4: Inspect...Converting

INSPECT *identifier-1* CONVERTING

$\left\{ \begin{array}{l} \text{identifier-6} \\ \text{literal-4} \end{array} \right\} \underline{\text{TO}} \left\{ \begin{array}{l} \text{identifier-7} \\ \text{literal-5} \end{array} \right\} \left[ \left\{ \begin{array}{l} \underline{\text{BEFORE}} \\ \underline{\text{AFTER}} \end{array} \right\} \text{INITIAL} \left\{ \begin{array}{l} \text{identifier-4} \\ \text{literal-2} \end{array} \right\} \right] \dots$

#### MERGE Statement

MERGE *file-name-1*  $\left\{ \text{ON} \left\{ \begin{array}{l} \underline{\text{ASCENDING}} \\ \underline{\text{DESCENDING}} \end{array} \right\} \text{KEY} \left\{ \text{data-name-1} \right\} \dots \right\} \dots$

$\left[ \text{COLLATING} \underline{\text{SEQUENCE IS}} \text{ } \textit{alphabet-name-1} \right]$

USING *file-name-2*  $\left\{ \textit{file-name-3} \right\} \dots$

$\left\{ \begin{array}{l} \underline{\text{OUTPUT PROCEDURE IS}} \textit{procedure-name-1} \left[ \left\{ \begin{array}{l} \underline{\text{THROUGH}} \\ \underline{\text{THRU}} \end{array} \right\} \textit{procedure-name-2} \right] \\ \underline{\text{GIVING}} \left\{ \textit{file-name-4} \right\} \dots \end{array} \right\}$

#### MOVE Statement

##### Format 1: Move...To

MOVE  $\left\{ \begin{array}{l} \text{identifier-1} \\ \text{literal-1} \end{array} \right\} \underline{\text{TO}} \left\{ \text{identifier-2} \right\} \dots$

##### Format 2: Move Corresponding

MOVE  $\left\{ \begin{array}{l} \underline{\text{CORRESPONDING}} \\ \underline{\text{CORR}} \end{array} \right\} \text{ } \textit{identifier-1} \underline{\text{TO}} \left\{ \text{identifier-2} \right\} \dots$

## MULTIPLY Statement

### Format 1: Multiply...By

MULTIPLY { *identifier-1* / *literal-1* } BY { *identifier-2* [ ROUNDED ] } ...  
[ ON SIZE ERROR *imperative-statement-1* ]  
[ NOT ON SIZE ERROR *imperative-statement-2* ]  
[ END-MULTIPLY ]

### Format 2: Multiply...Giving

MULTIPLY { *identifier-1* / *literal-1* } BY { *identifier-2* / *literal-2* }  
GIVING { *identifier-3* [ ROUNDED ] } ...  
[ ON SIZE ERROR *imperative-statement-1* ]  
[ NOT ON SIZE ERROR *imperative-statement-2* ]  
[ END-MULTIPLY ]

## OPEN Statement

OPEN [ EXCLUSIVE ]

{  
  INPUT { *file-name-1* [ WITH LOCK ] [ REVERSED / WITH NO REWIND ] } ...  
  OUTPUT { *file-name-2* [ WITH LOCK ] [ WITH NO REWIND ] } ...  
  I-O { *file-name-3* [ WITH LOCK ] } ...  
  EXTEND { *file-name-4* [ WITH LOCK ] } ...  
}

## PERFORM Statement

### Format 1: Perform (Once)

PERFORM [ *procedure-name-1* [ { THROUGH } THRU ] *procedure-name-2* ] ]  
[ *imperative-statement-1* END-PERFORM ]

### Format 2: Perform...Times

PERFORM [ *procedure-name-1* [ { THROUGH } THRU ] *procedure-name-2* ] ]  
{ *identifier-1* } TIMES  
{ *integer-1* }  
[ *imperative-statement-1* END-PERFORM ]

### Format 3: Perform...Until

PERFORM [ *procedure-name-1* [ { THROUGH } THRU ] *procedure-name-2* ] ]  
[ WITH TEST { BEFORE } AFTER ] ] UNTIL *condition-1*  
[ *imperative-statement-1* END-PERFORM ]

#### Format 4: Perform...Varying

PERFORM [ *procedure-name-1* [ { THROUGH } { THRU } *procedure-name-2* ] ]

[ WITH TEST { BEFORE } { AFTER } ]

VARYING { *identifier-2* } { *index-name-1* } FROM { *identifier-3* } { *index-name-2* } { *literal-1* } BY { *identifier-4* } { *literal-2* }

UNTIL *condition-1*

[ AFTER { *identifier-5* } { *index-name-3* } FROM { *identifier-6* } { *index-name-4* } { *literal-3* } BY { *identifier-7* } { *literal-4* }

UNTIL *condition-2* ] ...

[ *imperative-statement-1* END-PERFORM ]

#### PURGE Statement

PURGE *cd-name-1*

## READ Statement

### Format 1: Read Sequential Access

READ *file-name-1* [ NEXT  
PREVIOUS ] RECORD [ { { WITH [ NO ] LOCK }  
INTO *identifier-1* } ]

[ AT END *imperative-statement-1* ]

[ NOT AT END *imperative-statement-2* ]

[ END-READ ]

### Format 2: Read Random Access

READ *file-name-1* RECORD [ { { WITH [ NO ] LOCK }  
INTO *identifier-1* } ]

[ KEY IS { *data-name-1*  
*split-key-name-1* } ]

[ INVALID KEY *imperative-statement-1* ]

[ NOT INVALID KEY *imperative-statement-2* ]

[ END-READ ]

## RECEIVE Statement

RECEIVE *cd-name-1* { MESSAGE  
SEGMENT } INTO *identifier-1*

[ NO DATA *imperative-statement-1* ]

[ WITH DATA *imperative-statement-2* ]

[ END-RECEIVE ]







## SEND Statement

### Format 1: Send (Simple)

SEND *cd-name-1* FROM { *identifier-1*  
*literal-1* }

### Format 2: Send (Advancing/Replacing)

SEND *cd-name-1* [ FROM { *identifier-1*  
*literal-1* } ] WITH { *identifier-2*  
ESI  
EMI  
EGI }

[ { BEFORE  
AFTER } ADVANCING { { *identifier-3* [ LINE  
LINES ] }  
{ *mnemonic-name-2* }  
PAGE } ] ]

[ REPLACING LINE ]

## SET Statement

### Format 1: Set Index

SET { { *index-name-1* } ... TO { *index-name-2*  
*identifier-2*  
*integer-1* } } ...

### Format 2: Set Index Up/Down

SET { { *index-name-3* } ... { UP  
DOWN } BY { *identifier-3*  
*integer-2* } } ...

### Format 3: Set Switch On/Off

SET { { *mnemonic-name-1* } ... TO { ON  
OFF } } ...

#### Format 4: Set Condition-Name True/False

SET { { *condition-name-1* } ... TO { TRUE  
FALSE } } ...

#### Format 5: Set Pointer

SET { { ADDRESS [ IN  
OF ] *data-name-1* } ... TO { ADDRESS [ IN  
OF ] *identifier-5* } ...  
NULL  
NULLS } } ...

#### Format 6: Set Pointer Up/Down

SET { { ADDRESS [ IN  
OF ] *data-name-1* } ... { UP  
DOWN } BY { *identifier-7*  
*integer-3* } ...  
LENGTH [ IN  
OF ] *identifier-8* } } ...

### SORT Statement

SORT *file-name-1* { ON { ASCENDING  
DESCENDING } KEY { *data-name-1* } ... } ...

[ WITH DUPLICATES IN ORDER ]

[ COLLATING SEQUENCE IS *alphabet-name-1* ]

{ INPUT PROCEDURE IS *procedure-name-1* [ { THROUGH  
THRU } *procedure-name-2* ] }  
USING { *file-name-2* } ...

{ OUTPUT PROCEDURE IS *procedure-name-3* [ { THROUGH  
THRU } *procedure-name-4* ] }  
GIVING { *file-name-3* } ...

## START Statement

START *file-name-1* KEY { IS [NOT] LESS THAN  
IS [NOT] <  
IS EQUAL TO  
IS =  
IS [NOT] GREATER THAN  
IS [NOT] >  
IS GREATER THAN OR EQUAL TO  
IS >=  
IS LESS THAN OR EQUAL TO  
IS <=  
IS FIRST  
IS LAST } { *data-name-1*  
*split-key-name-1* }

[ WITH SIZE { *identifier-1*  
*integer-1* } ]

[ INVALID KEY *imperative-statement-1* ]

[ NOT INVALID KEY *imperative-statement-2* ]

[ END-START ]

## STOP Statement

$$\text{STOP} \left\{ \begin{array}{l} \text{RUN} \left[ \begin{array}{l} \textit{identifier-1} \\ \textit{integer-1} \end{array} \right] \\ \left\{ \begin{array}{l} \textit{identifier-2} \\ \textit{literal-1} \end{array} \right\} \end{array} \right\}$$

## STRING Statement

$$\text{STRING} \left\{ \left\{ \begin{array}{l} \textit{identifier-1} \\ \textit{literal-1} \end{array} \right\} \dots \text{DELIMITED BY} \left\{ \begin{array}{l} \textit{identifier-2} \\ \textit{literal-2} \\ \text{SIZE} \end{array} \right\} \right\} \dots$$

INTO *identifier-3*

[ WITH POINTER *identifier-4* ]

[ ON OVERFLOW *imperative-statement-1* ]

[ NOT ON OVERFLOW *imperative-statement-2* ]

[ END-STRING ]

## SUBTRACT Statement

### Format 1: Subtract...From

SUBTRACT { *identifier-1*  
*literal-1* } ... FROM { *identifier-3* [ROUNDED] } ...  
[ ON SIZE ERROR *imperative-statement-1* ]  
[ NOT ON SIZE ERROR *imperative-statement-2* ]  
[ END-SUBTRACT ]

### Format 2: Subtract...Giving

SUBTRACT { *identifier-1*  
*literal-1* } ... FROM { *identifier-2*  
*literal-2* }  
GIVING { *identifier-3* [ROUNDED] } ...  
[ ON SIZE ERROR *imperative-statement-1* ]  
[ NOT ON SIZE ERROR *imperative-statement-2* ]  
[ END-SUBTRACT ]

### Format 3: Subtract Corresponding

SUBTRACT { CORRESPONDING  
CORR } *identifier-1* FROM *identifier-2* [ROUNDED]  
[ ON SIZE ERROR *imperative-statement-1* ]  
[ NOT ON SIZE ERROR *imperative-statement-2* ]  
[ END-SUBTRACT ]

## UNLOCK Statement

UNLOCK *file-name-1* [ RECORD RECORDS ]

## UNSTRING Statement

UNSTRING *identifier-1*

[ DELIMITED BY [ ALL ] { *identifier-2* } [ OR [ ALL ] { *identifier-3* } ] ... ]  
[ *literal-1* ] [ *literal-2* ] ] ... ]  
INTO { *identifier-4* [ DELIMITER IN *identifier-5* ] [ COUNT IN *identifier-6* ] } ... ]  
[ WITH POINTER *identifier-7* ]  
[ TALLYING IN *identifier-8* ]  
[ ON OVERFLOW *imperative-statement-1* ]  
[ NOT ON OVERFLOW *imperative-statement-2* ]  
[ END-UNSTRING ]

## USE Statement

USE [ GLOBAL ] AFTER STANDARD { EXCEPTION }  
[ ERROR ]

PROCEDURE ON { { *file-name-1* } ... }  
[ INPUT ]  
[ OUTPUT ]  
[ I-O ]  
[ EXTEND ]

## WRITE Statement

### Format 1: Write Sequential File

WRITE *record-name-1* [ FROM { *identifier-1*  
*literal-1* } ]

[ { BEFORE  
AFTER } ADVANCING { { *identifier-2*  
*integer-1* } [ LINE  
LINES ] }  
TO LINE { *identifier-3*  
*integer-2* } [ ON NEXT PAGE ] }  
{ *mnemonic-name-2*  
PAGE } ]

[ AT { END-OF-PAGE  
EOP } *imperative-statement-1* ]

[ NOT AT { END-OF-PAGE  
EOP } *imperative-statement-2* ]

[ END-WRITE ]

### Format 2: Write Relative and Indexed File

WRITE *record-name-1* [ FROM { *identifier-1*  
*literal-1* } ]

[ INVALID KEY *imperative-statement-1* ]

[ NOT INVALID KEY *imperative-statement-2* ]

[ END-WRITE ]



# General Format for END PROGRAM Header

---

END PROGRAM [ *program-name-1*  
*literal-1* ] .

## General Formats for COPY and REPLACE Statements

---

COPY { *text-name-1*  
*literal-1* } [ [ { IN } { *library-name-1* } ]  
[ { OF } { *literal-2* } ] ]

[ REPLACING { { == *pseudo-text-1* == }  
*identifier-1*  
*literal-3*  
*word-1* } } BY { { == *pseudo-text-2* == }  
*identifier-2*  
*literal-4*  
*word-2* } } ... ]

### Format 1: Begin or Change Replacement

REPLACE { == *pseudo-text-1* == } BY { == *pseudo-text-2* == } ...

### Format 2: End Replacement

REPLACE OFF

# General Formats for Conditions

---

## Relation Condition

$$\left. \begin{array}{l} \text{identifier-1} \\ \text{literal-1} \\ \text{arithmetic-expression-1} \\ \text{index-name-1} \end{array} \right\} \text{relational-operator} \left. \begin{array}{l} \text{identifier-2} \\ \text{literal-2} \\ \text{arithmetic-expression-2} \\ \text{index-name-2} \end{array} \right\}$$

where the general format for the *relational-operator* is:

$$\left. \begin{array}{l} \text{IS } [\text{NOT}] \text{ GREATER THAN} \\ \text{IS } [\text{NOT}] > \\ \text{IS } [\text{NOT}] \text{ LESS THAN} \\ \text{IS } [\text{NOT}] < \\ \text{IS } [\text{NOT}] \text{ EQUAL TO} \\ \text{IS } [\text{NOT}] = \\ \text{IS } \text{GREATER THAN OR EQUAL TO} \\ \text{IS } >= \\ \text{IS } \text{LESS THAN OR EQUAL TO} \\ \text{IS } <= \\ \\ \text{IS } [\text{NOT}] \text{ LIKE } \left[ \left[ \left[ \left\{ \begin{array}{l} \text{TRIMMED } [\text{RIGHT}] \\ \text{LEFT} \end{array} \right\} \right] \right] \right] \\ \left[ \left[ \left\{ \begin{array}{l} \text{CASE - INSENSITIVE} \\ \text{CASE - SENSITIVE} \end{array} \right\} \right] \right] \end{array} \right]$$

## LIKE Condition (Special Case of a Relation Condition)

$$\left. \begin{array}{l} \text{identifier-1} \\ \text{literal-1} \end{array} \right\} \text{IS } [\text{NOT}] \text{ LIKE } \left[ \left[ \left[ \left\{ \begin{array}{l} \text{TRIMMED } [\text{RIGHT}] \\ \text{LEFT} \end{array} \right\} \right] \right] \right] \left. \begin{array}{l} \text{identifier-2} \\ \text{literal-2} \end{array} \right\}$$

## Class Condition

$$\text{identifier-1 IS [NOT] } \left\{ \begin{array}{l} \text{NUMERIC} \\ \text{ALPHABETIC} \\ \text{ALPHABETIC-LOWER} \\ \text{ALPHABETIC-UPPER} \\ \text{class-name-1} \end{array} \right\}$$

## Sign Condition

$$\text{arithmetic-expression-1 IS [NOT] } \left\{ \begin{array}{l} \text{POSITIVE} \\ \text{NEGATIVE} \\ \text{ZERO} \end{array} \right\}$$

## Condition-Name Condition

*condition-name-1*

## Switch-Status Condition

*condition-name-2*

## Negated Condition

NOT *condition-1*

## Combined Condition

$$\text{condition-2 } \left\{ \left\{ \begin{array}{l} \text{AND} \\ \text{OR} \end{array} \right\} \text{condition-3} \right\} \dots$$

## Abbreviated Combined Relation Condition

$$\text{relation-condition-1 } \left\{ \left\{ \begin{array}{l} \text{AND} \\ \text{OR} \end{array} \right\} \text{ [NOT] [relational-operator] object-1} \right\} \dots$$

# General Formats for Qualification

---

## Format 1: Qualification for Data-Names and Condition-Names

$$\left. \begin{array}{l} \{ data-name-1 \\ condition-name-1 \} \end{array} \right\} \left\{ \left[ \left\{ \frac{IN}{OF} \right\} data-name-2 \right] \cdots \left[ \left\{ \frac{IN}{OF} \right\} \left\{ \begin{array}{l} file-name-1 \\ cd-name-1 \end{array} \right\} \right] \right\} \left\{ \frac{IN}{OF} \right\} \left\{ \begin{array}{l} file-name-1 \\ cd-name-1 \end{array} \right\}$$

## Format 2: Qualification for LINAGE-COUNTER

$$\underline{LINAGE - COUNTER} \left\{ \frac{IN}{OF} \right\} file-name-2$$

## Format 3: Qualification for Screen-Names

$$screen-name-1 \left\{ \left\{ \frac{IN}{OF} \right\} screen-name-2 \right\} \cdots$$

## Format 4: Qualification for Split-Key-Names

$$split-key-name-1 \left\{ \frac{IN}{OF} \right\} file-name-3$$

## Format 5: Qualification for Paragraph Names

$$paragraph-name-1 \left\{ \frac{IN}{OF} \right\} section-name-1$$

## Format 6: Qualification for Text-Names (COPY Statement)

$$text-name-1 \left\{ \frac{IN}{OF} \right\} library-name-1$$

# Miscellaneous Formats

---

## Sentence

*statement-sequence-1* .

## Statement Sequence

$\{ \textit{imperative-statement-1} \text{ THEN} \} \cdots \left\{ \begin{array}{l} \textit{imperative-statement-2} \\ \textit{conditional-statement-1} \end{array} \right\}$

## Subscripting

$\left\{ \begin{array}{l} \textit{data-name-1} \\ \textit{condition-name-1} \end{array} \right\} \left( \left\{ \begin{array}{l} \textit{integer-1} \\ \textit{data-name-2} \\ \textit{index-name-1} \end{array} \right\} \left[ \left\{ \begin{array}{l} + \\ - \end{array} \right\} \textit{integer-2} \right] \right\} \cdots )$

## Reference Modification

*data-name-1* ( *leftmost-character-position-1* : [ *length-1* ] )

## Identifier

*data-name-1*  $\left[ \left\{ \begin{array}{l} \underline{\text{IN}} \\ \underline{\text{OF}} \end{array} \right\} \textit{data-name-2} \right] \cdots \left[ \left\{ \begin{array}{l} \underline{\text{IN}} \\ \underline{\text{OF}} \end{array} \right\} \left\{ \begin{array}{l} \textit{file-name-1} \\ \textit{cd-name-1} \end{array} \right\} \right]$   
 $\left[ ( \{ \textit{subscript-1} \} \cdots ) \right] \left[ ( \textit{leftmost-character-position-1} : [ \textit{length-1} ] ) \right]$

## Special Registers

ADDRESS  $\left[ \begin{array}{c} \text{IN} \\ \text{OF} \end{array} \right]$  *identifier-1*

COUNT  $\left[ \begin{array}{c} \text{IN} \\ \text{OF} \end{array} \right]$  *data-name-1*

COUNT - MAX  $\left[ \begin{array}{c} \text{IN} \\ \text{OF} \end{array} \right]$  *data-name-1*

COUNT - MIN  $\left[ \begin{array}{c} \text{IN} \\ \text{OF} \end{array} \right]$  *data-name-1*

LENGTH  $\left[ \begin{array}{c} \text{IN} \\ \text{OF} \end{array} \right]$   $\left\{ \begin{array}{l} \textit{identifier-1} \\ \textit{literal-1} \end{array} \right\}$

LINAGE - COUNTER  $\left[ \left\{ \begin{array}{c} \text{IN} \\ \text{OF} \end{array} \right\} \textit{file-name-1} \right]$

PROGRAM - ID

RETURN - CODE

## Figurative-Constants

$\left[ \text{ALL} \right]$  HIGH - VALUE

$\left[ \text{ALL} \right]$  HIGH - VALUES

$\left[ \text{ALL} \right]$  LOW - VALUE

$\left[ \text{ALL} \right]$  LOW - VALUES

$\left[ \text{ALL} \right]$  NULL

$\left[ \text{ALL} \right]$  NULLS

$\left[ \text{ALL} \right]$  QUOTE

$\left[ \text{ALL} \right]$  QUOTES

$\left[ \text{ALL} \right]$  SPACE

$\left[ \text{ALL} \right]$  SPACES

$\left[ \text{ALL} \right]$  ZERO

$\left[ \text{ALL} \right]$  ZEROES

$\left[ \text{ALL} \right]$  ZEROS

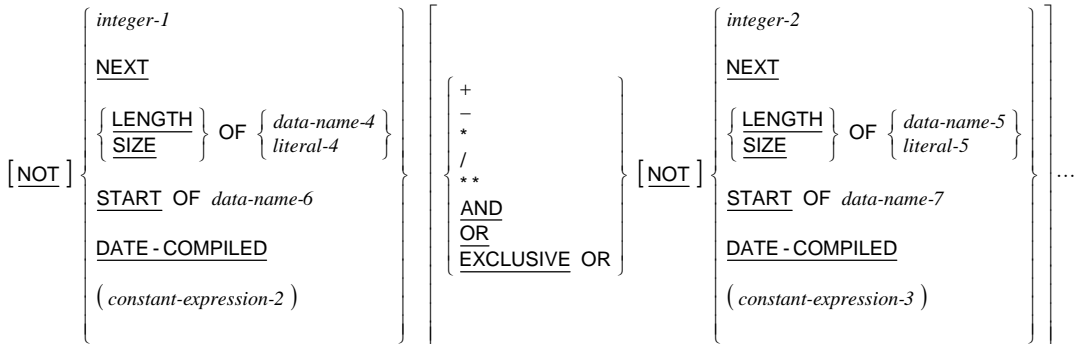
ALL *literal-1*

$\left[ \text{ALL} \right]$  *symbolic-character-1*

## Concatenation Expression

*literal-1* & *literal-2*

## Constant-Expression



## PICTURE Character-String

The five categories of data that can be described with a PICTURE clause<sup>1</sup> are defined as follows:

1. **Alphabetic.** Its PICTURE character-string can contain only the symbol **A**. The contents of an alphabetic data item when represented in standard data format must be one or more alphabetic characters (“a” through “z”, “A” through “Z”, and space).
2. **Alphanumeric.** Its PICTURE character-string is restricted to certain combinations of the symbols **A**, **X** and **9**, and the item is treated as if the character-string contained all symbols **X**. The PICTURE character-string must contain at least one symbol **X** or a combination of the symbols **A** and **9**. A PICTURE character-string that contains all symbols **A** or all symbols **9** does not define an alphanumeric data item, since such character-strings define an alphabetic or numeric data item, respectively. The contents of an alphanumeric data item when represented in standard data format must be one or more characters in the character set of the computer.
3. **Alphanumeric edited.** Its PICTURE character-string is restricted to certain combinations of the following symbols: **A**, **X**, **9**, **B**, **0**, and slash (/). The PICTURE character-string must contain at least one symbol **A** or **X** and at least one symbol **B**, **0**, or slash (/). The contents of an alphanumeric edited data item when represented in standard data format must be two or more characters in the character set of the computer.

4. **Numeric.** Its PICTURE character-string can contain only the symbols **9**, **P**, **S**, and **V**. Its PICTURE character-string must contain at least one symbol **9** and not more than thirty symbols **9**. Each symbol **9** specifies a digit position. If unsigned, the contents of a numeric data item when represented in standard data format must be one or more numeric characters. If signed, a numeric data item may also contain a “+”, “-”, or other representation of an operational sign. The actual in-memory contents of a numeric data item are not standard data format when the usage is other than DISPLAY as specified by a USAGE clause applicable to the data description entry or when the data item is signed and the SEPARATE CHARACTER phrase is not specified in a SIGN clause applicable to the data description entry.
5. **Numeric edited.** Its PICTURE character-string is restricted to certain combinations of the following symbols: **B**, slash (/), **P**, **V**, **Z**, **0**, **9**, comma (,), period (.), asterisk (\*), minus (-), plus (+), **CR**, **DB**, and the currency symbol (the symbol \$ or the symbol specified in the CURRENCY SIGN clause of the SPECIAL-NAMES paragraph). The allowable combinations are determined from the order of precedence of symbols (see Table 1 on page 62) and the editing rules. The number of digit positions that can be represented in the PICTURE character-string must range from one to thirty, inclusive. The character-string must contain at least one symbol **0**, **B**, slash, **Z**, asterisk, plus, minus, comma, period, **CR**, **DB**, or the currency symbol. The contents of each of the character positions in a numeric edited data item must be consistent with the corresponding PICTURE symbol.

## PICTURE Symbols

The functions of the symbols used in a PICTURE character-string to describe an elementary data item are as follows:

- A** Each symbol **A** in the character-string represents a character position that can contain only an alphabetic character (“a” through “z”, “A” through “Z”, and space). Each symbol **A** is counted in the size of the data item described by the PICTURE character-string.
- B** Each symbol **B** in the character-string represents a character position into which the character space will be inserted when the data item is the receiving item of an elementary MOVE statement. Each symbol **B** is counted in the size of the data item described by the PICTURE character-string.
- P** Each symbol **P** in the character-string indicates an assumed decimal scaling position and is used to specify the location of an assumed decimal point when the point is not within the number that appears in the data item. The scaling position symbol **P** is

<sup>1</sup> The additional data categories, index data and data pointer, also exist but do not use a PICTURE clause in their data description entry. An index data item is described with the USAGE IS INDEX clause. A data pointer data item is described with the USAGE IS POINTER clause.



not counted in the size of the data item described by the PICTURE character-string, but each symbol **P** is counted in determining the maximum number (30) of digit positions in numeric and numeric edited data items. The symbol **P** may appear only as a contiguous string in the leftmost or rightmost digit positions within a PICTURE character-string. Since the scaling position symbol **P** implies an assumed decimal point (to the left of the symbols **P** if they are the leftmost digit positions and to the right of the symbols **P** if they are the rightmost digit positions), the assumed decimal point symbol **V** is redundant either to the left or right of the symbols **P**, respectively, within such a PICTURE character-string. The symbol **P** and the insertion symbol period (.) cannot both occur in the same PICTURE character-string.

- S** The symbol **S** is used in the character-string to indicate the presence, but neither the representation nor, necessarily, the position of an operational sign. The symbol **S** must be written as the leftmost character in the PICTURE character-string. The symbol **S** is not counted in determining the size (in terms of standard data format characters) of the data item described by the PICTURE character-string unless the entry contains or is subject to a SIGN clause that specifies the SEPARATE CHARACTER phrase. The symbol **S** in the PICTURE character-string and the BLANK WHEN ZERO clause may not occur in the same data description entry.
- V** The symbol **V** is used in a character-string to indicate the location of the assumed decimal point and may appear only once in any single PICTURE character-string. The symbol **V** does not represent a character position and, therefore, is not counted in the size of the data item described by the PICTURE character-string. When the assumed decimal point is to the right of the rightmost symbol in the string representing a digit position or scaling position, or is to the left of scaling positions that represent the leftmost digit positions, the symbol **V** is redundant. The symbol **V** and the insertion symbol period (.) cannot both occur in the same PICTURE character-string.
- X** Each symbol **X** in the character-string is used to represent a character position that contains any allowable character from the character set of the computer. Each symbol **X** is counted in the size of the data item described by the PICTURE character-string.
- Z** Each symbol **Z** in a character-string may only be used to represent the leftmost leading numeric character positions that will be replaced by space characters when the contents of those character positions are leading zeroes and the data item is the receiving item of an elementary MOVE statement. Each symbol **Z** is counted in the size of the item described by the PICTURE character-string and in determining the maximum number (30) of digit positions allowed in a numeric edited data item. If the symbol **Z** is used to the right of the decimal point in a character-string, then all digit positions in that character-string must be described with the symbol **Z**. If the symbol **Z** represents all the digit-positions in the character-string, then the

described data item is blank when zero, even if the BLANK WHEN ZERO clause is not specified.

- 9 Each symbol 9 in the character-string represents a character position that contains a numeric character. Each symbol 9 is counted in the size of the item described by the PICTURE character-string and in determining the maximum number (30) of digit positions in a numeric or numeric edited data item.
- 0 Each symbol 0 in the character-string represents a character position into which the character zero ("0") will be inserted when the data item is the receiving item of an elementary MOVE statement and removed when a numeric edited data item is the sending item in an elementary MOVE statement with a numeric or numeric edited receiving data item. Each symbol 0 is counted in the size of the data item described by the PICTURE character-string. The symbol 0 does not represent a digit position in a numeric edited data item.
- / Each symbol slash (/) in the character-string represents a character position into which a character slash ("/") will be inserted when the data item is the receiving item of an elementary MOVE statement. Each symbol slash (/) is counted in the size of the data item described by the PICTURE character-string.
- , Each symbol comma (,) in the character-string represents a character position into which a character comma (",") will be inserted when the data item is the receiving item of an elementary MOVE statement. Each symbol comma (,) is counted in the size of the data item described by the PICTURE character-string.
- . When the symbol period (.) appears in the character-string, it is an editing symbol that represents the decimal point for alignment purposes and, in addition, represents a character position into which the character period (".") will be inserted. The symbol period is counted in the size of the data item described by the PICTURE character-string. The symbols **P** and **V** cannot occur with a symbol period (.) in the same PICTURE character-string.

**Note** For a given program the functions of the period and comma are exchanged if the DECIMAL-POINT IS COMMA clause is stated in the SPECIAL-NAMES paragraph. In this exchange, the rules for the period apply to the comma and the rules for the comma apply to the period wherever they appear in a PICTURE character-string.

**+, -, CR, DB**

These symbols are used as editing sign control symbols. When used, they represent the character position into which the editing sign control symbol will be placed. The symbols are mutually exclusive in any one PICTURE character-string and each character used in the symbol is counted in determining the size of the data item described by the PICTURE character-string. If the symbols plus or minus occur

more than once (a floating sign control symbol), then one less than the total number of these symbols is counted in determining the maximum number (30) of digit positions allowed in a numeric edited data item. If a floating symbol plus or minus is used to the right of the decimal point in a character-string, then all digit positions in that character-string must be described with the symbol plus or minus, respectively. If a floating plus or minus symbol string represents all the digit-positions in the character-string, then the described data item is blank when zero, even if the BLANK WHEN ZERO clause is not specified.

- \* Each symbol asterisk (\*) in the character-string represents a leading numeric character position into which a character asterisk (“\*\*”) will be placed when that position contains a leading zero and the data item is the receiving item of an elementary MOVE statement. Each symbol asterisk (\*) is counted in the size of the data item described by the PICTURE character-string and in determining the maximum number (30) of digit positions allowed in a numeric edited data item. If the symbol asterisk (\*) is used to the right of the decimal point in a character-string, then all digit positions in that character-string must be described with the symbol asterisk (\*). The symbol asterisk in the PICTURE character-string and the BLANK WHEN ZERO clause may not occur in the same data description entry. If the symbol asterisk represents all the digit-positions in the character-string, then, when zero, the described data item is all asterisks (ALL “\*\*”), except that, if the character-string contains the symbol period (.), a character period (“.”) will occur at the specified location in the data item.
  
- cs The currency symbol in a character-string is represented either by the currency sign (the symbol \$) or by the single character specified in the CURRENCY SIGN clause in the SPECIAL-NAMES paragraph. The currency symbol in the character-string represents a character position into which a currency symbol is to be placed when the data item is the receiving item of an elementary MOVE statement. Each currency symbol is counted in the size of the data item described by the PICTURE character-string. If the currency symbol occurs more than once (a floating currency symbol), then one less than the total number of currency symbols is counted in determining the maximum number (30) of digit positions allowed in a numeric edited data item. If the currency symbol is used to the right of the decimal point in a character-string, then all digit positions in that character-string must be described with the currency symbol. If a floating currency symbol string represents all the digit-positions in the character-string, then the described data item is blank when zero, even if the BLANK WHEN ZERO clause is not specified.

**Table 1: PICTURE Symbol Precedence**

Second Symbol	First Symbol	Non-floating Insertion Symbols								Floating Insertion Symbols						Other Symbols						
		B	0	/	,	.	{+}	{-}	{CR DB}	CS	{Z*}	{Z}	{+}	{-}	CS	CS	9	A X	S	V	P	P
Non-floating Insertion Symbols	B	X	X	X	X	X	X		X	X	X	X	X	X	X	X	X		X		X	
	0	X	X	X	X	X	X		X	X	X	X	X	X	X	X	X		X		X	
	/	X	X	X	X	X	X		X	X	X	X	X	X	X	X	X		X		X	
	,	X	X	X	X	X	X		X	X	X	X	X	X	X	X	X		X		X	
	.	X	X	X	X		X		X	X		X		X		X						
	{+}																					
	{-}	X	X	X	X	X			X	X	X				X	X	X			X	X	X
	{CR DB}	X	X	X	X	X			X	X	X				X	X	X			X	X	X
Floating Insertion Symbols	CS						X															
	{Z*}	X	X	X	X		X		X	X												
	{Z}	X	X	X	X	X	X		X	X	X								X		X	
	{+}	X	X	X	X				X			X										
	{-}	X	X	X	X	X			X			X	X						X			
	CS	X	X	X	X		X								X							
Other Symbols	CS	X	X	X	X	X	X							X	X				X			
	9	X	X	X	X	X	X		X	X		X		X		X	X	X	X		X	
	A X	X	X	X												X	X					
	S																					
	V	X	X	X	X		X		X	X		X		X		X		X		X		
	P	X	X	X	X		X		X	X		X		X		X		X		X		
P						X		X										X	X		X	

# General Format for Nested Source Programs

---

$\left. \begin{array}{l} \text{IDENTIFICATION} \\ \text{ID} \end{array} \right\} \text{DIVISION.}$

$\text{PROGRAM-ID.} \left\{ \begin{array}{l} \text{program-name-1} \\ \text{literal-1} \end{array} \right\} [\text{IS } \underline{\text{INITIAL}} \text{ PROGRAM}].$

$[\underline{\text{ENVIRONMENT}} \text{ } \underline{\text{DIVISION}}. \text{ } \textit{environment-division-content-1}]$

$[\underline{\text{DATA}} \text{ } \underline{\text{DIVISION}}. \text{ } \textit{data-division-content-1}]$

$[\underline{\text{PROCEDURE}} \text{ } \underline{\text{DIVISION}}. \text{ } \textit{procedure-division-content-1}]$

$[\textit{nested-source-program-1}] \cdots$

$\underline{\text{END}} \text{ } \underline{\text{PROGRAM}} \left[ \begin{array}{l} \textit{program-name-1} \\ \textit{literal-1} \end{array} \right].$

# General Format for *nested-source-program*

---

$\left. \begin{array}{l} \text{IDENTIFICATION} \\ \text{ID} \end{array} \right\} \text{DIVISION.}$

$\text{PROGRAM-ID.} \left\{ \begin{array}{l} \textit{program-name-2} \\ \textit{literal-2} \end{array} \right\} \left[ \text{IS} \left\{ \begin{array}{l} \underline{\text{COMMON}} \\ \underline{\text{INITIAL}} \end{array} \right\} \text{PROGRAM} \right].$

$[\underline{\text{ENVIRONMENT}} \text{ } \underline{\text{DIVISION}}. \text{ } \textit{environment-division-content-2}]$

$[\underline{\text{DATA}} \text{ } \underline{\text{DIVISION}}. \text{ } \textit{data-division-content-2}]$

$[\underline{\text{PROCEDURE}} \text{ } \underline{\text{DIVISION}}. \text{ } \textit{procedure-division-content-2}]$

$[\textit{nested-source-program-2}] \cdots$

$\underline{\text{END}} \text{ } \underline{\text{PROGRAM}} \left[ \begin{array}{l} \textit{program-name-2} \\ \textit{literal-2} \end{array} \right].$

# General Format for a Sequence of Source Programs

---


$$\left\{ \left\{ \begin{array}{l} \text{IDENTIFICATION} \\ \underline{\text{ID}} \end{array} \right\} \underline{\text{DIVISION}}. \right.$$

$$\underline{\text{PROGRAM-ID}}. \left\{ \begin{array}{l} \text{program-name-3} \\ \text{literal-3} \end{array} \right\} [ \text{IS } \underline{\text{INITIAL}} \text{ PROGRAM } ].$$

$$[ \underline{\text{ENVIRONMENT}} \underline{\text{DIVISION}}. \text{environment-division-content-3} ]$$

$$[ \underline{\text{DATA}} \underline{\text{DIVISION}}. \text{data-division-content-3} ]$$

$$[ \underline{\text{PROCEDURE}} \underline{\text{DIVISION}}. \text{procedure-division-content-3} ]$$

$$[ \text{nested-source-program-3} ] \cdots$$

$$\underline{\text{END PROGRAM}} \left\{ \begin{array}{l} \text{program-name-3} \\ \text{literal-3} \end{array} \right\}. \left. \right\} \cdots$$

$$\left\{ \left\{ \begin{array}{l} \text{IDENTIFICATION} \\ \underline{\text{ID}} \end{array} \right\} \underline{\text{DIVISION}}. \right.$$

$$\underline{\text{PROGRAM-ID}}. \left\{ \begin{array}{l} \text{program-name-4} \\ \text{literal-4} \end{array} \right\} [ \text{IS } \underline{\text{INITIAL}} \text{ PROGRAM } ].$$

$$[ \underline{\text{ENVIRONMENT}} \underline{\text{DIVISION}}. \text{environment-division-content-4} ]$$

$$[ \underline{\text{DATA}} \underline{\text{DIVISION}}. \text{data-division-content-4} ]$$

$$[ \underline{\text{PROCEDURE}} \underline{\text{DIVISION}}. \text{procedure-division-content-4} ]$$

$$[ [ \text{nested-source-program-4} ] \cdots$$

$$[ \underline{\text{END PROGRAM}} [ \begin{array}{l} \text{program-name-4} \\ \text{literal-4} \end{array} ] ] \cdot ]$$

# Reserved Words

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The DERESERVE keyword of the COMPILER-OPTIONS configuration record, which is described in the “Configuration” chapter of the *RM/COBOL User's Guide*, can be used to make a reserved word a user-defined word whenever it occurs in the source program, but then the language feature provided by the construct in which the word appears is not available for programs compiled with that particular configuration setting.

ACCEPT	BLANK
ACCESS	BLINK
ADD	BLOCK
ADDRESS <sup>2</sup>	BOTTOM <sup>2</sup>
ADVANCING	BY
AFTER	
ALL	CALL
ALPHABET <sup>2</sup>	CANCEL
ALPHABETIC	CD <sup>2</sup>
ALPHABETIC-LOWER <sup>2</sup>	CENTURY-DATE <sup>2</sup>
ALPHABETIC-UPPER <sup>2</sup>	CENTURY-DAY <sup>2</sup>
ALPHANUMERIC <sup>2</sup>	CF <sup>2</sup>
ALPHANUMERIC-EDITED <sup>2</sup>	CH <sup>2</sup>
ALSO <sup>2</sup>	CHARACTER
ALTER	CHARACTERS
ALTERNATE	CLASS <sup>2</sup>
AND	CLOCK-UNITS <sup>2</sup>
ANY <sup>2</sup>	CLOSE
ARE	COBOL <sup>2</sup>
AREA	CODE <sup>2</sup>
AREAS	CODE-SET
ASCENDING <sup>2</sup>	COL <sup>2</sup>
ASSIGN	COLLATING
AT	COLUMN <sup>2</sup>
AUTHOR	COMMA
	COMMON <sup>2</sup>
BEEP	COMMUNICATION <sup>2</sup>
BEFORE	COMP
BELL <sup>2</sup>	COMP-1
BINARY	COMP-3

<sup>2</sup> This word is not considered reserved if the RM/COBOL (74) 2.0 compatibility option is present in the Compile Command (see the *RM/COBOL User's Guide* for details on this option). In such cases, this word is treated as a user-defined word whenever it occurs in the source program.

COMP-4<sup>2</sup>  
 COMP-5<sup>2</sup>COMP-6  
 COMPUTATIONAL  
 COMPUTATIONAL-1  
 COMPUTATIONAL-3  
 COMPUTATIONAL-4<sup>2</sup>  
 COMPUTATIONAL-5  
<sup>2</sup>COMPUTATIONAL-6  
 COMPUTE  
 CONFIGURATION  
 CONTAINS  
 CONTENT<sup>2</sup>  
 CONTINUE<sup>2</sup>  
 CONTROL<sup>2</sup>  
 CONTROLS<sup>2</sup>  
 CONVERT  
 CONVERTING<sup>2</sup>  
 COPY  
 CORR  
 CORRESPONDING  
 COUNT<sup>2</sup>  
 COUNT-MAX<sup>2</sup>  
 COUNT-MIN<sup>2</sup>  
 CURRENCY  
 CURSOR<sup>2</sup>

DATA  
 DATA-POINTER<sup>2</sup>  
 DATE  
 DATE-AND-TIME<sup>2</sup>  
 DATE-COMPILED<sup>2</sup>  
 DATE-WRITTEN  
 DAY  
 DAY-AND-TIME<sup>2</sup>  
 DAY-OF-WEEK<sup>2</sup>  
 DE<sup>2</sup>  
 DEBUG-CONTENTS<sup>2</sup>  
 DEBUG-ITEM<sup>2</sup>  
 DEBUG-LINE<sup>2</sup>  
 DEBUG-NAME<sup>2</sup>

DEBUG-SUB-1<sup>2</sup>  
 DEBUG-SUB-2<sup>2</sup>  
 DEBUG-SUB-3<sup>2</sup>  
 DEBUGGING<sup>2</sup>  
 DECIMAL-POINT  
 DECLARATIVES  
 DEFAULT<sup>2</sup>  
 DELETE  
 DELIMITED<sup>2</sup>  
 DELIMITER<sup>2</sup>  
 DEPENDING  
 DESCENDING<sup>2</sup>  
 DESTINATION<sup>2</sup>  
 DETAIL<sup>2</sup>  
 DISABLE<sup>2</sup>  
 DISPLAY  
 DIVIDE  
 DIVISION  
 DOWN  
 DUPLICATES  
 DYNAMIC

ECHO  
 EGI<sup>2</sup>  
 ELSE  
 EMI<sup>2</sup>  
 ENABLE<sup>2</sup>  
 END  
 END-ACCEPT<sup>2</sup>  
 END-ADD<sup>2</sup>  
 END-CALL<sup>2</sup>  
 END-COMPUTE<sup>2</sup>  
 END-DELETE<sup>2</sup>  
 END-DIVIDE<sup>2</sup>  
 END-EVALUATE<sup>2</sup>  
 END-IF<sup>2</sup>  
 END-MULTIPLY<sup>2</sup>  
 END-OF-PAGE<sup>2</sup>  
 END-PERFORM<sup>2</sup>  
 END-READ<sup>2</sup>

<sup>2</sup> This word is not considered reserved if the RM/COBOL (74) 2.0 compatibility option is present in the Compile Command (see the *RM/COBOL User's Guide* for details on this option). In such cases, this word is treated as a user-defined word whenever it occurs in the source program.



END-RECEIVE <sup>2</sup>	GLOBAL <sup>2</sup>
END-RETURN <sup>2</sup>	GO
END-REWRITE <sup>2</sup>	GOBACK <sup>2</sup>
END-SEARCH <sup>2</sup>	GREATER
END-START <sup>2</sup>	GROUP <sup>2</sup>
END-STRING <sup>2</sup>	
END-SUBTRACT <sup>2</sup>	HEADING <sup>2</sup>
END-UNSTRING <sup>2</sup>	HIGH
END-WRITE <sup>2</sup>	HIGH-VALUE
ENTER <sup>2</sup>	HIGH-VALUES
ENVIRONMENT	HIGHLIGHT
EOP <sup>2</sup>	
EQUAL	I-O
ERASE	I-O-CONTROL
ERROR	ID <sup>2</sup>
ESCAPE <sup>2</sup>	IDENTIFICATION
ESI <sup>2</sup>	IF
EVALUATE <sup>2</sup>	IN
EVERY <sup>2</sup>	INDEX
EXCEPTION	INDEXED
EXCLUSIVE <sup>2</sup>	INDICATE <sup>2</sup>
EXIT	INITIAL
EXTEND	INITIALIZE <sup>2</sup>
EXTERNAL <sup>2</sup>	INITIATE <sup>2</sup>
	INPUT
FALSE <sup>2</sup>	INPUT-OUTPUT
FD	INSPECT
FILE	INSTALLATION
FILE-CONTROL	INTO
FILLER	INVALID
FINAL <sup>2</sup>	IS
FIRST	
FIXED <sup>2</sup>	JUST
FOOTING <sup>2</sup>	JUSTIFIED
FOR	
FROM	KEY
FUNCTION <sup>2</sup>	
	LABEL
GENERATE <sup>2</sup>	LAST <sup>2</sup>
GIVING	LEADING

<sup>2</sup> This word is not considered reserved if the RM/COBOL (74) 2.0 compatibility option is present in the Compile Command (see the *RM/COBOL User's Guide* for details on this option). In such cases, this word is treated as a user-defined word whenever it occurs in the source program.

LEFT  
LENGTH<sup>2</sup>  
LESS  
LIKE<sup>2</sup>  
LIMIT<sup>2</sup>  
LIMITS<sup>2</sup>  
LINAGE<sup>2</sup>  
LINAGE-COUNTER<sup>2</sup>  
LINE  
LINE-COUNTER<sup>2</sup>  
LINES  
LINKAGE  
LOCK  
LOW  
LOWLIGHT<sup>2</sup>  
LOW-VALUE  
LOW-VALUES  
  
MEMORY  
MERGE<sup>2</sup>  
MESSAGE<sup>2</sup>  
MODE  
MODULES  
MOVE  
MULTIPLY  
  
NATIVE  
NEGATIVE<sup>2</sup>  
NEXT  
NO  
NOT  
NULL<sup>2</sup>  
NULLS<sup>2</sup>  
NUMBER<sup>2</sup>  
NUMERIC  
NUMERIC-EDITED<sup>2</sup>  
  
OBJECT-COMPUTER  
OCCURS  
OF

OFF  
OMITTED  
ON  
OPEN  
OPTIONAL<sup>2</sup>  
OR  
ORDER<sup>2</sup>  
ORGANIZATION  
OTHER<sup>2</sup>  
OUTPUT  
OVERFLOW  
  
PACKED-DECIMAL<sup>2</sup>  
PADDING<sup>2</sup>  
PAGE  
PAGE-COUNTER<sup>2</sup>  
PERFORM  
PF<sup>2</sup>  
PH<sup>2</sup>  
PIC  
PICTURE  
PLUS<sup>2</sup>  
POINTER<sup>2</sup>  
POSITION  
POSITIVE<sup>2</sup>  
PRINTING<sup>2</sup>  
PROCEDURE  
PROCEDURES<sup>2</sup>  
PROCEED  
PROGRAM  
PROGRAM-ID  
PROMPT  
PURGE<sup>2</sup>  
  
QUEUE<sup>2</sup>  
QUOTE  
QUOTES  
  
RANDOM  
RD<sup>2</sup>

<sup>2</sup> This word is not considered reserved if the RM/COBOL (74) 2.0 compatibility option is present in the Compile Command (see the *RM/COBOL User's Guide* for details on this option). In such cases, this word is treated as a user-defined word whenever it occurs in the source program.

READ	SEARCH <sup>2</sup>
RECEIVE <sup>2</sup>	SECTION
RECORD	SECURE <sup>2</sup>
RECORDING <sup>2</sup>	SECURITY
RECORDS	SEGMENT <sup>2</sup>
REDEFINES	SEGMENT-LIMIT <sup>2</sup>
REEL	SELECT
REFERENCE <sup>2</sup>	SEND <sup>2</sup>
REFERENCES <sup>2</sup>	SENTENCE
RELATIVE	SEPARATE
RELEASE <sup>2</sup>	SEQUENCE
REMAINDER	SEQUENTIAL
REMARKS <sup>2</sup>	SET
REMOVAL <sup>2</sup>	SIGN
RENAMES	SIZE
REPLACE <sup>2</sup>	SORT <sup>2</sup>
REPLACING	SORT-MERGE <sup>2</sup>
REPORT <sup>2</sup>	SOURCE <sup>2</sup>
REPORTING <sup>2</sup>	SOURCE-COMPUTER
REPORTS <sup>2</sup>	SPACE
RERUN <sup>2</sup>	SPACES
RESERVE	SPECIAL-NAMES
RESET <sup>2</sup>	STANDARD
RETURN <sup>2</sup>	STANDARD-1
RETURN-CODE <sup>2</sup>	STANDARD-2 <sup>2</sup>
RETURNING <sup>2</sup>	START
REVERSE	STATUS
REVERSE-VIDEO <sup>2</sup>	STOP
REVERSED <sup>2</sup>	STRING <sup>2</sup>
REWIND	SUB-QUEUE-1 <sup>2</sup>
REWRITE	SUB-QUEUE-2 <sup>2</sup>
RF <sup>2</sup>	SUB-QUEUE-3 <sup>2</sup>
RH <sup>2</sup>	SUBTRACT
RIGHT	SUM <sup>2</sup>
ROUNDED	SUPPRESS <sup>2</sup>
RUN	SYMBOLIC <sup>2</sup>
	SYNC
	SYNCHRONIZED
SAME	
SCREEN <sup>2</sup>	
SD <sup>2</sup>	

<sup>2</sup> This word is not considered reserved if the RM/COBOL (74) 2.0 compatibility option is present in the Compile Command (see the *RM/COBOL User's Guide* for details on this option). In such cases, this word is treated as a user-defined word whenever it occurs in the source program.

TAB  
TABLE<sup>2</sup>  
TALLYING  
TAPE<sup>2</sup>  
TERMINAL<sup>2</sup>  
TERMINATE<sup>2</sup>  
TEST<sup>2</sup>  
TEXT<sup>2</sup>  
THAN  
THEN<sup>2</sup>  
THROUGH  
THRU  
TIME  
TIMES  
TO  
TOP<sup>2</sup>  
TRAILING  
TRUE<sup>2</sup>  
TYPE<sup>2</sup>  
  
UNIT  
UNLOCK  
UNSTRING<sup>2</sup>

UNTIL  
UP  
UPDATE  
UPON<sup>2</sup>  
USAGE  
USE  
USING  
  
VALUE  
VALUES  
VARIABLE<sup>2</sup>  
VARYING  
  
WHEN  
WITH  
WORDS  
WORKING-STORAGE  
WRITE  
  
ZERO  
ZEROES  
ZEROS

<sup>2</sup> This word is not considered reserved if the RM/COBOL (74) 2.0 compatibility option is present in the Compile Command (see the *RM/COBOL User's Guide* for details on this option). In such cases, this word is treated as a user-defined word whenever it occurs in the source program.

# Context-Sensitive Words

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The words listed in Table 2 are context-sensitive words and are reserved in the specified language construct or context. If a context-sensitive word is used where the context-sensitive word is permitted in the general format, the word is treated as a keyword; otherwise it is treated as a user-defined word.

**Table 2: Context-Sensitive Words**

Context-Sensitive Word	Language Construct or Context
AUTO <sup>3</sup>	screen description entry
AUTOMATIC <sup>3</sup>	LOCK MODE clause
BACKGROUND <sup>3</sup>	screen description entry
BACKGROUND-COLOR <sup>3</sup>	screen description entry
CARD-PUNCH	ASSIGN clause in file control entry (device-name)
CARD-READER	ASSIGN clause in file control entry (device-name)
CASE-INSENSITIVE <sup>3</sup>	LIKE relational-operator
CASE-SENSITIVE <sup>3</sup>	LIKE relational-operator
CASSETTE	ASSIGN clause in file control entry (device-name)
CONSOLE	ASSIGN clause in file control entry (device-name)
CYCLE <sup>3</sup>	EXIT statement (Format 3)
DISC	ASSIGN clause in file control entry (device-name)
DISK	ASSIGN clause in file control entry (device-name)
EOL	ERASE clause in screen description entry and ERASE phrase in ACCEPT and DISPLAY statements
EOS	ERASE clause in screen description entry and ERASE phrase in ACCEPT and DISPLAY statements
<sup>3</sup> This word is not considered to be a context-sensitive word if the RM/COBOL (74) 2.0 compatibility option is present in the Compile Command (see the RM/COBOL User's Guide for details on this option). When that option is present, this word is treated as a user-defined word whenever it occurs in the source program.	

**Table 2: Context-Sensitive Words (Cont.)**

Context-Sensitive Word	Language Construct or Context
BACKGROUND <sup>3</sup>	screen description entry
BACKGROUND-COLOR <sup>3</sup>	screen description entry
FULL <sup>3</sup>	screen description entry
KEYBOARD	ASSIGN clause in file control entry (device-name)
LISTING	ASSIGN clause in file control entry (device-name)
MAGNETIC-TAPE	ASSIGN clause in file control entry (device-name)
MANUAL <sup>3</sup>	LOCK MODE clause
MULTIPLE <sup>3</sup>	LOCK MODE clause and I-O-CONTROL paragraph
PARAGRAPH <sup>3</sup>	EXIT statement (Format 4)
PREVIOUS <sup>3</sup>	READ statement (Format 1)
PRINT	ASSIGN clause in file control entry (device-name)
PRINTER	ASSIGN clause in file control entry (device-name)
PRINTER-1	ASSIGN clause in file control entry (device-name)
REQUIRED <sup>3</sup>	screen description entry
SORT-WORK	ASSIGN clause in file control entry (device-name)
TRIMMED <sup>3</sup>	LIKE relational-operator
UNDERLINE <sup>3</sup>	screen description entry
YYYYDDD <sup>3</sup>	FROM DAY phrase of ACCEPT statement (Format 2)
YYYYMMDD <sup>3</sup>	FROM DATE phrase of ACCEPT statement (Format 2)

The DERESERVE keyword of the COMPILER-OPTIONS configuration record, which is described in the “Configuration” chapter of the *RM/COBOL User’s Guide*, can be used to make a context-sensitive word a user-defined word whenever it occurs in the source program, but then the language feature provided by the construct in which the word appears is not available for programs compiled with that particular configuration setting.

# Nonreserved System-Names

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## Code-Name

EBCDIC

## (Color-Integer) Color-Names

- (0) BLACK
- (1) BLUE
- (2) GREEN
- (3) CYAN
- (4) RED
- (5) MAGENTA
- (6) BROWN
- (7) WHITE

## Computer-Names

*user-defined-word-1*

## Delimiter-Names

BINARY-SEQUENTIAL  
LINE-SEQUENTIAL

## Device-Names

CARD-PUNCH  
CARD-READER  
CASSETTE  
CONSOLE  
DISC  
DISK  
KEYBOARD  
LISTING  
MAGNETIC-TAPE  
PRINT  
PRINTER  
PRINTER-1  
SORT-WORK

## Feature-Names

C01  
C02  
C03  
C04  
C05  
C06  
C07  
C08  
C09  
C10  
C11  
C12

## Label-Names

FILE-ID  
*user-defined-word-2*

## Language-Names

*user-defined-word-3*

## Low-Volume-I-O-Names

CONSOLE  
SYSIN  
SYSOUT

## Rerun-Names

*user-defined-word-4*

## Switch-Names

SWITCH-1	UPSI-0
SWITCH-2	UPSI-1
SWITCH-3	UPSI-2
SWITCH-4	UPSI-3
SWITCH-5	UPSI-4
SWITCH-6	UPSI-5
SWITCH-7	UPSI-6
SWITCH-8	UPSI-7